

DECEMBER 1984

95p

Dm 6

# COMPUTER & VIDEO GAMES



**SPECIAL OFFER**  
**MELBOURNE HOUSE**  
**CHRISTMAS GAME OFFER**

Prepare to meet  
**THE LAST  
STARFIGHTER**

**£1,000** MEGARULE  
COMPETITION!

**WIN** SPIDER-MAN ADVENTURES

**JOIN THE WARRIORS OF THE FREE IN THE LAND OF MIDNIGHT**

**WIN**  
**AN ADVENTURE  
HOLIDAY WITH MACBETH!**





## The Fall Guy

Colt Seavers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moonlighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stuntgirl protege, Jody, and Terri the lady from the Bail Bond Company, who

hires Colt when he's not before the cameras.

The cast of characters is:

Colt Seavers	LEE MAJORS
Jody Banks	HEATHER THOMAS
Howie Munson	DOUG BARR
Terri Michéals	MARKIE POST

## The Dukes of Hazzard

It's the 4th of July and as usual the Duke family want to have their annual party. The essential ingredient to make the party a success is moonshine, so it's up to Bo and Luke Duke to take the General Lee and fetch the moonshine Uncle Jessie Duke has left

scattered throughout the county. The problem is that Boss Hogg knows about the Duke Boys plans and has sent Roscoe and company out to stop the Boys collecting the moonshine.

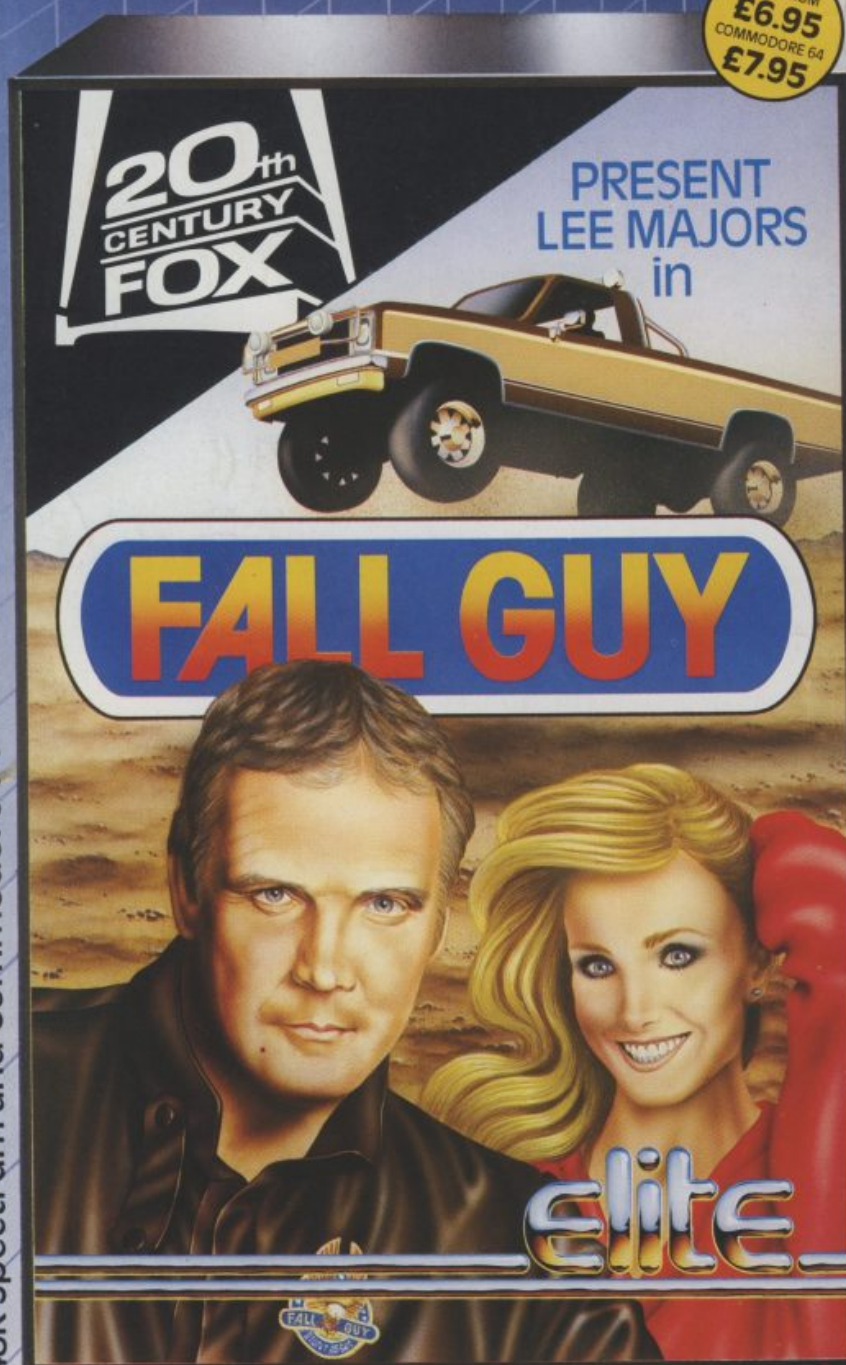
## Kokotoni Wilf

As Kokotoni Wilf you must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for your master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric

Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk! 60 plus screen settings in genuine high resolution make 'Kokotoni Wilf' an arcade adventure worthy of comparison with Jet Set Willy.



coming to your Micro early 1985



Every single ELITE product carries the unique 'ELITE' Holographic Sticker. Make sure your copy does, its your guarantee of quality.



Mail Order: Just send a cheque or P.O. payable to 'ELITE' or quote your credit card no.

48K Spectrum and Commodore 64





A still from the movie, *The Last Starfighter*. Turn to page 100 for our preview of this latest space adventure.

Cover: Universal Lorimar Productions.

**NEXT  
ISSUE  
ON SALE  
16th  
DECEMBER**

**Editor**  
Tim Metcalfe  
**Deputy Editor**  
Eugene Lacey  
**Editorial Assistant**  
Clare Edgeley  
**Staff Writers/Reader Services**  
Robert Schifreen  
Seamus St. John  
**Art Editor**  
Linda Freeman  
**Designers**  
Lynda Skerry, Ian Noble  
**Production Editor**  
Mary Morton  
**Advertisement Manager**  
Louise Matthews  
**Advertising Executives**  
Bernard Dugdale, Sean Brennan  
Phil Godsell  
**Production Assistant**  
Melanie Paulo  
**Publisher**  
Rita Lewis

**Editorial and Advertisement Offices:**  
Priority Court, 30-32 Farringdon Lane  
London EC1R 3AU  
Tel: 01-251 6222

**COMPUTER & VIDEO GAMES POSTAL SUBSCRIPTION SERVICE.** By using the special Postal Subscription Service, copies of **COMPUTER & VIDEO GAMES** can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to **COMPUTER & VIDEO GAMES** (Subscription Department), Competition House, Farndon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to **COMPUTER & VIDEO GAMES**. Annual subscription rates (12 issues): UK and Eire £14. Additional service information, including individual overseas airmail rates, available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd.

Printed by Severn Valley Press. Typeset by In-Step Ltd.

## FEATURES

- MAILBAG**.....5  
Piracy, pretty pictures and praise feature in our Christmas letters page.
- COMPETITIONS**.....11  
Four pages packed with prizes start here.
- MACBETH**.....31  
Is this a competition I see before me? You bet it is!
- SPIDER-MAN**.....54  
Old Web-Head gets the Scott Adams Adventure treatment and Keith Campbell gets caught up in the threads.



- GAME OF THE FILM**.....86  
Films and TV shows are getting the video-game treatment.
- THE YEAR'S NEW MICROS**.....93  
The Bug Hunter takes a look at the new games machines lining up for the Christmas market.
- THE LAST STARFIGHTER**.....100  
The ultimate adventure starts here! *C&VG's* preview of the latest space movie.
- TOP 30 CHARTS**.....106
- DOOMDARK'S REVENGE**.....110  
Part one of our exclusive Fighting Fantasy style adventure competition — join the Warriors of the Free!

- CHRISTMAS GAME OFFER**.....146  
A very special offer exclusively for *C&VG* readers — a great Christmas adventure from *The Hobbit* people.
- ADVENTURE HELPLINE**.....165  
Two pages of hints and tips from the files of the Adventurer-in-Chief and his apprentices.
- ADVENTURE**.....166  
KC digs deep into his software pile and comes up with some new Adventures!
- AVALON**.....173  
Professor Video takes a look into the weird and wonderful world of *Avalon* and brings you an exclusive map with tips.
- BUG HUNTER**.....191
- FIFTH COLUMN**.....197  
Mike Singleton brings you the latest news from the battlefield!
- HALL OF FAME**.....200  
Hot-shots start here. Are you good enough to get into our elite?



## LISTINGS

- GANGSTER/SPECTRUM**.....78  
Big Dino has set you up good and proper!
- WEATHERBEATER/SPECTRUM**.....126  
Would you buy a used space craft from this man?
- BOXER/CBM 64**.....158  
This program's a knock-out!
- FRANTIC FARMER/BBC**.....181  
It looks like a bleak winter ahead for Giles the Farmer.

## NEWS AND REVIEWS

- GAMES NEWS**.....21  
Hot stories from the city desk concern Ultimate's new releases and the demise of Parker Brothers. Plus lots more scoops!
- REVIEWS**.....35  
Exclusive reviews on U.S. Gold's *Raid Over Moscow* and *Tapper*, *Countdown to Meltdown* from Creative Sparks plus *Black Night* from the new Interdisc outfit and *Jet Set Willy* for the 64.
- ARCADE ACTION**.....64  
Arcade Spy discovers the latest Star Wars game — *Revenge of the Jedi* — and it's a real blaster. Plus news from the Pinball Owners Association Convention.
- NEXT MONTH**.....207



**Game of the Month**  
Boulderdash



# No man's land

ORIC/ATMOS

ORIC/ATMOS

OTHER TITLES FOR CBM64/V20 SPECTRUM ZX81 AVAILABLE ON REQUEST



**0503 CATEG-ORIC** (action game). Take command of a cruiser engaged in battle against fighter planes and submarines. Use the radar and sonar systems to detect and destroy the enemy before you are sunk. £ 7.95



**0540 STYX** (arcade). Destroy the castles of the Dark One which guard the river Styx. Struggle against vultures, the eyes of the devil and his minions to vanquish evil. £ 8.50



**0494 DEBUG** (utility). A monitor/debugger to debug your programmes in machine code: position of internal registers, set breakpoints, step through programmes. £ 11.95



**0496 OPTIMUM** (home). Manage up to 4 different accounts, keep track of expenditure and compare with your monthly or yearly budget. Just what you need to keep the household accounts in order. £ 9.95



**0495 FIRE FLASH** (arcade). Prevent the aliens from sabotaging the fuel depot and avoid enemy fire by passing into hyper space. An attractive and challenging arcade game in 100% machine code. £ 8.50



**0526 TYRANN** (adventure). Can you find your way through the labyrinth and liberate Queen Tyrann from her torment? A first-class adventure game with text and graphics. £ 8.95



**0514 THE DIABOLICAL TOWER** (adventure). The Diabolical Tower has 60 floors, each one fraught with danger. Your mission is to seek out the treasure. £ 8.50



**0510 MULTIFILER** (business). A powerful programme for creating files. Choose your own criteria adapted to your requirements. Rapid sort and search features in machine code and possibility of memorising over 30000 characters. Extremely simple to use. £ 14.95



**0463 PANIC** (action). Catch the marauding apples by setting traps. 6 levels. £ 6.95




**0515 THE HARE AND THE TORTOISE** (education). A game for 3-8 year olds to teach the notions of right, left, up, down and counting. The hare and the tortoise decide to race. Who will win? The level of difficulty is adjustable to the child's ability. £ 8.50

## OTHER ORIC/ATMOS TITLES

0497 ADDRESS BOOK	£ 9.95
0498 BANK ACCOUNT	£ 12.50
0499 BASIC PLUS	£ 9.95
0502 COMPUTER ASSISTED DESIGN	£ 8.50
0504 CHARACTER GENERATOR	£ 8.50
0465 CONCOURS HIPPIQUE	£ 5.95
0464 CW MORSE	£ 14.95
0506 FINANCIAL CALCULATOR	£ 9.95
0507 INVOICING	£ 14.95
0508 LEARNING FORTH	£ 16.95
0509 LIBRARY CATALOG	£ 9.95
0511 SCREEN KIT	£ 9.95
0513 SUPERCOPY	£ 9.95

## RETAILERS CONTACT:

CentreSoft 

OR ASK YOUR DISTRIBUTOR TO CONTACT US

DISTRIBUTORS AND OVERSEAS ENQUIRIES CONTACT:

JANET PELTON, INNELEC-NO MAN'S LAND 110 BIS RUE DU GAL LECLERC 93506 PANTIN CEDEX FRANCE TEL.: 33-1-840.24.31

## MAIL ORDER:

POST COUPON TO HIGH TECH UNITS 1 & 2 CONLON DEVELOPMENTS WATERY LANE DARWEN LANCASHIRE  
PRICES INCLUDE POSTAGE AND PACKING FOR UK ONLY OVERSEAS ADD £2.

REF	TITLE	QTY	TOTAL PRICE

PO/CHEQUE ENCLOSED OR DEBIT ACCESS/VISA  
IF CARD EXPIRY DATE:

**IMPORTANT:** All cheques or cards payable to NO MAN'S LAND and sent to High Tech.

NAME

ADDRESS

POSTCODE





## GETTING THE BEST FROM DECATHLON

Dear Sir,  
The two programs below are merge routines, the first for the Vic 20 and the second for the CBM 64.

1. *Vic 20*.  
POKE43,PEEK(45)-2  
POKE44,PEEK(46)

LOAD  
POKE43,1  
POKE44,16

2. *CBM 64*  
POKE43,PEEK(45)-2  
POKE44,PEEK(46)

NEW  
LOAD  
POKE43,1  
POKE44,8

Both programs should be typed in immediate mode. Press return after each line. It is important to note that the second program should have higher line numbers than the first.

PS. A good tip for Activision's *Decathlon* is to use a Zeta joystick. PPS Can anybody beat 11,306?

Graham Rice  
Eynsham  
Oxford

## WHAT REALLY IS THE SCORE?

Dear Sir,  
I am writing to complain about the high scores on *Jet Pac*. Scores like 25 million would take far too long to achieve. I noticed that the highest score shown in the September '84 issue was 13 million in 36 minutes. What utter nonsense! I also noticed that the score of 13 million ended in a 2. This, however, is impossible in *Jet Pac* because a score either ends in 0 or 5.  
Derek Wright  
Orpington  
Kent

**Editor's reply:** As we've said so many times

before, Derek, we rely on the honesty of our readers when they enter our Hall of Fame. If you cheat, you only fool yourselves. Lots of people out there know about the scoring system for games — as Derek's letter illustrates.

## A LOONY WRITES AND WRITES...

Dear Sir,  
I've just got time for a few quick words before I return to the fray.

I'm one of those few million odd people who have, perhaps quite by accident, come into the possession of a "Home micro-wave oven" ... or at least I think that's what the man in the shop called it. Anyway, this micro thing seems to be taking over my home.

I can't watch TV in the mornings because my sister is catching up with her language course with something called "The French Mistress" ... which I at first assumed to be one of those new video-game-nasties. When I come home at night, I find my father has invited a dozen business associates round to work out the many ways to swindle the company on the "Busi-calc-for-complete-novices-and-chartered accountants".

So where does that leave me? I have to wait until the stroke of midnight before I can plug in my trusty Kempston and sally forth into the dim and distant worlds of "Ulti-magi-tronics", and other less well known but equally dubious sounding zones of twilight ... which brings me, at last, to what I really intended to write about. Is there yet a definition for a person who spends hours at a time seeking the fictitious destruction of

little dots on a screen, or manoeuvring a small character called Willy (?) around scenes which seem to be the result of a particularly bad batch of glue ...

From present sales figures, I would be tempted to define such a person as a Consumer, or to use a modern, hip word — punter.

I hope that you wholeheartedly disagree with this, if only to create a little controversy into an otherwise bland letter.

I have in my possession a few games which, I am afraid to say, come into the "I wish I hadn't bought ..." category. For example *Schizoids*, *Transylvanian Tower*, and a few lesser items which could easily feature in a computerised version of "The worst of Hollywood". Next time I read "... and all the features you have come to expect ..." I will think to myself: "Ah yes, Poor scenes, flickering graphics, boring, slow, fondue, cuddly toy ..."

Didn't he do rotten! Of course, I am biased. I forked out £130 on a Clinclair Clectum and every other game I see for it is "arcade standard" advertised and plays like a nun in a brothel ... is this my fault? ... Any Atari owner will say "Yes, you are an idiot ... Ah so."

But I digress. The truth of the matter is that I enjoy the good Spec-games, few though they are, and I also pay attention to the reviews that illustrious publications, such as yours, give them.

I'll have a bash at anything — Adventures, wargames, shoot-'em-into-bits, even the highly overrated "Graphic Arcade Simulations" but I'm afraid I have yet to find one that makes me wake up in a cold sweat ... pity

about that "French Mistress" ...

I must admit, I did like *Manic Miner*, until I found the Skylab stage impossible. I haven't played it for months. So you can appreciate the elation that I felt when confronted with the prospect of continuing the saga in *Jet Set Willy* (can you?). However, the joy was short lived ... Bugs? That game is more infested than a tramp's hammock! If you have played it for more than five minutes (how long DO you reviewers take?), then you will know of the bugs that I speak, and how, once manifested, the only way to remove them is to re-load the whole thing from scratch.

Ha Ha Ha, what is this padlock software security? It's almost laughable what some people will do to deter us budding pirates! And what if I do lose the card with the codes on it? But then, if I was making that sort of money, I suppose I really would be worried about a few copies being made.

How infuriating to find the *Best of Bucks Fizz* sporadically interrupted by "Beep ... crackle ... zzzz", as some jerk has copied the latest copy of the latest arcade simulation of a book of the film of ... there's more ...

So what can I do? Type in one of those extremely good games that get printed up in all the best mags? (Sorry).

Here's a new one that you might not have seen before:

```
10 PRINT "Input
Direction"
20 INPUT a$
30 PRINT "You are
lost":GOTO 10
```

Followed by a mad dash for the user's manual, as a million new Spec-owners try to find which key





combination produces PRINT . . . I hear the latest excuse is that typing in a game out of a mag actually helps one's programming ability . . . answer on a postcard to . . . etc.

Sorry to sound so cynical, but the primary school across the road is teaching the kids exactly the same thing that I am trying to understand on a B/T Compt. Science course . . . and we get called the future brains of Britain. I fear more for this country's future than I did when Uncle Albert split his atoms.

Remember skateboards? In ten years, if you are lucky, you might remember home computers.

I am going back to fight the mothership on level 4 now, but be warned, I shall be in touch . . .

If you print any/all of this rubbish, I shall be your servant for life and I might even buy the next issue. If you don't, then the next one will be even more intellectual . . . and possibly spelled rite. Until next time,  
*John Tapper,  
Herefordshire*

## BRING BACK OUR VIDEOGAMING!

Dear Sir,  
I think it's about time I wrote to you expressing my disappointment in the recent Video Gaming sections in your magazine.

I am not criticising the way in which you judge the games, but rather the lack of games over the past few months. As video game owners are expected to pay the same as micro owners for the mag, I feel we should get more than three or four reviews per month (only one in August). This is my only criticism of an

otherwise excellent magazine.

*Kevin Hatter  
Trowbridge  
Wilts*

**Editor's reply:** Thanks for your letter Kevin, and I have to agree with you that the Videogaming section has been a little bit thin over the last few issues. The reason for this is that there aren't the number of new releases for the video games systems that there were a year ago. Without new games to review, there simply isn't anything for Joystick Jury to pass judgement on.

## TOP US GAMES FOR THE TEXAS

Dear Sir,  
I am writing to tell you how pleased I was to hear that Parco Electrics has bought up the stock of American Texas Instruments cartridges. Maybe now Texas owners will be able to obtain what we have always wanted — good versions of top American games.

Software has always been hard to get and I feel that now, at last, things may be getting better.

I am also writing to ask if C&VG could get hold of some and review them — now that these cartridges have become available. This would make choosing the good buys a lot easier.  
*Andrew Meiklejohn  
Gullane  
East Lothian*

**Editor's reply:** We have reviewed a couple of these games already, Andrew. These were *Buck Rogers* and *Burgertime*. If you check out your back issues you should be able to find them. We will continue to support the Texas.

## ADVENTURE MISTAKE — SURELY NOT?

Dear Sir,  
As avid readers of your most enjoyable Adventure column, we thought we should write and notify you of one of your rare mistakes.

In his review of *Ring of Power* for the CBM 64, Geoffrey Carew states that the only graphics are some "murky sprites at the edge of the screen". If you type PICTURE you will get the full colour graphics, although they are rather repetitive and boring.

TEXT will take you back to the test mode. There is no mention of this, however, in the instructions.

Apart from that, we agree with the reviewer.  
*Simon & Edwin Sheaf  
Hove  
East Sussex*

## PROTECTION FOR BASIC PROGRAMS

Dear Sir,  
I would like to know if it is possible to safeguard a program (in Basic) from being broken into.

Programs like *Jet Set Willy* and *Sabre Wulf* cannot be broken into during the game. I know these games are in machine code but I wondered if it was possible with Basic listings.

If it is possible, could you please tell me or give me a few hints. I own a Spectrum 48k.  
*A B Walker  
Broughton in Furness  
Cumbria*

**Editor's reply:** There's a number of ways of protecting a Basic program. On the Spectrum, POKE 23659,0

will disable the Break key and the machine will crash if someone tries to look at your program. But if you supply the game on tape, it's still possible to MERGE the game before it has a chance to run and set up the POKE.

The reason that machine code games are easier to protect is that a Basic program automatically keeps checking whether you're pressing BREAK. In machine code, you have to do this yourself in your program.

If you don't then there's no way of breaking in without turning off the machine. So programmers of games like *Manic Miner* will remove the BREAK part of the program before it goes on sale.

## C&VG IS JUST IRRESTIBLE!

Dear Sir,  
I was not a regular reader of your magazine until June. I saw on the cover that you had the missing screen from *Jet Set Willy*. I bought it instantly and rushed home to program it in. I was delighted with the game.

A month later I saw your July issue on the shelf. I saw your 52-page Book of Games so I bought it. This issue was just as pleasing as the last.

I am now planning to get C&VG every month. It also has lots of competitions and reviews which is what I like. I have only one criticism and that is that there are too many adverts.

Keep up the good work and my friends and I will continue to buy your magazine.  
*Matthew Clayton  
Otley  
N Yorks*



# ACTION COMPUTER STATIONS!

## micro adventure

### WHERE READING ADVENTURE AND COMPUTER FUN COLLIDE

Four fantastic new adventure stories, full of danger, action and suspense. The only person who can save the day is you – using the challenging computer programs included in each **Micro Adventure**.

Launch them today!



Out now in Dragon Paperback  
Only £1.50 each!

**GRANADA**

A division of the Collins Publishing Group



## LOTHLORIEN



56A PARK LANE, POYNTON, CHESHIRE SK12 1RE  
Tel: (Poynton) 0625 876642

Spectrum.....£5.95

Commodore 64..... £6.96



Enter our spectacular competition and win a **SUNSHINE HOLIDAY** for two at the luxurious Bel Azur Hotel in Tunisia in March. Second prize is a colour television set.

This fabulous competition is run in two sections, for Spectrum and Commodore 64 owners.

Buy 'SPECIAL OPERATIONS' and complete the game for Objective 4 – get a sample of an experimental chemically based rocket fuel. State the time it took to complete the adventure as given on the screen and give the name of your computer. Keep a tape of the 'saved' game as proof of achievement. The top five competitors for each machine will be invited to a competition play-off during February 1985. There will be a panel of judges, and their decision will be final. Closing date January 31, 1985. Complete the entry form below and return to us with a corner cut from the cassette sleeve of Special Operations. **DO NOT** send your tape with the entry form.

NAME.....

ADDRESS.....

Completion Time.....Tel. No.....

Computer.....

A2/FH84

Master of Serebal.....	Spectrum £6.95
Redcoats.....	Electron/BBC £6.95
.....	Spectrum 48K £5.95
Johnny Reb.....	Amstrad £6.95
Panzer Attack.....	Spectrum 48K £5.95
Lifeline.....	Spectrum 48K £2.99
Billy Bong.....	Spectrum 48K £2.99

Please send me:

I enclose a cheque/PO for £.....  
made payable to **M C Lothlorien**.

Please debit my Access A/C No.....

Signed.....

Name.....

Address.....

**LOTHLORIEN**



**More action for  
your money**

Post to: M C Lothlorien, 56a Park Lane, Poynton, Stockport, Cheshire SK12 1RE

A2/FH84



# tír na nòg



**GARGOYLE GAMES**

**£9.95**

**48K ZX SPECTRUM**

**Tír Na Nòg**—the land of youth, the other world.

**Tír Na Nòg**—the kingdom of the sidhe, the home of dagda's cauldron.

**Tír Na Nòg**—a vast and complex adventure, in a magical celtic landscape.

**Tír Na Nòg**—a most stunning visual experience, with state-of-the-art film animation.

**Tír Na Nòg**—a true computer movie.

ALSO FROM GARGOYLE:  
THE STUNNING SPACE GAME,  
**AD ASTRA - £5.95**

GARGOYLE GAMES, 74 KING STREET, DUDLEY, WEST MIDLANDS. TEL: DUDLEY 238777



# GUZZLER

INTERCEPTOR  
SOFTWARE

ONLY  
£7.00  
ON CASSETTE  
£9.00  
ON DISK

WRITTEN BY JASON BENHAM  
PRODUCED BY RICHARD PAUL JONES

SUITABLE FOR THE  
**commodore** 4

INTERCEPTOR  
MICRO'S

LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE  
TELEPHONE: (07356) 71145, 3711.

AVAILABLE NOW  
FROM  
ALL GOOD COMPUTER  
RETAILERS



Aerial arcade action from Synsoft

# BOMBS AWAY!



Play this multi-level extravaganza three different ways. You and your chopper must bomb and fire on vile enemies, navigate hazards like deadly laser rooms and hyper-energy chambers, rescue 18 trapped friends – and make your way through the most demanding, maddening set of caves ever devised. Super graphics, unnerving sounds, constant scrolling, plus randomly placed dangers so the game is always new. You can't really learn **Fort Apocalypse**. Just hold on to your joystick, practice – and hope!



**SELECTED  
TITLES  
AVAILABLE  
SOON FOR  
SPECTRUM**

You're at the controls for this World War I dogfight game.

Shoot down enemy planes, bomb targets, strafe tanks and gun emplacements – there's constant action on the incredible 3-D diagonally scrolling screen. At the same time, you have to keep track of altitude, speed, fuel and damage. Medals don't come easy. You must master a series of flying skills and perform them with pinpoint accuracy. One slip and you've lost it all – even your life. Happy landings, ace!

ALL GAMES

CASSETTE

**£9.95**

DISK

**£14.95**

U.S. Gold Ltd., Unit 10, The Parkway  
Industrial Centre, Heneage Street,  
Birmingham B7 4LY. Tel: 021-359 3020.



**synsoft**



A lively, imaginative alternative to rockets and bombs. Your Dreil builds squares, his enemies knock them down. Quick reflexes, intelligence and strategy are a must.

Commodore 64 & Atari



One of the most challenging arcade games available! Incredible 3-D graphics diagonally scrolling screen, super sound – all in great detail.

Commodore 64.



Exciting 3-D action! The most realistic point-of-view game you've ever played. Navigate through asteroid belts, destroy enemy ships, and more!

Commodore 64.



# COMPETITION



You all read last month's amazing MSX-extra where we explained the vices and virtues of the new breed of micros from Japan. Well, if our features persuaded you to buy one, you'll need some games to play on them won't you? And we've got the games if you've got the answer.

## THE QUESTIONS

**1** What do the initials MSX stand for? If you got last month's issue, this question will be no problem!

**2** What is the name of Britain's Olympic Decathlon champion — featured on *C&VG*'s July cover.

**3** Name the famous Activision programmer who created *Pitfall*?

## WIN MSX GAMES

Our friends at Activision have come up with £400 worth of MSX software for you — if you can answer the three simple questions below.

Fifteen people will get their hands on sets of two Activision MSX games — conversions of their mega-hits *Beamrider* and the classic *River Raid*.

Just the thing if you've got yourself a new MSX! Now answer the questions, fill in the coupon and mail it to



*Computer & Video Games*, Activision MSX Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal *C&VG* rules apply. The editor's decision is final and no correspondence will be entered into.

### COMPUTER & VIDEO GAMES/ACTIVISION MSX COMPETITION

My answers are.....

1.....

2.....

3.....

Name .....

Address .....

.....



..... STOP PRESS ..... THIS FABULOUS NEW GAME IS NOW FEATURED IN  
THIS MONTHS ..... COMPUTER & VIDEO GAMES ..... **HALL OF FAME** .....

THE OFFICIAL

# Eddie Kidd JUMP CHALLENGE



If you've ever wondered how it feels to be Eddie Kidd... defying danger and gravity, soaring on a motor-bike over a long line of cars... here's your chance to find out!

This fabulous new game - Jump Challenge - has been produced for you by Martech, with a lot of help from Eddie himself.

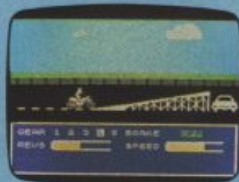
At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet - clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!

Just like Eddie, you'll start by trying to clear barrels on a bicycle... gradually working up to attempting Eddie's daring leaps which have thrilled millions around the world!

- ☐ 100% machine code
- ☐ separate control of bike and rider for incredible realism
- ☐ dangerous headwinds for added difficulty
- ☐ scoring system - for successful jumps
  - ☐ joystick or keyboard option
- ☐ PLUS!! You can enter the Official International Jump Challenge Competition!

Details on cassette insert

Available from leading software retailers OR order today by mail, price £6.95 (48K Spectrum) or £7.95 (Commodore 64, BBC 'B', & Electron) including VAT and P&P. Please make cheque or postal order payable to Software Communications Ltd. Allow 7 days for delivery.



SPECTRUM



SPECTRUM



COM 64

## **martech**

Martech is the registered trade mark of Software Communications Limited  
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE

TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 87465 EXIM Brighton



**48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON**



# COMPETITION

## SPOT THE DIFFERENCE AND WIN A MEGARULE!

The Megarule is a ruler with a difference — it magnifies over 100% and is ideal for computer listings. The pale blue tint takes your eye directly to the area and the central marking makes sure you focus on the actual line you need. Each Megarule in this special limited edition carries the *Computer & Video Games* logo.

Look at the illustration and then turn to page 85 and find as many differences between the two pictures as you can.

Circle them and send a completed entry form to: Megarule Christmas Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



### MEGARULE CHRISTMAS COMPETITION

I have found ..... differences

Name .....

Address .....

The competition is only open to readers of *Computer & Video Games*. No staff (or their relations) of *Computer & Video Games*, Mega Marketing or associate companies may enter. The editor's decision is final and no correspondence will be entered into. A list of winners will be provided if requested. Closing date is December 16th.

## 50p OFF

To make sure you get a Megarule or to order more for Xmas presents, just fill in the coupon and save 50p off the normal price of £2.99. This offer is exclusive to readers of *Computer & Video Games*.

Just send your remittance of £2.49 per Megarule to Mega Marketing Ltd., 20 Orange Street, London WC2H 7ED or phone 01-930 1612 with your Access number.

To: Mega Marketing, 20 Orange Street, London WC2H 7ED.

Please rush me .....

Megarules at £2.49 each. I enclose

a cheque/postal order to the value of

£..... Or debit my

Access card number .....

Name .....

Address .....

Signature .....

## PART II SYSTEM 15000 COMPETITION

So, you won a *System 15000* in last issue's competition did you? Well now you've qualified for the next part of our great *System 15000* competition. All you have to do is play the game — by doing that, you'll be able to answer the questions below.

Get the answers right and you could soon be the proud owner of an Answerphone Modem! We've got five to give away, thanks to our friends at Craig Communications, the people behind *System 15000*. Want one? Then get cracking!

### THE QUESTIONS

1. What is a modem?
2. What type of game is *System 15000*?
3. What is the telephone number for Seastar Travel?
4. Who owns Realco?
5. What is the account access code at Midminster Bank?

### SYSTEM 15000 MODEM COMPETITION

My answers are:

1 .....

2 .....

3 .....

4 .....

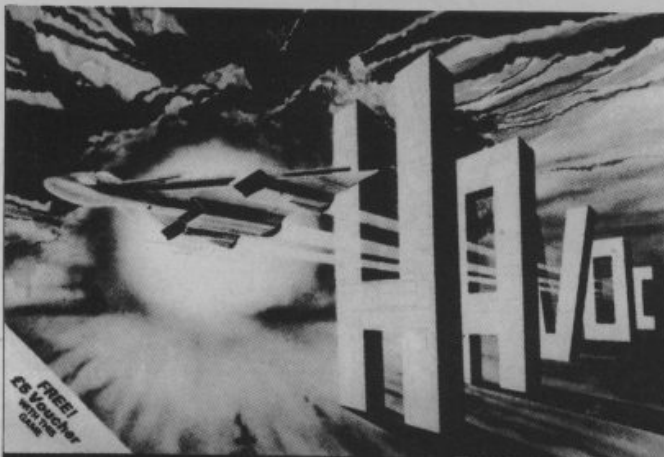
5 .....

Name .....

Address .....

SPECIAL READER OFFER





# PLAY HAVOC WITH YOUR COMPUTER

*"Possibly the ultimate challenge for arcade fans,  
and a brilliant piece of programming"*

Commodore Horizons  
Nov. 1984

## HERE'S A VERY SPECIAL OFFER TO HELP YOU!

**FREE** £5  
VOUCHER  
WITH EVERY GAME

**FREE** FULL  
COLOUR  
A3 POSTER

**FREE** HAVOC  
MOBILE

**FREE** GIFT  
SOFTWARE  
OF AT LEAST  
£5.95 R.P.

**HAVOC for the CBM 64 — £9.95**

**HAVOC for the SPECTRUM — £7.95**

• • •

Available from all leading computer stores and  
retailers, including W.H. Smith, Boots, John  
Menzies, Spectrum Group, etc.

To take advantage of this special offer, send cheque or  
P.O. to Dynavision, P.O. Box 96, Luton LU3 2JP.  
Credit card orders to 0582-595222 (24 hrs.)

Please send me a copy of HAVOC ☐ CBM 64  
☐ Spectrum

Name .....

Address .....

.....

.....

**VIC20 CHARIOT RACE** £6.95

**DICE WITH DEATH**  
**THRILLS**  
**SPILLS**  
**FRENZY**

**IT'S A TOUGHIE**  
**GET IT NOW!**

AVAILABLE FROM -  
**Spectrum** **Boys** **GRANADA**  
**WOOLWORTH** **HMV** Co-op Stores  
AND ALL GOOD SOFTWARE STORES!

**micro-antics**  
Littlehome, Hawthorne Lane,  
Codsall, Wolverhampton,  
W. Midlands. Tel: 09074-5147



# COMPETITION

## FREE OFFER

What can 13p get you these days? The first 10 pages of *C&VG*, a quarter of a can of coke or half a Mars bar. Not great value for money. But here at *C&VG* we've come up with a great idea to help you spend those few pennies — and what you get is worth at least three times as much!

It's a copy of our amazing Thompson Twins flexi-disc Adventure game. If you missed out on our October issue, you will also have missed out on your free copy of the flexi.

So, due to great public demand, we've decided to offer copies of the disc just for the price of a second class stamp.

All you have to do is fill in the coupon below, stick a 13p stamp on it and post it to the address on the coupon — NOT *C&VG* please. Don't lick all the stamp — otherwise we'll never be able to get it off to fix to your flexi-disc package.

I'm afraid you won't be eligible for the competition at this late date — but the first 25 people to send in their coupons will receive a free *Computer & Video Games* tee-shirt.

### THE COUPON

*Computer & Video Games*  
Flexi-Disc Offer

Please send  
me my free  
flexi-disc:

stick  
stamp  
here!

Name.....

Address.....

Send to: *Computer & Video Games*  
Flexi-Disc Offer, Ward Lester Ltd,  
14 Hertford Road, London N1.



## PETER PAN SPOT THE DIFFERENCE!

Peter Pan was flying around long before people started playing computer games. But we reckon, if he's still out there in Neverland, he'll be playing all the top games along with the rest of you.

Being a conceited chap, he'd certainly want to see how his own adventures had been transformed into a computer game!

Hodder and Stoughton, publishers of the book, have just released a new game based on *Peter Pan*, the classic children's fairytale by J.M. Barrie. The game comes complete with a copy of the paperback — so if you haven't yet read it, now's your chance.

We've got six copies of the Adventure game — which runs on the Spectrum and the BBC — to give away to the readers who can spot the differences in the Peter Pan illustrations on this page.

Once you think you've found all the differences, ring them with a ball point pen and send the pictures and the coupon below to *Computer &*

*Video Games*, Peter Pan Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competition is December 16th and normal *C&VG* rules apply.

Remember to mark the outside of the envelope with the make of micro you own.

### C&VG/PETER PAN COMPETITION

Name.....

Address.....

Computer you own:

Spectrum ☐

BBC ☐

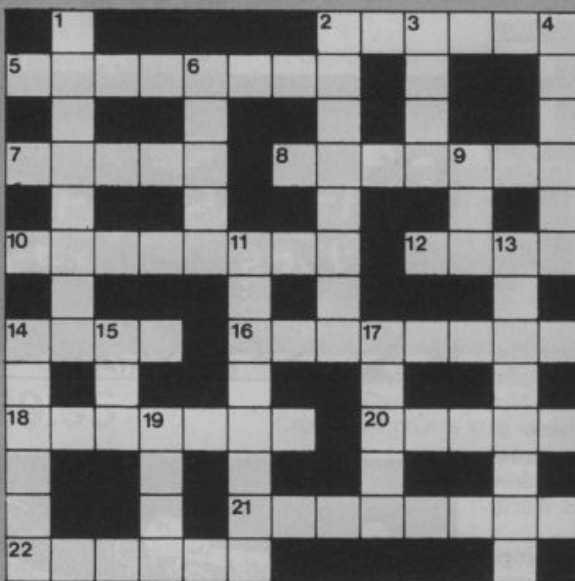


# CROSSWORD

We proudly present another of our amazing C&VG crossword puzzles — with the clues in the right order! The first three correct answers to this crossword out of the C&VG memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games*, Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

## Clues — Across

2. Amphibian drive by LOGO (6)
5. Sabre Wulf's software house (8)
7. Finger, toe or number (5)
8. Stop holding down a key (7)
10. Check that data is reasonable (8)
12. He's at the end of the Q\* in the game (4)
14. It may be magnetic or paper (4)
16. A file of information for applications (4,4)
18. VDU (7)
20. Fighter flier (5)
21. Computer game for a full back? (8)
22. Phantoms in Atac Atac (6)



## Clues — Down

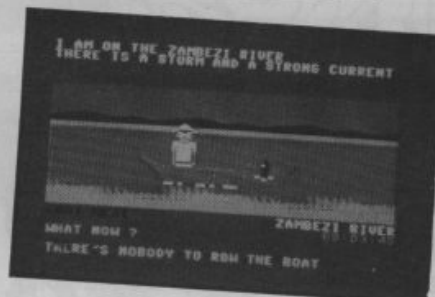
1. Game that sounds related to the crocodile (8)
2. CEEFAX, for example (8)
3. Speed (4)
4. What you need to be to enter the Hall of Fame (6)
6. Beaten at Chess (5)
9. A big one rolls barrels in Donkey Kong (3)
11. Artificial humans (8)
13. Returned to original value or condition (8)
14. Co-ordination (6)
15. Point in a din plug (3)
17. Macintosh micro (5)
19. Fluids for jet printers (5)

## AFRICAN SAFARI

*African Safari* is the first Adventure game to feature fully animated scrolling graphics. And you need a joystick to play it, too! We've got 25 copies of this revolutionary new game for the Commodore 64 up for grabs, thanks to our friends at the new and innovative software company, Interdisc.

You can read all about the game in our *Games News* pages this issue. And on this page are some screen shots so you can see what the game is all about. Want one? Then all you have to do is answer the three simple questions below, fill in the coupon and mail it to *Computer & Video Games*, African Safari, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal C&VG rules apply. Now for those questions:

1. What was the name of the young boy befriended by animals in the classic children's story *The Jungle Book* by Rudyard Kipling?
2. In the Tarzan movies the ape-man's best friend was a chimpanzee. What name did Tarzan give the chimp?
3. What animal won't you find on an African Safari? a) Elephant b) Flamingo c) Tiger.



### C&VG/AFRICAN SAFARI COMPETITION

My answers are:

1. ....

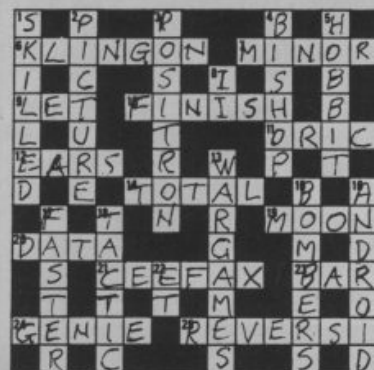
2. ....

3. ....

Name .....

Address .....

### SOLUTION



One night, a couple of months ago, Snag Junior crept into the C&VG office to create his usual havoc. You probably noticed that he'd been at work when you attempted the crossword in October's issue. The headlines to the Across and Down clues were switched! I'm happy to report that everyone managed to unravel Snag's night's work and also to complete the crossword correctly. There are three winners, all of whom will receive a C&VG tee-shirt. Well done to Mr J Eagle, London; Mark Woolrich, Doncaster and Mr M R Eves from Surrey. The correct answers are below.

Turn to page 207 for competition results . . .

Due to the fact that this issue features so many great competitions and prizes, we've decided to feature these and have put the competition results on page 207. If

you've entered a competition in the last few issues and the results haven't been printed — they'll definitely be in the January issue.





CodeWriter<sup>™</sup>  
Limited

**YOUR OWN PROGRAM**  
-the first time you try-

# The Adventure to blow your mind

Because you write the adventure on your computer...in English!

Mastermind your own adventures. Your own heroes and villains. Magicians and monsters. Warriors and vampires. Castles and coffins.

The only restriction to your adventures is your imagination.

The range of possible game creations is almost inexhaustible.

AdventureWriter does not allow you to get bored.

Every game is automatically error-trapped - and can be saved on disk or tape. All you do is create the adventure...

in plain English.

Once you're

happy with an adventure, you can sell it to your friends or market it through the AdventureWriter library of ready-to-run games. If accepted, a royalty will be winging its way to you!

AdventureWriter will run on either **Commodore 64**, **Atari** or **Apple II** computers. Demand it from your dealer today! Tell him it's available through Terry Blood, P.C.S., Tiger or CentreSoft. Or order now - fill in the coupon below.

# Adventure Writer<sup>™</sup>

A CodeWriter<sup>™</sup> Program

**LET THE EXCITEMENT BEGIN!**



Please send me my AdventureWriter disk for:

Atari ☐ Commodore 64 ☐ Apple II ☐ Price £24.95 each.

Overseas orders add £1. I enclose a cheque/PO/IMO for £  
made payable to CodeWriter Ltd.

BLOCK CAPITALS PLEASE

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Post to: CodeWriter Ltd CodeWriter House PO Box 33  
Basingstoke RG24 0UG Tel: 0256 27844

Please allow 28 days for delivery.

AWCVG1

CodeWriter Ltd CodeWriter House PO Box 33 Basingstoke RG24 0UG



Last month each Software Club Member took a share of **£100,000** worth of discounts on the very latest top quality programs and accessories . . .

# ARE YOU STILL BUYING YOUR SOFTWARE THE HARD WAY?

COMMODORE 64 · SPECTRUM 48K · BBC B · VIC 20 · ORIC · ZX81 · DRAGON 32 · ELECTRON · AMSTRAD

## WHO ELSE GIVES YOU ALL THIS?

- ★ A huge continually updated choice of the finest and latest games available, plus educational and business programs — in many cases before they reach the shops!
- ★ The backing of our Price Promise so you can buy with absolute confidence knowing that you're getting the most from every penny you spend and the best with every pound you save.
- ★ The Club's free colour magazine showing our vast choice of programs and exclusive offers on accessories all at **huge cash savings** — like a superb computer Work Station for just £19.95 (£15 less than everyone else is currently paying), like top quality home computer maintenance kits at **half price**! The list goes on in a magazine that comes not once in a while, not every couple of months but **every month**, so you're always right at the centre of the action.
- ★ Programs for nine types of home computer — not just two or three — all guaranteed direct to you from the original manufacturers.
- ★ Free Software Club Vouchers every month if you're quick on your feet!
- ★ A telephone order hotline for ultra fast despatch and a Customer Service hotline to serve you better.
- ★ The knowledge that you'll be with the Club that started it all. There's only one Software Club, it's the most popular in the U.K. because it's the best — always in touch, lively and fun, that's The Software Club. **The best value you can get — bar none.**

All that we ask from you in return is that you buy just six programs (in addition to your three half price selections) in your first year of membership. You'll be spoilt for choice and if you're anything like our current members you'll want a lot more than this anyway and our affordable prices make it all possible. You can buy your chosen programs spread over the year or all at once — it's entirely up to you — and remember, it's all backed by our price promise.

In line with Club policy, postage and packing costs are kept to an absolute minimum and are free on many orders. Once your membership is accepted, p&p on orders for two or more tapes is absolutely free and virtually all accessories are also sent p&p free — p&p is only charged on orders for single programs at a rate of 41p.

## OUR PRICE PROMISE

Start off by choosing any three of these 49 titles for half price. All you then have to take is another six programs at prices well below retail in your first year of membership. If you find you could have bought the nine titles you choose elsewhere for less, at the same time as you bought them from the Club, we will gladly refund the difference. You can't lose with The Software Club!

REMEMBER SEND NO MONEY NOW

Although we don't list Amstrad titles in our half price offer, programs for the Amstrad are available at big discounts through the Club.

# THE SOFTWARE CLUB

RECF	Retail Price	Half Price	Item Code	Software House
Blogger	7.95	3.97	04680	Alligata
Game description as for Commodore 64.				
Chuckie Egg	7.90	3.95	02540	A&F
Game description as for Electron.				
Mr Wimpy	6.90	3.45	07170	Ocean
The zaniest, craziest burger battle to sizzle your screens! Fight Waldo and the rebel ingredients to make your delicious Wimpy Burgers the best in town.				
Spitfire Flight Sim.	7.95	3.97	05990	Alligata
Take off, roll, loop-the-loop and landing must be performed with complete accuracy or your flight will end in disaster — this will have you glued to the screen for hours.				
Uncle Claude	7.95	3.97	07480	Alligata
It's workers against bosses because the Union suspects that Uncle Claude (the electronics magnate) is about to lay off the workers. They elect you, Micro Micky to foil this dastardly plan.				

RECF	Retail Price	You Choose at Half Price	Item Code	Software House
Cassette 50	9.95	4.97	07700	Cascade
The title says it all because this program has 50 great games on one cassette. We don't have space to list them but they're all here . . . maza, arcade, missile, tactical and logic.				
Football Manager	5.95	2.97	01470	Addictive
Captures the real life drama and excitement of the game . . . transfers, full league tables, injuries, promotion and relegation, FA Cup, seven skill levels and much more.				
Krazy Kong	3.95	1.97	01590	PSS
Climb the pyramid knocking out the supports for the giant gorilla as you go, meanwhile dodging the barrels and rocks he drops on you.				
Pilot	5.95	2.97	01530	Hewson
Take the controls for a night flight, navigate by beacons using the instrumentation, take off, climb, bank left and right, descend and land — you'll learn to master them all.				

## CHOOSE ANY THREE FOR HALF PRICE

SPECTRUM	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Ad Astra	5.95	2.97	06360	Gargoyle
Can you survive in deep space against the deadly phasers of Pirate Battlecruisers and Robot Scout Ships, scatter bombs, and the almost impenetrable curtain of lethal mines.				
Blade Alley	5.95	2.97	04340	PSS
Six different screens of incredible arcade action featuring Saucers, Asteroids, Tie Fighters, Space Hoppers, Banking Spaceship and moving 3D Scenery.				
Crusoe	6.00	3.00	07750	Automata
Shipwrecked and stranded on a remote island with nothing but an empty stomach, a bottle of granary's patent elixir and the clothes he stands up in — your job is to return Crusoe home again.				
Micro Olympics	5.95	2.97	07070	Micro-User
Game description as for Commodore 64.				
Moon Alert	5.90	2.95	05840	Ocean
Emergency! Battle across the rugged lunar terrain from the wreckage of your Space Fighter back to the lunar base. Scrolling landscape covers over 300 screens!				
Moon Sweeper	7.95	3.97	10420	Cheetah
You command the Moonweeper Raider on a deadly seek and find mission for stranded lunar pioneers. There are four moons to search, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.				
Olympimania	6.00	3.00	04080	Automata
Starring the Piman in five different Olympic events with a difference — who let those alligators into the swimming pool? Features Lurch the Office Parrot, Mutant Trees and many more surprises.				
Special Operations	5.95	2.97	09790	Lothlorien
Superb graphics adventure war game — features 18 different maps, plus maps for resolving skirmishes with enemy patrols, and seven different levels of play each with a different objective.				
Trashman	5.95	2.97	04290	New Gen.
Empty all the bins from each road into the dustcart in a race against you slowly reducing score, get more points doing jobs for householders but step on the grass and you'll get bitten by their dogs and end up with a limp — watch out too for cyclists and cars!				
War of the Worlds	7.95	3.97	06260	CRL
Based on Jeff Wayne's Musical Version of the H.G. Wells classic. You live in a world under Martian domination — you must survive against the terror of their Fighting Machines and weapons of death.				

ORIC	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Chess	9.50	4.75	06950	IJK
Quite simply the best version of the game available for your ORIC with variable skill, care, sub and speed levels . . . stuck? the computer will suggest a move — just one of the many features of this superb program.				
Digger	6.95	3.47	06540	Lothlorien
Fast and challenging — deposit sacks of gold in your bank while attempting to kill all the monsters on the screen before time runs out.				
Ghostman	7.50	3.75	07460	Seyn
Control your Ghostman around the Maze eating the dots and fruit but avoid the Ghosts who are out to get you. Find the Power-Pills in the corners of the maze and you'll become temporarily invincible. Nine levels, each one faster than the previous maze!				
Lone Raider	8.50	4.25	03150	Seyn
For eons Earth's Battle Fleet has held back the alien Zugs. As Captain of the Lone Raider you must breach their defences wreaking havoc on your way to their Mother Ship.				
Trick Shot	7.50	3.75	06970	IJK
You have to pot the balls in the pockets by lining up the cue and hitting the cue ball with just the right strength — it's highly realistic and each ball and pocket combination scores differently.				

DRAGON 32	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Chuckie Egg	7.90	3.95	02300	A&F
Game description as for Electron.				
Don't Panic	5.45	2.72	09360	Peakssoft
A great double bill . . . Towers of Death and The Ice Kingdom are two classics that should feature in every collection. But miss a vital clue and you could be playing for months in your quest for the treasure.				
Photo-Finish	7.95	3.97	09330	Peakssoft
Superb real-time graphics, authentic race-cards showing previous form, odds based on actual form, races from 5 furlongs to 2 miles, timed results and a photo-finish feature! For 1-4 players.				
Project Volcano	7.95	3.97	07530	Mission
A top secret missile command centre has been discovered in an extinct volcano on the Yugoslavian border. It's the heart of a network covering the whole of the Soviet Block — your job is to neutralise it.				
S.A.S.	6.95	3.47	09350	Peakssoft
You'll be briefed on your mission and then, equipped with helicopter gunships, wire guided missiles and grenades. It's up to you. There's a night action feature and nine minifields just to live things up.				



# JOIN THEM And start by choosing any three games for half price

(plus p&p)



THEN GO ON TO MAKE **HUGE SAVINGS** ON AROUND **400** OTHER TOP TITLES EACH MONTH

Commodore 64	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Android 2	8.90	3.45	07180	Ocean
You are the Android — stop the advance of the Millroids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal hoveroids, bouncers and landmines.				
Blogger	7.95	3.97	05510	Alligata
Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.				
Son of Blogger	7.95	3.97	05520	Alligata
You've polished your skills on Blogger, now put them to the test with his son — Slippery Sid's not after money... espionage is his game.				
Cavealon	6.90	3.45	05660	Ocean
Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?				
Dare Devil Dennis	7.95	3.97	06790	Visions
So you think you could be a stuntman... the money is good but will you live to enjoy it — test your skills on land, sea and snow.				
Hunchback	6.90	3.45	03750	Ocean
Rescue Esmerelda from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!				
Loco	7.95	3.97	06180	Alligata
Through terrifying hazards and under constant aerial bombardment, this is the nightmare train journey of all time — can you make it before you run out of fuel and become a sitting duck.				
Micro Olympics	5.95	2.97	07080	Micro-User
Five track events plus long jump, high jump, pole vault, javelin, discus and hammer — you can take part in them all at the fabulous Micro Olympics.				
Potty Pigeon	7.95	3.97	09210	Gremlin
Percy the Potty Pigeon makes suicidal attempts to build his nest by plucking twigs from the path of onrushing traffic — he has one weapon though — his revolting explosive eggs!				
Snooker	8.95	4.47	03960	Visions
Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature... it's like having your own full size table but guard it or you'll never get a chance to play yourself.				

VIC 20	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Bongo	7.95	3.97	05210	Anirog
Hilarious game for the whole family — Bongo the Super Mouse sets out to find the stolen diamonds so he can win the hand of the King's daughter in marriage.				
Dungeon Droid	5.00	2.50	07630	Novasoft
Your Space Ship is low on Novolite fuel crystals forcing you to land on a planet whose inhabitants worship them. Brave the many dangers in the multi-level tomb before your ship is destroyed.				
Mini Kong	5.95	2.97	01780	Anirog
Kong has abducted a young maiden and trapped her in his lair — you have to climb the ladders to rescue her as the angry Kong rains down a stream of barrels to crush you.				
Flight Path 747	7.95	3.97	05690	Anirog
As the pilot of this high performance jet liner you must take off from an airfield surrounded by high mountains and having climbed safely over them prepare yourself for a landing in the valleys below.				
Snooker	8.95	4.47	02170	Visions
Game description as for Commodore 64				
Blogger	7.95	3.97	05170	Alligata
Game description as for Commodore 64.				
Chuckie Egg	7.90	3.95	02190	A&F
Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!				
737 Flight Simulator	7.95	3.97	06420	Dr. Soft
"Start approach well out, starting down from 3000ft at 10nm range, don't forget flap and gear, aim for a 3 degree slope down to the runway, follow up with power to control speed"... just one of the manoeuvres in this superb flight simulation — a real test of skill.				
Guardian	7.95	3.97	05910	Alligata
Stop the Landers trying to capture Humanoids from your planet surface while tackling flying pods, swarms, alien bombers, deadly baiters and a carnivorous overblown jellyfish.				
Snooker	8.95	4.47	02280	Visions
Game description as for Commodore 64.				

## Guarantee

We aim to make the Software Club the only club you'll want to be with. All of our programs are guaranteed genuine from the original manufacturers and are produced to the highest standards. However, if any tape proves to be defective please return it to us, with a short note explaining the malfunction, and we will replace it (for the same title) by return of post.

### INTRODUCTORY DISCOUNT COUPON

To: THE SOFTWARE CLUB, PO BOX 180, ST. ALBANS, HERTS AL3 5BD

Please accept my application, enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.25 for postage and packing). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month, if I want no tape at all, I can say so on the card provided. I will, however, choose at least six tapes in the first year, I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (item code)

Machine  Memory size

Mr/Mrs/Miss/

Address

Postcode

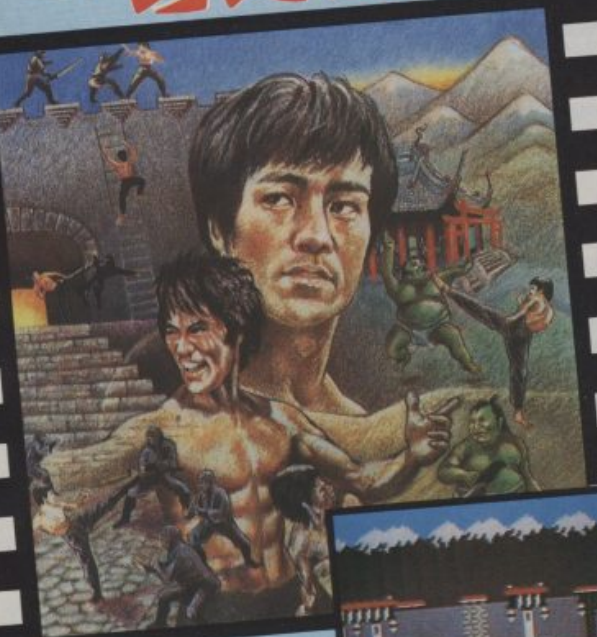
Signature



# Just Arrived!

## TWO OF YOUR ALL-TIME CINEMA & T.V. FAVOURITES

### THE LEGENDARY **BRUCE LEE** NOW ON 48k SPECTRUM £7.95



Your chance to relive the deadly skills and awesome power of the legendary Bruce Lee.

- Twenty secret chambers.
- Dazzling graphics and animation.
- Unique multiple player options.

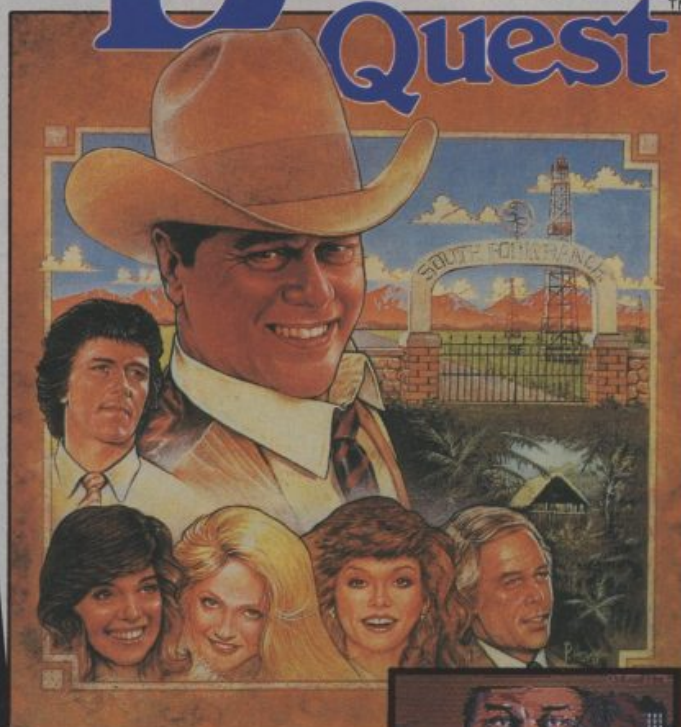


Disk and  
Cassette  
**£14<sup>95</sup>**



Danger, Intrigue, Suspense! You'll need all your wits and skill when you take on the ruthless J.R. and face the many hidden enemies in the search for oil that is...

### The **DALLAS** Quest



- A unique graphic adventure.
- Choose your level of difficulty.
- Scores of colourful scenes.



Disk only **£14<sup>95</sup>**

Two more quality products from Datasoft Software.

**Datasoft**

### THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores.

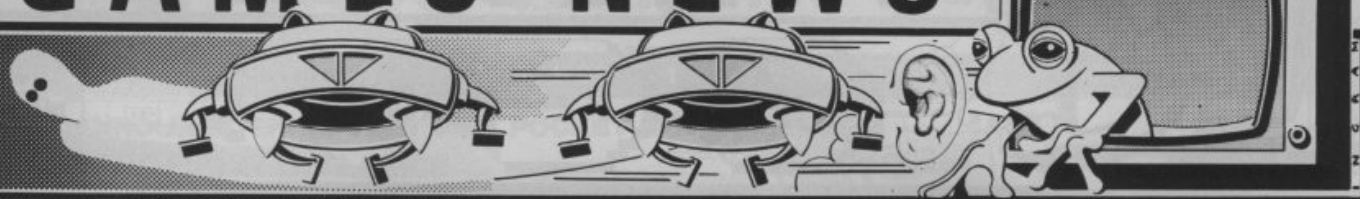
DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268. Overseas enquiries welcome.

# U.S. GOLD

## All American Software



# G·A·M·E·S N·E·W·S



## ON SAFARI

Who said you don't need a joystick to play an Adventure?

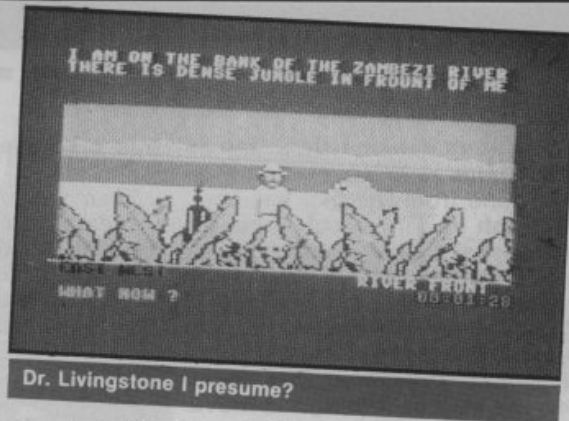
Interdisc has just released what must be the first animated scrolling graphic Adventure for the Commodore 64, called *African Safari*. You have to help Dr Livingstone find the long lost Kenyan Diamonds in an enthralling and original game.

Not only do you have to control the action arcade style with the joystick, you must also help Dr Livingstone solve various problems by inputting the regular Adventure instructions.

The screen display is split into two. The top half of the screen shows Dr Livingstone and his surroundings which he explores as you move him around using the stick. Below is the test — it shows in which direction Livingstone can move and, if you see anything interesting on screen, you can tell Livingstone to LOOK and a description of the article flashes up on screen.

Interdisc is also releasing a double pack of space shoot-out games for the 64 — *Gammaron* which is an adaptation of arcade *Xenious*, with more great graphics, plus *Starforce*, an updated version of that old Atari VCS classic, *Star Raiders*.

If they keep up this high standard of release, Interdisc is a company which games players should watch in the coming months. All releases should cost £9.95.



## VALKYRIE 17

A team of undercover investigators have been working around the clock to uncover a secret organisation known only as Valkyrie 17. C&VG has been in on the action and in coming months we will reveal the truth behind this evil organisation. And believe us, the members of Valkyrie 17 are even more unscrupulous than a bunch of software pirates. So if someone says to you "The Red Kipper Flies at Midnight" don't laugh at them — they could be attempting to tell you something to your advantage. Watch out for men in trenchcoats — and watch this space for more undercover information about Valkyrie 17.

It all has something to do with this blueprint we discovered poked under the C&VG office door the other night...

FLYING RED KIPPERS?

## HERE COMES THE JUDGE?

### STRONTIUM DOG

At last! Someone has got around to converting those great comic characters from the best British comic around, *2000 AD*.

Quicksilver, the people who brought you our amazing Thompson Twins Adventure game in October, have signed up Johnny Alpha, better known as *Strontium Dog*, to star in a series of computer games.

The first *Strontium Dog* game, for the Commodore 64, is out now. You can find a review of the game, *Strontium Dog and the Death Gauntlet*, on our reviews pages this issue.

*Strontium Dog: The Killing*, will be the next release. This concerns a planet ruled by a dictator who stages a tournament for all the most evil and vicious killers in the universe. They battle against each other to discover who is the nastiest.

*Strontium Dog*, who is a Search and Destroy Agent, attends the tournament to wipe out a few of these criminals. Can't wait to see it!

## PARKER BROTHERS BOW OUT

Parker Brothers — the company who launched the *Star Wars* video games with a massive TV advertising campaign — have withdrawn from the games business "until the market settles down".

Parker are owned by Palitoy which is one of the largest toy manufacturers in the world.

The withdrawal of Parker Brothers surprised many in the computer games business who believed that they would use the muscle of the parent company to become one of the leaders.

Parker's decision means that all planned products will now be put on ice — including the range of *Star Wars* games planned for the Spectrum and 64.

A company spokesman said "fifty per cent of Parker's business is in video game cartridges for the VCS... the recent Atari price cuts have destroyed any possible margins on our products, many of which are based on licences acquired at great cost from popular films and well known characters".

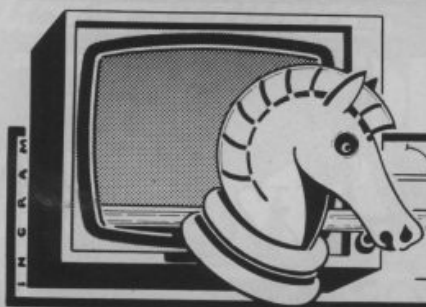
Parker would not say when they expected to re-enter the market for computer games but it is thought that a toy company of Parker's size cannot afford to stay out of this market for ever.

For those of you who have never read *2000 AD*, Johnny Alpha is one of a race of mutants created by a nuclear war known as *Strontium Dogs*.

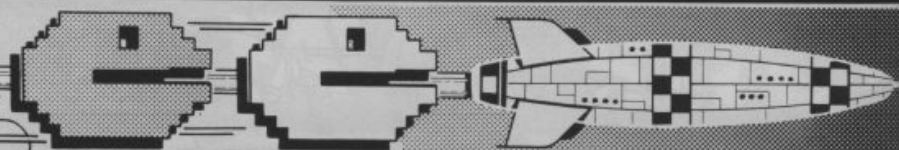
They are social outcasts shunned by the rest of society and the only job they can get is bounty hunting — tracking down deadly criminals and enemies of the state. A sort of futuristic *Dirty Harry*.

Unfortunately, *2000 AD*'s best known character, Judge Dredd, has already been snapped up by an American movie company. Quicksilver's Mark Eyles told C&VG that they were attempting to see if they could get hold of the rights for the Judge. But, in the meantime, he's looking at other heroes from the comic with a view to turning them into sprites.





# G·A·M·E·S N·E·W·S



## D-DAY FOR THE QL

Games Workshop's first venture into computer games will make a little bit of history. One of their forthcoming new releases called *D-Day* will be coming out for the QL — the first game for this new machine.

*D-Day* is a graphic war game for two players based on the Normandy landings of 1944. Players take the Allied or German sides, deploying their armed forces.

We've already mentioned *Battlecars*, a Mad Max-type race game with some original touches which will be released for the Spectrum at the same time.

## THE PRINCE IS A WINNER

John Sherry of Keele, Staffordshire is the winner of the 1984 Cambridge Award, co-sponsored by CCS Cases Computer Simulations and Sinclair User. John will receive a £2,000 cheque and the Cambridge Award trophy.

John Sherry's winning program, *The Prince*, for Spectrum 48k, is a highly original, tactical and interactive Adventure game for four players which could spark off a new generation of complex Adventure programs. It is being published by CCS and will be priced at £7.95.

## GHOSTBUSTERS

*Ghostbusters* is a smash hit movie in the States right now — and the theme tune from the film has been riding high in our music charts for several weeks. Now Activision has got hold of the rights to make the game of the film!

David Crane, Activision's top programmer, who brought you *Pitfall* and *Decathlon* has been given the task of turning the movie into a game which Activision says will be on sale in time for Christmas. *Ghostbusters*, the movie, tells the tale of three New Yorkers who set up in business fighting ghosts and ridding the city of paranormal beings. It's a light-hearted comedy and has been beating *Indiana Jones* at the U.S. box offices.

David says the game will contain a mixture of Adventure, strategy and arcade action based on events on the film — which should be in cinemas here very shortly. Watch out for it!

from a VW Beetle to a high-powered sports car.

Then you move onto a maze-like screen which shows the city streets. Haunted buildings start flashing red and you have to guide your ghost mobile along the quickest route to the affected skyscraper.



The Ghostbusters team see the latest issue of C&VG!

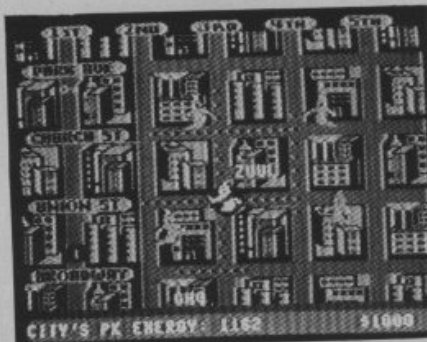
Once at the building, the screen display switches to the exterior of the building — with a little ghost floating around outside. You must guide your ghostbusting team of two into position and then fire your laser-like, ghost-busting beams to force the ghost into your trap. You earn money for each ghost you trap.

You must also prevent ghosts reaching the Temple of Zuul — which in the film is known as Spook Central. It's a door to the spirit world which you have to shut at the end of each game.

*Ghostbusters* is a terrific game — extremely addictive and great fun to play. Watch for a full review in our next issue.

And if you haven't yet rushed out to buy Ray Parker's hit theme tune to the film — don't bother. Activision's game plays the soundtrack almost note for note. And the final version will have speech too. Press the space bar and it will shout "Ghostbusters!" at you.

Which comes in really useful as you sing along with the lyrics displayed as the game loads — complete with little bouncing ball! This Commodore 64 version of the theme could get into the Top Ten too...



The townscape screen from Ghostbusters!

Computer & Video Games got a sneak preview of the brand new *Ghostbusters* game at Activision's London offices.

David Crane's latest game closely follows the plot of the film. First you have to set up in the ghostbusting business by getting some cash together, buying your own ghost-mobile and equipping it with ghost-catching equipment.

The screen display shows the automobiles you can choose — ranging



PROGRAMS  
WANTED  
SEND  
NOW

# blaby computer games

PROGRAMS  
WANTED  
SEND  
NOW

1.99 1.99 1.99

**ANNOUNCE THEIR VERY OWN POCKET MONEY RANGE  
MORE FUN AT LESS PRICE**



All games are obtainable direct from this company at £1.99 + 50p, p+p or from computer+video shops or where you see the Slush Puppy sign. S.A.E for full list. Dealer enquiries welcome

**Casey Jones**  
is available from  
**W.H. Smith, Menzies**  
and other major stores  
at **£5.50**

DEPT CVG BLABY COMPUTER GAMES CROSSWAY HOUSE LUTTERWORTH ROAD BLABY LEICESTER  
TEL: 0533 773641 TELEX 342629 JRHHG



## 1984 and MILLIONAIRE



**BBC  
MODEL B  
& SPECTRUM**

### 1984 - A GAME OF GOVERNMENT MANAGEMENT

'Compulsive'  
- *Software Today*

'Clear, Concise, and Well  
Presented'  
- *Big K*

'A very special game'  
- *PCW*

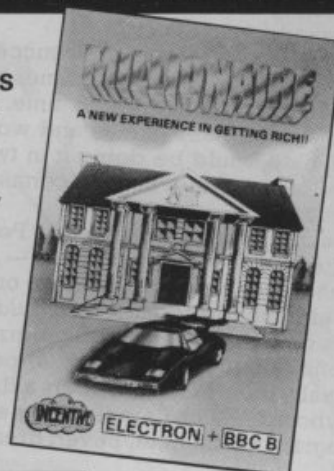
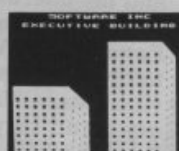


### MILLIONAIRE WATCH YOUR PREMISES GROW WITH SUCCESS!

'An absorbing program'  
- *CTW*

'Pick of the Week'  
- *PCW*

'Very addictive...'  
- *HCW*



**ELECTRON  
BBC B  
& SPECTRUM**

**SELECTED ITEMS AVAILABLE FROM LARGER  
BRANCHES OF**



**RETAILERS** 1984 and Millionaire are available now from: Microdealer, Tiger, Centresoft, Express, R & R, Terry Blood, Websters, Twang, Microdeal and Leisuresoft.

**REGISTERED OFFICE** 54 London Street, Reading RG1 4SQ.  
**CREDIT CARD ORDERS** Tel. Reading (0734) 591678

**ORDER FORM** 1984 Spectrum £5.50 ☐ BBC B £6.50 ☐  
MILLIONAIRE Spectrum £5.50 ☐ Electron & BBC B £6.50 ☐

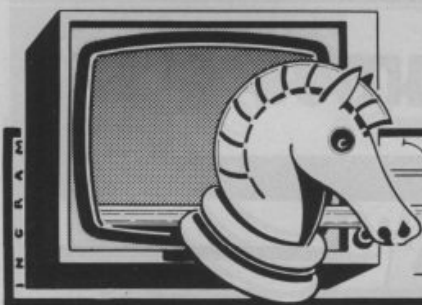
Please rush me the titles as indicated above by 1st Class post. I enclose cheque for £..... or debit my credit card

No.  Access ☐  
Name  Visa ☐

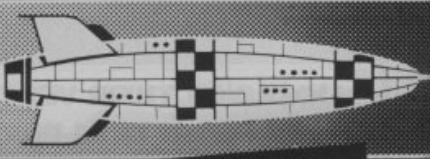
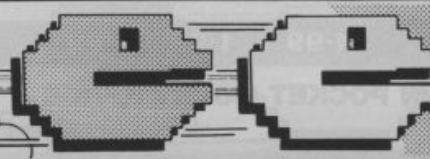
Address

**INCENTIVE SOFTWARE LTD, 54 London Street, Reading RG1 4SQ, England.**





# G·A·M·E·S N·E·W·S



## TRAVELS IN THE UNDERWURLDE

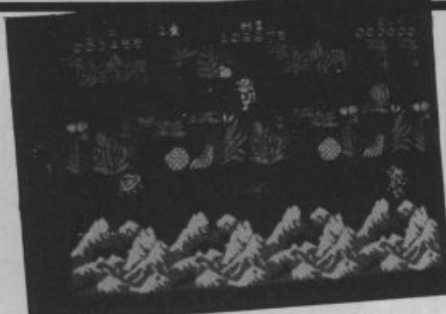
### SABRE WULF

*Sabre Wulf*, the last game to be released from the respected Spectrum software company Ultimate, is to be followed by two sequels featuring the Sabreman.

*Underwurld* and *Knight Lore* chronicle the further Adventures of the Sabreman in the land of the underwurld.

Ultimate has remained tight-lipped about the new games they are producing — except that *Underwurld* will feature over 100 screens of action, battling against the inhabitants of the mythical country. The company claim that the game has "an unequalled player appeal".

In *Knight Lore* you are trapped in a full realistic 3D world, playing the part of an adventurer-cum-explorer making his way through a world filled with huge monsters and alien warriors. "*Knight Lore* becomes more of an adventure film than an



adventure game", or so says the advertising blurb.

*Sabre Wulf*, up to now, has not been selling as well as previous

Ultimate titles, having sold less than 30,000 copies — *Beach-Head* for the Commodore has sold nearer 60,000. One reason may be the similarity between their last two games. Why buy *Sabre Wulf* when you can get *Atic Atac* for a fiver?

## DESIGNER OF THE MONTH

**NAME:** Peter Liepa.

**BORN:** Toronto, Canada, 1953

**GAMES:** Boulder Dash.



Peter Liepa's first game — *Boulderdash* — looks set to become a hit in the UK repeating the success it has already received in the States.

But Peter is not letting this success go to his head. "The American games business is going through a tough time. I enjoy writing computer games and would like to think I would be doing it in two years time but nothing is that certain at the moment."

Despite the pessimism, Peter has started work on his next game — *Boulderdash II*. Don't expect this to go on sale for several months though, as *Boulderdash I* took no less than a year to programme. "I spend all my energy on a project — actually only about two hours a day on the keyboard — but I am thinking about the program all the time. I even dream about it."

Peter has spent all of his working life in the computer business. "I've done just about everything. Worked on business software, research projects, the lot ... even when I was a student I managed to get vacation work on computer projects."

"My first contact with a computer was via a terminal to a mainframe at university ... I didn't major in computer science ... my programming knowledge is self-taught".

By 1982, the personal computer boom was taking America by storm and Peter

decided to buy an Atari 800. "I'd always liked video games and some of my friends were spending a lot of money on them ... it just seemed like a natural progression that my next project should be a video game".

When Peter is not programming he likes watching films and practises the martial art — Tai Kwondo — although he says he doesn't have hobbies. "I don't draw a line between what I do for a living and my interests".

**Favourite drink:** Coke.

**Favourite TV programmes:** "I'm a forager. I watch almost anything. Last year I was a *Hill Street Blues* fan. I tend to get bored very easily with TV".

**Favourite computer programs:** *Suspended* by Infocom, *Crossfire*, *Miner 2049'er*, *Choplifter*.

**Worst Game I've Ever Played:** *Castle Wolfenstein*.

**The thing about computing that most makes me want to throw up:** The multiplicity of systems and lack of standards. Expensive software.

## FOLLOW THE LOST BOYS

Everyone loves the boy who refused to grow up. Stephen Spielberg wants to make a movie about him. Michael Jackson wants to play the part. And this Christmas there will be several versions of the stage show about this fairytale character playing in theatres all around the country.

Who is he? Peter Pan — that's who. If you've never read the book about the exploits of Peter Pan, Wendy and the Lost Boys in Neverland then why not try out the computer adventure game based on J.M. Barrie's famous children's book?

Following in the footsteps of *The Hobbit*, *Erik the Viking* and *Sherlock Holmes*, *Peter Pan* is the latest adaptation of a book to hit the screen of your Spectrum — and soon for the BBC and Electron.

You also get the chance to enter a competition being staged in conjunction with the game. Discover a secret password and you could win a special deluxe edition of the adventures being put together at this very moment by Hodder and Stoughton.

The game itself is really for the younger Adventurer — but older gamers will enjoy it too. It has some nice animated graphic screens — on the Spectrum version — and features all the characters from the book, including the evil Captain Hook, Peter's arch-enemy.



**TASK SET!**

THE BUG STOPS HERE!

# CAD CAM

# CAD CAM

## WARRIOR

commodore



£9.95



# SUMMER GAMES

## THE TOP U.S. AND U.K. OLYMPIC GAMES PROGRAM

You're an Olympic athlete competing in eight key events at the SUMMER GAMES.

How well can you score in track, swimming, diving, shooting, gymnastics and more? So realistic, there's even an opening ceremony and awards presentation after each event.

Unlike other "Olympic-like" games, SUMMER GAMES has incredible realism, superb state-of-the-art graphics and sound effects, including national anthems from eighteen countries and true action-strategy game play. In each event you must plan and execute your game strategy in order to maximise your score. It's not just a matter of how fast you can move the joystick.

So change into your running shoes, grab your joystick and GO FOR THE GOLD!

**QUICKSILVA PRESENTS**



**SUMMER GAMES™**

From

**EPYX™**  
COMPUTER SOFTWARE

COMMODORE 64 DISK



**£14.95**

Commodore 64  
Turbo load

**£19.95**

Commodore 64 Disk

**QUICKSILVA PRESENTS**



A REAL TIME ACTION INTERACTIVE FILM  
NORMAN THE WARRIOR IN

**CASTLE OF JASOOM**  
35 DIFFERENT SCREENS OVER 200 ROOMS  
FULL GRAPHICS ARCADE ACTION

COMMODORE 64 + JOYSTICK  
DISK SOFTWARE FROM ACCELERATED SOFTWARE INC

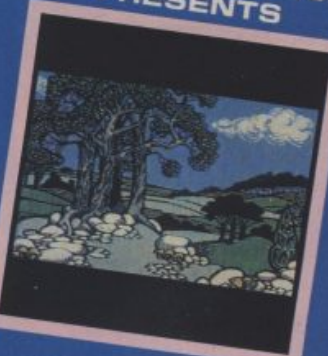
Marketed Exclusively in the UK  
under licence from CBS/EPYX BY  
QUICKSILVA LTD. ▲

The ultimate in graphics!

Commodore 64  
Disk **£14.95**

Commodore 64 ▼  
Turbo load **£7.95**

**QUICKSILVA PRESENTS**



**DOODLE!**  
COMMODORE 64  
OUR SKETCH BY MARK R. R.

IT'S YOU GO ON TO MEET THE

QUICKSILVA PRESENTS  
**MAGIC MICRO MISSION**



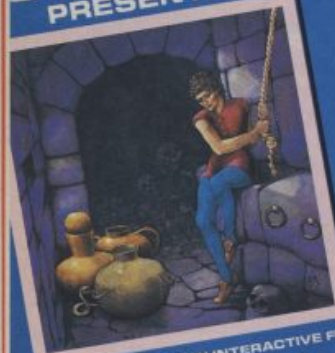
PARTS 1 + 2  
TURBO LOAD

COMMODORE 64 + JOYSTICK



**£7.95**

**QUICKSILVA PRESENTS**



A REAL TIME ACTION INTERACTIVE FILM  
NORMAN THE WARRIOR IN

**DUNGEONS OF BA**  
35 DIFFERENT SCREENS 300 ROOMS  
FULL GRAPHICS ARCADE ACTION

COMMODORE 64 + JOYSTICK  
DISK SOFTWARE FROM ACCELERATED SOFTWARE INC

Commodore 64 Disk **£12.95**

Two adventures with real time  
action, unbelievable  
excitement!

◀ Commodore 64 Disk **£12.95**



**Spontonium**  
The Death Gauntlet

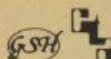
TURBO LOAD  
COMMODORE 64 + JOYSTICK

**QUICKSILVA**

Two games  
for the price of one! ▲

Commodore 64 Turbo load

Based on Central Independent Television Series.



All titles available from Quicksilva Mail Order, PO Box 6, Wimborne Dorset BA21 7PY. Tel (0202) 891744.



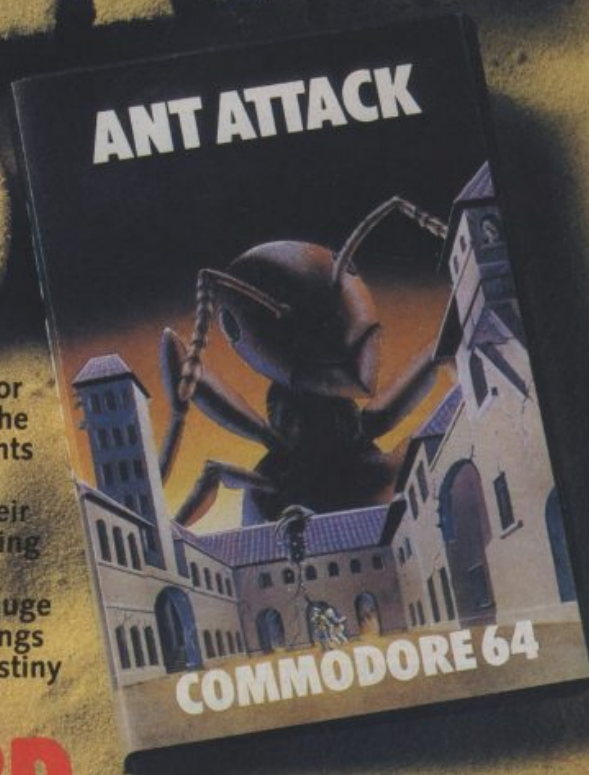
**They came from out of the desert to  
the lost city of Antescher and discovered  
the HORROR of the ANTS...**

# ANT ATTACK 3D

The Walled City of Antescher has rested for a thousand, thousand years in the midst of the Great Desert inhabited by only the deadly Ants who have made it their home.

Then one day He and She arrive to play their games through the wind-swept streets, ousting the Ants from their exclusive occupation.

But the City seems to have a presence, a huge brooding entity which hangs over the buildings and in some mysterious way controls the destiny of those below ...



## ANT ATTACK 3D

**Turbo load Commodore 64**

# £8.95

available from

# QUICKSILVA

Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY. Tel. (0202) 891744

Selected titles available at:

**WHSMITH**



**WOOLWORTH**

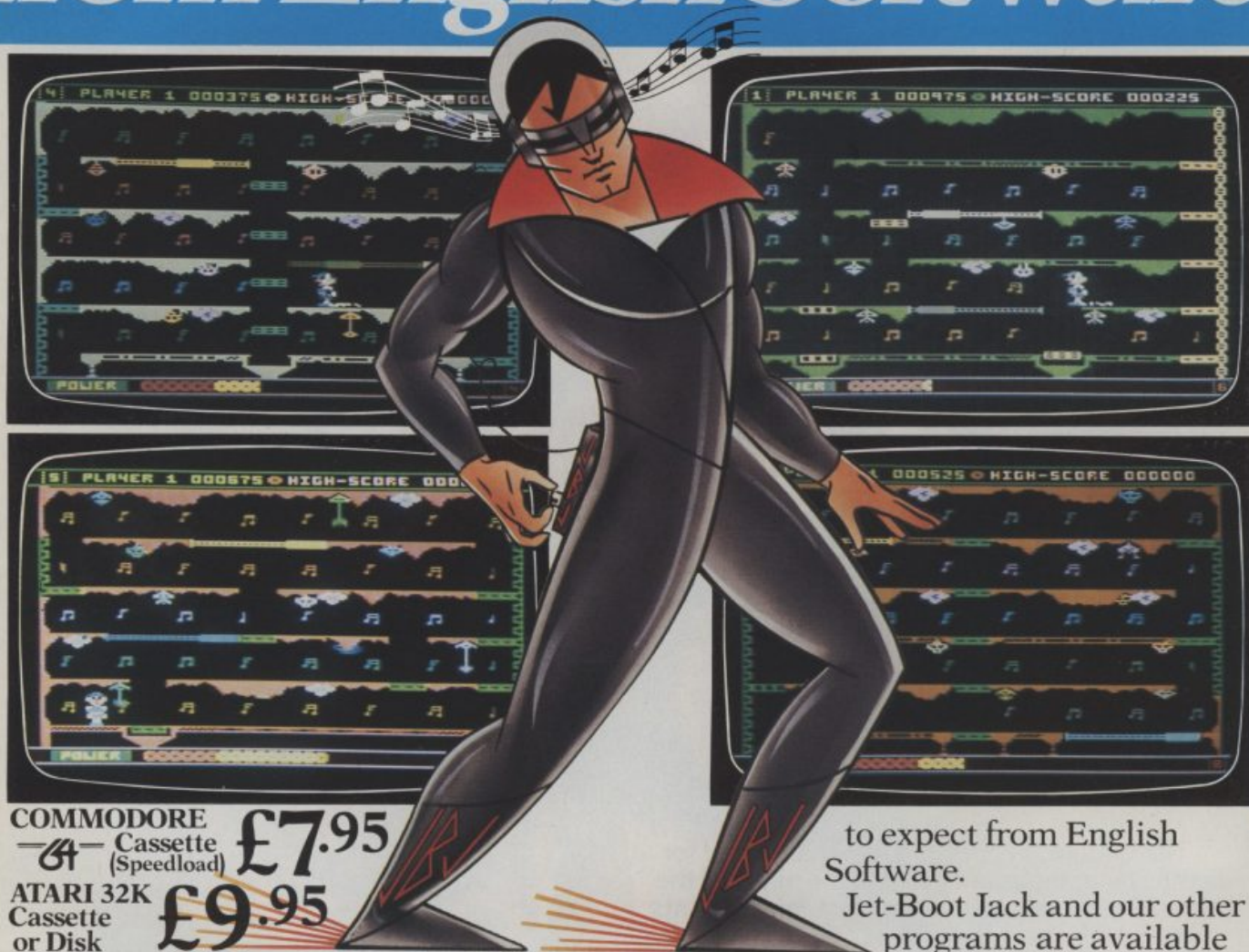
**John Menzies**

and leading multiple retailers and specialist computer stores.



# Tune-in to Jet-Boot Jack. The massive hit from English Software.

NOW  
AVAILABLE  
FOR  
COMMODORE  
4



COMMODORE  
4 Cassette (Speedload) **£7.95**  
ATARI 32K Cassette or Disk **£9.95**

Jet-Boot Jack is fast heading for No 1 spot in the Atari games charts.

Because he's absolutely unique.

Jet-Boot Jack is the space-age jet-powered jogger who takes you on a chase through the vaults of the Record Pressing plant, collecting his favourite music as he goes.

Evil creatures try to thwart his every move, but Jack's special bouncing powers send them hurtling to their deaths!

Sliders and elevators provide access to new levels – but sometimes they turn nasty!

With 10 different screens and 6 skill levels Jet-Boot Jack will stretch your abilities to the limit.

Which, after all, is what you've come

(all English Software programs are sold according to the English Software Terms of Trading, copies of which are available on request).

to expect from English Software.

Jet-Boot Jack and our other programs are available

from branches of Laskys, Greens and all good software dealers.

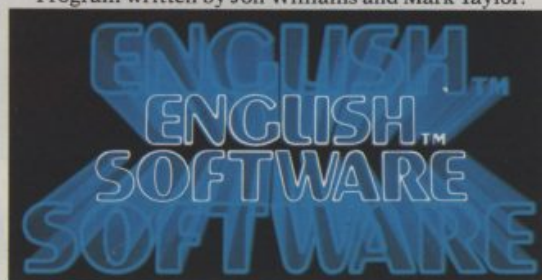
**Telephone Sales Hot Line**

(Access and Visa) **061-835 1356**

## JET-BOOT JACK

© Copyright 1983 English Software

Program written by Jon Williams and Mark Taylor.



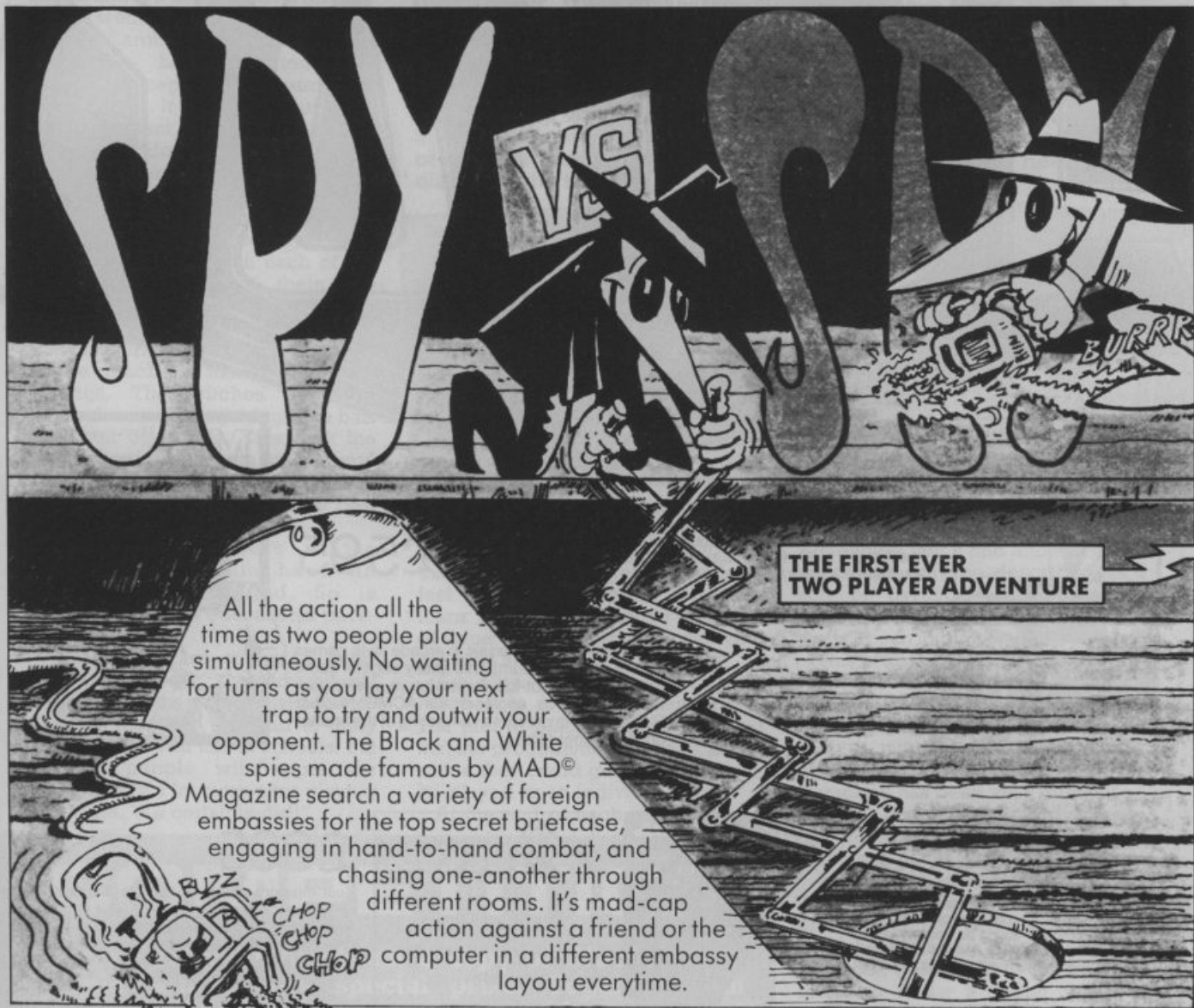
**THE POWER OF EXCITEMENT**

The English Software Company, Box 43,  
Manchester M60 3AD Trade Enquiries Tel: 061-835 1358



# BEYOND

## CHALLENGING SOFTWARE



All the action all the time as two people play simultaneously. No waiting for turns as you lay your next trap to try and outwit your opponent. The Black and White spies made famous by MAD® Magazine search a variety of foreign embassies for the top secret briefcase, engaging in hand-to-hand combat, and chasing one-another through different rooms. It's mad-cap action against a friend or the computer in a different embassy layout everytime.

Please send me **SPY vs SPY**

for my Commodore 64 (£9.95)

CASSETTE ☐

QTY

Commodore 64 (£11.95)

DISK ☐

TOTAL

I enclose Postal Order/Cheque payable to **Beyond**, or charge my credit card

ORDER HOTLINE  
**0858 34567**

ENQUIRIES  
**01-837 2899**

Card Number \_\_\_\_\_

Access Visa (delete as necessary)

Name \_\_\_\_\_

Address \_\_\_\_\_

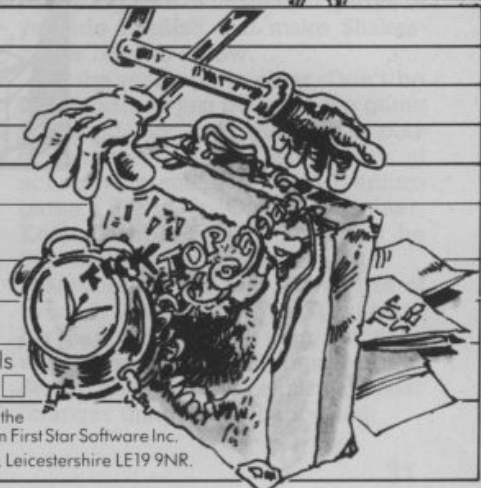
Postcode \_\_\_\_\_

Please send me details of the **Beyond Club** ☐

Signed \_\_\_\_\_

Based on the SPY vs SPY characters created by Antonio Prohias and the property of E.C. Publications Inc and used by permission. Licensed from First Star Software Inc.

**BEYOND** Competition House, Farndon Road, Market Harborough, Leicestershire LE19 9NR.





**KERIAN SOFTWARE**

GRAB A PIECE OF THE

# ACTION



**MOTORCYCLE  
CRAZY!**

Spectrum 48K

Motorcycle Crazy! is a graphic adventure where you, as the central character, must find the AWARD and return it safely to Ariel Castle. Unfortunately for you there are several pitfalls awaiting!

**£5.95**

**£5.95**



**Meltdown**

48K Spectrum

48K Spectrum

Meltdown is a new classic in arcade style games for the 48K Spectrum! This totally original game sets you in the not-too-distant future, where your task as service engineer for ACME Nuclear Reactors, is to prevent overheating of the reactor on the planet Haras.

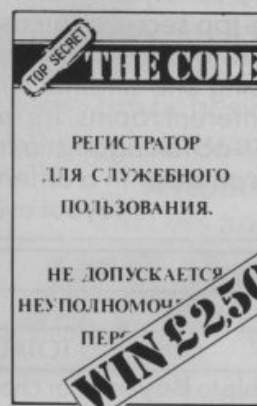
**£5.95**

The Crystal Frog is a traditional adventure program for the 48K Sinclair Spectrum. You play the role of the main character, with the computer acting as your eyes and ears. The object of the game is to find the fabulously valuable Crystal Frog and return with it intact. It will not be easy!



**THE  
CRYSTAL  
FROG**

Kerian U.K. Ltd.



**THE CODE**

РЕГИСТРАТОР  
ДЛЯ СЛУЖЕБНОГО  
ПОЛЬЗОВАНИЯ.

НЕ ДОПУСКАЕТСЯ  
НЕУПОЛНОМОЧ.  
ПЕР.

**WIN £2500**

**£8.95**

Your mission, should you decide to accept it, is to go to a place deep within the KGB's stronghold from where no-one has returned alive. We have only one message from your 25 predecessors, cut short by a blood curdling scream. It said "Nothing is what it appears to be and...."

**DISTRIBUTORS**  
Terry Blood Dist.  
Express Marketing  
LVL  
Wayferer  
Vanguard

Dealer enquires welcome

I enclose a cheque/P.O. for £ ..... made payable to **KERIAN (UK) LIMITED**

Name .....

Address .....

**29 GISBURN ROAD  
HESSLE  
NORTH HUMBERSIDE  
HU13 9HZ**  
Telephone (0482) 643786  
Telex 527619 (Kerian)



**M**acbeth is one of Shakespeare's best known plays. It has lots of action — most of it bloodstained — and, when you come to think about it, is ideal Adventure game material.

"It seemed that more and more people were turning to literature for material for Adventures," said David Pringle, the leader of the seven strong team who put the *Macbeth* game together. "*Macbeth* has lots of action and it's a story that everyone knows well."

It took around 21 months for the project to be completed from original concept to storyboards and final coding. It comes in four parts and at present is only available for the Commodore 64 — although a Spectrum version could be in the offing.

As seems to be the norm with Adventure games these days, there are graphic screens in each of the four parts. Some of them are animated. These were designed by graphic artist Geoff Quilley.

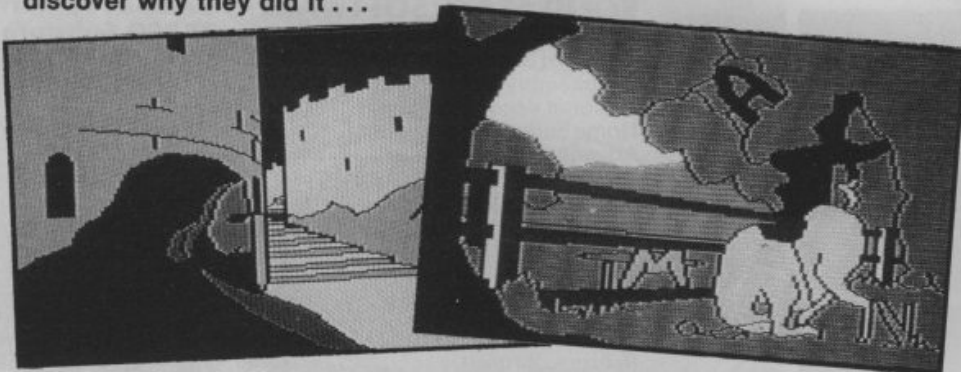
My favourite is the animated scene where Macbeth meets the three witches. The witches transform themselves into nasty things like bats and then disappear. This took the graphic artist two days and around 10k to complete. David reckons that the game features some of the best graphics yet seen on the 64.

All seven members of the development team have an academic background. So is *Macbeth* really an educational package, I asked?

"We tried hard to get a good balance between the educational element and the game," said David. "I don't think it's the kind of thing that teachers will use in schools. But I think people will appreciate Shakespeare a lot more after playing the game. We certainly did!"

# Macbeth

You may well start leaping for the emergency exits when someone mentions Shakespeare. A lot of us have been bored to tears by the Bard at school — which is a great pity because his plays just aren't as tedious as they often become when you have to study them. Often they are action packed Adventures. Which is where David Pringle and his team come in. They have dragged Shakespeare into the computer age by creating an Adventure game based on one of his best known, and bloodiest, plays — *Macbeth*. Read on to discover why they did it...



Screen shots from the *Macbeth* Adventure featuring graphics designed by Geoff Quilley.

"I think people will be able to play the game as an Adventure and not feel that they are being forced to learn. However, the game could be of value to people who are studying the play at school."

As I've already mentioned, *Macbeth* is divided into four parts. The plot of *Macbeth* is so involved that the programmers needed all the space they could get! Each part can be played as an individual game.

At the end of each section of the

Adventure, you'll find another game which can only be described as a sort of psycho-analysis program. Macbeth sits down on the psychiatrist's couch and looks at his actions.

This probably says more about the Adventurer's state of mind than Macbeth's — but it's an interesting concept in any event. Who knows what it might reveal about YOUR character? Come to think of it, Mr Campbell has been very quiet since we sent him a review copy. These can be played separately from the main game.

*Macbeth* is released by Creative Sparks this month and will cost £14.95. It comes with a special version of the play in paperback form. The book was edited by the group in order to make it easier to read, removing a lot of those odd quirks of ye olde English that make Shakespeare hard to follow.

So the message is clear. Don't be frightened off just because the game is based on a Shakespeare play which bored the pants off you at school. It's still a good Adventure game. C&VG's Chief Examiner, Keith Campbell, tells you what he thinks about the game this issue.

*Macbeth* is the first Adventure of its kind. David Pringle and the rest of his team are awaiting your reactions with interest. The complete works of Shakespeare as Adventure games? Stranger things have happened!

## COMPETITION

If you get your hands on a copy of *Macbeth* you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the *Macbeth* adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Here you can play a real life adventure game. More about this from Keith Campbell soon. He'll be visiting the mysterious castle to bring you the low-down from the dungeons. Two winners of the C&VG/Creative Sparks *Macbeth* Competition will go to the Treasure Trap castle, and 25 runners-up will receive copies of a brand new and as yet un-named Creative Sparks adventure series. But first you must solve *Macbeth*...



# HERE TO STAY

## TEXAS INSTRUMENTS TI-99/4A

### 1 THE SOFTWARE IS HERE

PARCO ELECTRICS have more software for the TI-99/4A than anyone else in Europe. Watch out for new titles from the USA, as well as our own range of quality cassettes.

#### THE BARGAINS ARE HERE!

- \* A-Maze-Ing
- \* Attack
- \* Car Wars
- \* Chisholm Trail
- \* Connect 4
- \* Tombstone City
- \* Video Games 1
- \* Zero Zap

ONLY 9.95 EACH!!!

#### SOLID STATE SOFTWARE TEXAS INSTRUMENTS

Extended Basic .....	69.25
Minimemory .....	69.25
Personal Record Keeping.....	22.50
Home Budget Management .....	17.50
Adventure/Pirate .....	22.00
Buck Rogers .....	27.50
Burgertime .....	27.50
Hopper .....	21.75
Jawbreaker II .....	17.50
M.A.S.H. ....	17.50
Moon Mine .....	21.75
Munchmobile .....	15.50
Parsec .....	17.50
Return to Pirate Isle .....	27.50
Sneggit .....	15.50
Star Trek .....	21.75

#### ATARIsoft for TI-99/4A

Donkey Kong .....	20.00
Jungle Hunt .....	18.00
Moon Patrol .....	20.00
Ms. Pacman .....	18.00
Picnic Paranoia .....	12.50
Pole Position .....	24.50
Protector II .....	18.00

+ many more modules in stock.

#### CASSETTE SOFTWARE

##### PARCO Software

Hop On .....	5.95
*Listfile (database) .....	9.75
*Parco Golf .....	7.95
Space Trek .....	5.95
*Superhod .....	7.95
(* Extended basic.)	

##### VIRGIN Games

Robopods .....	4.95
Fun-Pac .....	4.95
Fun-Pac 2 .....	4.95
Fun-Pac 3 .....	4.95

#### \*\*\* SPECIAL OFFER \*\*\*

ALL FOUR ABOVE IN  
LIBRARY CASE ... £18.00

#### COLLINS Educational

Cassette AND Manual in each.

Starter Pack 1 .....	5.95
Starter Pack 2 .....	5.95
Games Writer Pack 1 .....	5.95
Games Writer Pack 2 .....	5.95

#### \*\*\* SPECIAL OFFER \*\*\*

ALL FOUR ABOVE  
+ FREE BASIC TUTOR  
CASSETTE ... £18.00

+ many more tapes in stock.

### 2 THE HARDWARE IS HERE

PARCO ELECTRICS can still offer you not only a remarkable computer, but also an exciting range of add-ons.

TI-99/4A COMPUTER .....	89.00
RS232 Stand Alone .....	120.00
Disc Control Card .....	156.50
32K Expansion Card .....	105.00
Speech Synthesizer .....	40.00
TI Joysticks (pair) .....	19.75
Cassette Cable .....	9.95

#### MODEMS:

Interlekt Auto answer (Portman) .....	199.95
Jaguar Communications (Minimo 300) .....	99.00

+ much more — write or 'phone for all your hardware enquiries.

### 3 THE SUPPORT IS HERE

As well as offering a wide range of useful publications (including our own magazine), PARCO ELECTRICS are enjoying a good reputation for customer service and information. If we can't solve your problem, you may be sure we know who can!

#### BOOKS:

Getting started .....	5.95
Dynamic Games .....	4.95
Intro to Assembly .....	16.95
System Technical Data .....	8.45

#### MAGAZINES:

99/4A (Parco Magazine) .....	2.00
HOME COMPUTER Magazine .....	3.75

+ many more publications.

### 4 THE FUTURE IS HERE

The TI-99/4A is a well established and proven machine. Even so, it has long enjoyed features that other micros are still struggling to emulate, yet there is also room for new growth.

**WRITE OR 'PHONE TODAY FOR  
NEWS OF A COMPLETE PACKAGE  
(MODEM + TERMINAL  
EMULATOR + RS232) THAT WILL  
ENABLE YOU TO ENTER A NEW  
WORLD WITH YOUR TI-99/4A!**

The future is in our hands  
— and yours.

# PARCO Electrics

For a free price list and further information send a s.a.e. to:

4 DORSET PLACE, NEW STREET, HONITON  
DEVON EX14 8QS. TELEPHONE (0404) 44425

Access orders taken by telephone.  
All prices are inclusive VAT and p&p.

LIST FILE

SPACE TREK

PARCO  
Electrics

SUPERHOD IS HERE!

SUPER HOD

FOR TI-99/4A  
EXTENDED BASIC

Cassette ... 7.95  
(Extended Basic)

PARCO  
Electrics



# AT LAST THE ARCADE ADVENTURE FROM MICROMEGA

For The 48K  
Spectrum

Available through  
good computer  
stores everywhere.



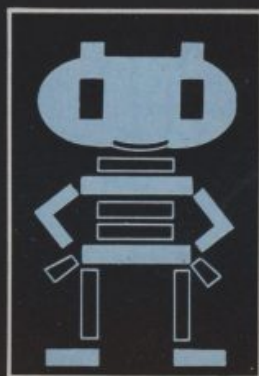
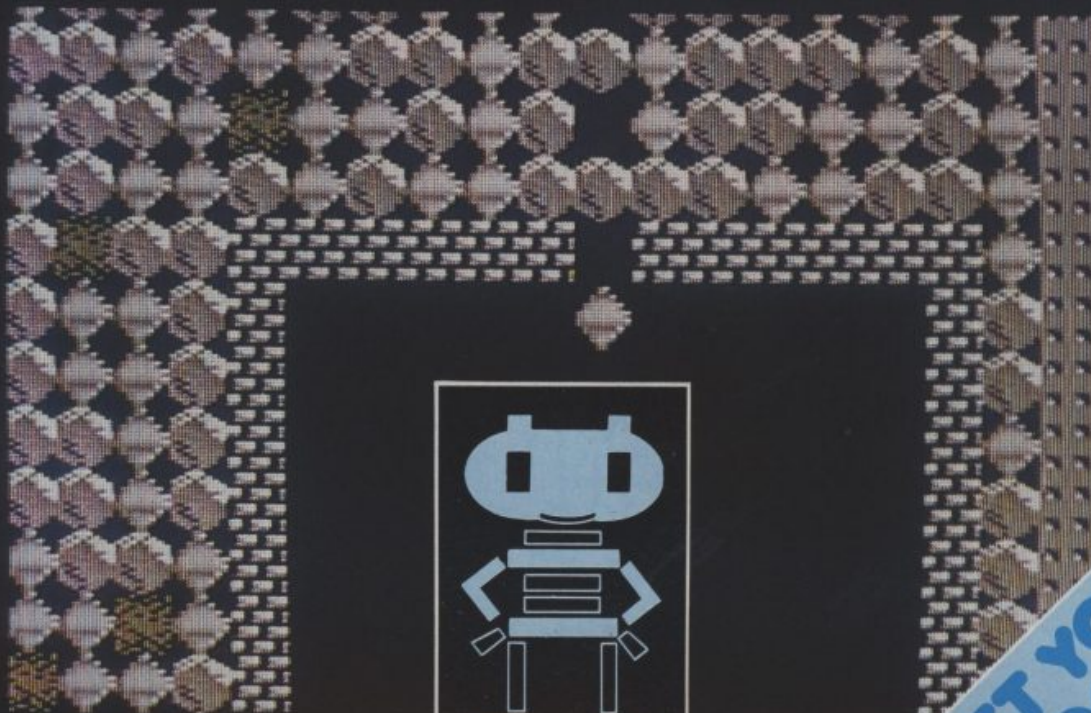
BY  
DEREK  
BREWSTER

22 screens of stunning cartoon  
animation. Swinging through  
the levels collect, drop and use  
the objects scattered around.  
Speed of reaction is one thing. In  
Jasper you must also think fast and  
plan accurately.  
can you handle it?



# BIGGER, BOULDER. <sup>More</sup> BEAUTIFUL AMERICAN NO 1.

75÷05 00 138 000005



86 LEVELS

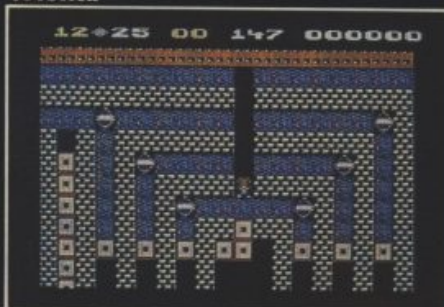
GET YOUR  
ROCKS  
OFF



JOYSTICK

BOULDER DASH

commodore  
64



CASSETTE 8.95

DISK 10.95

I wish to pay by cash/cheque/Postal Order/Access  
To ACCESS—  
I authorise you to debit my Access  
Account with the amount of £  
My ACCESS No. is  
Name (as on Access card)  
Cardholder's address  
Signature

State Soft Ltd,  
Business & Technology Centre,  
Bessemer Drive, Stevenage,  
Hertfordshire SG1 2DY.  
Phone (0438) 316561.



Really Something Else





## 1 BOULDERDASH

**MACHINE:** CBM 64/  
joystick  
**SUPPLIER:** Statesoft  
**PRICE:** £8.95

Who needs mega-games when you've got *Boulder Dash*? It's a really simple game — but this reviewer found it hard to put the joystick down. *Boulder Dash* will have you glued to your screens.

As I've said, the basic objective is very simple. You have to help a little character called Rockford search through 16 caves picking up jewels along the way — and avoiding getting squashed by the boulders or killed off by the other hazards he finds.

You can select various caves at the start of each game from the comprehensive menu. Each cave has five difficulty levels — the time you get to complete each screen gets shorter as you increase the difficulty.

To get from one cave to the next, Rockford needs to collect the right number of gems. This opens the exit door — allowing Rockford to move on. In later screens, Rockford can transform things into

jewels — such as butterflies and amoebas.

In between certain screens are little bonus games or "playable intermissions". These take the form of short interactive puzzles. Solve one and Rockford gets a bonus score.

There are so many nice touches in this game that it's hard to pick one that stands out.

The graphics are great fun. Rockford is a graphic gem — he stands and blinks at you if you let him stand still for long. It's well worth doing that just to watch him!

I suppose the closest thing to *Boulder Dash* would be *Dig Dug* the arcade game — but *Boulder Dash* is better, by miles!

Strangely enough, *Boulder Dash* is one of the first computer games to be transferred to the arcades. Exidy have brought out an arcade machine of the same name.

If you've got a 64 — *Boulder Dash* is a must. Tell Santa now!

● Graphics	9
● Sound	8
● Value	9
● Playability	10

## 2 STRONTIUM DOG

**MACHINE:** CBM 64  
**SUPPLIER:** Quicksilver  
**PRICE:** £7.95

Regular readers of *2000 AD* comic will know all about Johnny Alpha, the Strontium Dog. Johnny is a Search and Destroy Agent, a future style bounty hunter, who travels the universe tracking down evil-doers and criminals.

*Strontium Dog* and the *Death Gauntlet* is Quicksilver's first outing with a character from the comic. More *2000 AD* characters are to appear in future games (see *Games News*).

It's a basic shoot-up game



with some pretty graphics and a nice line in sound effects.

You control Johnny Alpha who, along with his partner Wulf Sternhammer, has been tracking down two renegade Strontium Dogs — the collective name for Mutants. Yes, Johnny is a Mutant too! These renegades are known as The Stix Brothers.

Wulf and Gronk, a faint hearted alien, are waiting for Johnny on the Planet of Renegades. As Johnny neared the planet, his craft was attacked by the Brothers and forced to crash land. Johnny has to cross the dangerous planet to meet his friends on foot. And that's where you come in.

You have to help him reach his mates, fighting off desperate criminals, renegade robots and deadly vegetation. Johnny is carrying electroflares which he can use to dazzle the nasties and stop

them firing at him for a few seconds at a time. He also has his trusty laser pistol to blast back at them.

There are Time Grids dotted around the planet which send him short distances back in time if he bumps into them.

The screen shows a main display of the planet's surface with Johnny and his opponents in glorious Commodore colour. At the bottom of the screen is a small landscape map which shows Johnny's position on the planet. He has to cross Mountains, desert and a cityscape before he reaches Wulf the Gronk.

There are five different levels of play — each progressively more difficult.

Don't expect too much from the game just because it features your favourite comic hero — but having said that, *Strontium Dog* is a solid shoot out with a few nice twists that will keep you interested on a rainy afternoon. But I'm not too sure how long the appeal will last.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

## 3 BRAXX BLUFF

**MACHINE:** Spectrum  
**SUPPLIER:** Micromega  
**PRICE:** £6.95

*Braxx Bluff* is the latest 3D game from Micromega — the people who brought you *Code Name Matt* and *Full Throttle*.

The action takes place on the planet Prolon where you are given the job of

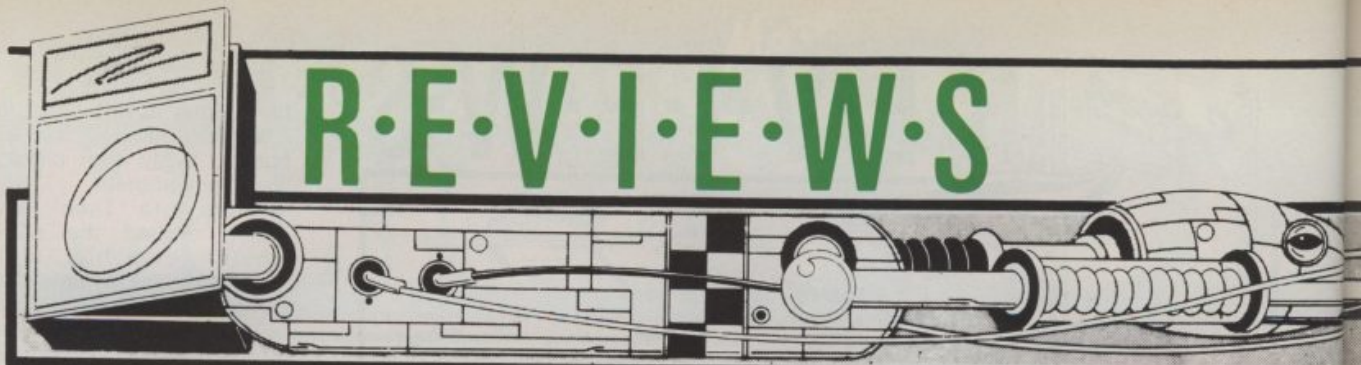


rescuing a team of explorers from the vicious Prolon nasties who are feeding on their ship's energy supply.

To do this, you have to land on Prolon, find the explorers' crawler craft which is marooned at Braxx Bluff and get it back to your mother ship before the crew die.

Sounds easy? Don't you believe it. Just landing on





Prolon took me a couple of hours to crack and as for locating the dreaded Braxx Bluff — well that was an all-evening job.

Game controls are kept simple — just up, down, left, right, and fire — and you can choose the keys you want to use for these functions. This makes *BB* one of those nice games that you can play straight away — no need to read the cassette inlay about 15 times before you know which keys do what.

One thing I didn't like about the game was the graphic at the beginning of level one which you have to watch every time you play — I would have preferred to be able to short-circuit it somehow and get straight into the game. Still it is pretty, I must admit.

*BB* has five levels altogether — the Lander Phase described above, the Walker Phase in which you have to locate the crawler with the aid of audible signals, the Land Crawler Phase in which you negotiate Prolon in the six-speed Crawler, the Sea Crawler Phase takes you into the uncertain waters of Prolon and finally, for the really super-skilled, you find the besieged ship, enter it and see the commander's smiling face congratulating you.

*Braxx Bluff* should provide several hours challenging game-play on your Spectrum. The only reservation I have is about the lasting appeal. What incentive is there once the crew have been rescued?

● Graphics	8
● Sound	9
● Value	8
● Playability	8

4

## BLACK KNIGHT

**MACHINE:** CBM 64/  
joystick  
**SUPPLIER:** Interdisc  
**PRICE:** £9.95

Buckle on your swash and leap into the saddle with *Black Knight*, the most dashing computer game hero to grace the

screen of a Commodore.

*Black Knight* comes from the Australian company, Simulated Graphics, and features the best animated graphics yet for the 64.

You play the part of Black Knight, on a quest for gold and glory. There are several stages to his quest. First, he has to mount up and gallop across the countryside — avoiding chasms and potholes as he goes. There are lightning bolts and fireballs to dodge, too.

Then he has to leave his four-legged friend to jump over crumbling chasms, fight a giant serpent, armed only with his trusty blade, and battle with a nasty dwarf before getting the gold.

*Black Knight* is extremely playable — but difficult. You certainly won't master it in five minutes, but if you stick with it you'll find your time was well spent.

Programmer Kyle Hodgetts has set a new standard for 64 animation with this original game. It looks and sounds simple — but, believe me, it's a real challenge to beat! Watch out for the *Black Knight* when he rides into your computer store.

● Graphics	10
● Sound	9
● Value	9
● Playability	9

5

## JET PAC

**MACHINE:** BBC B  
**SUPPLIER:** Ultimate  
**PRICE:** £7.95

Surprise, surprise. Ultimate has come up with another winner.

Ultimate's first release, *Jet Pac* for the Spectrum, was top of all the charts for months. Now the game has been converted for the Beeb and it's just as good.

Software houses are beginning to discover ways of making movement on the screen while a tape is loading, and Ultimate is no exception. There are some large snow-like blobs which rain down on

the title screen while the rest of the game loads.

After a brilliant few bars of synthesised music, the game starts.

It's just the same as the Spectrum version. The idea is that you are chief test pilot of an interstellar space transport company and you are delivering spaceship kits around the

4



5



6

## BEAR GEORGE

**MACHINE:** Spectrum  
**SUPPLIER:** Cheetahsoft  
**PRICE:** £6.95

If you go down to the woods today, you'd better gobble up a lot of apples. That's my advice if you decide to purchase Cheetahsoft's latest game — the *Perils of Bear George*.

The idea of the game is to stock up on food and then get George safely back to his cave where he can hibernate.

Getting to the cave is no easy task as George has to dodge the poisonous apples, loony skiers and bear-eating spiders.

6



galaxy. As you land on each planet, you must collect enough fuel pods to take off again. Any other treasures which happen to float past are yours for the taking.

The graphics are better on this version than on the Spectrum. The aliens and your character are multi-coloured which makes the game play look better.

Movement is faster in this version and it's not as easy to control your man. Maybe that's because I'm used to the Spectrum, though.

Sound effects are good and loud, but you can turn them off when the neighbours start to bang on the wall. Don't turn the sound off until you've heard the opening tune.

All in all, a good shoot up game for the BBC.

● Graphics	9
● Sound	9
● Value	9
● Playability	9

If you get to George's cave, he will fall into a deep sleep and the months will start to pass, represented by pages peeling off a calendar — month after month.

If you caught enough falling apples on screen one, George will survive the winter and wake up again in spring back in the woods where the cycle begins again.

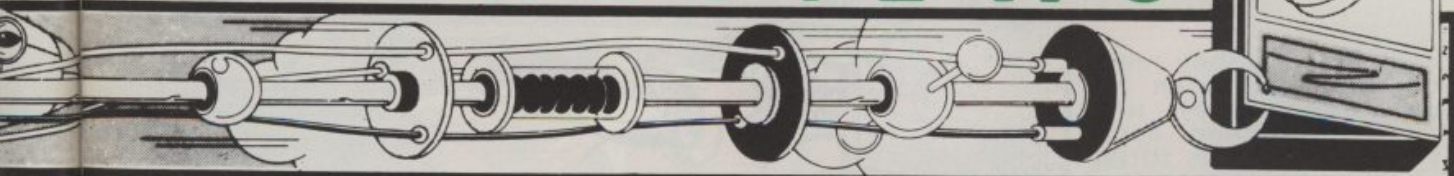
I have to say that it is not that difficult to get George through the winter. After a bit of practice at apple catching, you should be able to catch enough food to see our hero through until the spring each and every time.

*Perils of Bear George* is one of the cutest games I have played for a long time. The animation is excellent and each screen has a nice jingle to accompany the action.

The children's song *Teddy Bears Picnic* accompanies screen one plus on screen three the music of *In the Hall of the Mountain King*.



# R·E·V·I·E·W·S



*Perils of Bear George* is a great game to buy for your little sister or brother but its four screens are not really challenging enough for the seasoned Spectrum gamer.

● Graphics	9
● Sound	5
● Value	5
● Playability	6

## 7 ANT ATTACK

**MACHINE:** CBM 64  
**SUPPLIER:** Quicksilver  
**PRICE:** £7.95

Sequels to hit games aren't usually as good as the original, and this is no exception.

With the software

explosion for the 64 redraw the scene from a different viewpoint which, because the game is in 3D, will often give you a clearer view. The graphics for the ants aren't as good as the Spectrum version, though.

Sound effects are limited, probably owing to lack of memory.

*Ant Attack* is an above average game for the 64. It offers fair competition to the disc-based games currently on their way over here from the good old U.S. of A.

● Graphics	9
● Sound	5
● Value	8
● Playability	8



now in full swing, this game isn't as stunning as it was when first launched for the Spectrum.

*Ant Attack* is set in an ancient city called Antescher. The only inhabitants are some very large ants that thrive on human flesh.

At the start of the game, you can choose whether you want to be a girl or boy. You then have to rescue 10 members of the opposite sex who have been captured and are hidden somewhere in the city.

Control is by joystick only and, as you guide your character through the ruined city, you realise the true 3D effects of the program.

The walls are beautifully drawn in three shades of grey to give the appearance of distance and texture.

The ants move well and are very intelligent. You'll need to keep a finger on the ammo key to stay alive. Pressing one of the four function keys will

## 8 SPECIAL DELIVERY

**MACHINE:** Spectrum/  
keyboard or joystick  
**SUPPLIER:** Creative Sparks  
**PRICE:** £6.95

Here's a game which you can play while listening to all those great Christmas song LPs you've got stashed away. You know the ones I mean — The Sex Pistols sing Bing Crosby's Greatest Hits or Phil Spector's Christmas Album, Volume 85!

It's a very simple game — Santa has overslept and has only five hours of Christmas Eve left to collect presents and deliver them. His Helpers are dropping the gifts from the sky to help him get around that much quicker — so Santa has to steer his sleigh under the falling presents and pick them up. Once he's got enough, he can start delivering and you move on to stage two of the game.

You must land on the roofs

of the houses and climb down the chimneys, avoiding fireballs and falling snow.

Once at the bottom of the chimney, Santa must get to the tree and put his presents underneath it, avoiding sleepwalking children. Then he must find the key to the back door and creep quietly away.

*Special Delivery* is a game you'll get out and play each Christmas. It's fairly basic

when it comes to playability — but none the worse for that. Graphics are pretty and sound adequate.

*Special Delivery* will make a novel stocking filler for your favourite computer gamer who still believes in Santa!

● Graphics	7
● Sound	6
● Value	7
● Playability	7

## 9 TAPPER

**MACHINE:** CBM 64 and  
Spectrum  
**SUPPLIER:** US Gold  
**PRICE:** £12.95 CBM disc,  
£9.95 cassette, £7.95  
Spectrum cassette.

Regular readers of C&VG will need no introduction to the game *Tapper* which we reviewed exclusively in our June edition.

For those of you who don't get the UK's biggest and best computer games magazine each and every month, let me fill you in on the *Tapper* story so far.

The game started out in life as a Sega arcade game, was then converted for the 64 and is now available in the UK, courtesy of US Gold for the 64 and Spectrum.

*Tapper* is one of those fast and furious games that will have you on the edge of the seat.

You play the part of a hard-pressed barman in a Wild West saloon bar. Those cowboys are pretty darned thirsty and if your pint pulling can't match the speed of their drinking, they are likely to pull you over the bar and send you flying.

If that doesn't sound dif-

ficult enough for you then you will be pleased to learn that you do not have just one bar to tend but four.

If you successfully sling four beers at your first four customers, forcing them out through the swing doors, then you can progress to screen two. This time you have two cowboys at each bar, then three and so on.

During their drinking session, some of the cowboys get peckish and tuck into a meal, making more work for you as you have to clear away the dirty dishes.

If you manage to clear away the food plates, two dancing girls appear on stage and do a can-can for you as a reward.

Points are earned every time you successfully repel a cowboy by slinging a glass of beer along the bar at him.

But be warned — if you should drop a glass, the game will end and you will have to start all over again.

The sort of panic induced by *Tapper* when a cowboy is almost at the end of one of the bars and you are three bars away is a little bit similar to the nail-biting excitement produced by *Chinese Juggler* from Ocean.

This similarity aside, *Tapper* really is quite unlike anything that has ever been tried before.

I played the Commodore 64 version and found it fast, with excellent cartoon-style graphics and nice jingles.

● Graphics	9
● Sound	9
● Value	9
● Playability	10







**Graphics:** Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

## 10 STRANGELOOP

**MACHINE:** Spectrum  
**SUPPLIER:** Virgin  
**PRICE:** £5.95

Virgin are taking a whole new look at their range of games — and coming up with some interesting new titles for Christmas. One of these is *Strangeloop* — a *Jet Set Willy*-ish ramble through a maze of rooms filled with deadly hazards. And it's great fun!

Here's what you have to do. Your mission, little space-person, is to regain control of a robot factory situated on the edge of a far distant solar system.

The factory has been invaded by a powerful alien force which is re-programming the robots as they come off the production line.

Instead of being nice quiet metal-beings who only want to help the human race, the robots are being turned into fierce killers, out to destroy anything that looks vaguely humanoid.

No maps of the factory exist — not even in the latest copy of *C&VG*! So you have to warp into the unknown. The environment of the factory is extremely hostile — unless you are an indestructible robot that is.

There's no oxygen, zero gravity, soaring temperatures and nasty sharp bits of industrial waste zapping around. There are 240 rooms between you and the control room — which you must reach if your mission is to be successful.

All you have between you and disaster is a very old space suit — government cuts you see, no new ones available — and a laser gun.

During your journey through the factory, you'll come across an old abandoned jet cycle that is great for whizzing around — but it does use up a lot of fuel. You have to keep topping up at the various fuel dumps you'll find

dotted about the factory.

With all that sharp stuff flying about, your suit is bound to get punctured — you do have some patches to plug the leaks but these soon run out and you'll need to pick up spare patches as you go around the factory. You can top up on oxygen too as bottles are to be found in various rooms.

As in an Adventure, there are various objects to collect and use along the way — essential in your quest to stop the aliens.

The screen layout shows the room you are currently in. At the bottom of the screen is a readout showing the status of your suit — how many leaks and patches, plus your



laser status, and what you've got in your pockets, for instance things you've picked up along the way, plus a compass showing the way to the control room and a map of the rooms around you.

Game control is by keyboard only — but this doesn't detract from the playability. Graphics are certainly not state of the art but pretty good for all that. The animation of the spaceman and his jet bike and the nasties is great and flicker free.

I found *Strangeloop* amusing to play. It certainly has that all important lasting appeal and, with a game SAVE facility, you don't have to sit up all night to beat it!

● Graphics	7
● Sound	6
● Value	8
● Playability	8

## 11 JET SET WILLY

**MACHINE:** CBM 64  
**SUPPLIER:** Software Projects  
**PRICE:** £6.95

After the usual false starts, broken promises and delays, the review copy of *Jet Set Willy* for the Commodore 64 finally arrived at the *C&VG* offices.

Someone said "It's here" and a brawl immediately broke out on the review office floor. After a struggle, I managed to wrestle the cassette away from the Editor who was attempting to pull rank and write the review himself. Bit keen on *Jet Set Willy* — the *C&VG* review team.



I didn't have to play the game for very long to realise that it was worth the fight.

It's all here — the Nightmare Room, Banyan Tree, Chapel, Kitchen, Nomen Luni, Bathroom — even Maria, tapping her foot and pointing her finger in Willy's bedroom.

As far as I could see, the game is virtually identical to the original Spectrum game.

If that means nothing to you, let me give you a brief *Miner Willy* history. It all began in Surbiton where Willy stumbled down a mine shaft full of several items. Twenty screens, and several collected items later, Willy became a very rich miner. The profits from his Surrey strike were invested in a huge mansion where our hero took to throwing lavish parties for his nouveau riche friends.

After one such party, Willy's bossy housekeeper refuses to

let him get to bed until he has cleared up all the empty bottles and glasses from around the house.

This is where *Jet Set Willy* begins and it is your job to guide Willy around the house collecting all the empties.

If you enjoyed *Manic Miner* on the 64, you will enjoy this too. I rate the game higher than *Manic Miner* and it is certainly in the Top Five best ever games for the 64.

One extra nice touch in this game worthy of mention is that a scrolling message appears on screen at the beginning of the game pointing out that it is illegal to copy games and that if you do so you are stealing from the people who spend months programming them. Well said, Software Projects.

● Graphics	7
● Sound	8
● Value	9
● Playability	9

## 12 STAGECOACH

**MACHINE:** Spectrum/  
keyboard or joystick  
**SUPPLIER:** Creative Sparks  
**PRICE:** £6.95

Howdy partners! My name is Kidd Rivers, the toughest cowboy in Micro County. I enjoy rescuing runaway stagecoaches — which is just as well as it seems to happen a lot around these parts. Me and my trusty steed, Spectrum, are just about to leave town looking for another stagecoach right now. Want to tag along?

If you decide to join Kidd on his rescue mission, you're in for a rough ride. First he has to find the stagecoach, galloping at full tilt over rough country. He has to avoid spiky cactus and rocks among other obstacles. If Kidd falls off his trusty steed the program provides an amusing scene.

Kidd's horse dashes off to



# We've got the TALENT

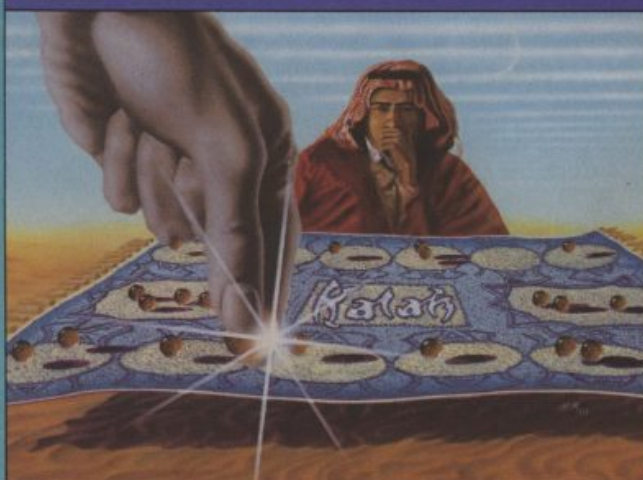


## and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit.

### Kalah



#### KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!

Commodore 64 Cassette £7.95 Disk £9.95  
COMMODORE CASSETTES ARE 'FAST LOAD'

### ARCHIPELAGO



#### ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark your every move, waiting to deal a swift and terrible vengeance. How long can you survive?

A fast-moving, action-packed game with brilliant graphics, animation and music.

Commodore 64 Cassette £7.95 Disk £9.95  
(joystick needed)



#### LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?

BBC Model B Cassette £7.95  
Electron Cassette £7.95

COMMODORE SOFTWARE WILL SHORTLY BE AVAILABLE ON COMPUSET



#### WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!

Test the speed of your draw, your skill at cards, your powers of survival!

The first of a stunning series of adventure games from Allan Black, played in real-time.

Commodore 64 Cassette £9.95 Disk £12.95  
BBC Model 'B' (text only) Cassette £7.95  
Electron (text only) Cassette £7.95

#### PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commodore 64.

Commodore 64 Cassette £17.95 Disk £19.95

The programme is menu-driven and comes with a comprehensive illustrated instruction booklet.

# TALENT

Curran Building, 101 St James Road  
Glasgow G4 0NS Tel 041 552 2128



#### SOFTWARE FROM SCOTLAND

Talent games should shortly be available from your local software retailer – or post off the coupon now.

INSTANT CREDITCARD 24 HOUR ORDERING SERVICE TEL 041 552 2128

TO: TALENT COMPUTER SYSTEMS FREEPOST (no stamp required) GLASGOW G4 0BR  
Please send me the following items

COMMODORE 64	Quantity			
PANORAMA (H)	—	Cassette	(£17.95) <input type="checkbox"/>	
PANORAMA (H)	—	Disk	(£19.95) <input type="checkbox"/>	
ARCHIPELAGO	—	Cassette	(£7.95) <input type="checkbox"/>	
ARCHIPELAGO	—	Disk	(£9.95) <input type="checkbox"/>	
KALAH	—	Cassette	(£7.95) <input type="checkbox"/>	
KALAH	—	Disk	(£9.95) <input type="checkbox"/>	
WEST	—	Cassette	(£9.95) <input type="checkbox"/>	
WEST	—	Disk	(£12.95) <input type="checkbox"/>	

BBC MODEL B	Quantity			
LASER REFLEX	—	Cassette	(£7.95) <input type="checkbox"/>	
WEST (text only)	—	Cassette	(£7.95) <input type="checkbox"/>	
ELECTRON	—	Cassette	(£7.95) <input type="checkbox"/>	
LASER REFLEX	—	Cassette	(£7.95) <input type="checkbox"/>	
WEST (text only)	—	Cassette	(£7.95) <input type="checkbox"/>	

Total (includes postage and packing)

Please debit my ACCESS/BARCLAY/TRUSTCARD

I enclose a PO/Cheque to the value of £

Enquiry Date

Name (block capitals)

Address

Post Code

Signature Tel

Please allow up to 28 days for delivery. We shall not bank your remittance until your order has been despatched.





# WIN **£25,000** AND SAVE THE WORLD **Eureka!**™

## 250 K OF PURE MYSTERY BY IAN LIVINGSTONE

■ 5 complete Adventures, each with its own Arcade, in one multi-load mega-program: "Eureka!" is the ultimate computer Epic.

■ Epic in scale: "Eureka!" spans five eras of history! You battle against the dinosaurs, outwit Nero and his gladiators, join the Knights of the Round Table, escape from Colditz, and finally into 1984 defeat the evil master of the Caribbean who is holding the world to ransom.

■ Epic in sheer size — there's more than 250K for you to get yourself killed in.

## 5 PROGRAMS IN ONE

■ All 5 Adventures are linked — but you can choose to play them separately. And they all have REAL TIME built in. So if you don't think fast, you wind up as a pterodactyl's lunch, die of over-exertion in a Roman orgy, or just lose your mind...

■ "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come.

■ The better your score, the stronger and faster you'll be.

■ And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement.

■ As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen together, you steadily unravel the clues and build up a secret phone number piece by piece.

■ If you're first to ring it, you save the world and collect the £25,000!

Spectrum 48K or  
Commodore 64  
(TurboLoad)

Full-colour booklet,  
packed with cryptic  
clues to help you  
unravel the mystery —  
and win the £25,000  
reward

Music and  
sound effects  
built in

High quality,  
full-colour, static and  
moving graphics

Just clip the coupon. Or, for even faster action,  
order by Credit Card on the  
"Eureka!" Telephone Hotline 01-460 6000.

# Eureka!

THEN THE RACE IS ON!!!

## DEvised BY IAN LIVINGSTONE



The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it...

Available from  
all good software retailers,  
or if any difficulty use the coupon  
or Hotline telephone number  
01-460 6000  
NOW.

Send your order now to:  
"Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

NO STAMP NEEDED

To: "Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ  
Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at \$14.95 each PLUS 55p post & packing.

DOMARK

MY COMPUTER IS	Ordered	Total of \$15.50
COMMODORE 64		
SPECTRUM 48K		
TOTAL \$		

24 HOUR PHONE  
HOTLINE NUMBER  
01-460 6000  
For Credit Card Orders

I enclose payment by cheque/PO, payable to DOMARK LTD.

OR Please charge my Credit Card ☐ VISA ☐ ACCESS ☐ AMEX ☐

Card Number

Expiry Date  Date

Name  Signature

Street

Town  Post Code  CV

The race for the £25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985.





**Sound:** Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The C&VG review team don't judge games with their ears plugged up, we can tell you!

the side of the screen. Kidd limps after it, catches it and remounts before continuing the chase.

Meanwhile the stage is still rumbling around the range without a driver — and shedding passengers at every turn. If all six passengers fall out before Kidd reaches the stage and jumps on, the game is all over before it's really got going.

Finding the stage and manoeuvring Kidd behind it is fairly easy — but then comes the jump, which is a bit risky.

Once on the stage safely, Kidd dashes for the reins and brings the runaway horses under control. He then has to pick up six more passengers who are waiting for a lift into town.

Once he's done this — a few would-be passengers will get trampled in the process, I'm afraid, it's off into the mountains where more hazards await our intrepid hero.

Kidd has to drive the coach through dangerous mountain passes which are prone to landslides that send rocks hurtling down at the coach. Little arrows appear to show you which trails are clear. There is a time limit on this part of the game and a countdown timer appears on screen.

If you keep getting hit by rocks or running into the mountains, your stage sustains damage.

Use up all your damage point and the game ends right there and then. On your way through the mountains, you'll see gold and ammunition boxes appearing on the road. Steer your stage over them and you pick them up.

If you get lost, you can call up a map of the mountains. The game is frozen until you go back to the action.

Survive the mountains and you're faced with a nasty bunch of Red Indian raiders out for your scalp. You have to fight off the Indian attack by climbing onto the roof of the stage and blasting away with

your Colt 45.

Indians will attempt to climb onto the stage and capture the passengers — if you lose them all to the rampaging redskins, then the game ends with you losing your scalp. Nasty!

If you fight off the Indians, you'll live to see the stage come safely home to San Pedro.

*Stagecoach* is an entertain-



ing and original game. However the graphics are a bit crude — the Spectrum is capable of better — but this doesn't really detract from the game's playability which is considerable. It will take some time to master and there are several skill levels to beat.

As I've already mentioned, the falling off the horse routine is nicely done, as are the rampaging Indians. However, I felt the limitations of the graphics showed up most in the mountain sequence. Hit a rockfall and half the stage graphics get wiped away, chequerboard fashion.

Overall, *Stagecoach* is well put together with a comprehensive menu at the start of the game which, among other things, allows the player to redefine the keyboard controls.

At the end of each game you also see a comprehensive scorechart which tells you how well you've done in various parts of the game.

● Graphics	7
● Sound	5
● Value	7
● Playability	8

## 13 ANCIPITAL

**MACHINE:** CBM 64/  
**joystick**  
**SUPPLIER:** Llamasoft  
**PRICE:** £7.50

What could be better than playing *Revenge of the Mutant Camels* while listening to very loud music in a darkened room? Playing *Ancipital* while

the room — more odd creations from Minter's fertile imagination. We won't spoil the fun by letting you know what they are. It'll take some time for you to work out the best ways to open the exits — which is half the fun of the game.

To get into some rooms, blasting is absolutely no good. You have to help your furry *Ancipital* find the camel keys in order to reach these rooms.

There are also magic goats scattered about which, if collected, give your *Ancipital* extra added power. Collect five and he can jump up and down on walls to damage them.

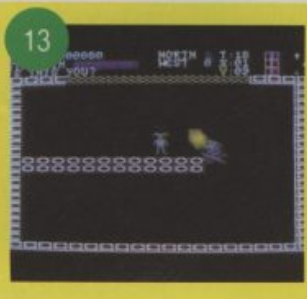
The game also features a development of Jeff's ingenious gravity system first seen in *"Sheep"*. Mastering the four-way gravity found inside the Zzyaxian base is quite difficult — but follow the comprehensive instructions found inside the cassette and you should soon have the *Ancipital* leaping about like a mountain goat.

You'll have to master the jump-turn — a Torville and Dean type manoeuvre — in order to bounce around inside the rooms without fear of damaging your furry friend.

The graphics are great — well up to Jeff's usual high but quirky standard. The sound is terrific. Jeff has included what he calls a "Phil Collins module" so that every room has its own drum rhythm. Firing sounds in each room are different, too.

Overall *Ancipital* is a game any self respecting Commodore owner should immediately go out and grab off the shelves — it will keep you intrigued for months. It is well documented — you couldn't really ask for more from a set of instructions — and extremely well presented.

*Ancipital* sees the Shaggy One back on form.



listening to very loud music in a darkened room — that's what.

I've just emerged blinking into the sunlight after a prolonged session with *Ancipital* — the latest game from computer gaming's answer to Neil from the *Young Ones*, Jeff Minter.

Jeff has come up with a real winner this time. Anyone who was a bit disappointed with *Sheep in Space* will be glad to hear that Jeff is back on form with *Ancipital*.

Well, what is an *Ancipital*? It's a half man, half-goat creature which you may have seen scuttling about the screen in *"Sheep"*. The *Ancipitals* have joined forces with us humans to help fight the Zzyaxians — an evil bunch responsible for everything nasty that happens in Minter's cosmology.

You have to help the *Ancipital* warriors break into a Zzyaxian weapons base armed only with an extremely sketchy map and destroy all the deadly things you find inside.

Once in the base, you'll find that you must open up exits in the walls surrounding each room. You do this by blasting the things you'll find inhabiting

● Graphics	10
● Sound	9
● Value	9
● Playability	10





**GET THE MOLE  
BEFORE HE GETS YOU.**

Available for B.B.C. Model "B",  
Electron, Spectrum and Commodore 64.  
Espionage is available from all leading  
High Street Stores and quality Computer  
Games Specialists.

price **£8.95**

Retailers contact Mr. Len Fisher on  
our telephone hot-line (0642) 227223.

***Espionage***

MODULAR RESOURCES LIMITED



**A GAME OF INTRIGUE & SKILL IN THE OIL BUSINESS.**



## MOSCOW

**MACHINE:** CBM 64  
**SUPPLIER:** US Gold  
**PRICE:** £9.95

*Beach-head*, one of the best selling games of the year, eclipsed only by Software Project's *Jet Set Willy*, now has a sequel to thrill war game fanatics.

*Raid Over Moscow* is the follow up to Bruce Carver's excellent *Beach-head*, which won the award for the best graphics and sound on a computer game in a poll of readers by the American magazine, *Billboard*.

*Raid Over Moscow*, unlike *Beach-head*, places you in the cockpit of the world's fastest fighter bomber. As the squadron leader, you must lead your men on a bombing raid over the main industrial centres of the Soviet Union, in an attempt to knock out the computer installations which are at this moment guiding missiles over the north Atlantic to targets in North America.

The first part of the game takes place in a space station orbiting earth. Russia has launched a series of nuclear strikes. You and your men are all that stands between the destruction of every major city in Canada and the USA. You must guide your ship out of the landing bay and fly it through space towards the Soviet capital.

The view then switches to one of the ground. You must fly your air craft very low to avoid being detected by the Russian radar network. Jet



**EXCLUSIVE**

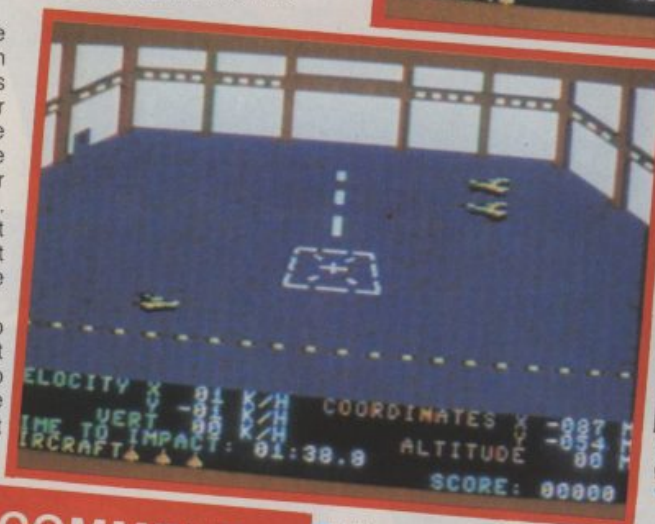
planes, patrolling tanks and stationary guns all take a pot shot at your plane.

Buildings, huge columns and walls must be negotiated during the mission. Staying as close to the ground as possible is absolutely necessary as enemy fighter planes come rushing up behind, giving you only seconds to react. Flying low also makes you a much better target for the roaming tanks.

Each successive screen takes you closer to your ultimate target, the centre of Moscow and the Kremlin.



The Russian nuclear attack flies across the Atlantic.



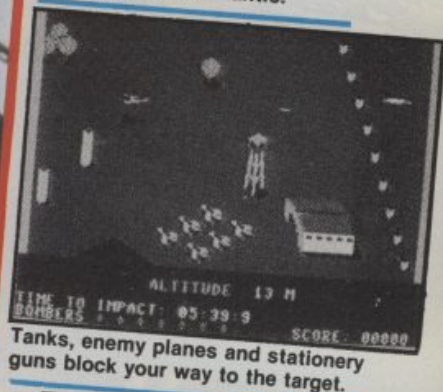
The space station, the first phase of the game, tests all your skills of co-ordination.

*Raid Over Moscow* scores highly on graphics and playability. The game is much more difficult and challenging to play than *Beach-head*, and will certainly take a lot longer to master.

The game at the beginning is certainly difficult, and in my opinion, far too difficult for you to really enjoy the game without a hell of a lot of practise.

Once you have finally mastered the game there are another four levels for you to beat. On the highest level, I couldn't even get out the space station with five lives.

Will *Raid Over Moscow* be



Tanks, enemy planes and stationary guns block your way to the target.



You have reached the centre of Moscow and the Kremlin.

a big hit this Christmas?

I don't think, there's any doubt about that.

● Graphics	8
● Sound	9
● Value	9
● Playability	8

## EDITOR'S COMMENT

There's no doubt that *Raid Over Moscow* is an extremely slick games program. It's very playable, the graphics and sound are of the highest quality and the packaging rivals anything on the market. However, no amount of slick production can disguise the fact that the basic philosophy behind the game is — to say the least — questionable.

Maybe we're being hypocritical by criticising this aspect of the game when many games we review feature alien blasting and other forms of destruction. But nuclear war is not a subject for fantasy.

Perhaps we're being too sensitive — take a look at the game and the packaging and let us know what YOU think. Write to Computer and Video Games, *Raid Over Moscow*, Priory Court, 30-32 Farringdon Lane, London EC1.



# THE ALLIGATA WILL ALWAYS GET YOU

Another set of amazing specials from the software house with the reputation for fast machine code action, high resolution graphics and unbeatable quality. Games to keep you enthralled. Games to get hooked on, but never bored, because once you've started you'll keep coming back for more.

At only **£7.95**  
(Disk £11.95) you should bite our arm off

**HELP!**

**Commodore 64**

## 3D Water-Ski

Hope you're not seasick or afraid of the water. Feel your knees bend as you roll the corners, your stomach churn as you jump the ramp and the terror of hitting the obstacles and minefields. The fully controllable speeds and superb 3D effects guarantee many absorbing hours on the ocean wave.

## Loco

Skilfully manoeuvre the six track railway, dodging aerial bombardment from planes and airstrikes, avoiding fatal collisions with the oncoming handcar, aided only by your lethal smoke and steam and a unique split screen feature giving immediate action viewing with a master plan image of the danger to come.

## Rocket Roger

Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way, watching out for sizzling security laser beams, sliding doors and invisible force fields.

## 5 BEST SELLERS

T £9.95

D £13.95

## CHARTBUSTER

### Chartbuster

Five outstanding games in one package - Bigger, Eagle Empire, Panic Planet, Killer Watt and Dugblaster. Hits you may have seen or heard about, but could never afford, now available in a 1994 bonanza offer.

## AZTEC TOMB Revisited (Part II)

**Aztec Tomb Revisited (Part II)**  
Sequel to the first nerve tingling mystery of the South American jungles. Someone's already beaten you to the golden bounty - pirate looters, five hundred years earlier. All that remains is one quarter of their treasure map. The only clue left to an exciting drama in pursuit of your dreams.

☐ Chartbuster. ☐ Loco ☐ Waterski 3D

☐ Rocket Roger ☐ Aztec Tomb Revisited (Part II).

Please indicate programs required and whether tape T or disk D

I enclose a cheque/PO\* for £

Charge my Access

Card No.

Name

Signature

Address

SEND S.A.E.  
FOR COLOUR  
BROCHURE

\*Payable to Alligata Software †Allow 75p for post and packaging  
Despatch is normally made on receipt of order and should reach you within 7 days

Alligata Software Ltd  
1 Orange Street, Sheffield S1 4DW  
Tel: (0742) 755796

**Alligata**  
Software Limited



## 1 JET SET WILLY

Top selling game of 1984 is the cutest climbing game of them all — *Jet Set Willy*.

The game is the sequel to one of 1983's top games — *Manic Miner*. It was always going to be a big hit but the game completely dominated the *C&VG*/Daily Mirror Top Thirty for most of this year.

Only two games have ousted *Willy* from his number one spot throughout the year and now, with the game also available on the Commodore 64, there seems to be no stopping the Liverpudlian miner.

For those of you who've not seen the game, it's well worth putting on your Christmas list.

## 2 BEACH HEAD

*Beach-head* is the most successful of the invasion of American software that has flooded into the UK this year.

The game drew gasps of admiration from games programmers and businessmen when it was first shown to the trade at the Leisure Electronics Show last January.

Then, when US Gold put the game out on cassette at £8.95, the games players purchased *Beach-head* into the Top Ten games chart.

The game features four different scenes. By far the best of these is the sea scene.

## 3 FIGHTER PILOT

Digital Integration stormed their way into the big league of software houses with two hit games in Spring '84 — *Night Gunner* and *Fighter Pilot*.

Of the two games, *Fighter Pilot* was marginally more successful. It's a flight simulation with a strong flavour of World War II.

As well as keeping an eye on all normal flight controls, the player also has to deal with bandits screaming in from above and below.

Digital Integration are converting their Spectrum games for the Commodore 64.

## 4 SABRE WOLF

Ultimate launched their sole Spectrum game of 1984 in

# C&VG TOP TEN GAMES OF THE YEAR

With 1984 drawing to a close without too much evidence of Big Brother forcing us to use our computers for boring serious applications, it's time to take stock of some of the best games of the year.

The real games of the year will be the ones that you, and all the other *C&VG* readers vote for, in the Golden Joystick Awards — the gamers' awards — which will be presented in London in January.

In order to start your thinking about your choices, we asked NOP — the compilers of the *C&VG* top twenty to tell us what were the best sellers of '84.

From the list they gave us, the *C&VG* review team picked out the games that they liked best which were launched this year.

Here are our choices. Now tell us your favourites. Fill in the Golden Joystick Awards form below and send off to *C&VG*, Gold Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

May and saw it zoom up the charts to the number one spot.

*Sabre Wolf* is the latest in a series of Spectrum hits from Ultimate who are Britain's undisputed number one in the market for arcade-style games.

Critics said that *Sabre Wolf* was no more than a copy of Ultimate's previous game — *Atic Atac* — and that the programmers had merely changed the background, swapping a haunted house for a jungle.

## 5 SOCCER

Commodore's *International Soccer* is the best sports simulation ever written for any home computer.

*Soccer* finally found its way into the shops and well worth the wait it was, too — a cart-ridge game at just £9.95 with stunning graphics and excellent game play.

The running animation of the footballers, movement of the ball and accurate shadows make the game a delight to watch as well as play.

## 6 LORDS OF MIDNIGHT

Who are the Lords of Midnight? That was the question on every gamer's lips in the weeks leading up to the launch of Beyond's first "epic" game.

Beyond describe *Midnight* as an "epic" as it does not fit into either the Adventure or strategy category — but lies somewhere between the two.

There is also a strong element of war gaming in *Midnight* as you seek to unite the forces of the Free against the evil Doom-dark.

## 7 OLYMPIC GAMES

The Olympic Games shook up the games business this summer with no less than a dozen athletics games seeking to capitalise on the Olympics.

Most successful of the Games games was Daley Thompson's *Decathlon* which produced a number one smash hit for Ocean.

Almost all of these games

— and Daley's is no exception — are copies of the Konami arcade game in which the player has to shake the joystick furiously to make his little man run and jump.

## 8 TRASHMAN

*Trashman* is a total original in computer games — the only dustbin simulation available for the Spectrum and 64.

You have to collect the bins, empty their contents into the dustcart that is scrolling slowly up screen and bring the bins back again.

But if you think that sound easy, you haven't reckoned on mad dogs, lunatic drivers, kamikaze cyclists, pubs, cafes, and tricky grass verges.

For sheer fun, you can't beat *Trashman*.

## 9 HUNCHBACK

*Hunchback* for the Sinclair Spectrum was Ocean's first big hit — the first of many top selling games that the Manchester software house were to launch in 1984.

Supported by a TV advertising campaign, the Spectrum and 64 versions of this popular arcade game stayed in the Daily Mirror chart for several months.

You are the tragic Quasimodo who seeks to rescue his beloved Esmerelda. The guards in Notre Dame have different plans for our hero and it's down to you to see that he escapes their arrows.

## 10 SHERLOCK

Another of this year's instant success stories is *Sherlock* from Melbourne House.

Like *Jet Set Willy* the game couldn't fail. Programmed by Philip Mitchell of *Hobbit*, *Penetrator* and *Mugsy* fame, *Sherlock* was billed as Melbourne's biggest thing since *Hobbit*.

*Sherlock* is one of the new breed of interactive Adventure games — not just a set of fixed puzzles with one solution. *Sherlock* has semi-intelligent characters who react to your moves, it has several possible conclusions and can be different every time you play.





## TRASHMAN

**MACHINE:** Spectrum  
**SUPPLIER:** New  
Generation Software  
**PRICE:** £6.95

After cleaning up the streets of London in the first *Trashman* game, our hero now sets out on a much more ambitious project to clean up the entire world in the sequel to New Generation's hit of the year — *Travels With Trashman*.

At the beginning of the game, you are given a certain amount of fare money. A map of the world shows all the cities that *Trashman* can travel to, providing he has enough cash to do so.

The Paris job involves catching all the frogs that have been let loose by a made chef at a café in the Champs Elysées. No easy job this as our hero must also avoid bumping into the waitresses and losing points.

Other possible starting points are Germany where *Trashman* is offered the job of collecting the empties at the Munich Beer Festival. *Trashman* does not have to accept the first job offer he gets. He can fly onto another destination — providing of course he has enough of the folding stuff to pay for his airline ticket.

The most dangerous of his early jobs, and one of the best screens in the game, is the Spanish job where *Trashman* has to collect up all the roses thrown into a bullring during a bullfight — the bull would prefer them to stay there.

There are ten desintations in the game altogether and it will take a good deal of practice to visit them all.

Comparisons with *Trashman I* are inevitable if a little pointless as the game is really quite different. However, *Travels With Trashman* is slightly more difficult to get into than the first game.

Personally I prefer *Trashman I*, but it is no poor reflection on *Travels With Trashman* that this is the

case. After all, there have been very few games launched this year that are in the same league as *Trashman* for graphics and gameplay. If you liked *Trashman I*, you won't be disappointed with the sequel.

● Graphics	8
● Sound	6
● Value	8
● Playability	8

## HARERAISER

**MACHINE:** 48k Spectrum  
**SUPPLIER:** Haresoft Ltd.  
**PRICE:** £8.95

*Hareraiser* is not so much a game as a puzzle. It comes in two parts: *Prelude* is available now and *Finale* is yet to be released.

The "player" has the four cursor keys at his disposal, allowing him to move around the countryside in search of clues to discover the Hare's whereabouts. These are displayed as short lines of text on a graphics background of a field. Sometimes the hare comes loping in to the accompaniment of music before divulging his clue, sometimes he doesn't. Is that a clue?

The object of all this is to be the first person to solve the puzzle. If that happens to be you, then you write in to Haresoft with the Hare's location, plus an explanation of how you arrived at the answer, together with the two tapes and a letter quoting your personal numbers. You could win the Golden Hare itself, or choose to take £30,000 in cash instead.

To be eligible to enter, you must first have registered the purchase of each part, by returning a card on which is printed your unique personal number.

That's the task — how will you shape up to it? All you need is pencil, paper, your eyes, patience and an inquiring mind, says the inlay. Pencil and paper certainly

seemed to be useful, for the information observed is easily recorded. In fact, I could see little reason why this puzzle should be published as software.

To be honest, I wouldn't buy it unless I fancied my chances for the £30,000 (sod the Golden Hare — I'll take the cash!) But hang about! That's a huge pile of readies to be giving away. Where will it all come from? Suppose £1 per game is put into the kitty — that's one helluva lot of copies to hope to sell for a puzzle that isn't even a game!

Could it be that we have to wait for sales to reach a pre-determined level before we see any sign of *The Finale*?

● Graphics	5
● Sound	10
● Value (if you win)	12
(if you don't)	2
● Playability	7

## EUREKA!

**MACHINE:** CBM 64  
**Spectrum 48k**  
**SUPPLIER:** Domark Ltd.  
**PRICE:** £14.95 on cassette  
£16.45 on CBM disc.

Five epic Adventure games, each preluded by an arcade game, offered in the *Eureka!* package, together with a booklet. The Adventures can be played independently, but are linked and clues lead you from Adventure, to book, and back, in search of a mystery phone number. The first person to discover that will save the world from destruction and win £25,000 in cash as a bonus!

The Adventures are set throughout the ages. Starting off in Prehistoric Age, you progress through Ancient Rome, Celtic Britain and War-time Germany to the Modern Caribbean. A talisman was discovered on the Moon, and under analysis, split. Five fragments disappeared, but have been traced to the places and times in which the Adventures are set. Your job

**Value:** Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

is to find and return them, for if the talisman is not reconstituted, the moon is destined to explode, taking Earth with it!

Disregarding the prize, how do the games play?

First, the music and sound effects are spectacular! The Commodore uses the TV's loudspeaker and the bursts of music can only be described as triumphal!

Second, there are graphics and they are created in a most innovative way. There are "wide screen" pictures at some locations and smaller "cameos" at others.

Each Adventure has its own plot which when solved will lead you to a piece of the talisman. A single review could not do justice to this vast game and I can't attempt here to describe the other module I have tried, Celtic Britain, except to say that it follows the same style.

With or without the prize, this package has got to be a terrific value.

● Graphics	9
● Sound	10
● Value	10
● Playability	8

## 14 MELTDOWN

**MACHINE:** CBM 64  
**SUPPLIER:** Creative Sparks  
**PRICE:** £7.95

If you don't want to start glowing in the dark, then you'd better act quickly if you get your hands on a copy of *Countdown to Meltdown*.

An explosion has devastated a nuclear power plant and radiation is leaking out in vast quantities. The core is rapidly heating up and there could be a gigantic nuclear explosion — unless you can prevent it.

You control a team of eight android commandos who are the only beings tough enough to make it to the core.

You have to guide your team down through the many levels of the installation, find the core and prevent the explosion.



# MSX?

On sale now: the essential buyers' guide to this exciting new standard for home computers. Facts, specifications, prices, software and peripheral listings. *All* you need to know about every MSX computer available. Plus – free first issue of MSX Computing.





# Mirage

SOFTWARE &  
DISTRIBUTION

9 Rossini Street  
Seaforth  
Liverpool  
L21 4NS  
Tel: 051-920 9713

## PROGRAMMERS

WE ARE LOOKING FOR TOP QUALITY PROGRAMMES TO MARKET IN THE UK AND ABROAD. THE PROGRAMMES MUST BE OF TOP QUALITY AND IN MACHINE CODE WITH GOOD GRAPHICS AND SOUNDS AND ORIGINAL CONCEPT. WE ARE LOOKING FOR PROGRAMMERS TO CARRY OUT WORK ON NEW MACHINES SUCH AS THE C.B.M/16 AMSTRAD AND M.S.X. WE CAN SUPPLY THESE MACHINES TO CARRY OUT WORK FOR MIRAGE. WE ARE ALSO OFFERING £500 PRIZE FOR THE BEST PROGRAMME RECEIVED BY THE END OF FEBRUARY 1985 WHICH WE WILL DECIDE TO MARKET. WE OFFER AN OUT RIGHT PAYMENT OR 10% PLUS PAYMENT OR 20% ROYALTIES. FOR MORE INFORMATION CONTACT THE SOFTWARE MANAGER HE WILL BE GLAD TO LISTEN TO ANY QUESTIONS YOU MAY HAVE.

## SOFTWARE HOUSES

WE ARE LOOKING FOR TOP SELLING PROGRAMMES TO DISTRIBUTE TO OUR WIDE RANGE OF OUTLETS THROUGHOUT THE UK AND GIVE YOU A VERY FAST SERVICE TO HELP WITH YOUR SALES AND TO MAKE THE MOST OF YOUR PRODUCTS. SEND A SAMPLE COPY OF YOUR PRODUCTS WITH RATES AND TERMS FOR A FAST ASSESMENT. FOR MORE INFORMATION CONTACT THE SALES MANAGER HE WILL BE GLAD TO HELP AND ASSIST YOU.

## DEALERS AND DISTRIBUTERS

**DEALERS** WE HAVE THE BEST SELLERS FROM THE BEST PRODUCERS; WE ALSO OFFER VERY GOOD RATES AND TERMS TO HELP YOU AND US TO ACHIEVE THE BEST SALES AND SERVICE. FOR MORE INFORMATION CONTACT THE SALES MANAGER.

**DISTRIBUTERS** HAVE YOU GOT THE MIRAGE RANGE ON YOUR SHELVES, IF NOT THEN CONTACT THE SALES OFFICE FOR SAMPLES AND RATES.

SALES MANAGER  
T.C. SAPHIER

SOFTWARE MANAGER  
C.A. SAPHIER



**Playability:** Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

*Countdown* follows the current trend towards graphic Adventure/strategy games. You have to solve a lot of problems, gather your commando force and equip them and then go after the core.

You monitor the androids' progress through "video cameras" — your computer screen. You can switch between "north" and "south" cameras to give different perspectives of the rooms you are exploring.

You can also switch androids throughout the game. Each one of the eight has different characteristics which are established at the beginning of each game. Some are technical wizards, while others are pure fighters with little scientific knowledge.

14



The screen display shows your android and the room he is in. Below you'll see a complex series of read-outs relating to the status of your android and the condition of the installation's core.

You must select the android most suited to the specific task and get him to the right location.

You must reach the core and cool it down before it exceeds 10,000 degrees centigrade. If you don't, then even an android can melt!

*Countdown* is a complex and challenging game — definitely not for those of you who simply want to blast things.

The graphics are impressive — particularly the neat sliding doors between rooms which the androids have to activate. There are 2,000 rooms spread over eight levels — each with a different challenge.

The game comes with necessarily detailed instructions which you'll need to read before getting into the game. You won't learn to get the best out of *Countdown* in ten minutes — but it's well worth the effort.

● Graphics	8
● Sound	7
● Value	8
● Playability	9

15

## SINBAD

**MACHINE:** BBC  
**SUPPLIER:** Virgin  
**PRICE:** £7.95

And I thought Virgin's latest batch of games were supposed to be better than the last lot.

Virgin are currently having a clear out to get rid of their old games at £2.99. This latest release should be included in the price cutting, if you ask me.

As usual, Virgin includes a few words about the author of the game on the cassette inlay. Dennis Ibbotson, who wrote *Sinbad*, is 35 and only started computing last year when his mother bought him a computer!

Dennis dislikes arcades and hates all computer magazines. Well, Dennis, we don't think much of you either. Perhaps if you read some magazines and played a few more games you'd know what people look for in a good game.

15



When you start the game, there are a few space invader type monsters moving round the screen, accompanied by the slowest piece of music you'll ever hear.

There's a magic carpet floating around, too and, as *Sinbad*, you have to hop on to it and climb up its rope ladder to touch an alien. As you touch one, it changes colour. But touch an already changed one and you get knocked off the carpet.

Once you've managed to change all the aliens' colours, you move to screen two. Here, you have to pilot *Sinbad* on his carpet through space, avoiding the asteroids and other original things like that. This second stage is timed to last as long as it took you to clear screen one.

One of the dullest games I've seen for the Beeb.

● Graphics	5
● Sound	5
● Value	3
● Playability	4

16

## AMERICAN FOOTBALL

**MACHINE:** Spectrum  
**SUPPLIER:** Argus Press  
**Software**  
**PRICE:** £9.99

24! 32! 48! Hut! Hut! Hut! Incredible isn't it — people actually talk like that!

If you are a fan of that bonecrunching spectacle Americans call football which draws massive audiences to Channel 4 at teatime on Sundays, you're going to love this computerised version.

Argus Software has come up with the first really worthwhile version of the game that has become increasingly popular in the UK over the past three years.

You can either take on the computer or play a human opponent in this game of strategy and muscle. Strategy is the right word here as you have to mastermind your team's march to victory by utilising various tactics presented to you by the program.

The instructions — on screen and in the comprehensive instruction manual — list a series of "plays" you can use when on the offence or when defending. You key

these "plays" by using simple two key instructions — and the computer works out the outcome.

The attacking team aims to score a touchdown by utilising the various plays and strategies available, while the defending team aims to stop them.

The computer acts as the referee and throws in penalties from time to time in a somewhat arbitrary manner. This is one of the annoying features of an otherwise well executed program. Just like the real live players, you get really annoyed when a penalty decision comes up!

At half time and at the end of the game you get a statistics readout — how many yards your quarterback ran in the game, how many interceptions were made and so on. The program allows you to get a print-out of the result and the stat-sheet. Another nice touch.

16



The game comes with an informative booklet — well worth the money on its own as it actually helps you understand what you see on telly too! Ken Thomas, editor of *Touchdown* magazine, the official NFL publication in this country, has written an interesting, easy-to-understand guide to the game and a list of all the jargon used. Great stuff — and even a five-foot weakling can play it without fear of terminal damage! A Commodore 64 version should be available soon.

● Graphics	8
● Sound	5
● Value	9
● Playability	9



**Don't fool  
with  
fireworks..**



**when y**

SPECTRUM 48K  
**6.90**

SPECTRUM 48K  
**6.90**



**DK**

Ocean Software  
Ocean House  
6 Central Street  
Manchester M2 5NS

Ocean Software is available from all good software



# you can play with...

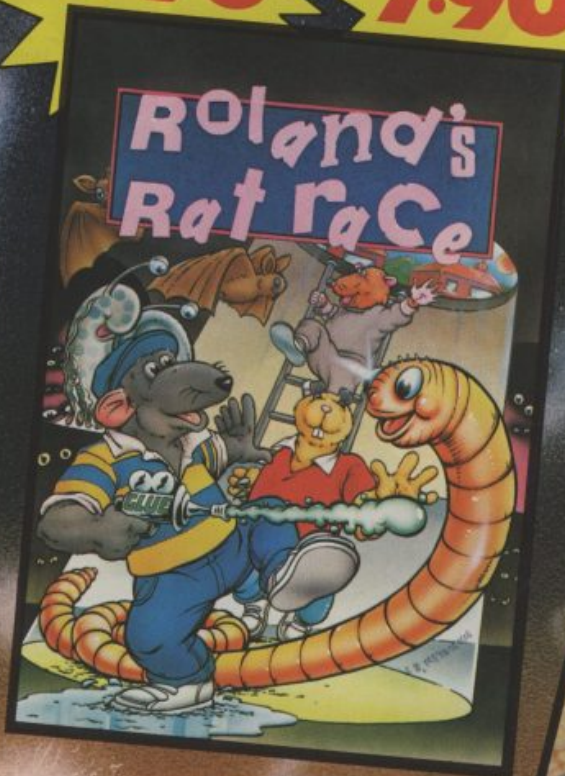
COMMODORE 64

**7.90**



SPECTRUM 48k

**6.90**

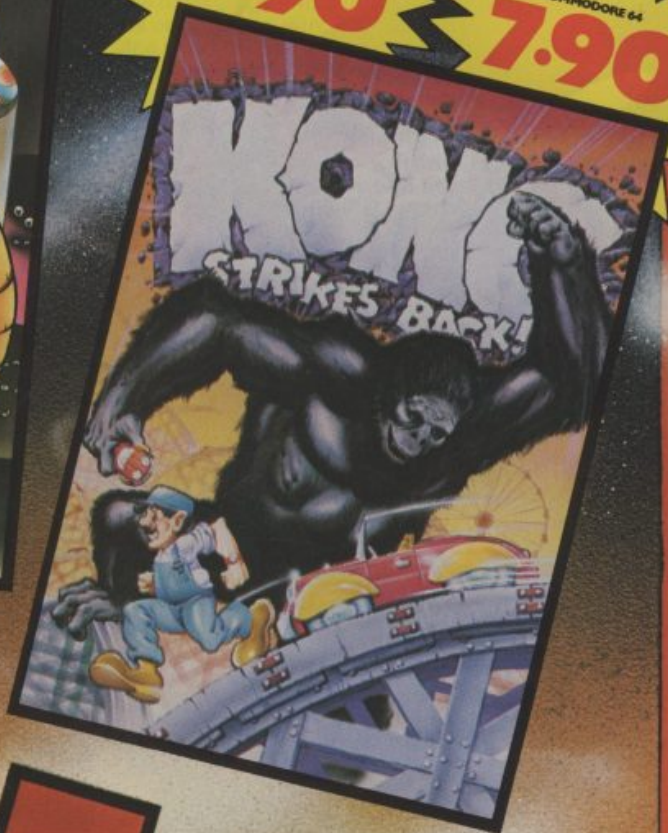


COMMODORE 64

**7.90**

SPECTRUM 48k

**6.90**



COMMODORE 64

**7.90**

# WAVE

## Ocean

Telephone:  
061 832 6633  
Telex:  
669977 Oceans G



# GH<sup>ST</sup>BUSTERS™ THE COMPUTER GAME.

BY DAVID CRANE



© 1984 COLUMBIA PICTURES

Yes. Ghostbusters is a computer game, too.

The game play follows the film with incredible accuracy. Even down to the chart-topping music score.

Your task is to rid the world – and in particular New York City – of a cataclysmic plague of ectoplasmic nasties.

Designed by USA's David "Pitfall II and Decathlon" Crane and running on Commodore 64 cassette and disk and Spectrum. Coming soon on other systems.

**ACTIVISION®**  
Your computer was made for us.



Available from these  
Lightning Dealers:-

**Berkshire** William Smith, 35-39 London Street, Reading  
Nibbles Bits Bites, 99 High Street, Maidenhead

**Buckinghamshire** Softly, 5/7 Deer Walk, Shopping  
Building Central, Milton Keynes  
Softshop Ltd, 55 St Peter's Court, Chalfont St Peter

**Cheshire** Pyramid Micro, 25 Cairo Street, Warrington

**Cleveland** Multi Colour Micro Shop, 8 Duhdas St, Redcar

**Cumbria** Maryport Home Computer, 65 Sewhouse St,  
Maryport

**Derbyshire** Gordon Harwood, 69-71 High St, Alfreton

**Devon** Computerbase, 21 Market Avenue, Plymouth

**Dorset** Solent Micro, 25 Bargates, Christchurch

**Essex** W A Baker, 113-117 Old Road, Clacton  
Estuary Software, 261 Victoria Ave, Southend on Sea  
Colchester Computers, 58 East Street, Colchester

**Greater Manchester** Court Grand Comp, U44 Arndale  
Centre, Stretford, Manchester

Micro North, 7 Broad Street, Bury

Computer World, 208 Chorley Old Road, Bolton

Albert Brown Ltd, 11 Silk Street, Leigh

Microtrix, 24 Gt Moor Street, Bolton

**Hampshire** GB Microland, 7 Queens Parade, London Rd,  
Waterlooville

**Hertfordshire** St Albans Electronic, 130 London Road,  
St Albans

**Humberside** Tomorrow's World, 15 Paragon Street, Hull

**Kent** Socodi Music, 9 The Friars, Canterbury

Computer Plus, 65 High Street, Sittingbourne

DGH Software, 10 North Street, Ashford

**Lancashire** Grahams Micro, 24 Bridge Street, Darwen

**Leicestershire** Dimension, 27-29 High St, Leicester

**London** Hamleys, Regent Street, W1

Video Palace, 100 Oxford Street, W1

Firuji Hi-Fi Video, 325 Kentish Town Road, NW5

Jordans Video, 159 Ballards Lane, Finchley, N3

Logic Sales, 19 The Broadway, N14

Micro X Ltd, 765-7 Harrow Road, NW10

Tomorrow's World Today, 27 Oxford Street, W1

KK Stationers, Simgold Ltd, 187 Edgeware Road, W2

**Middlesex** Lightning, 108 High Street, Ruislip

Jennings Stores, 244 Hertford Road, Enfield

JKL Computers, 7 Windsor Street, Uxbridge

**Norfolk** Thetford CB Micros, 21 Guildhall St, Thetford

**Northumberland** Alnwick Computerware,

9A Narrowgate, Alnwick

**Nottinghamshire** Micro Vision, 32 Station Street, Kirby  
in Ashfield

Long Eaton Software Centre, 91 College St, Long Eaton

**Oxfordshire** Giles Sports Toys, 1 Auelscot Rd, Carterton

**Somerset** The Forum Computer Shop, Silver St, Chard

H & S Buckthorn Ltd, Frome Computers, 21 Frome Field,  
Frome

**Suffolk** Brainwave, 24 Crown Street, Ipswich

**Surrey** Bentals, Wood Street, Kingston on Thames

Landau Electronics, 215 High Street, Sutton

**Sussex** Worthing Comp., 32 Liverpool Road, Worthing

Micro Store, 13B West Street, Horsham

**Tyne & Wear** Video & Home Comp. Centre,

3 Roxburgh House, Park Avenue, Whitley Bay

**West Midlands** Home Entertainments, Commodore

Centre, 212-3 Broad Street, Birmingham

Owen & Owen, Mander Centre, Wolverhampton

**Yorkshire** Flexiwords, 18 Otley Road, Leeds

Harrogate Video, 18 Cheltenham Parade, Harrogate

Just Micro, 22 Carver Street, Sheffield

**SCOTLAND:** Fife Micro Pot, Unit 15, Knightsbridge,  
Kirkcaldy

**Lothian** Patersons Stockbridge, 13 Deanbrook Lane,  
Edinburgh

**Strathclyde** Softwarehouse, 12 Ettwick Square,  
Town Centre, Cubernauld

**Tayside** Vics Independent Comp., 31-33 South St, Perth



# Joystick

MICROSWITCH JOYSTICKS  
- WITH ARCADE ACTION -

For:

COMMODORE  
ATARI  
AMSTRAD  
MEMOTECH  
BBC (to order)

## THE ARCADE

PRICE  
inc VAT £15.95

## COMPETITION-PRO

PRICE  
inc VAT £16.95

## ARCADE PROFESSIONAL

PRICE  
inc VAT £28.95

With Interfaces:

SPECTRUM  
T199/4A  
COLECO  
BBC  
ELECTRON

ACCESS ACCEPTED  
MAIL ORDER: ADD  
£1.95 P&P

CONTACT US OR NEAREST COMPUTER STORE

QUALITY  
**EUROMAX**  
ELECTRONICS LTD.

Pinfold Lane Industrial Estate, Bridlington, N. Humberside

Tel: 0262-602541

Telex: 527381 EMAX G

JOYSTICKS

AMSTRAD CPC464 SOFTWARE



## THE ROYAL QUEST £6.95

Can you discover the object of your quest and then complete it? A classic text only adventure, with dozens of problems to keep you perplexed for weeks. Features include save game facility and very large vocabulary.

## ROLLABALL £6.95

A challenging game of skill, relying on quick wits and steady nerves. Can you keep the ROLLABALL in motion?

All you have to do is slide a piece of track in its path to divert it, trouble is the tracks always disappear when the ROLLABALL moves over them. A very addictive one player game.

## THE MOORS CHALLENGE £6.95

An ancient game of strategy and cunning. 'Capture' all your opponents counters to win. Play against your Amstrad CPC464 at any of five skill levels, from simple to advanced or play against a friend, you can even make the computer play against itself.

### ★ ★ ★ SPECIAL OFFER ★ ★ ★

For a limited period only \* Timeslip Software will be giving away one free title with every two titles purchased, so hurry send cheque/P.O.'s payable to ...

## TIMESLIP SOFTWARE

STONEBURN WORKSHOPS

THE OLD PRIMARY SCHOOL

STONEBURN, WEST LOTHIAN EH47 8AP

\* Offer ends 31st November 1984

## CHRISTMAS SALE - 50p off - any TWO Games -

SPECTRUM	Our Price	COMMODORE	Our Price
DEUS EX MACHINA (Automata)	13.00	DALEY THOMPSON DECATHLON	7.00
BEACHHEAD (U.S. Gold)	7.00	DECATHLON (Activision)	9.00
SHERLOCK (Melbourne House)	12.75	ZAXXON (U.S. Gold)	9.00
DALEY THOMPSON DECATHLON	6.00	QUO VADIS (Edge)	9.00
RIVER RAID (Activision)	7.00	FALCON PATROL 2 (Virgin)	6.00
KOKOTONI WOLF (Elite)	5.00	STUNT BIKE (Ocean)	6.00
ENDURO (Activision)	7.00	PITFALL II (Activision)	9.00
DELTA WING (Creative Sparks)	6.00	KOKOTONI WOLF (Elite)	6.00
FULL THROTTLE (Micromega)	6.00	TDY BIZARRE (Activision)	9.00
H.E.R.O. (Activision)	7.00	H.E.R.O. (Activision)	9.00
TERRAHAWKS (CRL)	7.00	MONTE MOLE (Gremlin)	7.00
TORNADO LOW LEVEL (Vortex)	5.25	ZENJI (Activision)	8.50
ZENJI (Activision)	7.00	RIVER RAID (Activision)	9.00
FOREST AT THE WORLD'S END (Inter)	5.00	STRIP POKER (U.S. Gold)	9.00
FRANK N. STEIN (PSS)	5.00	INCREDIBLE HULK (Ad.Int.)	9.50
LORDS OF MIDNIGHT (Beyond)	9.00	INTERNATIONAL SOCCER (Commodore)	9.50
SABRE WOLF (Ultimate)	9.00	TRASHMAN (Quicksilver)	7.00
THE INCREDIBLE HULK (Ad.Int.)	8.50	FOOTBALL MANAGER (Addictive)	7.00
MATCH POINT (Psion)	6.00	WALLY GOES TO RHYMELAND (Inter)	6.00

**E/D40**  
SOFTWARE

FREE POST PLEASE STATE WHICH MICRO FAST SERVICE  
SEND CHEQUE/P.O. TO

249 High Street, Stratford, London E15 2LS

ATTENTION

ATTENTION

## ATARI 400/600/800 OWNERS MIDLAND GAMES LIBRARY

Do you want to join a long established library?

Are you looking for a fast efficient and friendly service?

Would you like to select from nearly 750 programs; cassettes, cartridges, discs and utilities and educational?

Would you appreciate 40 new additions per month?

Are you interested in interactive club schemes?

Two games may be hired at any one time.

We buy many of the popular games in multiples of five or six to give all our members a fair choice.

Now entering our third year of service to Atari owners.

Hundreds of satisfied members, many even as far away as Iceland, Denmark, Eire and West Germany.

Send large SAE for details.

M.G.L.

48 Read Way, Bishops Cleeve, Cheltenham  
(0242-67) 4960 6pm-9pm

All our games are originals with full documentation



# SPIDER-MAN



One morning at the Personal Computer World show, before the crowds arrived, Keith's trusty apprentices, Paul Coppins and Simon Marsh, wandered along to the Adventure International stand to see the new Scott Adams game, based on Spiderman, the Marvel comic hero. Here, Simon relates how the Chief Examiner put C&VG's Adventure team to the test...

"Please Scott, please, please, please! Just one small clue — just one!" I grovelled!

"Now come on, Simon, you know I never give out clues!" said the man who put Adventure into adventure games.

You have no doubt gathered by now that the PCW Show was not only by C&VG's Adventure Helpline team, but also a S Adams, of Longwood, Florida, USA.

This certain Mr Adams just happened to have with him a *Questprobe 2 — Spiderman*. As the game was still in its testing there were possibly a few bugs still lurking around, Scott asked Paul and myself if we would test it for him. Silly question!

Throughout the time we played, Scott stood behind us and was busy scribbling notes about our efforts. On many occasions, he laughed aloud at our feeble attempts to crack the early parts of the game, but as time went on, seemed very pleased with our progress.

But it was hard not to ask for help with the great man himself watching over us. "Scott, if I put Doc Connors over there, will he wake up?" I asked.

"Well, just play the game. After all, that's what it's there for!" Scott replied, with a smile on his face that made me feel even more desperate for the answer.

While I was quizzing the Chief Examiner, Paul was getting down to the serious business of solving the game, and very well he was doing, too! Suddenly Scott's face lit up as Paul got the first gem — apparently he had done it in less time than anyone else before, including Mike Woodroffe of Adventure International UK!

Later, a certain chemical equation cropped up, and Scott seemed very happy when I was able to solve its meaning, for he now knew for certain that this part of the game was possible for people with no specialist knowledge of the subject.

Adventurers everywhere will be pleased to know that the C&VG team, may just be responsible for making Scott's latest game just that bit harder!

Meanwhile C&VG's own superhero, Keith Campbell had slipped into his alter-ego Adventureman costume to join Spiderman on a quest to beat Scott Adams at his own game...

## MY SPIDER SENSES TINGLE!

An IBM PC confronted me and wondering how I could persuade my Editor to buy me one, I started in on *Questprobe 2*.

Yes, it was a Scott Adams game, all right — I could tell that from the fact I was getting nowhere fast. But it had a very different feel to it. There I was attempting to overcome a very nasty looking creature indeed, and trying to use many words when my instinct said two.

The creature in question was Hydroman, who was graphically depicted in some lurid detail, guarding an aquarium containing a gem. Getting hold of the gem

turned out to be a very solid problem.

To my horror, the Chief Examiner offered me a choice of Atari or IBM PC versions. Well, I wanted to play this game quietly at home — a home devoid of those computers!

"How about a TRS-80 version?" I asked nervously, "After all, that's what you develop the games on, don't you?" I added, determined not to let Atari-owner Paul be the only one to get a copy!

"Yes, but this will probably be the last. We're switching to the IBM for development — you really ought to get one, they're very good machines!"

Because Spiderman has a full-sentence interpreter, it will just not fit into the standard 16k TRS-80, and

so Adventure International is moving on to the IBM.

But I couldn't hog the IBM all day, so Scott winked and slipped a TRS-80 disc into my hand. I took it back to the Adventure Helpline stand and, using one of the Model 4's, quickly made a backup copy. When I returned the original, Scott warned: "You only have the two-word output version there!" As if I cared! I had the game, didn't I?

Walking around in a skyscraper office block may sound like a rather mundane scenario for an Adventure game, but for a spider, the perspective can be completely different! So later on, back home, it was up the hallway for me, and into other rooms.

A voice screamed "Ouch!" and I found myself confronted by Sandman. Treading carefully, I wandered around and met up with Doc Connors in drag, and a host of other Marvel characters. Most concealed a gem, and, when spoken to, were rather challenging about my ability to divest them of it! All except Ringmaster, that is, for he reckoned himself to be a piece of cake to overcome. He, of course, turned out to be one of the more difficult problems!

In the middle of all this was the central challenge — one Bio-gem. It will come as no surprise to *Hulk* players to hear that it was in the company of a Matter Energy Egg. Yes — you know what that means, don't you? BANG — no gem!

*Spiderman* is a very different game to its *Questprobe* predecessor, *Hulk*. It has a less surrealistic setting, which better conveys the atmosphere of the Marvel comic stories. Mind you, this particular skyscraper has some very peculiar features, and is not exactly straightforward to get around!

In *Spiderman*, as I've already mentioned, you can type in whole sentences as commands. This feature has been lacking in Scott's



previous games, a fact seized upon by some critics besotted by a "state-of-the-art" mentality. Well, "state of the art" they now have!

When I played *Spiderman* I was at a severe disadvantage. The Chief Examiner had lent us his only copy of the proofs of the *Questprobe 2* comic to browse for a couple of hours, but getting it away from Paul was more difficult than coming to grips with Mysterio! According to Paul, solving *Spiderman* could be much easier if you had read the storyline in the comic that is supplied with the game.

Now, imagine YOU are stuck in an air-conditioning system, and feeling suicidal about it. Sounds unlikely, but you know the feeling don't you? You know there is an answer, and you slowly go mad, trying to deduce it. You eventually take the last resort — the *C&VG* Adventure Helpline.

But was there to be an answer for me? Here I was with a game not yet fully tested, let alone on the market! This could be lobotomy time coming up, so I rang Paul. He'd done it, of course! His solution had meshed with the problem — no more RPMS for HIS fan! The mesh was only hitting my fan metaphorically — or at least it would be if I didn't turn in my review by the deadline! Paul's method didn't work on my computer. Had I an incomplete version? Had Scott purposely flown early from London, chuckling throatily into a strange mist visible from the side of the aircraft?

I dug out the British Telecom tariff, an atlas, and a Tandy diary showing time-zones. I was about to play my trump card. It had been kept safely in my briefcase since February. On one side was the legend 'Scott Adams Inc.' and on



Even the experts need help sometimes. Adventurers from three continents met up at the *C&VG* Helpline which was operating live at the Personal Computer World Show in September. Left to right, Keith Campbell (*C&VG*'s Adventure scribe, author of the Pen and the Dark and the *C&VG* Book of Adventure), Scott Adams (gourmet, wine snob, author of *Hulk*, *Spiderman* and the Scott Adams

Adventure Series), Paul Coppins (Helpline helper), Philip Mitchell (author of *The Hobbit*, *Sherlock*, *Mugsy* and *Penetrator*), and Simon Marsh, Keith's other helpline helper.

Scott was at the recent PCW Show to launch the new *Spiderman* game.

the other was scrawled two telephone numbers labelled 'home' and 'work'. "Home," I thought, and at 10.30 pm I started dialling ... 0101 ... but you don't think I'm going to tell you the rest of the number, do you?!

Alexis answered, and called Scott to the phone. It was about 5.30 on a Sunday evening, so my calculations had been correct. I mentioned my unresolved problem — did I have an unfinished copy?

Scott was right on the ball. "The problem is on Paul's copy, not yours. His is not the correct answer — it's far too easy!" explained Scott. "Your copy is the perfect one!"

Wonderful! I was just about to put the phone down, when I realised that the threat of a lobotomy had not receded! "Just a small, teeny weeny

little ... ?" I pleaded, grovelling.

"Well, what you need is what no spider should be without!" Scott laughed, fiendishly. You know, I'm really quite partial to that sort of clue!

*Spiderman* certainly has a surprise ending, for although I am not quite there yet, Scott had left his usual saved endgame on the diskette, and I had been up to my usual cheating!

So will *Spiderman* be classified as an "adventure nasty"? That, you will have to discover for yourself! Personally, I found it to be a great game, with plenty of variety and puzzles. Although different from *Hulk*, it continues with the same theme. By the way, anyone want a Bio-gem? I'll let you have mine for a price!!

Fancy yourself as *Spiderman*? Course you do! Well here's your chance to win a copy of *Questprobe No.2* for one of the following computers: Spectrum 48k, Commodore 64 and BBC B.

Scott Adams, Mike Woodroffe and Keith Campbell put their heads together over dinner at a smart Covent Garden restaurant, when the wine was flowing well. They came up with the following questions to ensure that free copies of *Spiderman* only fall into the right hands! To qualify, you will need to have played *The Sorcerer of Claymorgue Castle*, in a graphics version on either the Commodore or Spectrum, AND be a regular reader of *C&VG*!

Scott, Mike and Keith want to know the answers to the following questions:

1. Which way is the moat monster facing?
2. Where will you find a Mexican hat?
3. Where must you look to see a ferret?
4. What dish once reminded Scott of evil smelling mud?
5. Where does *Pirate No.2* start off?

The first three questions are based on *Claymorgue Castle*, the answers to 4 and 5 will be found in the pages of the *C&VG* over the past 12 months!

Send your answers on the form provided to *Spiderman* Competition, Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the first 30 correct solutions opened on 17th December will receive a free copy of *Spiderman* for the micro of their choice.

NAME: .....

ADDRESS .....

ANSWERS

(1) .....

(2) .....

(3) .....

(4) .....

(5) .....

MICRO YOU OWN  
SPECTRUM ☐

BBC ☐  
CBM 64 ☐



To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES.

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING.

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW.

...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.



What can we say?



We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position\* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® **POLE POSITION** systems. And you'll also find available other games such as Galaxian\*, **from ATARISOFT™** Robotron†, Moon Patrol† and Ms Pacman.

LOOK OUT FOR OTHER LEADING COMPUTER GAMES FROM ATARISOFT. PRICES START FROM £7.99 \*TRADEMARK OF NAMCO. ® TM ARE TRADEMARKS OF ATARI CORP. †TRADEMARK OF WILLIAMS.



# DEATH STAR INTERCEPTOR

Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you?  
52K of pure machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects, music, 4 skill levels and hiscore table... this is the ultimate challenge!

This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64

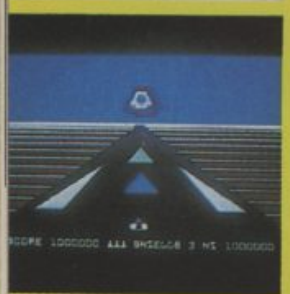
Available now at £9.99!

NOW  
on  
**NOVA LOAD**  
SUPERFAST  
LOADING  
SYSTEM

**Graphically Amazing!**



SPECTRUM  
VERSION  
AVAILABLE  
SOON!



## DO YOU WRITE YOUR OWN PROGRAMMES?

If you have a marketable programme send it to us for evaluation. Excellent Payment Terms and Marketing plans. Send to Product Development Manager at the address below.

● DEALER INQUIRIES  
(01) 587 0873

● EXPORT INQUIRIES  
WELCOME

available at Boots, W. H. Smiths, Hamelows, Curry's and all good stores

## HOW TO ORDER

To purchase Deathstar Interceptor, simply fill in your name and address on a piece of paper, enclosing your cheque made payable to: SYSTEM 3 SOFTWARE, and post to the address below. Please allow 7 to 14 days for delivery.

### Overseas orders

Please add £1.00 per game ordered.

# System 3 Software

South Bank House, Black Prince Road, London SE11  
Tel: (01) 587 0873

SCORE 1000000 ALL SHIELDS 3 HIS 1000000



# ATARI XL

## THE NEW ATARI 64K 800XL £169

### EVERYTHING YOU WANT FROM A HOME COMPUTER

**1. ATARI 64K 800XL - £169:** The Atari 800XL has many facilities and includes such advanced specifications that you will be amazed by its performance. At the new retail price of only £169 for a full specification 64K computer with a proper full stroke keyboard, we believe that the 800XL cannot be beaten. Just look at the following specifications:-

**COLOUR CAPABILITIES:** 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).

**OPERATING SYSTEM:** 24K ROM including Atari Basic programming language and a self diagnostic test program.

**KEYBOARD:** Full stroke design with 62 keys including help key and 4 special function keys, international character set and 29 graphics keys.

**SOUND:** 4 independent sound synthesizers each capable of producing music across a 3½ octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves!)

**DISPLAY:** 11 graphic modes and 5 text modes. Up to 320x192 resolution. Maximum text display 24 lines by 40 columns.

**SPECIAL ATARI INTEGRATED CIRCUITS:** GTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).

**CPU:** 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.

**EXTENDED GRAPHICS FUNCTIONS:** High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redefined character sets.

**PLAYER MISSILE (SPRITE) GRAPHICS:** Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.

**PROGRAMMING FEATURES:** Built in Atari Basic programming language supporting peek, poke and USR plus at least 8 other languages available. The help key will provide additional information and menu screens with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as 2 joystick controller ports.

**SOFTWARE:** Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.

**2. ATARI 800 48K COMPUTER - £69:** We have a limited number of the Mk1 model 800 computer with 48K. The price is £69 (as a games machine) or £99 with the Basic Programmer Kit (Basic cartridge & 2 manuals). Both come with a full 12 months guarantee.

**3. ATARI 1010 PROGRAM RECORDER - £34:** For low cost storage and retrieval capability. Data transmission 600 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Also included is built in accidental erasure prevention and automatic shutoff after each program as well as a 3 digit tape counter.

**4. ATARI 1050 DUAL DENSITY DISK DRIVE - £199:** 5¼" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3. All customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Diskettes recorded on both sides.

**5. ATARI 1020 COLOUR PRINTER - £99:** Printer and Plotter with four colour graphic print capability. 40 column width printing at 10 characters per second. Can print 5, 10 and 20 characters per inch. 64 character sizes. Prints text in 4 directions. Choice of line types.

**6. ATARI 1027 LETTER QUALITY PRINTER - £249:** For word processing letters in professional type. Print speed of 20 chars per second.

**7. ATARI TOUCH TABLET - £49:** Enables you to draw and paint pictures on your T.V. screen, with the touch of a stylus.

**8. ATARI TRAK BALL CONTROLLER - £19.95:** Enables cursor movement in any direction and adds arcade realism to your games.

**9. ATARI SUPER CONTROLLER - £14.95:** The ultimate joystick with double fire button to give you a greater competitive edge in your games.

### SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are now firmly established as the No 1 Atari retail/mail order and wholesale specialist in the U.K. We already offer our service to over 120,000 customers, 10,000 of whom have purchased Atari Home Computers. Because we specialise (and with a turnover of £1.5 million), we are able to keep prices low by bulk purchases. Ring one of our 45 staff and we will be glad to be of service to you. Complete the coupon below and we will send you our Atari pack with price list and colour catalogue.

**EXTENDED TWO YEAR GUARANTEE:** We are an Atari Service Centre, able to service and repair Atari equipment and have added a 12 month guarantee to the year offered by Atari, giving you a full 2 year guarantee on your computer if you buy it from us.

**SPECIALIST SUPPORT:** Our technical staff are always available on the telephone to help and advise you. We endeavour to hold stocks of every Atari compatible item available in the U.K. and we stock over 75 Atari books and manuals.

**AFTER SALES SERVICE:** Your name will automatically be added to our mailing list and you will receive price lists, newsletters and details of new releases and developments as well as special offers which are exclusive to Silica Atari Computer Owners.

**LOW PRICES:** Our prices are extremely competitive and we will normally match any lower price offered by our competitors.

**FREE COMPUTER OWNERS CLUB:** This is open to all Atari computer owners irrespective of where you purchased your equipment. Membership is FREE and entitles you to receive bulletins giving details of new releases and developments. Send now for your FREE information pack, price list & colour catalogue.

**PAYMENT:** We accept cash, cheques, postal orders and all Credit Cards. We also offer credit facilities over 1, 2 or 3 years, please write for a written quotation.

**NEXT DAY DELIVERY - FREE:** All goods despatched from Silica Shop are normally sent by first class post or parcel post FREE OF CHARGE. As a special introductory offer for a limited period only we will be sending all Computers and Disk Drives by a next day delivery service at our expense.

So fill in the coupon below with a literature enquiry or order and begin to experience a specialist Atari service that is second to none.

### SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111

### ORDER NOW-OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept CVG 1284, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

#### LITERATURE REQUEST:

☐ Please send me your FREE colour brochures and 16 page price list on Atari Computers.

☐ I own a ..... Videogame ☐ I own a ..... Computer

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

#### ORDER REQUEST:

Please send me:

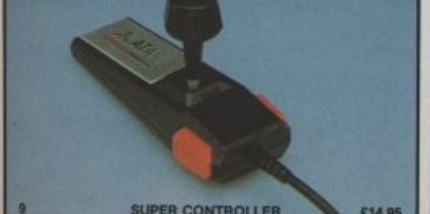
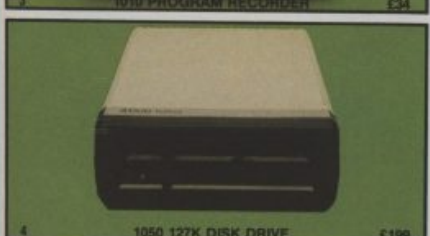
☐ 800XL 64K Computer ..... £169  
☐ 800 48K Computer ..... £69  
☐ 1010 Program Recorder ..... £34  
☐ 1050 127K Disk Drive ..... £199

☐ 1020 4 Colour Printer ..... £99  
☐ Letter Quality Printer ..... £249  
☐ Touch Tablet - Cartridge ..... £49  
☐ Trak Ball ..... £19.95  
☐ Super Controller ..... £14.95

☐ I enclose Cheque/P.O. payable to Silica Shop Limited for the following amount £ .....

☐ CREDIT CARD - Please debit my Access/Barclaycard/Visa/American Express/Diners Club

Card Number .....





# SCOTT

## THE SUPERHEROES



You can both play and read the adventure!

Scott Adams, is the most acclaimed adventure games writer in the world with an impressive string of internationally best-selling software titles behind him.

Now, in association with Marvel Comics he invites you to share the adventures of two of the world's best known super heroes.

Adventure International Software challenge you to pit your mind against that of Scott Adams with **THE HULK** and

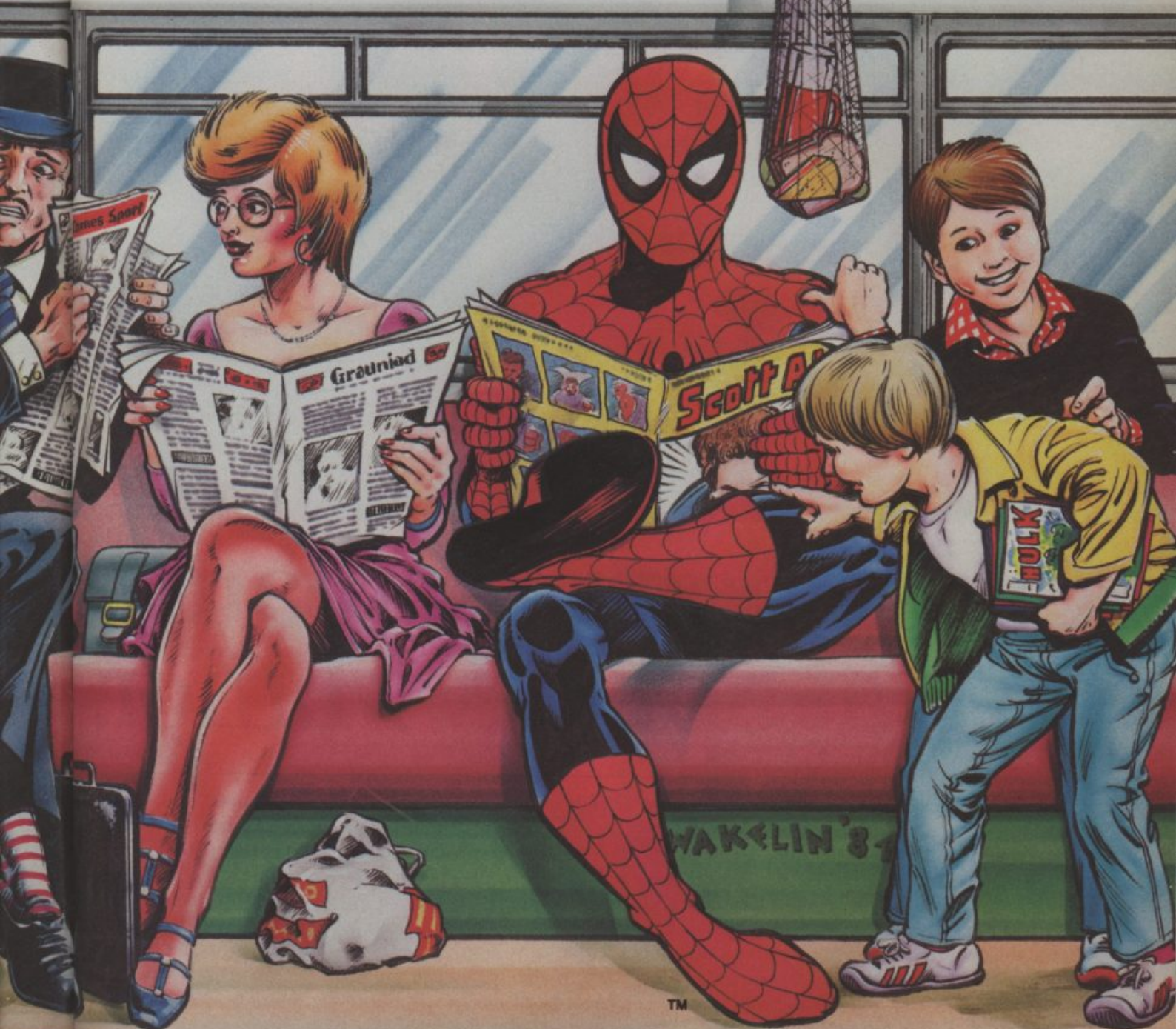
**SPIDERMAN**. Both games are for most popular home computers and incorporate text with spectacular high resolution graphics, allowing you to immerse yourself in both a visually as well as mentally exciting adventure.

Now's the time to walk into a shop, and walk out with an adventure.



# SCOTT ADAMS

## THE SUPERHERO



most  
corporate  
n  
s  
and



**Adventure**  
INTERNATIONAL™

**EXCLUSIVE U.K. DISTRIBUTORS OF SCOTT ADAMS PRODUCTS**  
85, New Summer Street, Birmingham, B19 3TE  
**Telephone: 021-359 0801**

© Marvel Comics Group 1984.  
A Division of Cadence  
Industries Corporation.  
All Rights Reserved.





# Education's a scream down at Spooky Manor.

Acornsoft have a range of education programs that encourage children to think logically and creatively. And at the same time, they make learning bags of fun.

**SPOOKY MANOR:** An adventure game for up to four players. Where exploring the creepy old house and solving mysteries involves co-operation and planning. It is suitable for children aged seven and upwards but many adults will enjoy the challenge it provides.

**WORKSHOP:** An easy to use and completely captivating program. Full of unusual machinery. By experiment children discover what each of the machines can do with simple geometric shapes. For ages three or over, Workshop encourages highly creative thinking and experimentation.

**ABC:** A writing tool designed for young writers aged seven and upwards. It is easily operated and quickly understood and before they realise it children will be creating and reshaping their words and ideas.

**TALKBACK:** Both entertaining and demanding. It allows children to create their own computer 'characters' capable of holding simple conversations on the screen and provides valuable lessons in both English

and computer literacy. For ages ten and over.

All four programs are available for the BBC Micro computer on either cassette (£9.95) or disc (£11.50). Talkback and Workshop are also available for the Electron on cassette (£9.20).

For your local Acornsoft stockist or to order by credit card simply ring 0933 79300 during office hours. Alternatively you can order the programs by writing to Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants. NN8 2RL, enclosing a cheque or postal order. Please allow 21 days for delivery.



## ACORNSOFT



MICROPOWERMICROPOWERMICROPOWERMICROPOWERMICROPOWER

SUPERFAST LOADING TIME  
commodore 64

electron

B.B.C. MICRO

## JET-POWER



Imprisoned by the evil warlord Nogrob the Terrible, Jack the intergalactic hitchhiker must collect fuel pods from the other side of the garage to refill the waiting starships. With a fast diminishing oxygen supply, an erratic Turbopak, and a band of nasty Space Googies to contend with, Jack certainly has problems!

COMMODORE and ELECTRON CASSETTE PRICE £6.95  
BBC cassette price £7.95  
BBC and Commodore disk price £9.95



COMMODORE 64 VERSION

MICRO  
POWER

MICRO POWER LTD., NORTHWOOD HOUSE,  
NORTH STREET, LEEDS LS7 2AA.  
MAIL ORDER: TEL. (0532) 434006.  
SELECTIVE BRANCHES OF BOOTS, CO-OP,  
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL  
GOOD DEALERS.  
AUTHORS! WE PAY 20% ROYALTIES!

PHONE NOW  
FOR OUR FREE  
COLOUR  
CATALOGUE



MICROPOWERMICROPOWERMICROPOWERMICROPOWERMICROPOWER





September 15th saw the most important event of the year for the Pinball Owners Association, the Annual Convention.

Around 100 members converged on Harold Wood, Essex, for what turned out to be a very enjoyable day out. These people are not weirdos, they do not wear bunches of keys around their necks, they haven't got a secret handshake and their middle fingers don't stick out. They are in fact a cross section of society, tied together by an obsession for pins, one arm bandits, jukeboxes and other slot machines. Many of them own their own machines, but this is not a requirement of membership.

The event had attracted much publicity. Members had been seen on BBC's *Breakfast Time* and *Pebble Mill* television programmes. Several members brought machines and the final line up consisted of 13 pins, a jukebox and masses of

bandits and slots. Lots of trophies and shields were awarded. The best pintable award went to a 1952 Gottlieb Happy Days and a lovely Williams table, Happy Days 1960, won the exhibitors' choice. Technology struck back, however, when the visitors' choice was a 1980 Stern Seawitch.

The highlight of the day was the Pinball Wizard competition. Every member was a starter and, after some furious flipping, this was drastically reduced to a mere 12. This was the semis, and lots of nail-biting took place, until they were finally whittled down to only four. Gottlieb's latest machine *The Games* was pulled into the centre of the hall and the final began. From then on it was pure skill, but at the end of the day, the POA's illustrious chairman Gary Flower had a resounding victory. Modesty doesn't prevent me from telling you that this reporter took third place.

Due to this report, the article on Back to Basics will appear next month.

Keep Flipping!

## THE JEDI TAKE THEIR REVENGE!

Flying through the Forest of Endor toward the Ewok village, I glanced to my right — two storm troopers were drawing level with my hover bike.

I sent my bike careering into the side of the first storm trooper where he hit a tree with a satisfying thud. Throttling back, the second trooper sped past straight into my gunsights. BANG! He exploded into a column of flame.

I raced ahead and, unaware of their presence, flew straight into an Ewok trap. My bike and I parted company to the sound of cheers from those little furry bears.

The sequel to *Star Wars* has finally arrived in *The*

*Return of the Jedi* from Atari. You may recognise the events and also know what happens next — but this time the destinies of the famous four, Luke Skywalker, Princess Leia, Hans Solo and Chewbacca are in your hands. Will they destroy the Death Star once and for all?

The ultimate aim of the game — as in *Star Wars* — is to destroy the Death Star but *Return of the Jedi* has been presented in an entirely different way. *Star Wars* featured linear graphics of mostly reds, blues and oranges and much was left to the imagination in filling in the scenery.

The graphics in *Return of the Jedi* have been done in a different way with beautifully drawn replicas of the

At one moment you will be guiding Chewbacca in his stolen Scout Walker amidst rolling logs and catapulted rocks — now helped by the Ewoks — and the next second you could be switched into space to help Lando Calrissian and the Millennium Falcon attack the Death Star.

In scenes three and four, you remain with Lando as you fly a hazardous path towards the Death Star's reactor, shooting and killing the deadly Tie Fighters en route.

Once you've blown up the reactor's core, you've got precious few seconds to turn the Millennium Falcon round and hot foot it out through the same narrow tunnel to the outside before it blows.



Chewbacca and the Scout Walkers/Lando in the Millennium Falcon

It's full of pillars, so beware and drive carefully!

Unfortunately, I wasn't quick enough but the explosion is quite spectacular and leaves you in no doubt that you and everyone else inside the Death Star are well and truly dead!

Atari state that "dramatic stereo sound effects, original music and actual character voices (including the Ewoks) from the movie enhance the pace and realism". I tend to agree — the Ewoks and Darth Vader seem almost real — the game's portrayed beautifully and faithfully follows the film.

characters — I particularly liked C3-PO and R2-D2. There's also a lot more talking from the characters in this game, overlaid with the *Star Wars* theme tune helping to make it seem more real.

With four different action scenes over eight levels of increasing difficulty, it's a real challenge to get through the game and one you'll have to work at.

Scenes two and three of the game feature a unique split screen where you take part in two events which are happening at the same time.







Millennium Falcon and the Tie-Fighters



The Falcon at the Reactor's Core

## HOW TO PLAY FOREVER... PART TWO

Arcade Spy's sidekick, known only as The Boffin, proudly presents part two of How to Play Forever — the definitive guide to making the most of your last 10p, when playing your favourite arcade machine.

This issue the Bof looks at *Tempest* and *Xevious*.

### TEMPEST

This is the key to high scores on *Tempest*...

First, you must complete the red level that gives you 188,000 bonus points. Then get your score to one of the two digit combinations listed below (by shooting spikes, worth one point per hit). After you have the combination you require, kill yourself by walking into enemies and wait for your desired effect to happen. They are:

- 00 = Freezes screen
- 01 = Gives access to bookkeeping totals
- 05 = Allows play during attract mode
- 06 = 40 free credits
- 11 = 40 free credits
- 12 = 40 free credits
- 14 = Credit sound without actual credits
- 15 = Credit sound without actual credits
- 16 = 40 free credits
- 17 = 40 free credits
- 18 = 40 free credits
- 41 = Last two digits of score switch
- 42 = Score increases quickly

46 = Allows following game to start at green level  
50 = Player moves by himself  
51 = Player moves by himself

- 60 = Objects drift down
- 66 = Objects drift right
- 67 = Objects jump
- 69 = Objects drift up
- 70 = Objects drift up

All the tricks will work if you use the one to play the attract mode (05). If you pause at any of the desired points, it will take place instantly. Also two additional ones work from this. They are:

46 = Generates a random coloured level with the wrong enemies for that level (eg, a dark blue level with football tankers!)

48 = 255 extra men!!!

Apparently, Atari made a modification kit for *Tempest* to stop these bugs, it is also very uncommon, and is not evident on any *Tempests* that I have played.

### XEVIOUS

How to get the initials of the programmer.

To get these, at the start of a game, fly right and bomb

madly. After a couple of seconds it will say NAMCO original programmed by EVEZOO.

The hidden targets of *Xevious*.

These appear as huge spires that rise out of the ground. Most of the time they appear in groups of up to eight. Unfortunately, most appear very late in the game, but two appear before the first mother-ship. The first appears in the second roadway section, just after a horizontal road. The second appears just before a short diagonal row of bases.

These targets are worth 2000 points for revealing them and 2000 for wiping them out.

Also in *Xevious* are hidden Flags!!

The first two flags appear by horizontal rivers, usually on the banks. The third flag is on a horizontal line which passes through the river inlet in the middle of the shield storm and just before the desert. The fourth is at the base of the eagle in the desert.

## TIGER, TIGER BURNING BRIGHT!

*Two Tigers* takes you right back to the days when planes were stuck together with string and sealing wax for, in this new game by Bally/Midway, you control an ancient Tiger Moth battling for supremacy in the skies with another equally ancient bi-plane!

You can now engage in a mock battle between two ageing bi-planes with a friend of your choice — and for only 30p!

Set in the days of World War I and for two players, *Two Tigers* is all about protecting a battleship from the enemy.

The game offers you a fighting chance of defending or attacking the ship. This is decided by a one-to-one dogfight which takes place between you and your opponent — the loser being given the unenviable task of making sure the ship doesn't go down with all hands.

Once the roles have been decided, the game starts with a vengeance. Weaving in and out of a barrage of fire and enemy planes, the two Tigers jockey for the prime attacking position. As soon as you've outwitted your opponent, you can then shoot his tail plane off at leisure!

Whilst you're happily flinging your plane about the skies, it can easily escape your notice that other

enemy aircraft — computer controlled — are bombing the ship. A distressing way to lose the game — just when you think you're winning too!

The game is played over three scenes and the player's roles are changed each time, alternating between defender and attacker — it's a real advantage to win the initial dogfight. Three ships have to be sunk — not just holed — to gain an extra man.

We spoke to Terry and Martin who work near the Crystal Rooms in London. They were very keen on the

game and said "most games don't give clear instructions on how to play and it normally takes one game to see how to play it properly. *Two Tigers* is a bit confusing at first but it's really good when you get into it. There's a lot of rivalry between players. We come down to the arcade quite a lot — but we're not really addicts you know!"

The joysticks stimulate aeroplane joysticks, giving a nice realistic touch to the game. An enjoyable way of spending your 30p and one that I'd recommend.





**statix**

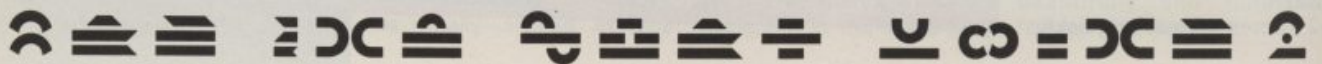


**WE DARE YOU**

Statix for the BBC Microcomputer,  
models A and B (32K)

**PSION**

£7.95 including VAT from  
leading software stockists

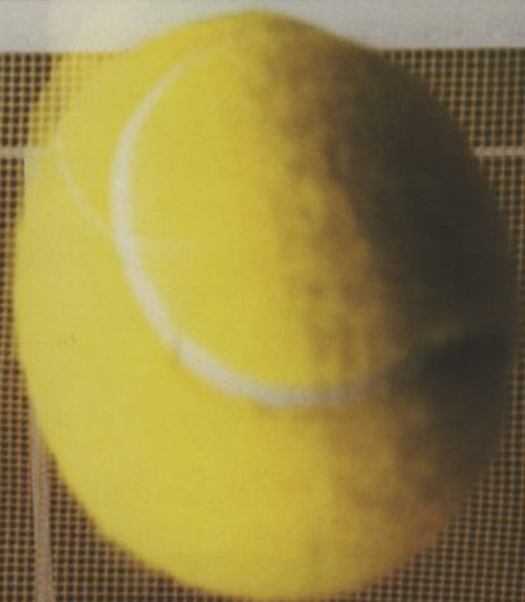
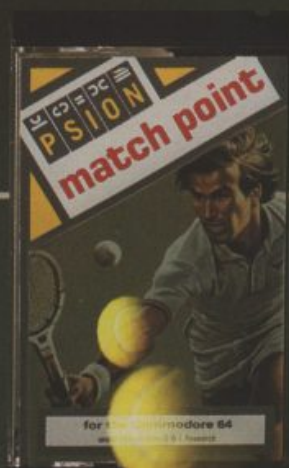




NOW  
AVAILABLE  
ON THE  
**COMMODORE 64**

**match point**

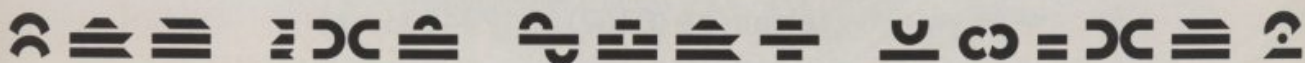
**WE CHALLENGE YOU**



Match point for the Commodore 64  
and Sinclair Spectrum (48K)

**PSION**

£7.95 including VAT from  
leading software stockists

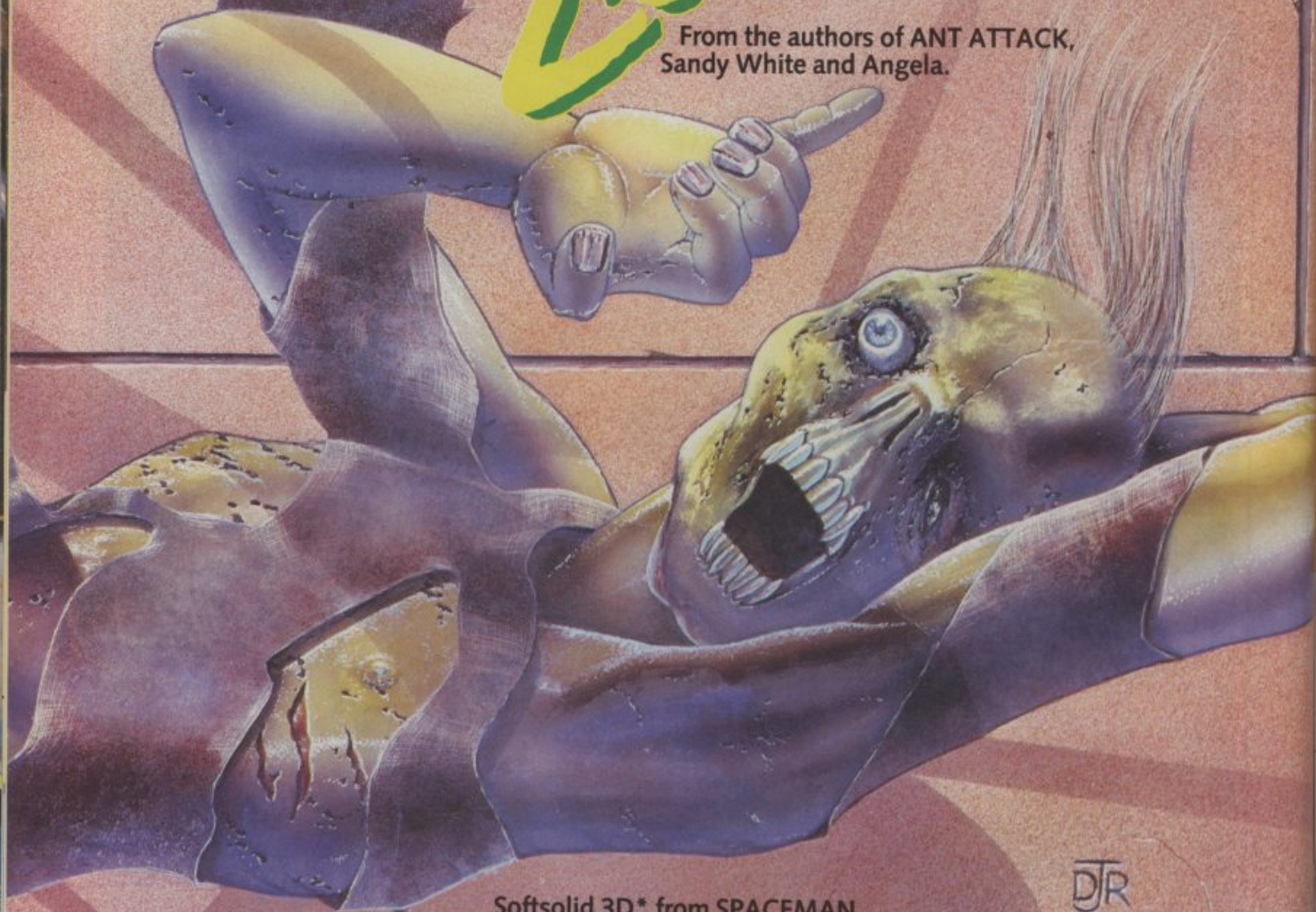




A prophecy is about to be fulfilled. The Dead will rise again to eat the flesh of the living...

# Zombie

From the authors of ANT ATTACK,  
Sandy White and Angela.



Softsolid 3D\* from SPACEMAN  
\*Patent pending

DJR

**48K Spectrum £6.95**

All titles available from

## QUICKSILVA

Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY.  
Telephone (0202) 891744.

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.

WHSMITH



WOOLWORTH

John Menzies

and leading multiple retailers and  
specialist computer stores.



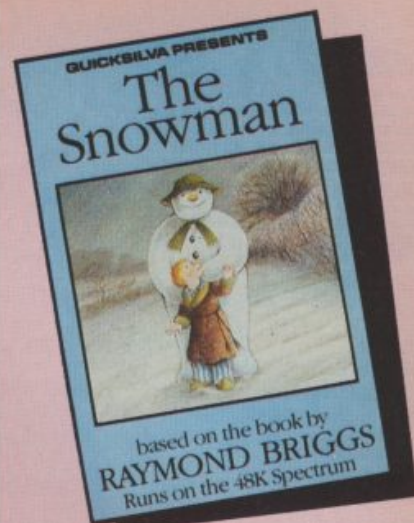
# BATTLEZONE



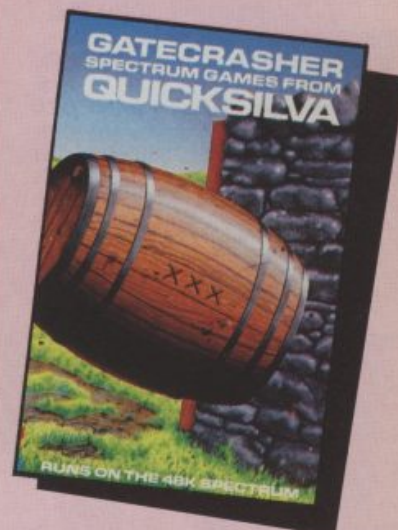
The Official Atari approved  
version of the popular  
ATARI arcade game.

48K Spectrum

**£6.95**



An enchanting Christmas  
game based on  
RAYMOND BRIGGS' best  
selling book and film.



A Game of strategy that  
will test your mind to  
its limits.



A fantastic fight to  
the death within your  
own bloodstream!

**Blood & Guts**



A battle to the  
end with the  
deadliest killers  
in the Galaxy!

**Strontium**  
**the**  
**Killing**

available from  
**QUICKSILVA**

Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY.  
Tel. (0202) 891744

**48K Spectrum**  
**£6.95 each**





Orders to:  
**Melbourne House Publishers**  
39 Milton Trading Estate  
Abingdon, Oxon OX14 4TD

Correspondence to:  
Church Yard  
Tring  
Hertfordshire HP23 5LU

All Melbourne House cassette software  
is unconditionally guaranteed  
against malfunction.

Trade enquiries welcome.

☐ Please send me your free catalogue.  
Please send me:

#### COMMODORE 64 SOFTWARE

<input type="checkbox"/> Commodore 64 Hampstead	£9.95
<input type="checkbox"/> Castle of Terror	£9.95
<input type="checkbox"/> Commodore 64 Sherlock	£14.95
<input type="checkbox"/> Commodore 64 The Hobbit	£14.95
<input type="checkbox"/> Zim Sala Bim	£9.95
<input type="checkbox"/> Commodore 64 Classic Adventure	£6.95
<input type="checkbox"/> Commodore 64 Hungry Horace	£5.95
<input type="checkbox"/> Commodore 64 Horace Goes Skiing	£5.95
<input type="checkbox"/> Commodore 64 FORTH	£14.95
<input type="checkbox"/> A.C.O.S. +	£8.95
<input type="checkbox"/> Commodore 64 Penetrator	£7.95

#### SPECTRUM SOFTWARE

<input type="checkbox"/> Spectrum Hampstead 48K	£9.95
<input type="checkbox"/> Spectrum Sherlock 48K	£14.95
<input type="checkbox"/> Spectrum Sports Hero 48K	£6.95
<input type="checkbox"/> Spectrum Mugsy 48K	£6.95
<input type="checkbox"/> Spectrum Penetrator 48K	£6.95
<input type="checkbox"/> Spectrum The Hobbit 48K	£14.95
<input type="checkbox"/> H.U.R.G. 48K	£14.95
<input type="checkbox"/> Spectrum Classic Adventure 48K	£6.95
<input type="checkbox"/> Melbourne Draw 48K	£8.95
<input type="checkbox"/> Abersoft FORTH 48K	£14.95
<input type="checkbox"/> Sir Lancelot 16K & 48K	£5.95

#### BBC SOFTWARE

<input type="checkbox"/> BBC The Hobbit, Model B	£14.95
<input type="checkbox"/> BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

Please add 80p for post & pack £ .80

TOTAL £

I enclose my ☐ cheque

☐ money order for £

Please debit my Access card No

Expiry Date

Signature

Name

Address

Postcode

Access orders can be  
telephoned through on our  
24-hour ansafone (0235) 83 5001.

CVG12a



# A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

#### Questions People Ask About Hampstead:

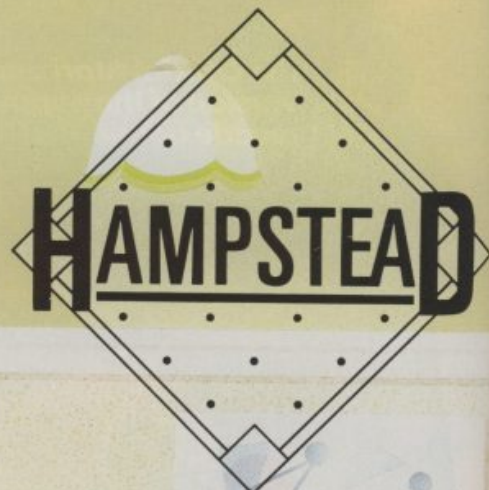
Q: Is there life after Hampstead?

A: No, Only before and during.

Q: Why do dustbins have no lids in Hampstead?

A: In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



## Melbourne House





So you're hardly stumped for choice.

You simply choose your colours and characters, then 'build up' your picture. Just like any other artist.

With 'Art Master' you again get a choice of 121 colour shades.

But this time you can draw whatever shapes you like, creating your very own high resolution masterpiece from a blank screen.

It is even possible to draw circles, and store and then recall a back-up picture – which is more than you can do with other graphics programs.

Everyone, from the six

# PICTURE YOURSELF ON TV.

We're not the only people who think 'Art Master' and 'Picture Builder' are two quite exceptional computer graphics software programs.

Tony and Rolf do, too. Otherwise they'd never have agreed to put their name

With both 'Art Master' and 'Picture Builder' you can create full colour pictures on your own T.V. screen.

And believe us when we say those pictures will match

the best computer graphics you have ever seen.

Anywhere.

The pictures are drawn using either the keyboard or a joystick, and can be stored on either tape or on disk.

With 'Picture Builder' you are presented with a palette of 121 colour shades (more than enough for any budding Michaelangelo).

And a collection of character sets totalling over 250 shapes.

year old right up to the 66 year old, will enjoy 'Art Master' and 'Picture Builder'.

Like all of our software, they have been specifically designed to get the best out of Commodore hardware.

That's why you can't choose better.

Commodore software: it costs no more, even though there's more to it.

**commodore**  
COMPUTER SOFTWARE

PICTURE BUILDER ON CASSETTE. ART MASTER ON CASSETTE OR DISK. EACH £9.99.





COMMODORE 64

THE EDGE

# Fire Quest



The first ever 7-part arcade adventure serial, each part is an adventure in its own right. An incredible unexpected event in the final screen leads to a mystery prize for the winner of the Firequest Challenge.

Commodore 64 £9.95 on Turbo Cassette; £12.95 on Disc

Available from good computer stores everywhere. In case of difficulty in obtaining any of our games please contact us on the numbers below. Authorised dealers can order directly from EMI Distribution.

The Edge, 31 Maiden Lane, Covent Garden, London WC2 Tel: 01-240 1422/7877 Telex: 892379







Or play safe and choose somewhere in between.



At each level you're able to play either a friend or the computer.

(But be warned, it plays a pretty mean game does the Commodore 64).

You can also choose your team's colours, and those of the opposing team.

Which is great.

It means you can play for Chelsea one day, and QPR the next. Or Celtic, then Rangers.

Imagine that.

Or you can play in your own team's colours against Liverpool...and thrash them.

With International Football you get all the atmosphere of

# THEIR FEET IN YOUR HANDS.

O.K., so you like to think you can play football like Pele.

Well, now's your chance to prove it.

With the best football game that's ever been seen outside of **commodore** Wembley.

Not only is International Football startlingly life-like, but it gives you near perfect control over the players.

The ball's at their feet, and their feet are in your hands.

You can kick the ball and you can dribble it. You can pass it or even head it.

And every time you belt

the ball into the net, the crowd cheers madly.

How often you score depends on how good you are. It also depends on the level at which you choose to play.

Altogether there are seven levels. From good amateur to... well, good professional.

You can choose the easiest level of play, so long as you don't expect a walk-over.

Or, if you fancy seeing what it's like to play in a Cup Final, then you can always choose the most difficult level.

a Cup Final spectacular in your own front room.

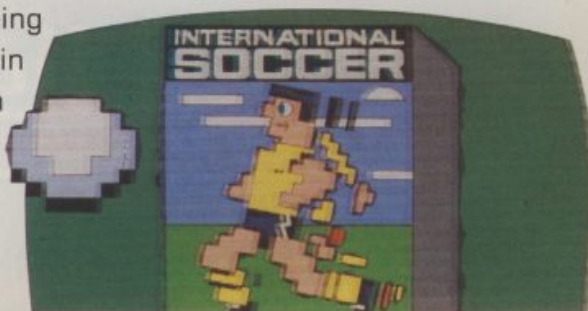
The game is a real test of skill, dexterity and speed, and guaranteed to very quickly drive you football crazy.

Like all of our software, International Football has been designed to make the very most of our hardware.

Commodore software. It costs no more, even though there's more to it.

**commodore**  
COMPUTER SOFTWARE

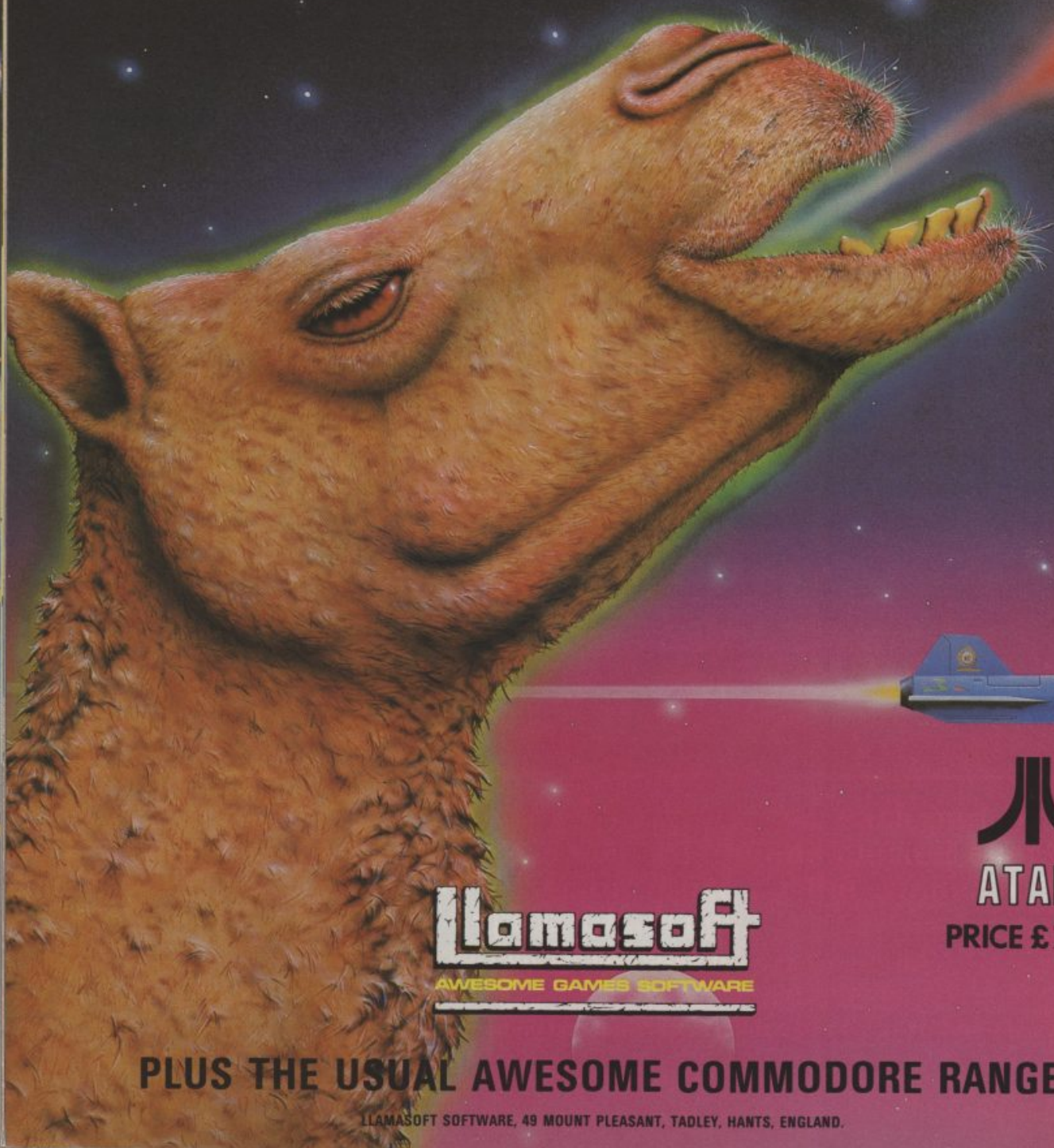
INTERNATIONAL FOOTBALL CARTRIDGE £14.99.





Commodore classic now available  
for all ATARI machines

# Attack of the Mutant Camels



**Llamasoft**  
AWESOME GAMES SOFTWARE



ATARI

PRICE £7.50

PLUS THE USUAL AWESOME COMMODORE RANGE

LLAMASOFT SOFTWARE, 49 MOUNT PLEASANT, TADLEY, HANTS, ENGLAND.



# BEYOND

CHALLENGING SOFTWARE

The Psi may be weaving their invisible tentacles around you even now.

They have manipulated man for tens of thousands of years.

Only now have we discovered it...

Only now are we perceived as a threat...

Only now are we in danger...

And our only defence is...



WARRIOR

A character you can *really* control, reacting realistically to every twist of the joystick, as he jinks and leaps in and out of his 3D background.

		Quantity
Please send me <b>Psi Warrior</b> (Commodore 64 £9.95)		
From the authors of <b>Psytron</b> (Commodore 64 £7.95)		
Order Hotline <b>0858 34567</b> .	Total	
Enquiries <b>01-837 2899</b> .	Price	£
I enclose a Postal Order/Cheque payable to <b>Beyond</b> , or charge my credit card		
Card Number _____		
Access/Visa (Delete as necessary)		
Name _____		
Address _____		
Post Code _____		
Signed _____		Please rush me details of the <b>Beyond</b> Club! <input type="checkbox"/>

**Beyond** Competition House, Farndon Road, Market Harborough, Leicestershire LE19 9NR



YOU MARVELLED AT BEACH-HEAD...  
 NOW ACCESS PRESENT THEIR LATEST MASTERPIECE:  
**RAID OVER MOSCOW**

commodore 64

The most breathtaking  
 3-D graphics yet seen on  
 the Commodore 64!

Gripping arcade action

Multiple scrolling  
 screens



The Soviets launch a nuclear strike against major cities in the United States and Canada. With our own nuclear arsenal dismantled, in accordance with the Salt IV Arms Agreement, the Soviets believe their treachery will lead to total world domination. Our only hope is our space station equipped with stealth bombers, which can fly undetected in Soviet airspace.

As squadron leader, you must lead your commandos on a virtual suicide mission, knock out the Soviet launch sites, and then proceed into the city of Moscow. Armed with only the weapons you can carry, you must seek and destroy the Soviet defence centre to stop the attack! Top multi-screen action!

Available on **CASSETTE** £9.95 **DISK** £12.95



THE FIRST 64 GAME TO  
 REACH No.1 IN THE CHARTS  
 Available on **CASSETTE** £9.95 **DISK** £12.95

U.S. Gold is stocked by all leading  
 computer stores including:  
 BOOTS WH SMITH JOHN MENZIES  
 WILDINGS WOOLWORTH

Dealers! For information on how to become a U.S. Gold Stockist write to: CentreSoft, Unit 10,  
 The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.



# U.S. GOLD

All American Software

The premier publishers of American Computer Software offer "Fantastic Opportunities" for

## Assembly Language Z-80 Programmers

Translation coding from Commodore 64 to ZX Spectrum.

First class work will be highly rewarded with guaranteed payments.

Programming includes Arcade Games, Simulations Adventure, Strategy and War Games.

Write or phone now to Software Development Department, U.S.G, 6 Central Street, Manchester M2. or phone 061 832-6633

**But hurry! Limited contracts left for this year.**

Completed programs for Spectrum also considered.

## CHRISTMAS SOFTWARE AT LOW LOW PRICES.

FROM WHITEHOUSE RETAIL  
ALL PRICES INCLUDE V.A.T. & P. & P.

	SPEC	COM64	ATARI	ELECT	BBC
KOSMIC KANGA - MICROMANIA	5.50				
AMERICAN FOOTBALL - ARGUS	7.80	7.80			
GILLIGANS GOLD - OCEAN	4.85	5.45			
TRASHMAN - NEW GENERATION	5.20	6.90			
LORDS OF MIDNIGHT - BEYOND	7.80	7.15			
ZAXXON - U.S. GOLD	6.85	8.25	12.35		
MUGSY - MELBOURNE HOUSE	5.85				
DALEY THOMPSON'S DECATHLON - OCEAN	5.50	5.99			
BEACH HEAD - U.S. GOLD	6.70	8.25			
SABRE WULF - ULTIMATE	8.30				
JET SET WILLY - SOFTWARE PROJECTS	5.20	6.50			
TORNADO LOW LEVEL - VORTEX	4.95				
STRIPPY - U.S. GOLD	7.95	8.25			
PSYTRON - BEYOND	6.50				
VALHALLA - LEGEND	11.15	11.15			
HIGH NOON - OCEAN	5.80	6.15			
WAR OF THE WORLDS - C.R.I.	6.50				
MICRO OLYMPICS - DATABASE	5.20	5.20		5.20	5.20
FULL THROTTLE - MICROMEGA	6.20				
SOLO FLIGHT - U.S. GOLD	8.25	11.80	11.80		
JACK & THE BEANSTALK - THOR	5.10				

WHITEHOUSE RETAIL  
PO BOX 15, BRAMHALL, CHESHIRE SK7 1PT

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

GAMES \_\_\_\_\_

CHEQUE/P.O. PAY WHITEHOUSE RETAIL £ \_\_\_\_\_

MACHINE \_\_\_\_\_

CATALOGUE ONLY SENDS A.E.

# JET SET WALLY?

Well perhaps not, but the titles on offer from some games hire schemes do leave a lot to be desired. Joining the wrong library can mean parting with your cash only to find that the top games are not available.

That can't happen with the Matrix Club.

We give you the opportunity to see our selection lists and compare our terms before you decide to join. We believe you'll find that Matrix has the finest games selection, and offers the best deal in games hire. Post the coupon below with no obligation, and check out the Matrix deal!

**MATRIX Number One for games hire.**

☐ L.E.T. Top Fifty always stocked.

☐ Simple system, no deposits, hidden costs or extras.

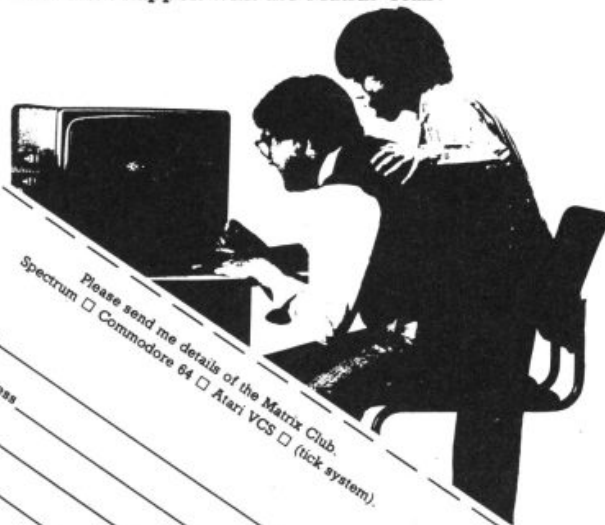
☐ Excellent hire rates:

Spectrum and Commodore 64 - 2 tapes for £1.50 a week.  
Atari VCS - 1 Cartridge for £2.00 a week.

**Spectrum  
Commodore  
V.C.S.**

**MATRIX**  
SOFTWARE CLUB

Post coupon to:  
Melrica Agencies 271 Stanstead Road Bishops Stortford Herts CM23 2BT



Name \_\_\_\_\_

Address \_\_\_\_\_

CVG12

Please send me details of the Matrix Club.  
Spectrum ☐ Commodore 64 ☐ Atari VCS ☐ (tick system).



```

2020 FOR f=87 TO 47 STEP -1: PLO
T 0,f: DRAW 79,40: NEXT f
2030 PLOT 0,67: DRAW PAPER 7: IN
K 0: INVERSE 1: BRIGHT 1:80,40:
PLOT 81,108: DRAW INK 7: BRIGHT
1: PAPER 0:174,0
2040 FOR f=81 TO 255 STEP 20: PL
OT BRIGHT 1: INK 7: PAPER 0: OVE
R 1,f,108: NEXT f
2045 FOR f=0 TO 1: PRINT AT f,0:
PAPER 5:
NEXT f
2050 INK 2: PAPER 6: PLOT 0,165:
DRAW 255,0: PLOT 0,161: DRAW 25
5,0: INK 0: PAPER 3
2060 LET n=13: FOR f=31 TO 14 ST
EP -1: FOR j=n TO n+(21-n): PRIN
T AT j,f: PAPER 5:
NEXT j: L
ET n=n+.5: NEXT f
2065 PRINT PAPER 5: AT 21,14:
AT 20,16:
AT 19,18:
AT 21,2
2070 PRINT AT 20,30:
8:
2080 RESTORE 2090: FOR f=1 TO 5:
READ a,w: PRINT AT a,w: INK 2:
PAPER 5:
C: NEXT f
2090 DATA 19,31,19,28,18,27,19,2
2,19,19
2100 FOR f=2 TO 3: PRINT INK 4: A
T f,10:
AA: AT f,15:
AAA: AT f,2
1:
AAA: AT f,27:
AAA: NEXT f
2110 PRINT AT 5,10: INK 4:
AA: A
T 5,13:
AAAAAAAAAAAAAAAAAAAAAAAA
2120 FOR f=3 TO 4: PRINT INK 4: A
T f,13:
A: AT f,19:
A: AT f,25:
A:
NEXT f
2130 FOR f=2 TO 10: PRINT AT f,0
: INK 4:
A: NEXT f
2140 LET n=9.5: FOR f=0 TO 10: P
RINT AT n,f: INK 4:
A: LET n=n+.
5: NEXT f
2150 PRINT AT 5,2: PAPER 5:
AT 6,2:
2160 PRINT #0: TAB 13: PAPER 4:
INK 0: BRIGHT 1: FLASH 1:
GANGST
R"

```





# GANGSTER

RUNS ON DA SPECTRUM IN 48K

```

2990 RETURN
3000 BEEP .003,-X+Y: LET ti=ti-1
IF ti/lev=INT (ti/lev) THEN GO
SUB 7800
3007 IF bomb=1 THEN LET bti=bti-
1: IF bti=0 THEN GO SUB 6800
3010 GO SUB 4000
3020 GO SUB 4500
3025 PRINT AT X,Y: PAPER 8: INK
7: ("B" AND NOT barrel)+("O" AND
barrel)
3030 GO SUB 6000
3040 IF barrel=1 THEN GO SUB 700
0
3050 IF cx1=x OR INT (cx2+.5)=x
THEN GO SUB 6500
3060 IF bomb=1 THEN PRINT AT 2,5
: INK 2: BRIGHT 1: "MO": AT 3,5: "N
P"
3070 IF dam=1 AND bomb=1 THEN GO
SUB 7500
3100 GO TO 3000
4000 REM Move Man
4010 PRINT AT X,Y: PAPER 8: INK
(2 AND barrel): "A"
4020 LET x1=x: LET y1=y
4030 LET x=x+(INKEY$="5")-(INKEY
$="7"): LET y=y+(INKEY$="8")-(IN
KEY$="6")
4035 LET x=x+(x<1+(NOT bomb))-(x
>21): LET y=y+(y<0)-(y>31)
4040 LET a=ATTR (X,Y)
4050 RETURN
4500 REM Check pos
4510 IF a=90 OR a=24 OR a=0 OR a
=6 OR a=4 THEN LET barrel=0: LET
x=INT (x+.5): RETURN
4520 IF a=42 AND barrel=0 THEN L
ET barrel=1: LET bx=x-.5: LET by
=y: RETURN
4525 IF a=42 AND barrel=1 AND x<
x1 THEN PRINT AT bx,by: PAPER 5
: INK 2: "O": BEEP .2,20: LET bx=
x-.5: LET by=y: PRINT AT bx,by:
PAPER 5: " " : RETURN
4530 IF a=42 AND barrel=1 THEN G
O SUB 7000: RETURN
4550 IF a=28 THEN PRINT AT X,Y:
INK 4: "A": BEEP .1,-20: LET x=x1
: LET ti=INT (ti/lev)*lev+1: LET
y=y1: RETURN
4560 IF a=40 THEN LET ad=1: GO T
O 9000
4570 IF a=70 OR a=68 THEN LET ad
=2: GO TO 9000
4580 IF a=71 THEN LET x=x-1: RET
URN
4590 IF a=120 THEN LET x=x-1: RE
TURN
    
```

Listen schmuck, da Boss is not too happy wiff the way you've been double dealing him recently. You made a big mistake when ya tried to muscle in on his operation. You gotta learn that no one treads on big Dino Raviolli's toes.

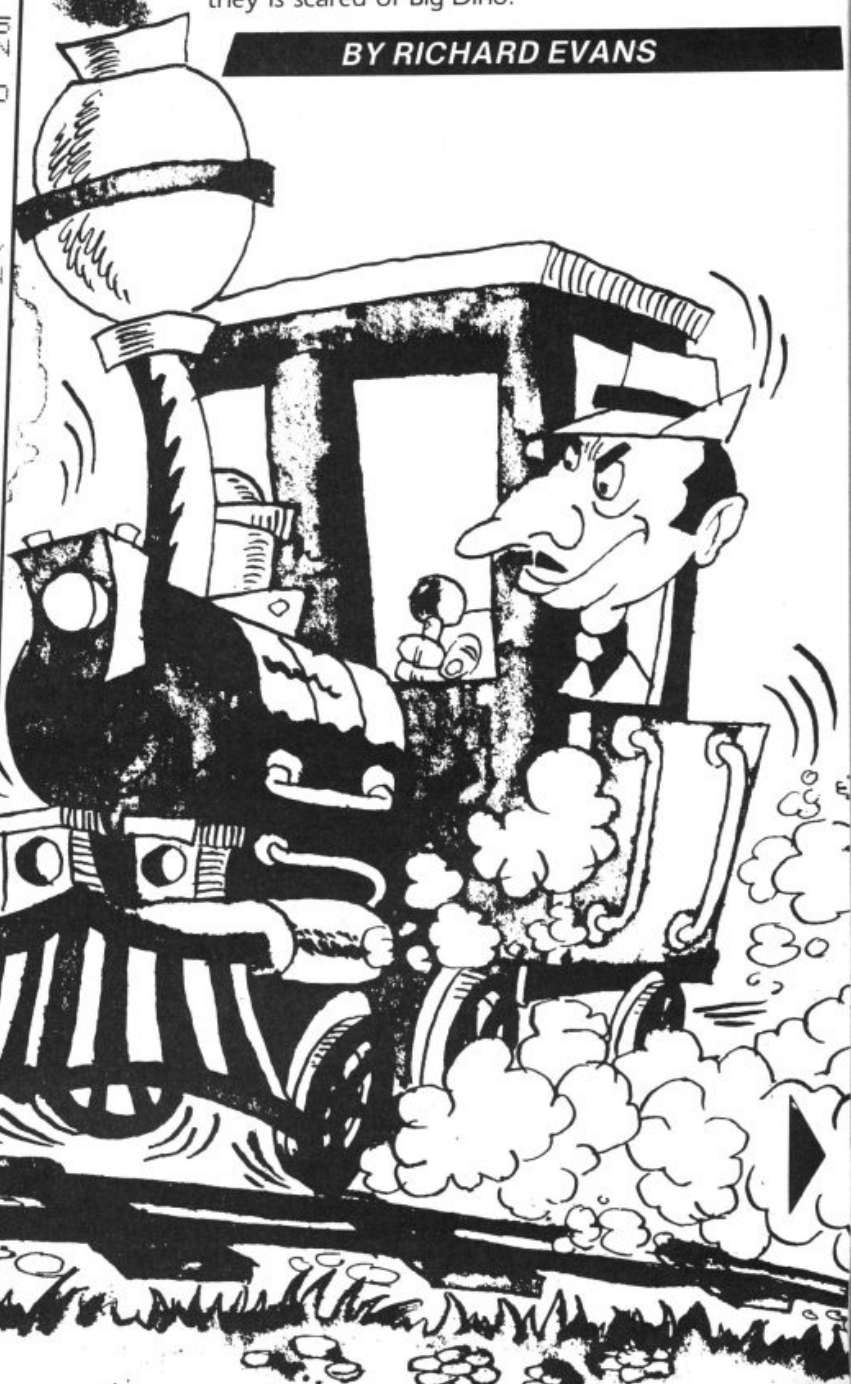
So da boys is organizing a little party for ya down at da railway yard. We've picked up ya girl but unfortunately she didn't like da idea of a party so we has to tie her to the track to keep her still

Da Detroit Express is due fairly soon, so I'd get your ass down to da railway track, unless of course, you want ya girl to look like one of my Mamma's pizzas.

My boys have picked up a few fings from da local building site and is mixing your present, ready for when ya arrive.

Don't no nofing clever like phoning da cops, cos even they is scared of Big Dino.

BY RICHARD EVANS





```

4591 IF a=49 AND y=3 AND bomb<>0
THEN LET dam=1: PRINT AT 1,3: I
NK 2: PAPER 6;"L": LET x=x+1: RE
TURN
4592 IF a=89 THEN PRINT AT 2,5:
INK 2: BRIGHT 1;"MO":AT 3,5;"NP"
: LET bomb=1: RETURN
4593 IF a=50 THEN BEEP .1,50: LE
T x=x+1: RETURN
4594 IF a=94 AND dam=1 THEN GO T
O 9500
4595 IF a=94 AND dam=0 THEN PRIN
T AT 3,30: BRIGHT 1: INK 8;"R":
LET x=x+1: LET y=y+1: RETURN
4596 IF a=49 THEN LET x=x+1: BEEP
.1,40: RETURN
4599 STOP
6000 REM Move Cars
6010 PRINT AT cx1,cy1: PAPER 8:
INK 8;"":AT cx2,cy2:""
6020 LET cy1=cy1-1: LET cy2=cy2+
1
6030 IF cy1<8 THEN LET cx1=cx1+.
5
6040 IF cy2<11 THEN LET cx2=cx2-
.5
6050 IF cy1=0 THEN LET cy1=30: L
ET cx1=7
6070 IF cy2=30 THEN LET cy2=0: L
ET cx2=13.5
6075 PRINT AT cx1,cy1: BRIGHT 1:
PAPER 0: INK 6;"FG":AT cx2,cy2:
INK 4;"DE"
6080 RETURN
6500 LET a=ATTR (x,y): LET q=y-c
y1: LET q1=y-cy2
6510 INK 7: IF ABS q<8 AND cx1=x
THEN GO TO 6600
6520 IF ABS q1<8 AND INT (cx2+.5
)=x THEN GO TO 6700
6530 IF AND>.9 AND cx1=x THEN GO
TO 6600
6540 IF AND>.9 AND INT (cx2+.5)=
x THEN GO TO 6700
6550 RETURN
6600 LET dis=q*8-4
6610 FOR f=0 TO 1: INVERSE f: OV
ER 1-f: BEEP .1,f*30: PLOT cy1*8
+8,(21-cx1)*8+4: DRAW dis,0
6615 INK 0: NEXT f
6620 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6630 RETURN
6700 LET dis=q1*8
6710 FOR f=0 TO 1: OVER 1-f: BEE
P .1,f*30: PLOT (INT (cy2+.5))*8
+8,(21-INT (cx2+.5))*8+4: DRAW d
is,0
6715 INK 0: NEXT f
6720 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6730 RETURN
6800 LET ret=1: LET lev=1: FOR n
=1 TO 4: FOR f=7 TO 0 STEP -1: P
RINT AT 2,5: INK f;"MO":AT 3,5: B
EEP .01,n*7+f: NEXT f: NEX
T n: PRINT AT 2,5: INK 0:"":AT
3,5:"": LET bomb=2
6810 IF y>2 AND y<8 AND x<5 THEN
LET ad=4: GO TO 9000
6820 LET td=SGN (4-d): LET a$=("
HI " AND td=-1)+(" ST " AND td=
1)
6830 GO SUB 7800
6835 BEEP .03,10
6840 IF d=4 THEN GO TO 6860
6850 GO TO 6830
6860 LET td=1: LET a$=" ST ": FO
R f=1 TO 10: PRINT AT 2,5;"B": B
EEP .1,10: PRINT AT 2,5: INVERSE
1;"B": BEEP .1,0: NEXT f
6870 PRINT AT 2,5:"":AT 1,4;"B"
: PAUSE 20: PRINT AT 1,4: BRIGHT
1;"B": RETURN
7000 REM Move barrels
7010 BEEP .02,40: BEEP .01,0: PR
INT AT bx,by: PAPER 5:"": LET b
x=bx+.5: LET by=by-1
7015 LET x=bx: LET y=by
7020 PRINT AT bx,by: PAPER 5: IN
K 2;"C"

```



```

7030 IF bx=21 THEN LET ad=5: GO
TO 9000
7040 RETURN
7500 REM House Fire
7505 IF AND>.4 THEN RETURN
7510 PRINT AT x,y: PAPER 8: INK
7;"B": LET po=INT (AND*5)+1
7520 INK 8: OVER 1: FOR f=0 TO 1
: PLOT c,b: DRAW a(po),a(po+5):
PRINT AT x,y;"B": IF SCREEN$ (x,
y)="" AND f=0 THEN LET ad=6: GO
TO 9000
7530 BEEP .005,60: NEXT f: OVER
0: INK 0: RETURN
7800 LET d=d+td: PRINT AT 0,d-1:
INK 2: PAPER 6;a$:AT 1,d-1;"LUK
L"
7801 IF d=29 AND ret=1 THEN LET
ad=7: GO TO 9000
7802 IF ret=1 THEN RETURN
7805 IF d=2 THEN LET td=1: LET a
$=" ST "
7807 IF d=3 AND dam=0 THEN LET a
d=8: GO TO 9000
7820 RETURN
9000 REM Deaded
9010 INVERSE 0: GO TO 9000+ad*50
9050 GO SUB 9600
9060 PRINT "Fine with me, but I
wouldn't try to swim with " ("a b
omb under my shirt." AND bomb
=0)+("a girl in my hands." AND d
am=1)+(CHR$ 8+"out arm bands." A
ND bomb=1 AND dam=0)
9070 GO TO 9580
9100 GO SUB 9600
9110 PRINT "Oh, dear the car did
n't stop."
9120 GO TO 9580

```





GERRY ANDERSON

& CHRISTOPHER BURR'S

# TERRAHAWK

CAN YOU BECOME A  
TERRAHAWK SPACE PILOT?



....10 - 10



**CRI**  
*The Dream Makers*

For

THE 48K SPECTRUM AT £6.95

Produced by CRI Group PLC, CRI House, 9 Kings Yard, Carpenters Road, London E15 2HD



# Seeing is

See the pack – see the screen – see the game.  
See the difference the moment you pick up one  
of the games from Firebird's new Silver Range.

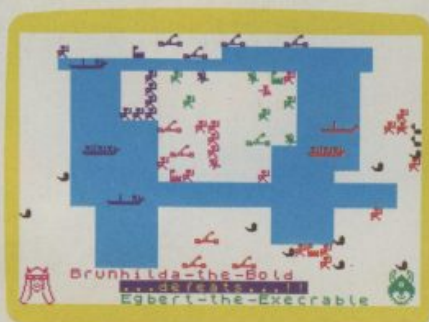
The difference is that our packs show the high  
quality you'll see on the screen when you play,  
so you know exactly what you're buying.

Here's a sneak look at three of the NEW games:



## MR. FREEZE

Mr Freeze is faced with a real challenge. Armed with a flame thrower he has to determine a route through the fridge and de-ice each of its six compartments. This involves jumping over ice cubes and gaps between the shelves, and avoiding flying food, lasers and guardian robots. You'll need all your cunning, timing and skill to prevent Mr Freeze from being turned into ice. B-R-R-R!!!



## VIKING RAIDERS

THRILL to the Vikings' exploits in this highly original war game. SAIL the Fjord in search of treasure and adventure. LEAD your armies in raids on enemy castles. CURSE at the uncontrollable antics of drunken Norsemen. MAY ODIN PROTECT YOU! For 1, 2, 3 or 4 players (any combination of human and/or computer controlled Viking armies).



## DUCK!

Farmer Tubby is out to bag a few ducks, and maybe a swan, for his dinner. His trusty blunderbuss is small comfort against some of the zany hazards and surprises he encounters. Can you help him? This is the daftest, funniest duck-shoot of them all. A sense of humour is essential!

Look out for these games in the FIREBIRD silver range at selected high street stores.

SPECTRUM: THE WILD BUNCH · BOOTY · MR. FREEZE · TERRA FORCE · VIKING RAIDERS · MENACE · EXODUS · RUN BABY RUN · CRAZY CAVERNS.

COMMODORE 64: BOOTY · MR. FREEZE · EXODUS · HEADACHE · ZULU.

VIC 20: SNAKE BITE · MICKEY THE BRICKY.

BBC MICRO B: BIRD STRIKE · GOLD DIGGER · ACID DROPS · DUCK!



# ***believing***

The same high standard applies to all twenty games in the range and all are available at the remarkably low price of

**£2.50**



# **firebird**

SOFTWARE



The new range from British Telecom.

You'd better believe it!!!

FIREBIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. TEL: 01-379 6755/5626

Firebird and the Firebird logo are trademarks of British Telecommunications plc.



# THE AGE OF THE R.A.T



## CONVENTIONAL JOYSTICKS ARE DEAD!

The Cheetah Remote Action Transmitter is the most sophisticated computer controller available.

It has these features:

- Infra Red transmission – so there are no leads trailing across the living room. Just sit back in your chair up to 30 feet from your machine.
- Touch control – no moving parts, extremely fast, long life.
- No extra software required.
- Can be used with all Cheetah RAT/Kempston compatible software.
- Fits comfortably in your hand for long play periods.
- Comes complete with receiver/interface unit which simply plugs into the rear of your Spectrum.
- Compatible with all Sinclair/Cheetah peripherals via the rear edge connector.

**Simply incredible at £29.95 including VAT and p & p.**

Dealer enquiries welcome. Export orders at no extra cost.

Send cheque/p.o now to:

**Cheetah Marketing Ltd. (Dept. CVG), 24 Ray Street, London EC1R 3DJ. phone 01-833 4909**

Cheetah products are also available from branches of

John Menzies  WHSMITH  Rumbelows  
and all good computer shops.





```

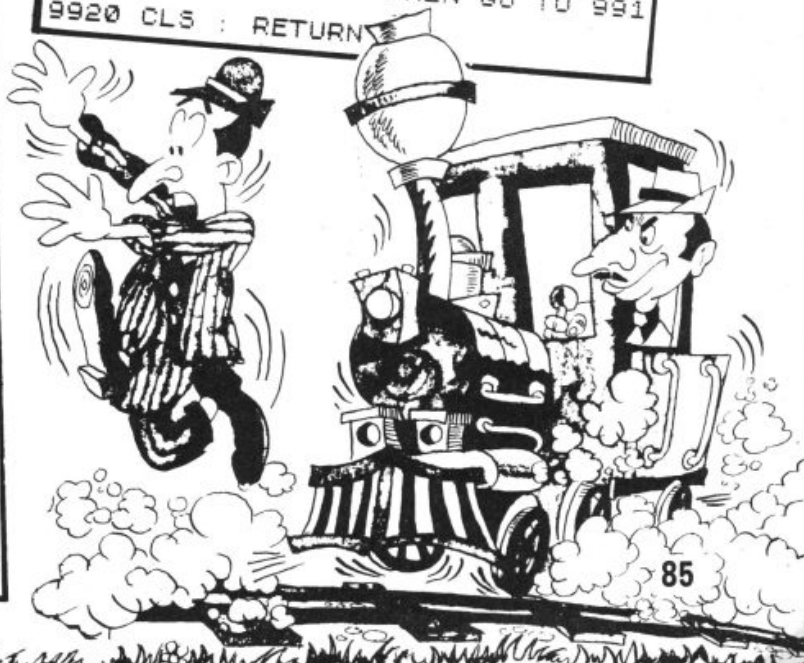
9150 GO SUB 9600
9160 PRINT "BANG.The man in the
car shot you"
9170 GO TO 9580
9200 GO SUB 9600
9210 PRINT "The explosion from t
he house has stunned you."
9220 GO TO 9580
9250 GO SUB 9600: PRINT "Them ba
rrels just so happen to fall do
wn waterfalls when they are at
the top."
9260 GO TO 9580
9300 GO SUB 9600: PRINT "POP,Tha
t man in the house just shot yo
u."
9310 GO TO 9580
9350 GO SUB 9600: PRINT "The tra
in has crossed the state line an
d they have got away.": GO TO 95
80
9400 GO SUB 9600: PRINT "All is
lost, your beautiful girl has bee
n squashed.": GO TO 9580
9500 FOR J=1 TO 3: FOR f=1 TO 2:
FOR n=1 TO 10: BEEP .003,40: BE
EP .003,44: NEXT n: PAUSE 10: NE
XT f: PAUSE 20: NEXT J
9520 FOR f=31 TO d+2 STEP -1: BE
EP .3,20: PRINT INK 1: PAPER 6: A
T 1,f;"U": BEEP .3,15: PRINT INK
2: PAPER 6: AT 1,f;"L": NEXT f
9530 PRINT INK 1: PAPER 6: AT 1,f
+1;"U": INK 1: FLASH 1: PAPER 6:
AT 1,d+1;"B"
9540 FOR f=1 TO 20: NEXT f: PAPE
R 0: INK 7: BORDER 0: CLS
9550 PRINT "Well done the police
have the man in hand-cuffs."
9560 RESTORE 9570: FOR f=1 TO 9:
READ a,b: BEEP a/5,b: NEXT f
9570 DATA 3,0,1,2,1,4,2,5,2,7,2,
12,1,9,2,11,2,12
9580 PRINT "Another go ? Yes
No"
9590 IF INKEY$="y" OR INKEY$="Y"
THEN GO TO 90
9595 IF INKEY$="n" OR INKEY$="N"
THEN PRINT "OK, bud, See y" ro
und town.": PAUSE 0: STOP
9597 GO TO 9590
9600 PRINT AT x,y: BRIGHT 1: FLA
SH 1: INK 8: PAPER 8;"B": FOR n=
1 TO 2: FOR f=60 TO 20 STEP -1:
BEEP .003,f: NEXT f: NEXT n: PAP
ER 0: INK 7: BORDER 0: CLS: RET
URN
9700 BRIGHT 0: INK 0: PAPER 7: B
ORDER 2: CLS: IF is=1 THEN GO T
O 9726
9701 PRINT "GANGSTER: Instructio
ns...."
9702 PRINT "This is gangster a
game where you take the role o
f hero who is desperate to save h
is girl from the 11 O'clock expr
ess."
9703 PRINT "Your arch enemy has
tied her to the railway track an
d he has stranded you on a li
tle island."
9704 PRINT "Your only hope is t
o jump onto the barrels and floa
t down the river to another and
then onto the bank."
9705 PRINT "But beware if you m
iss a barrel you will be carried
down the river and over the w
ater fall."
9706 PRINT "After that you have
to find your way through som
e prickly bushes to the road."
9707 PRINT "Don't bump into the
bushes or you will have to was
te time picking out the thorn
s."
9708 GO SUB 9900
9709 PRINT "GANGSTER: Instructio
ns (cont)..."

```

```

9710 PRINT "Crossing the road
can also have its problems.Two ca
rs go back and forth firing a
t you if you get in range.Don't
worry too much their a terrib
ble shot."
9711 PRINT "On the other side o
f the road is a little drive wa
y that you have to go up.Turn l
eft towards the house."
9712 PRINT "Go into the house a
nd plant the bomb that you had se
cretly hidden away under yo
ur shirt."
9713 PRINT "Now that your hands
are empty you can get your gir
l of the railway."
9714 PRINT "Try to get away qui
ckly as the man in the house sta
rts shooting at you and the house
could blow its top at any time
with that bomb in it."
9715 GO SUB 9900
9716 PRINT "GANGSTER: Instructio
ns (cont)..."
9717 PRINT "When the house blow
s the man there catches the t
rain and and tries to get to the
far right of the screen to the s
tate boundary."
9718 PRINT "You must try to bea
t him there."
9719 PRINT "When you are there
go to the telephone and ring t
he police."
9720 PRINT "They will arrive an
d apprehend the man."
9721 PRINT "The End."
9722 GO SUB 9900
9723 PRINT "GANGSTER: Controls..
."
9724 PRINT ".....5.....Le
ft.....5.....6.....
Down.....6.....7.....
.....Up.....6.....7.....
.....Right.....8"
9725 GO SUB 9900
9726 PRINT "GANGSTER: Level..."
9727 PRINT ".....TAB 9; Enter a l
evel.....TAB 13; (1-9)"
9728 INPUT PAPER 2: INK 0: TAB 15
: LINE a$
9729 IF LEN a$ <> 1 OR a$ <"1" OR a
$ >"9" THEN GO TO 9728
9730 FOR n=1 TO 5: FOR f=0 TO 4:
IF a$=STR$(n+f) THEN LET lev=n
+1: LET bti=20+f*5: GO TO 9750
9740 NEXT f: NEXT n
9745 STOP
9760 RETURN
9900 PRINT #1: TAB 8: FLASH 1;"Pr
ess any key."
9910 IF INKEY$="" THEN GO TO 991
0
9920 CLS: RETURN

```





# GAME OF THE F

**Pretty soon you won't be able to tell the difference between watching your favourite TV series and playing computer games.**

**Just about every software company in the country seems to be working on games based on TV programmes. One of the disturbing things about this rash of telly-games is that they all seem to be based on American TV shows. There's Dallas, Automan, The Fall Guy, M.A.S.H., Dukes of Hazard, and countless others.**

**Now don't get me wrong, I'm just as big a Dallas bore as the next man and I've got no intention of putting down American TV just because they were nasty to Zola Budd. But what I do want to know is what's wrong with our own programmes. After all, everyone agrees we have the best TV in the world — so why not give some of them the computer game treatment?**

**British TV companies are only slowly waking up to the possibilities offered by turning some of their most popular programmes into computer games.**

**I'm sure Hilda Ogden would look marvellous in pixels, Russell Grant could star (sorry!) in his own astrology game and just think what you could do with Crossroads. Suggestions on a postcard please to C&VG, Crossroads Competition, Priory Court, 30-32 Farringdon Lane, London EC1. There's a "The Champ" tee-shirt for the best printable suggestion.**

**Whilst pondering how happy you would be if you won a C&VG tee-shirt, you might find it useful to know what the other games are going to be about. It's not just telly games that are being converted either. It's books and films, too. The battle for licences is on! Eugene Lacey has been checking them out.**



Terry and Arthur from Minder.

Elite Software have two TV games in the pipeline — *The Dukes of Hazard* involves Luke and Beau in a run-in with the sheriff over some illicit moonshine — needless to say there is plenty of racing around in the General Lee.

*The Fall Guy* will be out before the *Dukes of Hazard* and is expected to include some exciting stunts, just like the TV show which stars Six-Million Dollar Man, Lee Majors.

Bug Byte are particularly bullish about their new telly game — *Automan*. "Unlike some of the other games, ours is based on a computer theme — which will be of obvious appeal to our customers," said a spokesman.

The computerised man loves video games, and has a computerised car as well.

Details of the game are still being worked out but the computer game *Automan* will have many of the

OF T

abilities of his screen counterpart.

Quicksilver has also opted for a computer theme with their game based on Central TV's *Magic Micro Mission*. "The game is in two parts based on the opening sequence from the programme," chief Game Lord Mark Eyles told C&VG.

Mark believes that more and more games are going to be launched based on known characters and Quicksilver will be announcing more of their own in the next month.

*Dallas* has now been on sale for several weeks and gives you the chance to outsmart JR on your Commodore 64 or Atari.

In order to beat JR in this Adventure game, you have to team up with Sue Ellen and go prospecting for oil in the jungles of South America.

Soap operas are ideal for Adventure games as situations and characters can be accurately drawn with the combination of text and

OF T



The Benny Hill Television Show.



# FILM.....

graphics for added realism.

Soap operas are also ideal from the manufacturer's point of view as the programmes are so well known and have such wide appeal.

So what about that *Coronation Street* game? We spoke to Granada Television who were quite adamant that NO *Coronation Street* game would be forthcoming. "We have had dozens of requests from people wanting to do games, and all sorts of other commercial spin-offs based on the Street but at the moment we have to say no — the position may change in two years time when we open the Street up to the public".

But if Granada say no, there are plenty of yesses beginning to come forward from several other British TV stations. Biggest scoop of all may well be DK'Tronics' deal with Thames Television to enable them to produce

a game based on *Minder*, the *Sweeney*, and *Benny Hill*.

The question is who will buy a computer game from Arthur Daley? Plenty of people, say DK's Roger Barnard "We have the rights to all Thames programmes and will be studying them closely to decide which will work best as computer games."

Thames has also licensed out their famous rodent — Dangermouse — who is now starring with his arch enemy — Silas Greenback — in an action packed episode featuring some particularly nasty killer Dangermouse clones.

Dangermouse's rodent rival — Roland the Rat Superstar — is determined not to be left out of the limelight and will appear in his own computer game to be launched by Ocean later this year.

Roland's game will appear in time for Christmas and is described as an arcade style Adventure game. It will be the first of a series of games starring the famous rodent.

Suitable TV programmes are being snapped up fairly swiftly — though there are a surprising number of titles still looking for homes. Anglia TV, who are famous for quiz shows like *Sale of the Century* and *Gambit*, say:

"If the right deal came along we would be interested."

When I phoned Channel 4 to find out about the possibility of a *Brookside* game, I was told: "If you wanted to make some money, you could suggest it to the programme's producer."

So telly games are what the software bosses have decided you want and telly games are what you are going to get over the next few months.

The thinking seems to be that there are too many games being launched, it is difficult to make a game that will appear to the customer to be different and stand out from the crowd. Answer — base the game on something which is already established in the customer's mind like a popular TV programme.

Of course, telly games are not the only licensed games to go on sale — there are book games like the *Hobbit*, *Pen In the Dark* and *Erik the Viking* and the Marvel comics games based on the Hulk, and Spider-Man.

But licensed games are no guarantee of success as a number of companies have already found out to their cost. When Atari bought the rights to *E.T.* and *Raiders of the Lost Ark* from Stephen Spielberg for an estimated \$30 million, the games, *E.T.* in particular, fell way below expected sales levels.

This failure has not discouraged Atari from producing film-games. They plan to launch *Gremlins* — another Spielberg movie about some not so cute creatures.

Thorn EMI also drew a blank with their *Computer War Game* — based on the successful film — *War Games*.

Not all the film games have flopped, though. Parker Brothers' *Star Wars* series for the Atari VCS and soon to be on the Spectrum is thought to have sold well, as has Mattel's *Tron* game.

The trade in licences is now so brisk that a number of agencies have sprung up offering deals on certain characters.

One such organisation is Yaffe Character Licensing, who handle a number of the famous newspaper comic strip characters like *Hagar the Horrible* and *The Perishers*.

"Our characters are seen by literally millions of people all over the world and would convert nicely to computer games" said a spokesperson.

So whether it is books, TV, or cartoon strips you are into, all three will be possible on your computer in the next few months.



A scene from War Games.

# THE TV SERIES.....



# SPECTRUM.

GAME	RRP	OUR PRICE
SHERLOCK HOLMES	14.95	10.50
KOKOTONI WOLF	5.95	4.75
DUESEX MACHINA	15.00	10.75
UNDERWORLD	9.95	6.65
KNIGHTLORE	9.95	6.95
DARK STAR	7.95	5.95
SABREWOLF	9.95	6.95
THE GREAT SPACE RACE	14.95	10.95
DALEY THOMPSON DECATHLON	6.90	5.25
BEACH HEAD	7.95	5.99
WHITE LIGHTNING	14.95	10.50
HOBBIT	14.95	9.99
MUGSY	6.95	5.50
LORDS OF MIDNIGHT	7.95	6.99
PSYTRON	6.95	5.99
CODENAME MAT	6.95	4.99
JETSET WILLY	5.95	4.50
FRANK N. STEIN	5.95	4.50
TORNADO LOW LEVEL	5.95	4.60
TRASHMAN	5.95	4.40
FIGHTER PILOT	7.95	5.99
NIGHT GUNNER	6.95	5.25
WORLD CUP	6.95	5.99
CLASSIC ADVENTURE	6.95	5.50
VALHALLA	14.95	9.99
FOOTBALL MANAGER	6.95	5.25
H.U.R.G.	14.95	9.99
MONTY MOLE	6.95	5.50
FULL THROTTLE	6.95	5.75
MATCHPOINT	7.95	5.99
DANGER MOUSE	6.95	4.99
FOREST AT WORLDS END	5.50	3.99
TILER	5.50	3.99
AVOLON	7.95	5.50
HERO	7.95	5.50
ZENJI	7.95	5.50
RIVER RAID	7.95	5.50
ENDURO	7.95	5.50
HAMPSTEAD	9.95	6.95
PSYTRAXX	7.95	5.50
STARBIKE	6.95	4.99
GIANTS REVENGE	6.95	4.99
SCRABBLE	15.95	11.99
EDDIE KIDD JUMP CHALLENGE	6.95	4.99
COMBAT LYNX	7.95	5.50
TWIN KINGDOM VALLEY	7.95	5.50
TRAVEL WITH TRASHMAN	5.95	4.75
PSYWARRIOR	9.95	6.99
DOOM DARKS REVENGE	9.95	6.99
HAVOC	7.95	5.95
POLTERGEIST	5.95	4.50
BACKPACKER GUIDE TO THE UNIVERSE	7.50	5.25
QUASIMODOS REVENGE (HUNCHBACK II)	6.90	4.90
STRIP POKER	7.95	5.99
SOLO FLIGHT	9.95	7.25
F-15 STRIKE EAGLE	9.95	7.25

# GOODBYE

## COMMODORE 64

GAME	RRP	OUR PRICE
SUICIDE EXPRESS	7.95	6.50
GHOSTBUSTERS	10.95	8.50
ACTIVISION ALL OTHER TITLES	9.95	7.50
JET SET WILLY	7.90	5.75
ZIM SALA BIM	9.95	6.99
STRIP POKER	9.95	7.25
BLACK HAWK	7.95	5.50
PSYTRON 64	7.95	5.50
ASTEC	8.95	7.25
ANKH	8.95	7.25
MR ROBOT	8.95	7.25
HOBBIT	14.95	9.99
TALES OF ARABIAN NIGHTS	7.00	5.50
DALEY THOMPSON DECATHLON	7.95	6.50
BEACH HEAD	9.95	7.75
DECATHLON	9.99	7.95
PIT FALL I	9.99	7.50
MONTY MOLE	7.95	6.50
SOLO FLIGHT	14.95	11.00
TRASHMAN 64	7.95	6.50
VALHALLA	14.95	10.99
DEATH STAR INTERCEPTOR	9.95	8.50
PITFALL II	9.95	7.50
RIVER RAID	9.95	7.50
HERO	9.95	7.50
DALLAS QUEST (DISC ONLY)	14.95	12.00
BRUCE LEE	9.95	7.50
NATO COMMANDER	9.95	7.25
SPIRITFIRE ACE	9.95	7.95
F15 STRIKE EAGLE	14.95	11.00
EDDIE KIDD JUMP CHALLENGE	7.95	5.50
COMBAT LYNX	8.95	7.25
STUNT BIKE	6.90	4.99
MY CHESS 11	8.95	7.25
BATTLE FOR MIDWAY	9.95	7.50
HAVOC	9.95	7.95
ANCIPITAL	7.50	5.50
QUASIMODOS REVENGE	7.90	5.90
TORNADO LOW LEVEL	7.90	5.90
JONY AND THE JIMPYS	6.90	5.25
KOKO KONT WOLF	6.90	5.25
ZAXXON	9.95	7.25
BLUE MAX	9.95	7.25
FORT APOCALYPSE	9.95	7.25
SENTINEL	9.95	7.25
SUMMER GAMES	14.95	10.50

## SPECIAL OFFER

GAME	OUR PRICE
SPECTRUM 48K	129.95
SOFTWARE PACKAGE WORTH	56.00
KEMPSTON TYPE INTERFACE	14.95
QUICKSHOT II JOYSTICK	11.95
<b>TOTAL VALUE</b>	<b>212.85</b>
<b>OUR PRICE</b>	<b>£145.00</b>

(This offer is not included in the 10% discount for orders over £50)

## BBC GAMES

GAME	RRP	OUR PRICE
OLD FATHER TIME	9.50	7.50
CITY DEFENCE	7.50	5.95
MUSIC SYNTHESIZER	9.50	7.50
TWIN KINGDOM VALLEY	9.50	7.50
HULK	7.95	6.50
AVIATOR	14.95	11.00
BLAGGER	7.95	6.95
JCB DIGGER	9.95	8.50
HOBBIT	14.95	9.99
VOODOO CASTLE	9.95	8.50
CHARTBUSTER	9.95	7.50
ELITE	14.95	10.50

## ELECTRON GAMES

GAME	RRP	OUR PRICE
MICRO OLYMPICS	5.95	4.75
TWIN KINGDOM VALLEY	9.50	7.50
HULK	7.95	6.50
ALL ACORN SOFT	9.20	7.50
CHUCKIE EGG	7.90	6.50
BLAGGER	7.95	6.50

## ALL PRICES INCLUDE P&P

QUICKSHOT II ONLY £8.99

PLEASE NOTE IF YOUR ORDER

EXCEEDS £50 YOU GET

10% FURTHER DISCOUNT

SEND CHEQUES/P.O. TO

GOODBYE

94 LEATHER LANE, LONDON EC1

PLEASE STATE WHICH MICRO

We apologise for any delay in the release of software

# MILES BETTER SOFTWARE

221 CANNOCK ROAD, CHADSMOOR,  
CANNOCK, STAFFS, WS11 2DD.  
TEL: (05435) 3577

## US GOLD

STRIP POKER	8.95	11.00
BEACH HEAD	* 8.95	11.00
RAID OVER MOSCOW	8.95	11.00
FORBIDDEN FOREST	* 7.95	11.00
AZTEC CHALLENGE	* 7.95	11.00
SUNKY	7.95	11.00
CAVERNS OF KHAFTA	* 7.95	11.00
POOYAN	8.95	11.00
O RILEYS MINE	* 8.95	11.00
BRUCE LEE	* 12.95	12.95
THE DALLAS QUEST	* N/A	12.95
SNOKIE	* 8.95	11.00
FLAK	* 9.00	12.95
MYSTIC MANSION	8.00	11.00
SOLO FLIGHT	* 12.95	12.95
SPIRITFIRE ACE	* 8.95	11.00
F15 STRIKE EAGLE	* 12.95	12.95
NATO COMMANDER	* 8.95	11.00
FORT APOCALYPSE	* 8.95	12.95
DRELBS	* 8.95	12.95
SENTINEL	8.95	12.95
ZAXXON	8.95	12.95
BLUE MAX	* 8.95	12.95
TAPPER	9.00	12.00
SPY HUNTER	9.00	12.00
STELLAR 7	9.00	12.95

\* Available for the Atari (phone for size of K)

Please phone for extensive software lists and software availability

ALL SOFTWARE POST FREE

All Software is subject to availability.

Phone for Access/Visa sales

Please add £1 for overseas orders.



# SOFTWARE PROJECTS LIMITED NEEDS YOU

Would you like to see your games on the shelves next to programs like 'Manic Miner' and 'Jet Set Willy'?

If you have written software for any of the popular micros and can meet the quality of our other products, we pay the highest outright payment or royalties for your efforts. You choose.

The address to send your programs to is:

Christine

## SOFTWARE PROJECTS

Bear Brand Complex,  
Allerton Road, Woolton,  
Liverpool L25 7SF.

or Tel: 051-428 9393



commodore



# Alice IN VIDEOLAND



NOW  
ON  
CASSETTE!

## PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

**Scene One** - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

**Scene Two** - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

**Scene Three** - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

**Scene Four** - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

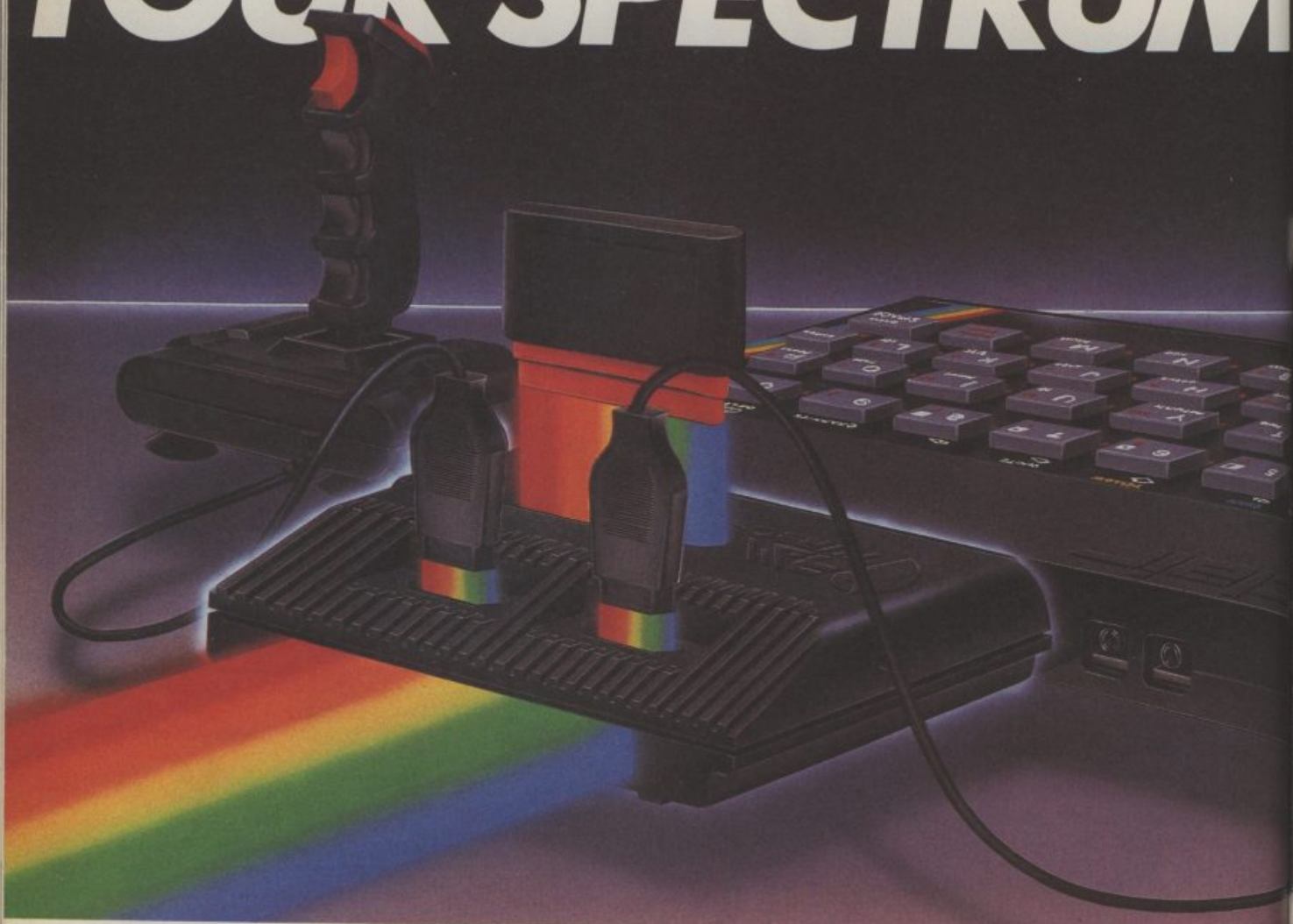
**Audiogenic** LTD

P.O. BOX 88, READING, BERKS.

SEND FOR **FREE** COLOUR CATALOGUE!



# TURBO CHARGE YOUR SPECTRUM



## Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- \* A variety of interfaces including: Rom cartridge, two 9-way D plugs for standard joysticks, PLUS full expansion at rear.
- \* Compatible with Kempston, Protek and Interface 2 protocols.
- \* Works with latest Quickshot II rapid-fire joysticks and trackballs.
- \* Choice of Rom cartridge, tape cassette or Microdrive software.
- \* Works with virtually all joystick-compatible software.
- \* Instant program loading with cartridge software.
- \* Built-in power safety device – unique to Ram Turbo.
- \* Full one year guarantee.
- \* Immediate availability – orders will be despatched within 24 hours upon receipt of postal orders or credit card details (cheques – seven days).

So don't wait around. It's available from Boots, Menzies, Greens, Spectrum

Group home computer centres and all good computer shops everywhere.

Or simply complete the coupon below and send it to us today.

Ram Electronics (Fleet) Ltd, Dept. CVG, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Or call our credit card hot line on 02514 25252.



Please send me

\_\_\_\_\_ Spectrum Turbo Interface(s) at £22.95  
+ £1.00 p+p (overseas orders £3.00 p+p).

\_\_\_\_\_ Quickshot II Joystick(s) at £9.95  
(only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £ \_\_\_\_\_

Expiry Date \_\_\_\_/\_\_\_\_/\_\_\_\_

  \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone \_\_\_\_\_

To: Dept. CVG, Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

24 Hour  
despatch for  
credit cards and  
postal orders



Trade and export enquiries welcome.



# Solar SOFTWARE



ACTUAL SCREEN SHOTS TAKEN FROM CBM 64



Young Jim he was a fearless lad he roamed the jungle free.  
He went in search of Jane one day but she'd gone out for tea.  
The natives were preparing her with water bubbling hot.  
If you don't rescue Jane in time she'll end up in the pot. £7.95



ACTUAL SCREEN SHOTS TAKEN FROM CBM 64



Born in an egg on a mountain top  
Ask for MONKEY MAGIC at your local shop  
He knew all the magic tricks under the sun  
To play this game, guide monkey round £7.95  
and have some fun.

100% Machine Code, JIFFY fast load,  
Joystick and keyboard, Multi-screen,  
Hi-res scrolling Graphics,  
Available now at your local computer  
shop Mail order price includes vat and  
p&p. Trade enquiries to Brenda Shay

Other titles available  
GALAXIONS £7.95  
ROBIN TO THE RESCUE £7.95  
BOGY MEN 5.95

MUNCH MAN 64 £7.95  
ALLEY CAT £7.95  
BIZZY BEEzzz 5.95

SOLAR SOFTWARE LTD.  
77 WEST DRIVE, BURY LANCs BL9 5DW  
ENGLAND TEL 061 761 1770

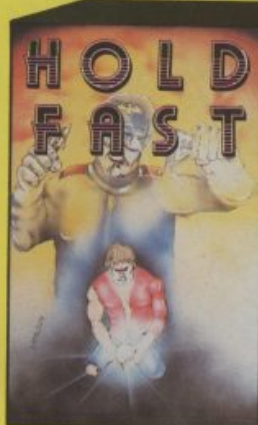


# Kuma

## AMSTRAD CPC464

### software

the only choice



Holdfast



Gems of Stradus



Star Avengers



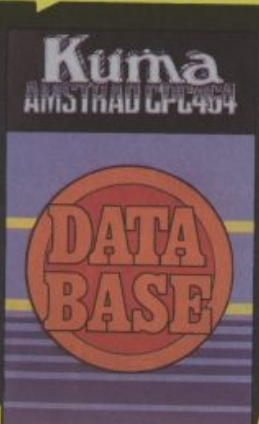
Galaxia



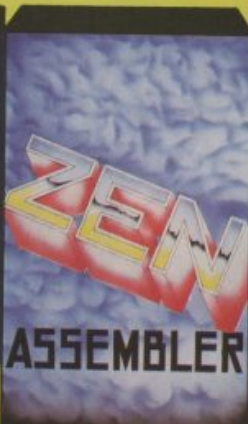
Music Composer



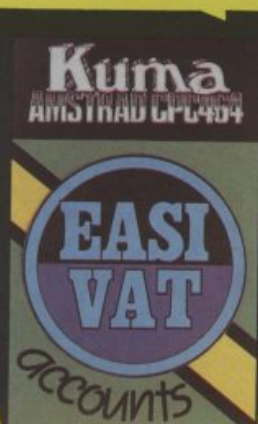
Logo



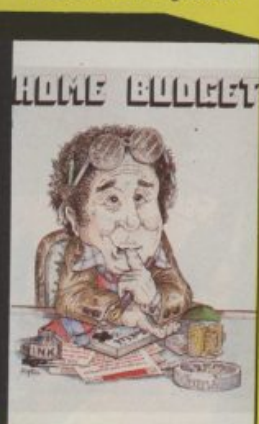
Database



ZEN Assembler



EASIVAT



Home Budget

**An outstanding selection from Kuma's rapidly expanding range of Entertainment and Application Software for the Amstrad CPC464 Micro-computer.**

Book:

#### ● The Amstrad CPC 464 Explored

This superb book is designed to let every CPC464 user, at whatever level, get the most from his computer. After an introductory section on the special Basic features, the book looks in depth at the excellent sound and graphic facilities including:

- Animation ● Windows
- Character sets ● Multitasking ● 3 Voice Times
- M/C routines for Basic ● Use of Zen ● Use of O/S
- Sample programs

Available from your nearest Amstrad CPC464 Stockist.

Kuma Computers Ltd., 12 Horseshoe Park,  
Horseshoe Road, Pangbourne, Berks RG8 7JW.

Please send full catalogue on Amstrad CPC464 products.

Name .....  
Address .....  
..... Phone.....

Trade Enquiries Phone 07357-4335



# NEW MICRO GUIDE

## PART 1

Thinking of buying a micro for Christmas? Or have you been promised one?

So many new computers have been launched this year that we decided to ask Bug Hunter to delve into them and find the best one.

What makes a good micro? Is it the machine itself or the software which comes with it? What do those strange technical words mean that you find in some brochures?

In a break from presenting his normal wallchart, Bug Hunter presents the first half of an in-depth look at 1984's new micro launches.

The wallchart will be back in February.

which is the same as a BBC in mode 7.

The other similarity to the Beeb is the sound generator. There are three voices to choose from so you can play chords. There's also a fourth voice for percussion and noise effects.

A cassette interface is fitted, but a disc interface will cost extra. Joysticks are standard Atari types. Other extras are a circuit card to produce an 80 column display. An RS232 interface will also be made, as will disc and printer interfaces.

The first MSX micro to hit Britain is the Spectravideo, but the rest are from Japan. The first batch will include Sony, Canon, Hitachi, JVC, Mitsubishi, Sanyo, Teleton and Toshiba.

Toshiba's entry in the MSX race is known as the HX-10. This has a full 64k of RAM and will sell for £279.95.

standard, although the Enterprise 128 has twice that amount.

The actual machine with its keyboard looks more like an ink stain than a micro. It's not round but it's not square, either. At the front of this odd shape is a small joystick, although there are two connectors on the back for some normal sticks.

There are two special chips which have been designed just for the Enterprise. Instead of calling them by long, technical names they are known as Nick and Dave! Nick takes care of the video side which leaves Dave free to manage the sound. The brochure says that the Enterprise is the first micro to have stereo sound, which may have been true last year

### MSX

The best thing about the micro industry is that every company is always trying to bring out what they believe is the best computer.

Some will write clever versions of Basic, some include built-in printers or cassette recorders. Some offer superb resolution graphics and vast amounts of memory.

The problem with all this is that if you change your micro you'll have to learn a new version of Basic. And all that software which you've bought over the years won't load into your new machine.

The way round this is to design a standard for a computer and let all the manufacturers make their own micros which all conform to this standard. This is MSX.

MSX stands for Microsoft Extended Basic which is the language used by each machine. The idea is that any hardware or software written for an MSX machine will run on any other. So any cassettes or cartridges will be interchangeable.

Manufacturers will be free to add their own special features if they wish, to make people buy their machine as opposed to any other. But the minimum standard is this.

The CPU is a Z80 with 322k of ROM holding the MSX system and the special Basic language. Each machine must have a minimum of 8k RAM though most in this country will have 32k.

There's a ROM cartridge for software. Alternatively, you can get programs on cassette or disc. Graphics resolution is 256 x 192, which is the same as the Spectrum. Text is 40 characters and 24 lines



The Sinclair QL personal computer

### ENTERPRISE

There's been a lot of new micros launched since last Christmas, when we gave you the definitive guide to the best micros for gaming.

One of the most interesting facts is that the Elan, announced just before our last guide was printed, is still not yet widely available.

Back in the days when it was called the Elan, the claims were impressive. But the model on show at the 1983 PCW show was only a case and a keyboard — the amazing graphics displays were being done by a much larger computer connected to the TV which everyone thought was linked to the Elan.

Renamed the Enterprise, the machine isn't as unique as when it was first announced.

The machine is based round a Z80 chip — the same as the Spectrum and the Amstrad. It has 64k memory as

but, with the launch of the Amstrad, isn't any more.

The Enterprise will connect straight to a normal TV or a colour monitor. Maximum text display is 50 lines across 84 characters but this resolution will be unreadable on a normal television.

Graphics resolution goes up to 672 x 512 pixels which really is high. Let's hope that software will be produced which can exploit these characteristics.

If you like writing your own programs, the Enterprise has a good Basic with lots of useful structured programming commands.

But if you'd rather use it for more serious purposes, there's also a built-in word processor.

You can choose from a set of 256 colours and you can even have every colour on screen at the same time!

A computer without software is as



useful as a piano without any sheet music. You either have to write your own or do without. There's very little software around for the Enterprise at present, but this may change as the software companies start to write for it.

The only software mentioned in the Enterprise's advertising at the moment is a Tarzan-like game called *Jungle Jim* and a shoot-up called *Space Convoy*.

The machine is very expandable. There's parallel, serial and network interfaces built in, which means that you can link up to disc drives, printers and modems as they are announced. The machine includes a ROM cartridge connector.

### AMSTRAD

If you buy a micro, then you'll usually need a spare TV and cassette recorder to use with it. It's not easy trying to interrupt the family's weekly dose of *Juliet Bravo* by pleading that you need the TV to play *Electro Freddy*!

One way of keeping the peace is to buy the Amstrad micro. For £229 you get a green screen monitor and built-in cassette recorder as well as the micro itself.

For another £100, you can get the colour model which features the same micro but with a colour monitor.

If you have just the green screen and want to take advantage of the colour display which the micro can produce, a separate modulator is available for around £40 which lets you plug your Amstrad into a normal colour TV. The reason why this part is so expensive is that the power supply for the computer comes from the monitor. So, if you're not going to use an Amstrad monitor you'll need a power supply combined with the modulator which is what you get.

The Amstrad CPC464 is Z80 based and has 64k of RAM. It features a good quality keyboard and the Basic has a choice of 27 colours.

There are three different screen modes. When you turn on the machine it's set to mode one which gives the same text display as the Commodore machines — that's 25 lines of 40 characters. Mode 0 gives just 20 characters on each line while mode two gives 80, as used for word processors. If you're using the TV modulator, though, you probably won't be able to read an 80 column display very well.

From the choice of 27 colours, the number you can have on screen at a time depends on which screen mode you're using. Having more characters on the screen means that more of the micro's memory is used up and you won't be able to have as many colours. If you'd rather use that area of memory to hold colours instead of



Toshiba's MSX home computer

text, then you can have up to 16 colours on screen at once, but only 20 characters per line.

Graphics resolution ranges from 200 x 160 in mode 0 to 200 x 640 in mode two. In between, mode one gives 200 x 320.

The Amstrad has the same sound chip as the BBC micro and is capable of some good sound effects. There's a volume control on the side of the machine which is useful. A connector on the back allows you to play the sound, in stereo, through a hi fi.

Disc drives and printers are now available. A 3" disc drive complete with CP/M software to control it will add only £149 to the cost of the micro.

The DMP-1 is a dot matrix printer. Also available is the custom Amstrad joystick. The machine only has one joystick connector. If you want to use two, then the second one plugs into the first. To manage this clever feat, you'll need an official Amstrad joystick with a built in connector. But for a single controller, like most games use, any standard Atari/Commodore stick will do.

Software is already being produced for the Amstrad and some of it really is good.

Most large software houses are rewriting versions of their top games for the micro and some new classics will certainly be launched for the Christmas market.

### THE SINCLAIR QL

When it's finished, the Sinclair QL will be one of the best micros around. Its heart is the new 68008 CPU and it's the first machine to use it.

For £399 you get the micro itself which has a whopping 128k of RAM and 48k of ROM, most of which sticks out the back if you have an early version of the machine.

The QL is the only home micro which doesn't have a cassette interface fitted which means that you can't store programs on cassette. Instead, the machine makes full use of Sinclair's new microdrives. The QL has two drives built in.

The high resolution graphics display means that 32k is used just to store the contents of the screen, leaving 96k available for programming. A microdrive cartridge will store around 100k so, if you have a long program and lots of data, you'll only be able to fit one copy of it on a cartridge.

The QL uses yet another new Sinclair version of Basic, this time named SuperBasic.

There are lots of commands and programming is quite easy even if the machine doesn't run as fast as it should.

You can program the QL in machine code and there are a few books to show you how. But be warned that machine code in general is not easy and 68008 machine code is probably not the best place to start.

There aren't many games around yet for this machine, mainly because Sinclair kept redesigning the ROM and the software houses dared not release any software in case it wouldn't work with newer QLs!

All that I've seen so far is a 3D chess program with some marvellous graphics, and a couple of Adventures from Talent Computer Systems. I'm sure that much more will follow, though.

**Turn the page to  
crack the code of  
computerspeak.**



# ZOOMSOFT

COMPUTER SOFTWARE  
SPECIALISTS

## COMMODORE 64

COMMODORE 64	cass	disk
Boulder Dash	8.95	10.95
Bristles	8.95	10.95
Asto Chase	8.95	10.95
Flip Flop	8.95	10.95
The Hulk	9.95	9.95
Fort Apocalypse	9.95	14.95
Artec Challenge	8.95	12.95
Kong Strikes Back	7.90	N/A
Sinky	8.95	12.95
Zork I	N/A	19.95
Zork II	N/A	11.95
Zork III	N/A	11.95
Starcross	N/A	11.95
Deadline	N/A	11.95
Encounter	9.95	11.95
Flight Simulator	34.25	37.95
S.A.M.	N/A	41.95
Forbidden Forest	8.95	12.95
Jetboot Jack	7.95	N/A
Nato Commander	9.95	12.95
The Sorcerer of Claymorgue Castle	9.95	13.95
Trollie Wallie	6.95	8.95
Daley Thompson's Decathlon	7.95	N/A
Football Manager	7.95	N/A
Super Base 64	N/A	86.25
Juce	N/A	25.95
Adventure Creator	ROM	29.95
Ol's Well	ROM	26.95
Beyond Castle Wolfenstein	N/A	21.95
Castle Wolfenstein	N/A	27.95
Master Type	N/A	32.75
Master Type	ROM	32.75
Sprite Maker	9.95	N/A
Stranded	7.95	N/A
Letter Wizard	N/A	34.95
Mask of the Sun	N/A	28.75
Drol	N/A	25.75
Spell Wizard	N/A	34.95
B.C.'s Quest for Tyres	9.95	N/A
Swag	8.95	10.95
Soldier of Fortune	8.95	N/A
Zaga Mission	7.95	9.95
Ant Attack	8.95	N/A
Espionage	8.95	N/A
Mr Robot	8.95	11.95

## ATARI 400/800/XL

ATARI	cass	disk
The Hulk	7.95	17.95
A.E.	N/A	25.95
Arcade Machine	N/A	44.95
Sorcerer of Claymorgue Castle	9.95	17.95
Warlock	14.95	14.95
Forbidden Forest	8.95	N/A
S.A.M.	N/A	41.95
P.M. Animator	N/A	25.95
Basic Debugger	N/A	27.95
Shadow World	10.95	14.95
Juice	21.55	21.55
Jetboot Jack	9.95	N/A
Diamonds	9.95	N/A
Dan Strikes Back	9.95	N/A
Star Bowl Football	23.00	23.00
Star League Baseball	23.00	23.00
Seastalker	N/A	28.75
Grid Runner	7.50	N/A
Zombies	25.15	25.15
Buck Rogers	ROM	28.75
Graphics Magician	N/A	44.75
Disk Collector	N/A	18.95
Mac 65 (OS + A)	N/A	57.95
Action	ROM	66.95
Basic XL	ROM	66.95
Rails West	ROM	29.95
Adventure Creator	ROM	28.75
Raster Blaster	N/A	21.55
Micropainter	N/A	24.95
Teletari	N/A	28.95
Flight Simulator	N/A	37.95
Dancing Feats	N/A	21.95
Ol's Well	N/A	21.55
Castle Wolfenstein	N/A	21.95
Basic Commander	N/A	25.95
Data Perfect	N/A	73.95
Drol	N/A	24.95
Encounter	9.95	14.95
Claim Jumper	10.95	14.95
The Arcade Maker	N/A	44.95
Sorcerer	N/A	35.95
Protector	10.95	14.95
Caves of Rigel	N/A	9.95
Slime	10.95	14.95
The Protect (write to both sides of disk)		13.95

## SPECTRUM

SPECTRUM	cass	disk
Lode Runner	9.95	N/A
Ant Attack	6.95	N/A
Kong Strikes Back	6.90	N/A
Sabre Wulf	9.95	N/A
Beachhead	7.95	N/A
Zaxxon	7.95	N/A
Sorcerer of Claymorgue Castle	9.95	N/A
The Hulk	9.95	N/A
Daley Thompson's Decathlon	6.90	N/A
Bugaboo (The Flea)	6.95	N/A
Games Designer	14.95	N/A
Fred	6.95	N/A
The Snowman	6.95	N/A
Dragons Bane	6.95	N/A
Games 84	9.95	N/A
Battlezone	7.95	N/A
Gatecrasher	6.95	N/A
Pottergeist	5.95	N/A
Olympics 84	14.95	N/A
Pointbox	8.25	N/A
Hunchback	6.90	N/A
Harrier Attack	5.95	N/A
World Cup Football	6.95	N/A
Colossal Adventure	9.95	N/A
Snowball	9.95	N/A
Lords of Time	9.95	N/A
Frankenstein	5.95	N/A

Software now available for Apple, Amstrad, BBC, MSX.

## ATARI AND COMMODORE PROGRAMMERS

Original games and utility programs wanted for the Atari and Commodore 64 home computers. Top royalties paid. We can distribute your software world wide. For further information please write, or telephone.

Plus 100's more titles available. Send S.A.E. for free catalogue or telephone 01-723 0562 between 10am and 7pm. All cheques, P/O made payable to Zoomsoft.

**ZOOMSOFT**  
46 HUNTSWORTH MEWS, LONDON NW1 6DB

# KERNOW SOFTWARE SERVICES LTD

**NOW** BRITAIN'S LEADING SOFTWARE LIBRARY WITH THE  
NATIONWIDE SERVICE THROUGHOUT THE U.K. IS OFFERING  
YOU THE CHANCE OF LIFE MEMBERSHIP FOR ONLY £5.

- Low cost weekly hire of Arcade Games, Adventures, Utilities, Languages, Compilers & Business Programs.
- Program hiring from only 80p (plus p&p).
- Postage & packing costs include postage both ways, simply affix the pre-paid label provided on the package and pop it into your nearest post box — no need to visit your post office.
- New titles constantly being added monthly.
- Purchase new programs at discount prices.
- Return of post service using first class post.



JOIN today by clipping the coupon below or send £1.50 for a copy of our hire lists (refundable upon joining) and see why more SPECTRUM/COMMODORE 64/ELECTRON/VIC 20 owners are joining The Kernow Software Library.

☐ Yes, please enrol me as a member of The Kernow Software Library and rush me by return of post, my hire list & selection sheet. I enclose my Life Membership Fee of £5.00.

☐ Please send me your Hire Lists. I enclose my £1.50 (inc p&p) which I understand will be refunded to me upon joining.

Name .....

Address .....

.....

.....

.....

Post Code .....

I OWN A

☐ SPECTRUM

☐ COMMODORE 64

☐ ELECTRON

☐ VIC 20

Send to:

**KERNOW SOFTWARE LIBRARY**  
(DEPT CVG)  
SOMERSET PLACE, STOKE  
PLYMOUTH, DEVON PL3 4BB

PERSONAL CALLERS WELCOME



If you're looking for a micro, then you probably have a whole heap of brochures which you've picked up at various shows and computer stores.

In among all those bold advertising claims and clever headlines, you'll usually find a panel of technical specifications. The brochure may say that it's only worth reading if you're an experienced user and you know all the right terms. Don't you believe them.

Those few paragraphs will tell you more about the machine than the rest of the glossy brochure, so don't be put off by all those clever sounding words. This, in plain English, is what they mean ...

## COMING NEXT MONTH...

Everything you wanted to know about Commodore's two new micros, the 16 and the Plus 4.

All this and how to find your ideal micro.

# JUGGLING WITH THE JARGON

Sound	<p>Sound effects during games can only be as good as the machine is capable of producing.</p> <p>Some micros have more than one voice which means that they can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.</p>
Text Resolution	<p>Resolution means splitting something into its separate parts. Text resolution is how many letters of numbers you can get on one line on the screen.</p> <p>Some micros have different screen modes which means that you can have a choice of 20, 40, 64 or 80 characters per line.</p> <p>The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But word processing programs will need at least 80 characters to give a realistic display.</p>
Graphics Resolution	<p>You hear a lot about hi-res at the moment. This is short for high resolution graphics and refers to the number of dots over which you can have individual control.</p> <p>On some micros the graphics resolution is <math>672 \times 512</math> which means that there is a total of 344064 dots on the screen which go to make up the display.</p> <p>The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all those dots so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory. Your computer needs somewhere to store your program as you type it in.</p>
Memory	<p>You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on.</p> <p>This is because your program is held in RAM. This stands for Random Access Memory and it's where all the program and its variables are stored.</p> <p>Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with this constant changing.</p> <p>When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs?</p> <p>There's obviously another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it (see what's inside) but you can't write to it (alter it). Its contents are fixed into a chip when the computer is built and they cannot be altered.</p>
Expansion	<p>Expanding your micro means adding disc drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disc drive or printer straight into. Some will need expensive interfaces to convert the computer so that it can cope with the new device.</p>
Basic	<p>This is the language in which most home micros are programmed.</p> <p>You'll get a manual with your machine which explains a little about the features of that particular version of Basic.</p> <p>You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.</p>





SCOPE COMPILES  
TRUE MACHINE CODE TO  
RUN TOTALLY INDEPENDENTLY!



# Unlock Your Imagination

## SCOPE

The **GAMES  
DESIGNER**

for **COMMODORE 64  
and 48K SPECTRUM**

CodeWriter<sup>TM</sup>  
Limited

THIS REMARKABLE PRODUCT will revolutionise programming on the **Commodore 64** and **48K Spectrum**. By using the simple plain English commands you can now write and publish your own games to compete with the professionals. Powerful yet easy to use SCOPE will benefit beginner and competent programmer. You will handle all aspects of **Graphics, Sprites, Colour, Sound, Music\* & Animation**. All in **original super-fast machine code**. Demand Scope from your dealer today. Tell him it's available through Terry Blood, P.C.S., CentreSoft or Tiger. Or fill in the coupon and post it to:

CodeWriter Ltd., CodeWriter House, PO Box 33,  
Basingstoke RG24 0UG.

\*Music not available with Spectrum

**INCLUDES**

- \* Comprehensive Instruction Manual
- \* Tape Demo Routines
- \* Free Membership of CodeWriter Author's Club
- \* Programmer's Hot-Line Phone.

Available from selected branches of **Boots,**  
**W H Smith and John Menzies.**

tape  
**£17.95**  
disk  
**£18.95**

**CLIP THE COUPON NOW AND UNLOCK YOUR IMAGINATION**

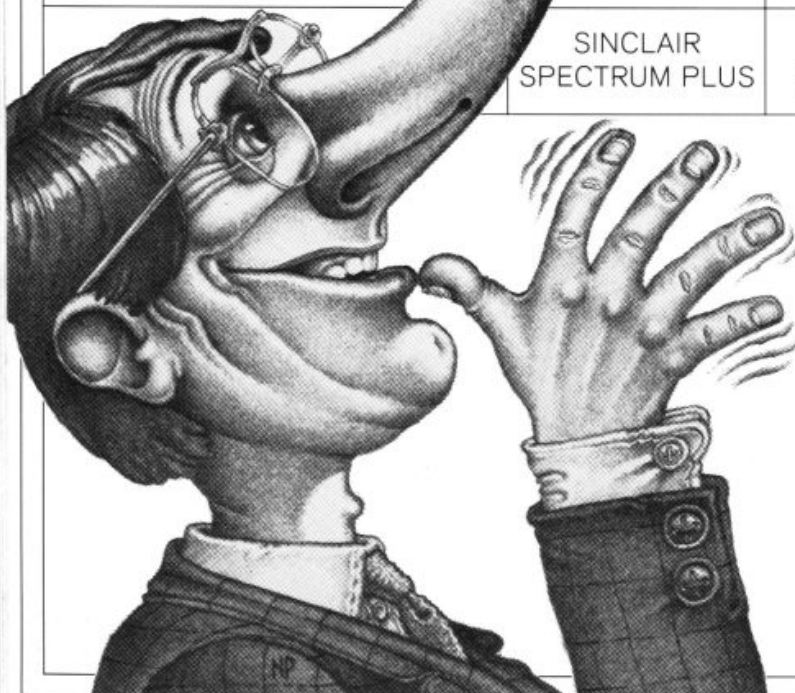
Post to: CodeWriter Ltd, CodeWriter House, PO Box 33, Basingstoke RG24 0UG  
Tel: 0256 27844. Please rush me Scope for CBM 64 Disk ☐ [£17.95]  
CBM 64 Tape ☐ [£17.95] 48K Spectrum tape ☐ [£17.95]  
Overseas orders add £1. I enclose a cheque/PO/IMMO for £  
made payable to CodeWriter Ltd.

Name \_\_\_\_\_ Address \_\_\_\_\_  
Postcode \_\_\_\_\_  
Please allow 28 days for delivery. SCCVG



## FEATURES

4 "SOUND" VOICES				✦
MAX 256 COLOURS ON SCREEN AT ONE TIME				✦
DIAGNOSTIC "SELF TEST"				✦
CASSETTE "SOUND TRACK" CAPABILITIES				✦
64K RAM			✦	✦
PROGRAMMABLE JOY STICK PORTS			✦	✦
SPRITES			✦	✦
CARTRIDGE SLOT			✦	✦
MONITOR SOCKET		✦	✦	✦
BUILT-IN "BASIC"	✦	✦	✦	✦
COMMUNICATIONS CAPABILITIES	✦	✦	✦	✦
REAL KEYBOARD	✦	✦	✦	✦
	SINCLAIR SPECTRUM PLUS	ACORN ELECTRON	COMMODORE 64	ATARI 800XL





# **AT £169, LOOK HOW THE ATARI 800XL COCKS A SNOOK AT THE COMPETITION.**

AT LAST, SERIOUS HOME COMPUTERS ARE UP AGAINST SERIOUS COMPETITION. THE ATARI 800XL OFFERS EVERYTHING COMPETITORS IN OUR PRICE RANGE OFFER. AND, AS YOU CAN SEE ON THE LEFT, A GREAT DEAL MORE. PLUS SOFTWARE PRICES THAT START AT LESS THAN £10.

 **ATARI 800XL**

FOR FURTHER DETAILS CONTACT YOUR NEAREST ATARI DEALER: ARGOS, BOOTS, CARREFOUR, CO-OP, CURRYS, DIXONS, GRANADA, LASKYS, LEWIS'S, LITTLEWOODS, MAKRO, RUMBELOWS, SILICA SHOP, SPECTRUM, VALLANCES, WIGFALLS, WOOLWORTHS AND ALL OTHER COMPUTER SHOPS.



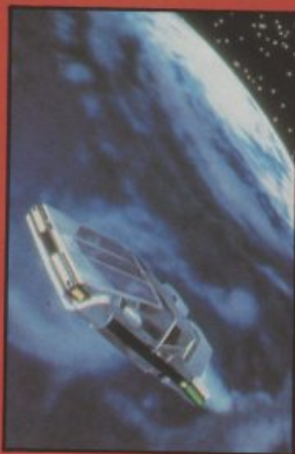
# THE LAST STARFIGHTER

Greetings earthlings! I have travelled far across the universe to bring you the story of *The Last Starfighter* — the only member of your race to join the elite squadron of space aces from the planet Rylos. We of the planet Rylos thought you should know of his triumph. That is why I have braved the dangers of space to bring you this report and videogram which tells the tale of *The Last Starfighter*.



Scenes from the movie, *The Last Starfighter*, showing Alex as a member of the elite Starfighter squadron and his co-pilot Grig.

## THE GRAPHICS



Earthlings everywhere will be stunned by the incredible computer generated graphics featured in *The Last Starfighter*. For the first time the magic of space has been recreated by computer graphics simulation — and not with lots of Airfix models!

Around 21 minutes of the film features graphics produced by Digital Productions of Los Angeles — the people who also brought you the animated sequences in Walt Disney's *Tron*.

*The Last Starfighter* called on Digital Productions to produce 230 individual scenes — including the stunning Gun Star sequences and the amazing massed starships of the Ko-Dan armada.

Another computer generated scene, Centauri's sky-car blasting away from earth — featured on our front cover this month — was also created by Digital's super computer using a process called Digital Scene Simulation. Americans have a way with words don't they!

You can see more examples of the special effects on this page — and watch this space for a feature on Digital Productions.







**Wouldn't you be nervous sitting next to that?**

Imagine. One minute you are playing your favourite video game — the next you find yourself kitted out in space gear flying off to do battle with a bunch of evil smelling aliens!

Neat eh? It must be every vidiot's ultimate fantasy. To actually find yourself in control of a hi-tech space fighter in the thick of an alien battle fleet. The lone survivor fighting for the future of the universe against enormous odds — and still getting home in time for tea.

That dream has been brought to life in the latest science-fantasy movie to hit the silver screen. It's called *The Last Starfighter*.

As well as being great entertainment *Starfighter* features some of the most stunning "state of the art" computer animation sequences yet seen on film. But more of that later — first on with the plot.

Alex Rogan is a young American with big ideas. He wants to escape his home and family, who live in a small trailer-park somewhere in the middle-of-nowhere, USA, and DO something with his life!

At the start of the film escape is the main thing on Alex's mind — that and his attractive girlfriend Maggie.

Things get tough for Alex when first his mother demands that he stay and help her around the trailer park instead of going off on a picnic with Maggie and a bunch of friends. Alex suffers another disappointment when the local bank says he can't have the loan which would have taken him away to college.

So, after he's finished his chores, Alex seeks a bit of enjoyment by playing the park's *Starfighter* video machine. And, as in all good fairy-tales, he breaks all previous records

scored on the machine. All the residents of the park gather round to watch him beat the machine and cheer him on. Just like *C&VG's* arcade championships really!

Alex cheers up a bit after this — only to hear Maggie say that she doesn't think she'll be able to leave the park with him if and when he goes. Oh, well, that's life, I guess.

Later that night Alex is prowling around the park when a very strange car pulls up at the entrance to the park. The driver introduces himself as Centauri, the inventor of the *Starfighter* machine — and he's looking for the person who broke the record on his machine. Surprise, surprise!

Disobeying all those warnings about getting into futuristic looking cars with strange men, Alex climbs

**Alex Rogan, the hero of the film.**



into the car and soon finds himself zapping along the highway at 300 mph!

Alex is more than a little concerned when the car suddenly transforms itself into a flying machine and blasts off through the atmosphere — leaving the trailer park and Earth far behind. Well, he wanted to escape didn't he?

Soon Alex finds himself on the planet Rylos, where he finds out that his talent on the arcade machine has qualified him for a place among the elite *Starfighter* squadron — who at that very moment are about to set off on a do or die mission against the evil Zandozans who have a huge battle fleet poised to strike at Rylos.

Now this is where Alex starts to have second thoughts. And somewhat ungratefully decides he wants to go home. Centauri isn't pleased. But as Earth isn't yet part of the Star League, the video-inventor is persuaded to take Alex back.

Meanwhile . . . back at the trailer park. Centauri has arranged for a nice Beta unit — better known to earthlings as an android — to replace Alex. He looks the same — but isn't quite sure how to behave as an earth-being, and has a lot of trouble with Maggie when she starts becoming affectionate one night under the stars. Stupid robot!

Meanwhile . . . back on Rylos. The evil Zandozans, led by Xur, a refugee from the *Dr Who* special effects department, have mounted an attack on the *Starfighter* base — wiping out all the top space aces in one blow! Alex is the only one left. And the Zandozans want his blood.

An evil smelling "hit-beast" is sent to earth to get Alex — who has just returned to find that he has been replaced by a Beta unit. The "hit-beast" attacks and Centauri is wounded. All this persuades earth-Alex that he should get back up there and blast a few of these horrible creatures, leaving android-Alex to look after Maggie.

Centauri just makes it back to Rylos before moving on to another dimension, and Alex is left in the care of a lizard-like alien called Grig. Together they take one of the last Gun Stars, a sophisticated spacefighter, and set off to stop the Zandozan invasion.

"I've always wanted to fight a battle against incredible odds," says Grig enthusiastically as they streak toward the Ko-Dan armada. He gets his wish — and we get a great movie!

*The Last Starfighter* is an entertaining and highly amusing film, packed with great special effects. It opens in London on December 12th — and goes on general release around the country shortly afterwards. Don't miss it!







# Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

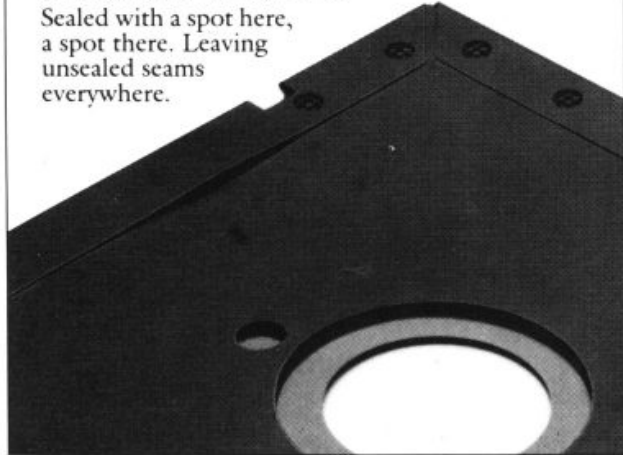
Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

## THE SLOPPY FLOPPY:

Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.



Memorex uses a process we developed, called Solid-Seam Bonding.

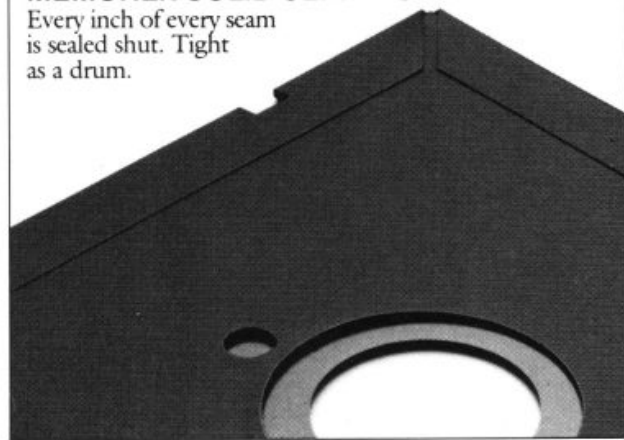
Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex

floppy stiffer. Stronger. And your data safer.

To resist bulging, warping, puckering, or opening up.

## MEMOREX SOLID-SEAM BONDING:

Every inch of every seam is sealed shut. Tight as a drum.



To resist all the things that can jam your drive, ruin your drive head, or lose your data.

Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8", 5¼" or the new 3½". Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

For more information on the full line of Memorex quality computer media products, including computer tape, call Memorex U.K. Ltd., 96-104 Church Street, Staines, Middlesex. Tel: 0784 51488



Your Data. When it matters, make it Memorex.™

# MEMOREX

Memorex is a registered trademark of Memorex Corporation.

© 1984 Memorex Corporation  
A Burroughs Company



MATTEL ELECTRONICS

# Intellivision™

## Intelligent Television



STILL THE  
BEST  
VIDEO GAME

# SPECIAL OFFER £44.95

(INCLUSIVE)

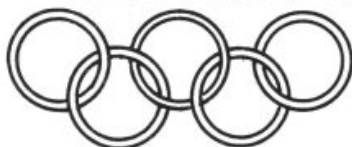
Mail Order: Cheque with order

Personal Callers Welcome  
Weekdays 9.30 to 4.00

## HiTECH ELECTRONICS SERVICES LTD

Mattel House, North End Road, Wembley Park, Middlesex HA9 0AB. Tel: 01-900 0311.

## PENTATHLON



TI-99/4A  
Ext. Basic

Race the Intrigue athlete in the running events.  
Full of special features: Choose your own  
Colours, one or two players. Very animated  
and incredibly challenging.

Trade enquiries welcome



**INTRIGUE  
SOFTWARE**

Cranbrook Rd, Tenterden, Kent TN30 6UJ

IF YOU WANT TO  
ADVERTISE IN  
COMPUTER AND  
VIDEO GAMES  
RING 01-251 6222

## MEGASAVE FANTASTIC SAVINGS

SPECTRUM	SPECTRUM	COMMODORE
UNDERWURDE..... 8.50	FIGHTER PILOT..... 6.40	AMERICAN FOOTBALL..... 8.50
KNIGHT LORE..... 8.50	RAPSCALLION..... 5.85	SUMMER GAMES..... 12.95
DOOMDARK'S REVENGE..... 8.50	AUTOMANIA..... 5.75	HEEBIE JEEBIES..... 6.95
PSI WARRIOR..... 8.50	TWIN KINGDOM VALLEY..... 6.85	DARK STAR..... 6.50
COMBAT LYNX..... 7.85	PSYRAXX..... 8.50	JINN GENIE..... 7.85
AMERICAN FOOTBALL..... 8.50	KOSMIC KANGA..... 4.95	STRONTIUM DOG..... 6.85
TRAVEL TRASHMAN..... 4.95	FOOTBALL MANAGER..... 5.85	SEE SAW..... 6.85
BACKPACKER'S GUIDE..... 6.75	VALHALLA..... 11.00	TRAFFIC..... 6.85
EUREKA..... 12.95	WAR OF THE WORLDS..... 6.75	GHOST BUSTERS..... 9.50
THE GREAT SPACE RACE..... 12.95	MUGSY..... 5.95	JINN GENIE..... 7.85
KUNG FU..... 5.85	MICRO OLYMPICS..... 4.75	NATO COMMANDER..... 8.75
ZOMBIE ZOMBIE..... 5.85	CAVELON..... 4.95	MONTY MOLE..... 6.85
JASPER..... 5.85	TRASHMAN..... 4.95	SUICIDE EXPRESS..... 6.85
LODE RUNNER..... 8.50	FOREST AT WORLDS END..... 4.50	HUNCHBACK II..... 6.95
SUB HUNTER..... 5.85	ENDURO..... 6.85	SHERLOCK HOLMES..... 12.95
PYJAMARAMA..... 5.85	RIVER RAID..... 6.85	FIGHTER PILOT..... 8.50
ASTRONUT..... 4.95	HERO..... 6.85	DANGEROUS MOUSE..... 6.95
EDDIE KIDD JUMP..... 5.85	KOKOTONI WILF..... 4.95	LAZY JONES..... 6.85
BATTLE CARS..... 6.85	TERRAHAWKS..... 5.95	BOULDERDASH..... 7.85
TURMOIL..... 5.85	DELTA WING..... 5.95	RIVER RAID..... 8.50
BATTLE ZONE..... 5.85	BLACK HAWK..... 5.95	ANCIPITAL..... 6.50
DECATHLON (DALEYS)..... 5.80	DEUS EX MACHINA..... 12.95	STRIP POKER..... 8.50
DANGEROUS MOUSE..... 5.95	WHITE LIGHTNING..... 12.50	HIGH NOON..... 6.85
TIR NA NOG..... 8.50	DEV-PAC 3..... 10.50	DECATHLON (DALEYS)..... 6.80
FULL GUY..... 5.95	TASWORD II..... 11.75	HERO..... 8.50
SHERLOCK HOLMES..... 12.95	HAMPSTED..... 8.50	TRASHMAN..... 6.85
LEGEND OF AVALON..... 6.85	CODE NAME MAT..... 4.75	TORNADO LOW LEVEL..... 6.85
BRAXX BLUFF..... 5.95		ROCKET ROGER..... 6.85
KENTILLA..... 5.95		B C's QUEST..... 8.50
STUNT BIKE..... 4.95		QUA VADIS..... 8.75
STAR BIKE..... 5.95		HAVOC..... 8.50
STEVE DAVIS SNOOKER..... 6.85		PIT FALL II..... 8.50
STRANGE LOOP..... 4.95		JOHNNY AND THE JIMPYS..... 5.75
DARK STAR..... 6.50		STUNT BIKE..... 5.75
FULL THROTTLE..... 5.95		ATZEC (BEYOND)..... 7.85
JET SET WILLY..... 4.85		PSYTRON..... 7.85
SABRE WULF..... 8.25		STEVE DAVIS SNOOKER..... 6.85
BEACH HEAD..... 6.95		CLIFF HANGER..... 6.85
LORDS OF MIDNIGHT..... 8.50		FOOTBALL MANAGER..... 6.85
TORNADO LOW LEVEL..... 4.75		BLACK HAWK..... 6.95
MONTY MOLE..... 5.95		FIREQUEST..... 8.50
WORLD CUP..... 5.95		BEACH HEAD..... 8.50
PSYTRON..... 6.50		KOKOTONI WILF..... 5.95
FRANK N. STEIN..... 4.95		CURRAH SPEECH..... 27.50

FAST SERVICE

PLEASE STATE WHICH MICRO  
SEND CHEQUE/P.O. to

P&P INCLUDED

**MEGASAVE**

Dept. CVG, 76 Westbourne Terrace,  
London W2



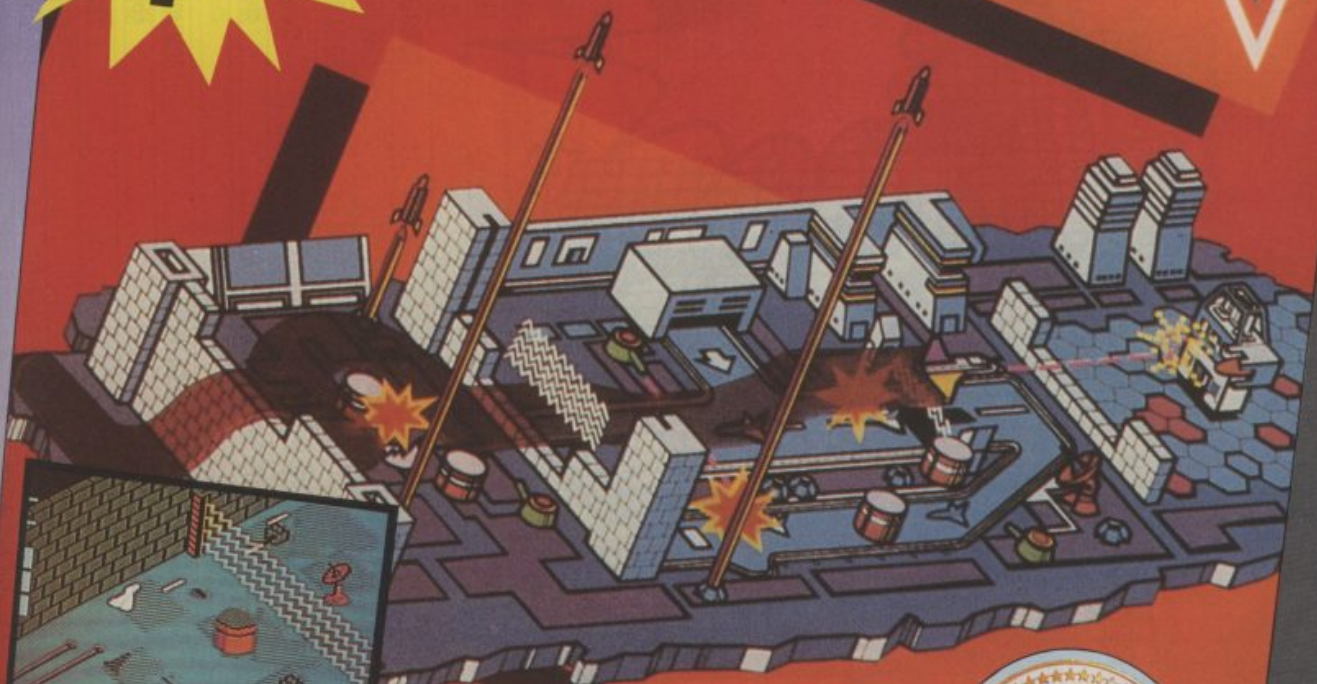
# The Unsurpassable Experience.

**synsoft**

The Official

SEGA

**AVAILABLE  
SOON  
FOR 48k  
SPECTRUM  
£7.95**



**commodore 64**

Now you can play one of the most challenging arcade games on your Commodore 64 home computer. ZAXXON's incredible 3-D graphics, diagonally scrolling screen and supersound are reproduced in great detail. Everything you love about the arcade game is here - and much more. ZAXXON is now more difficult than ever before! So hang onto your joystick and keep firing. Then practice. You may eventually encounter the deadly ZAXXON himself.



**synsoft**

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD  
U.S. Gold is stocked by all leading computer stores including:



John Menzies

**WHSMITH WILDINGS WOOLWORTH**

CASSETTE

**£9.95**

DISK

**£14.95**

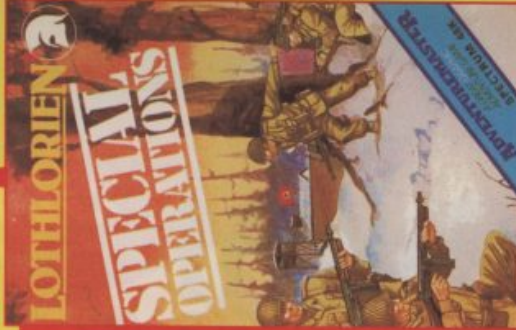
CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.



# DAILY Mirror

## COMPUTER & VIDEO GAMES

# TOUR SOFTWARE



(Also Available on)														
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	VIC 20	COMMODORE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
1	1	4	DALEY THOMPSON'S DECATHLON	OCEAN	SPECTRUM	●		●						
2	2	2	ELITE	ACORN SOFT	BBC								●	
3	2	5	DALEY THOMPSON'S DECATHLON	OCEAN	COMMODORE 64	●		●						
4	4	2	BEACH-HEAD	ACCESS/U.S. GOLD	SPECTRUM	●		●						
5	7	4	MONTY MOLE	GREMLIN GRAPHICS	SPECTRUM	●		●						
6	6	16	JET SET WILLY SOFTWARE PROJECTS		SPECTRUM	●		●						
7	5	2	SHERLOCK HOLMES	MELBOURNE HOUSE	SPECTRUM	●		●						
*8	9	1	JET SET WILLY SOFTWARE PROJECTS		COMMODORE 64	●		●						
9	8	8	FULL THROTTLE	MICROMEGA	SPECTRUM	●								
10	20	3	FRANK. N. STEIN	P.S.S.	SPECTRUM	●								

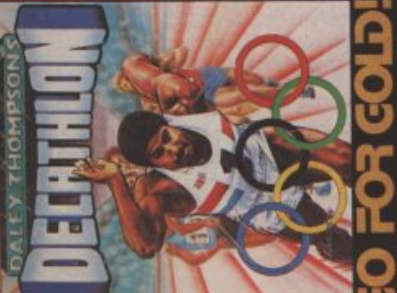


£14.95

Another Not from Ozzie!

# DEATHLON

DALEY THOMPSON'S



**GO FOR GOLD!**

6.90 **ocean** 7.90

© 1984 Columbia Pictures

© 1984 COLUMBIA PICTURES



**And you thought it was just a movie!**

Coming soon to save the computer world!

**ACTIVISION**

Your computer was made for us.

★8	1	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	●
9	8	FULL THROTTLE MICROMEGA	SPECTRUM	●
10	20	FRANK. N. STEIN P.S.S.	SPECTRUM	●
11	17	CHILLER MASTERTRONIC	COMMODORE 64	●
12	15	KOKOTONI WILF ELITE	SPECTRUM	●
13	27	BEACH-HEAD ACCESS/U.S. GOLD	COMMODORE 64	●
★14	1	DARK STAR DESIGN DESIGN	SPECTRUM	●
15	12	LORDS OF MIDNIGHT BEYOND	SPECTRUM	●
16	13	SABRE WULF ULTIMATE	SPECTRUM	●
★17	1	HUNTERKILLER PROTEK	SPECTRUM	●
18	21	TORNADO LOW LEVEL VORTEX	SPECTRUM	●
★19	1	ZAXXON ACCESS/U.S. GOLD	COMMODORE 64	●
20	11	DEATH STAR INTERCEPTOR SYSTEM 3	COMMODORE 64	●
★21	1	QUO VADIS THE EDGE	COMMODORE 64	●
22	23	CHESS PSION	SPECTRUM	●
★23	1	DANGER MOUSE CREATIVE SPARKS	SPECTRUM	●
24	16	CHEQUERED FLAG PSION	SPECTRUM	●
★25	1	ALCATRAZ HARRY MASTERTRONIC	SPECTRUM	●
★26	1	FALCON PATROL II VIRGIN	COMMODORE 64	●
★27	1	HECTIC MASTERTRONIC	VIC 20	●
28	19	MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	●
★29	1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64	●
★30	1	ARABIAN NIGHTS INTERCEPTOR MICROS	COMMODORE 64	●

★NEW

TERMINAL SOFTWARE

# LAZY JONES



© 1984 TERMINAL SOFTWARE

Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.

Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.

Information compiled by N.O.P. Market Research Ltd.

© EMAP Business & Computer publications 1984

# BACKPACKERS

GUIDE TO THE UNIVERSE PART 1



For 48K Spectrum

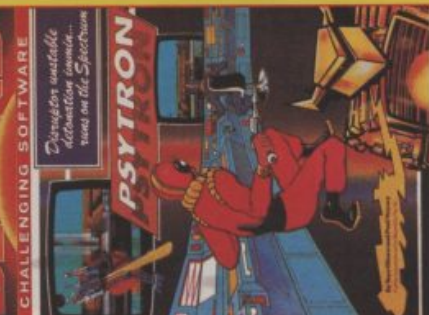
Software by **fantasy**

# BEYOND

CHALLENGING SOFTWARE

Displays available accessories... used on the Spectrum

# PSYTRON



# CAESAR THE CAT



Commodore 64  
Spectrum 48K  
BBC

# MIRRORSOFT



# SPECTRA IMPORTS

## STOP PRESS

The cold weather must have affected our sanity. Our bank managers and accountants have turned their back on us, at selling these items at such ridiculously low prices. We have been warned that these prices will make us bankrupt. But we are willing to take the gamble and have this once in a lifetime sale in November and December. As all items listed below must be sold before January 1st 1985.

### COMPARE THESE UNBEATABLE PRICES:

COMMODORE VIC 20	£59.95 CASH	COMMODORE 64	£99.95 CASH
SPECTRUM 48K	£59.95 CASH	BBC MODEL B	£315.00 CASH

BRAND NEW COLOUR MONITOR 14"	£115.00 CASH
RECONDITIONED COLOUR TV/MONITOR 17"	£49.95 CASH
BRAND NEW MONOCROME MONITORS	£35.95 CASH

### COMPUTER AND VIDEO GAMES

SPECTRUM	(OUR PRICE)	SPECTRUM	(OUR PRICE)	COMMODORE	(OUR PRICE)	BBC	(OUR PRICE)
747	5.95	JACK & BEANSTALK	2.99	ARCADIA	2.99	AVIATOR	10.25
AIRLINER	3.95	LORDS OF MIDNIGHT	6.99	AZTEC CHALLENGE	6.99	BRAINSTORM	4.50
ATIC ATAC	3.50	MISSION 7	4.99	ARABIA NIGHTS	5.99	BLAGGER	4.50
ARCADIA	2.99	MANIAC MINER	2.99	BEACH HEAD	6.99	BUG	4.50
ANTICS	4.99	MICRO OLYMPICS	2.99	BEAM RIDER	7.99	COLDITZ ADVENTURE	4.99
ALCHEMIST	2.99	MOON BUGGY	2.99	BLACK HAWK	7.99	CRAZY PAINTER	4.25
AUTOMANIA	5.99	MATCH POINT	4.99	CHINA MINER	3.99	CHESS	4.99
BLACK CRYSTAL	4.99	MUGSY	3.99	EGBERT	3.99	DANGER UXB	4.99
BIRDS & BEES	2.99	MR WIMPY	2.99	FALCON PATROL	3.99	3 DEEP SPACE	4.99
BEAKY & EGG SNATCHERS	3.99	NIGHT FLIGHT	3.99	FOOTBALL MANAGER	4.99	FLAK	5.99
CODE NAME MAT	3.99	NIGHT GUNNER	2.99	FLIGHT PATH 737	4.99	FORTRESS	5.99
FIGHTER PILOT	3.99	PSYTRON	5.99	HOBBIT	8.99	FLIGHT SIMULATOR	4.99
FOOTBALL MANAGER	2.99	POOL	2.99	HUNCHBACK	2.99	FELIX	4.99
FOREST	4.99	PYRAMID	2.50	HUSTLER	3.99	GARGOYLE	4.99
FULL THROTTLE	3.99	PEDRO	2.99	INTERNATIONAL SOCCER	5.99	GENERATORS	4.25
FACTORY BREAKOUT	4.50	STAR TRADER	3.99	KICK OFF	3.99	HUNCHBACK	4.99
HARRIER ATTACK	2.99	SABRE WOLF	6.99	MANIAC MINER	2.99	LOST IN SPACE	4.99
HEATHROW A.T.C.	3.99	SCUBA DIVE	2.99	PYRAMID	2.99	MUSIC PROCESSOR	9.50
HOBBIT	8.99	SPLAT	2.99	PITFALL	7.99	OWZAT	4.99
HUNCHBACK	3.99	TITANIC	4.99	PILOT 64	5.99	PEDRO	2.99
HULK	6.99	TIMEGATE	3.99	SPACE PILOT	4.99	PSYCO	4.99
JET PACK	2.99	TRASHMAN	3.99	SOLO FLIGHT	8.99	TIME TREK	4.50
JET SET WILLIE	2.99	VALHALA	8.99	SNOW BALL	6.99	VOODOO CASTLE	4.50
JOHNNY REB	2.99	WAR OF THE WORLDS	6.99	TALES OF ARABIA	3.99	WIZZARD	4.50

### FINANCE FACILITIES

BBC MODEL B	DEPOSIT	£145	10 MONTHLY PAYMENTS	@ £18.50p
COMMODORE 64	..	£50	.. .. .	@ £ 6.50p
COMMODORE VIC 20	..	£30	.. .. .	@ £ 4.00p
SPECTRUM 48K	..	£30	.. .. .	@ £ 4.00p
NEW COL. MONITOR	..	£60	.. .. .	@ £ 6.50p
RECON. COL. MONITOR	..	£49.95	NO FINANCE AVAILABLE	
NEW MONO MONITOR	..	£35.95	NO FINANCE AVAILABLE	

Orders to:

**SPECTRA IMPORTS (UK)**  
**ARCADE CENTRE**  
**1st FLOOR OFFICES**  
**SCOTLAND RD, NELSON**  
**LANCS. TEL: 0282 698666**

PLEASE SEND ME .....  
 AT £..... CASH OR £..... DEPOSIT  
 I ENCLOSE MY CHEQUE/PO/CASH FOR £.....  
 NAME.....  
 ADDRESS .....

PLEASE ALLOW 28 DAYS DELIVERY.  
 POSTAGE & PACKING: CASSETTE 25p P/P OTHER ITEMS £5.00  
 N.B. ALL FINANCE ARRANGED BY OUR OWN COMPANY.



# SOFTWARE WORLD

12 ETHEL STREET, BIRMINGHAM B2

Tel: - 021 643 7559

THE LATEST AND ONLY SPECIALIST SOFTWARE AND COMPUTER SHOP IN THE CITY CENTRE

FOR ALL YOUR HOME COMPUTER REQUIREMENTS  
CHECK OUR DISCOUNT PRICES FIRST.

## SOFTWARE

### ATARI

Stockist of U.S. Gold, Atarisoft and Stateside. Plus all popular software.

STOCK DISPOSAL OF 5,000 TAPES, DISKS AND ROMS FOR ATARI 400/800.

Prices from C. 3.95 to 4.95

R. 4.95 to 5.95

D. 4.50 to 5.50

### BBC/ELECTRON

Over 200 educational tapes in stock plus full range of popular software.

## MAIL ORDER

All software, books and small peripherals are available. Free postage & packaging U.K. Send cheques payable to Software World. Any item dispatched is tested as working. For stock disposal lists and new price lists. Please send S.A.E. to above address stating which machines interest you.

### COMMODORE

Vic 20 tapes from

1.85

Vic Roms from

3.95

C64, U.S. Gold and Atarisoft in stock.

Full range of software titles from

1.99

### SPECTRUM

Over 3,000 tapes in stock.

From 1.99.

PLUS SOFTWARE FOR DRAGON, TEXAS, SHARP, MSX, AMSTRAD, ORIC

### BOOKS

Main stockist of all "computer" books for Commodore 64, Vic 20, Atari and Texas. Over 1,000 books in stock for all home computers and business applications.

### PERIPHERALS

Quickshot II Joysticks

8.95

BBC Twin Voltmace

19.50

Triga Command

9.00

BBC Crackshot

16.95

Plus all other popular joysticks, over 20 types stocked.

## INTERFACES

Main stockists for Datel, D K Tronics, Currah, Bud, Concom e.g. Spectrum I/F from 8.95, Electron 19.50. Full range of Joystick I/F, Speech Boosters and Synths, Light Pens, Centronics I/F and the new C64 Sound Digitizer.

Cassette Players, Leads, Disks, Cassettes, Dust Covers and Learning Aids.

## SUPPLIERS TO USER GROUPS AND EDUCATION

PLEASE DEDUCT 15% OFF ANY PURCHASE OF SOFTWARE, BOOKS OR PERIPHERALS IF ACCOMPANIED BY THIS ADVERTISEMENT. CLOSING DATE DECEMBER 20TH.

ANY ITEM NOT STOCKED IS NORMALLY OBTAINABLE WITHIN 24 HOURS

## HARDWARE

All makes of home computers in stock at discount prices. Disk Drives, Printers, Monitors available e.g.

Commodore 64

189.00

C64, Q/S Joystick, Recorder

225.00

BBC, Disk I/F, Disk Drive

589.00

Electron, 5 software cassettes

195.00

Electron, Expansion Box, 3 Roms

290.00

Spectrum 48K, Software

125.00

FIRST FLOOR BUSINESS SALES ACT & APPLE SYSTEMS DEMONSTRATED

EX DEMO SOFTWARE & HARDWARE AT REDUCED PRICES

When you come to Birmingham pop in and see us. We are one minute from New Street Station, situated just at the rear of Woolworths, New Street, round the corner from Pizzaland.



# Doomdark's Revenge

## Part 1

### PART 1: TO THE FROZEN GATES

#### CHARACTERS:

**Luxor the Moonprince** — a brave and mighty Lord of the Free, worth 50 men in any battle. His Moonring gives off a warmth which stirs the heart of true warriors but creates confusion among those of evil intent.

**Tarithel the Dreamer** — the daughter of the Lord of Dreams. A member of the elfish Fey race and able to blend in with most natural landscapes, particularly at home among woods and forests.

**Rorthron the Wise** — a member of the ancient ruling race of knowledgeable and magical men whose towers dot the landscape of the Land of Midnight.

**1,000 Riders of the Free** — brave warriors who have already followed Luxor into battle against the dread Doomguard of Doomdark, former Witchking of Midnight.

#### THE QUEST:

Luxor's son Morkin has been spirited away to the lands above Midnight. This land is known as Icemark and can only be reached by the Frozen Gates which have been closed for millennia.

The ultimate quest is to push through to Icemark and rescue Morkin from the clutches of Shareth the Heartstealer.

In Part 1 you must attempt to bring Luxor and his 1,000 riders and Tarithel the Dreamer together and then to follow Rorthron's path to the Frozen Gates.

#### THE LAND OF MIDNIGHT:

The quest takes place in the Land of Midnight after the defeat of Doomdark the Witchking at the battle of Ushgarak. Although Doomdark is defeated it is still a treacherous land, with ravaging packs of wolves, the evil little Skulkrin warriors, dragons and ice trolls. Its mountain ranges are forbidding, its lakes deep and forests tangled. And the land is full of ancient and mysterious monoliths, henges, caverns and ruins.

Fighting Fantasy is the name given to a new kind of book which allows you to take over the role of hero or heroine.

Big in the best-seller charts, these books give you the situation and some possible solutions and then ask you to choose what the hero does next. Then you turn to the appropriate number and find out the consequences of your action.

For this issue and the next two months, C&VG will be presenting a Fighting Fantasy style trilogy. It is based on Beyond Software's chart-topping *Lords of Midnight* trilogy.

Part one of the Fighting Fantasy is called *To the Frozen Gates*. It takes up the story from the killing of Doomdark the Witchking at the Citadel of Ushgarak and unfolds the circumstances which lead to the second title in the trilogy, *Doomdark's Revenge*.

The story has been written by Beyond's Clive Bailey — who has written the adventure story novel *Terrors Out of Time*, published by Methuen — and former C&VG editor Terry Pratt.

At the end of part three we will ask you three questions relating to the novel's games. The first question is at the end of this story. Note your answer down to enter in the third issue.

#### THE RULES

In this adventure you take command of Luxor, the Moonprince and his command of 1000 cavalry — brave warriors of the Free. You must think like Luxor and take his part in the battles to come. To play "To The Ice Gates" you will need one six-sided die, a pencil and an eraser. You should also familiarise yourself with these simple rules: —

#### BATTLES

The route across Midnight is perilous. If you are obliged to fight a single combat with Luxor or a mass action with his cavalry command, roll the dice against the SKILL factor. If the number rolled is equal to or less than the SKILL factor, the attack is successful. If the number rolled is greater than the SKILL factor, the attack fails.

#### DAMAGE

If an attack is successful, the attacker inflicts damage upon the opponent's STAMINA. In general one point of Stamina or 10 men will be lost. However, certain characters, like Luxor, are armed with fearsome weapons which destroy more than one point of STAMINA on a successful attack. When a character's STAMINA points fall to zero, he dies. When a group of soldiers lose their last 10 men, all are slain.

#### EXAMPLE

Luxor the Moonprince battles with Halberg the Foul:

On Luxor's turn the die is rolled and a score of 3 is seen. As this is below Luxor's SKILL of 4 the attack is successful. Moonsliver, Luxor's sword, slices 2 points from Halberg's STAMINA.

Luxor's Cavalry command battles with a group of Doomguards:

On the Doomguards' turn the dice is rolled and a score of 2 is seen. As this number is below the Foul's SKILL of 3 the attack is successful. The attack wipes out one box from the STAMINA of Luxor's Command.





## PROVISIONS

During the adventure Luxor may be presented with food by grateful subjects. Record these gifts by ticking one or more of the PROVISION boxes on the PLAYER CHART.

## GETTING STARTED

To begin "To The Ice Gates" turn to entry one and follow the instructions.

## SCORING

To score the game give yourself 10 points for every surviving point of stamina Luxor has. Take two points off for every group of 10 warriors which were lost en route and add 15 points for every treasure you have with you when you meet Rorthron (including the Moonring).

Obviously in these games it is all too easy to sneak a look elsewhere and take advantage of inside knowledge. We hope you'll do the decent thing and play through and see what kind of score you get. Should you come up against the dreaded, "The quest is over" message we'll let you start again. As a scoring chart we offer the following:-

140+ amazing. 120-140 excellent. 100-120 good. 80-100 average. 60-80 could be better. Under 60 — don't call us!

Finally, on the third part of the fighting fantasy we'll ask you to choose between three questions on each part of the quest. This issue Rorthron asks you the question.

1) You, Moonprince of misused Midnight, are beset by anxieties. Only a few moons have passed since you rid Midnight of its foul ruler, the Witchking Doomdark, who had turned the land to perpetual winter.

Just yestereve you were reunited, amid joyous celebration, with your brave son Morkin, who had announced his intention to marry Tarithel, enchanting daughter of the Lords of Dreams.

The Forest of Dreams had rung with the clamour of jubilation. The many Lords and warriors, homeward bound after the triumph over Doomdark in Ushgarak, had made merry and the people of Midnight had realised their newfound freedom from tyranny, possibly for the first time. That was yesterday.

Then, last night, a great and fell storm had come upon the forest, rending the trees with its flashing lightning, lashing the Citadel of Dreams with its deluge and turning pleasant smalltalk into uneasy rumour. You awoke from a slumber filled with dark dreams in which your old friend Rorthron the Wise had appeared and bid you hurry north for some new danger threatened Midnight. While you pondered on how real and urgent the visitation had seemed, word was brought to you that Morkin had disappeared in the night and that his

## PLAYER CHART

### LUXOR THE MOONPRINCE

SKILL: 4 STAMINA: 12 ( )

MOONSLIVER THE SWORD CAUSES 2 POINTS OF DAMAGE TO AN OPPONENT'S STAMINA

## PROVISIONS

( ) ( ) ( ) ( ) ( ) ( )

## POSSESSIONS

THE MOONRING ☐ YES ☐ NO

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....

### LUXOR'S CAVALRY COMMAND

SKILL: 4  
CAUSES 1 BOX OF DAMAGE PER TURN

## STAMINA

10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10

bride-to-be, Tarithel, was spotted mounting her horse and riding off into the aftermath of the storm first thing that morning.

Gathering 1,000 of your most brave and gallant warriors you decide to ride out in search of Morkin, believing that his disappearance holds the key to this new malaise which seems suddenly to have come upon Midnight.

● Go to 36

2) With obvious ill-humour the men dismount, still listening to the rantings of your reluctant host above.



After several hours the crash of thunder subsides and the rain lessens. You urge your captains outside to get the men remounted and back on the quest. But, at a roll-call outside, it quickly becomes obvious that several have entered caves and not reappeared. You have lost 20 men from Luxor's cavalry command.

● Do you now follow the path on towards the village? Go to 15  
● Or head back the way you came? Go to 37

3) He slits your throat. The quest is over.

4) The lake spreads out before you.  
● Do you cross at a gallop, all at once? Go to 43  
● Do you dismount and lead the horses? Go to 9

5) You ride on next morning towards the great frosted mountains. Crossing your path, through some hillocks, you see a huge man with a great helm and a frosted beard. He rides a mighty sledge through the covering of ersh and this is drawn by two huge white bears.

● Do you hail him to talk? Go to 31  
● Do you ignore him and ride on? Go to 24

6) You pass by beneath the rocks unharmed, except that a drip of some foul-smelling blood falls upon you from above.

● Go to 33

7) A foul stench fills the tent as the casket creeps open. Inside is a pulp, recognisable as your old adversary only by the helm he wore when you felled him and that black cloak.

Beside the corpse lies a crystal ball.

● Do you take it? Go to 13  
● Or leave it and burn the casket? Go to 35

8) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Icemark to the north. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me, I'm sure."

"I have something for you," grins Rorthron. "A friend of mine told me you had lost it." He drops the Moonring into your hands.

● Go to 50



9) The ice holds and you are safely across. You are cheered loudly by the troops who vow they will follow you anywhere. But you have paid a price — during the crossing you lost the Moonring from your finger.

● Go to 38

10) The company passes by unharmed and then a voice grates from above. "Moonprince." "Who hails me?" you reply. "Never ask questions in a mountain pass, Moonprince. Time is not on your side and neither are the mountains. Indeed I am more foe than friend and I am your only friend here."

Still there is no sign of a body behind the voice. Shouting your thanks you move on. Suddenly something falls down from above, tinkling against the rocks on the way. One of your men brings up the Moonring. "This fell from above Sir."

● Go to 33

11) The ledge leads you on towards a distant rope bridge hanging over the gorge. When you get there you note that the bridge seems in surprisingly good repair which is as well for the gorge yawns deep and wide. On the far side another path can be seen disappearing off to the north east. On this side of the gorge the ledge widens to accommodate a few scant holly bushes before continuing on.

● Do you avoid the bridge and continue on this side of the gorge? Go to 26

● Do you decide to cross the bridge as promptly as possible? Go to 39

12) Seeing Ushgarak caught in the sunlight reminds you of how you last left it. After the battle outside the Citadel. When the Lords Mitharg, Shimeril and Xajorkith with 3,000 riders and 2,500 warriors attacked alongside you from the south. With Farflame the Dragonlord, Rorthron and the Lords of Gard and Gloom racing in from the west with 4,000 men. And brave Corleth and his Fey compatriots, Thrall, Dregim and the Whispers coming from the East, with the bright Lord of Dreams in his silver armour following in their rear. Ushgarak had been breached and the Free rampaged through its dank passages.

And as Doomdark himself had hurled a cold mist around the ramparts and struck new fear into their hearts and raised the spirits of his own troops, then suddenly he had clutched at his heart in full view of all, as in far-off Mirron, Morkin had cast the Ice-Crown into the depths of the Lake destroying it forever beneath enchanted waters. Now here was deserted Ushgarak, bathed in rare sunlight and the memories come flooding back.

● Go to 19

13) A cloud of fine mist billows from

the corpse's nostrils. It freezes your hand where it touches it, but still you grab the crystal and haul it away. The corpse is suddenly animated and attacks you with a poison-tipped sword.

The creature has a high skill of 5, but it is barely flesh and bone and has a low stamina of 3. The poisoned sword causes 2 points of damage. The corpse of Doomdark strikes first and will fight until it is slain. If you are killed the quest ends here.

If you win you have the crystal ball and burn the tent, corpse, coffin and all. (Note the crystal ball on your player chart).

● Go to 46

14) Waiting until nightfall, you order your men to dismount and approach the village. Your scouts have already indicated that the Doomguard are not numerous and most seem to be the worse for drink pillaged from the village. They are also careless and have not mounted any kind of guard. Your men rush in taking the Doomguard warriors by surprise. Many are even without their weapons and resistance is scant.

● Turn to 21



Rorthron the Wise

15) You ride on and see a small and quiet village set on the edge of the forest. The rain is pelting down on the village square and the houses and village hall look inviting.

● Do you enter the village and proclaim yourself to the elders, requesting shelter? Go to 22

● Will you ride around the village and brave the storm? Go to 42

16) The next day brings you to a frozen lake, stretching out on either side of you for as far as the eye can see.

● Do you go around the lake because the ice looks unreliable? Go to 44

● Do you decide to go straight across? Go to 4

17) The boulder rolls out across the bridge which promptly collapses, leaving its moorings on this side of

the gorge to crash against the other. The boulder itself plummets to the bottom of the gorge where fell creatures rush out from concealment to investigate its noisy appearance.

● You congratulate yourself and go on. Go to 26

18) Clenching the sword tightly, you approach the back of the cave. It is dark here and the rustling noise comes again. Looking down into the gloom around your feet, you see a huge rat staring up at you from the body of a man. The man was obviously the Ice Troll's last meal and is two weeks beyond saving. Then behind him you notice a strangely carved head. It glows slightly in the gloom and, as you raise it up, the cares of the quest fall from your shoulders and you feel ready to take on Doomdark once again — were he still alive. Rejuvenated and pocketing the peculiar power-head, you emerge into the sunlight and the cheers of your men. (Note that you have the power-head on your player chart).

● Go to 26

19) Following on to the north and dipping into a valley, a camp is laid before you. The tents are black and sport the cold eye and red hand of Doomdark's emblem.

● Will you skirt the camp? Go to 35

● Or will you order the charge down into the Foul remnants? Go to 41

20) Do you have the Moonring? If so go to 49.

● If not go to 8.

21) Back in their village, the elder takes you down into a hidden passage beneath their main hall. Here are stored most of the village's provisions, undiscovered by the raiders. Your warriors are well fed for their trouble and bedded down for the night. Tick 3 provisions on your player chart.

You interrogate the marauders' leader who claims that they pursued a boy on a horse through the wood the previous night. But strangely he says the storm seemed to protect the lad from their harm and lightning finally brought their pursuit to a halt when a great tree crashed between his men and the boy. The boy was heading north. Leaving this Foul captain to the tender mercies of the villagers, you ride on the next morning.

● Turn to 16

22) You ride into the strangely deserted village. As your troops congregate in the centre, arrows pour in from all sides. You had already dismounted but the rest of your warriors depart the scene quickly. Throw against their skill. If you succeed only 10 men are killed by arrows — strike them from Luxor's Command. If you fail, 30 men



# Mind Bending, Finger Twitching, Brain Teasing.

New  
Software  
for MSX and  
Commodore 64

"Eclipse" -  
Software you have to fight.

## Oh Mummy!

Brings to life the ancient magic of the Pharaohs of Egypt. Hoards of riches to be found if you dare disturb the guardians of the Pyramids. **£5.95**  
MSX

## Hot Shoe

A fast moving, 3D challenge. Help Atomiser Man save the galaxy from the perilous asteroids. But beware of thirsty mutant atoms and the mischievous Ron the Robot. **£5.95**  
MSX

## London Blitz

Re-live the events of World War II. Are you brave enough to find and defuse the deadly UXB's? Sharp thinking, delicate treatment and split-second timing is essential if you want to survive. **£7.95**  
COMMODORE 64

## Ripper!

The year is 1900 and the notorious Jack the Ripper is at large. Scotland Yard has assigned you to the case. Using your deductive skills unravel the horrifying incidents of this well-known mystery. **£12.95**  
COMMODORE 64 (Disc only)

## Legionnaire

Set in the days of Caesar. Command your Roman legions against the Barbarian hordes in this non-stop adventure. **£7.95**  
COMMODORE 64

**Andromeda Conquest**  
Strive to conquer the Andromedan Galaxy in this all-action galactic challenge. **£7.95**  
COMMODORE 64

## Telengard

Dare you enter the forbidden maze of the great labyrinth, risking life and soul in search of gold, treasure and magical powers? **£7.95**  
COMMODORE 64

Get your free catalogue of our exciting range of software and computer books. Phone our HOTLINE today (0279) 34622 or post the coupon now to Longman Software, Dept 656, Longman House, Burnt Mill, Harlow, Essex CM20 2JE.

Name

Address

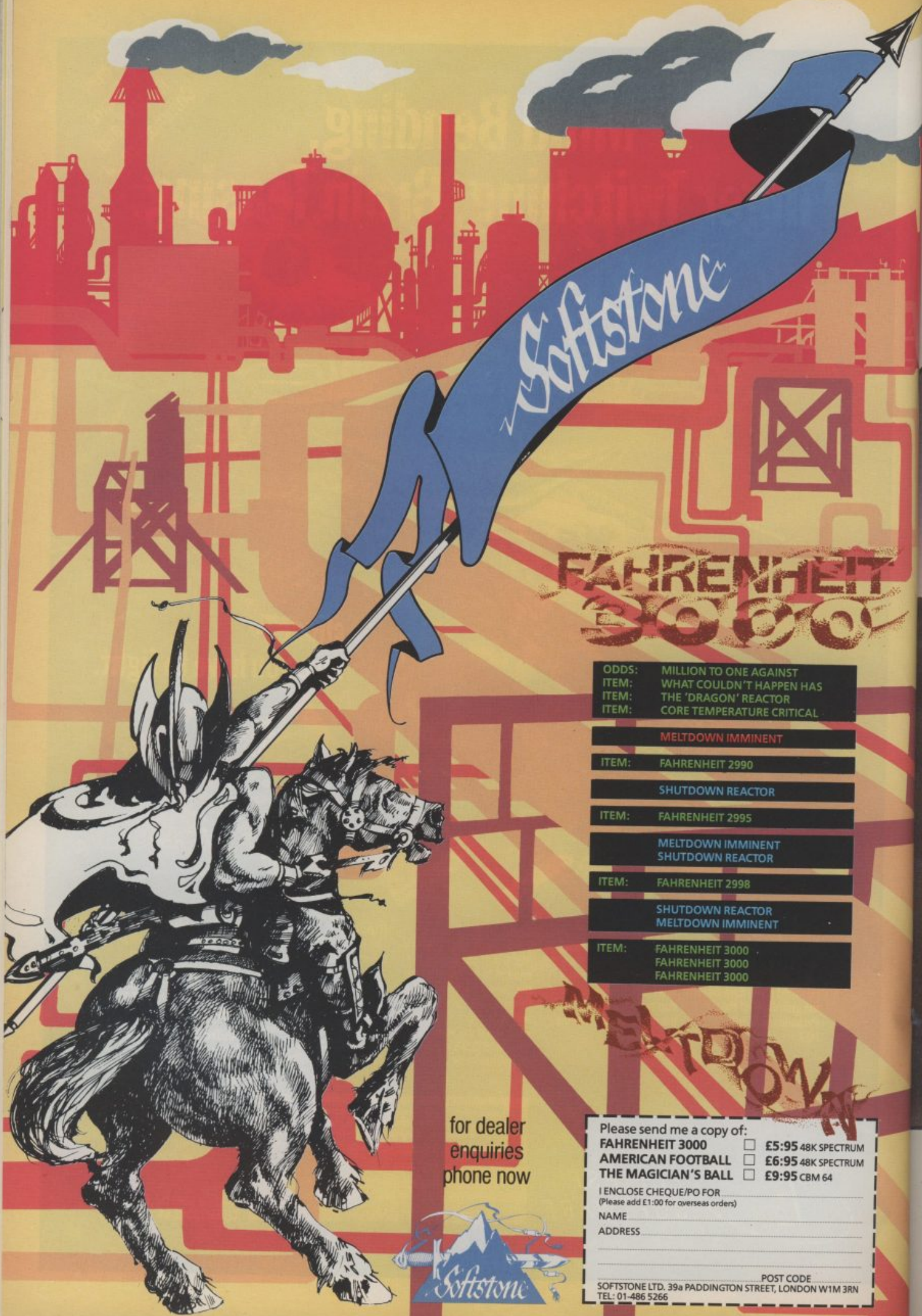
Post Code

CV1



ECLIPSE  
SOFTWARE





# FAHRENHEIT 3000

ODDS:	MILLION TO ONE AGAINST
ITEM:	WHAT COULDN'T HAPPEN HAS
ITEM:	THE 'DRAGON' REACTOR
ITEM:	CORE TEMPERATURE CRITICAL
MELTDOWN IMMINENT	
ITEM:	FAHRENHEIT 2990
SHUTDOWN REACTOR	
ITEM:	FAHRENHEIT 2995
MELTDOWN IMMINENT SHUTDOWN REACTOR	
ITEM:	FAHRENHEIT 2998
SHUTDOWN REACTOR MELTDOWN IMMINENT	
ITEM:	FAHRENHEIT 3000 FAHRENHEIT 3000 FAHRENHEIT 3000

# MELTDOWN

for dealer  
enquiries  
phone now



Please send me a copy of:

FAHRENHEIT 3000	<input type="checkbox"/>	£5:95 48K SPECTRUM
AMERICAN FOOTBALL	<input type="checkbox"/>	£6:95 48K SPECTRUM
THE MAGICIAN'S BALL	<input type="checkbox"/>	£9:95 CBM 64

I ENCLOSE CHEQUE/PO FOR  
(Please add £1:00 for overseas orders)

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POST CODE \_\_\_\_\_

SOFTSTONE LTD. 39a PADDINGTON STREET, LONDON W1M 3RN  
TEL: 01-486 5266



**DORCAS**<sup>TM</sup>  
SOFTWARE  
PRESENT

# THE Runes OF Zendos

- High Resolution Graphics
- Full Animation
- Sentence Input
- 12 Separate adventures
- Sound Effects

The tiny principality of DORCASIA was a pleasant fertile land until the wizard ZENDOS used his evil powers to cast the country into perpetual darkness until all citizens pledge obedience to him.

It is known that through the SPELL OF DARKNESS Zendos has trapped the spirit of each month into one of 12 GOLDEN TEMPUS RUNES or Runic HOUR GLASSES hidden deep within his mysterious and magical castle.

As the land dies in the grip of the black desolation a hero must be found to locate and destroy the 12 hour glasses thus releasing the months and returning Dorcasia to the natural forces of the seasons.

Each glass has a Runic inscription around its base which you must read and understand. Only saying these words will lift that part of the spell. To protect the hour glasses Zendos has placed them in 12 separate rooms in his castle, each room linked to a different exterior gateway by a devious route.

Depending on which entrance you select Zendos casts spells which change the locations of rooms within his castle to confuse you. The menacing creatures and challenging problems which confront you at every turn mean that only the brave and the clever will succeed.



## THE ORACLE'S CAVE

Our best seller available for the  
**48K SPECTRUM and COMMODORE 64.**

Oracle's Cave is a unique adventure game featuring continuously displayed high resolution graphics and text, a new cave layout and event sequence for every game and a time limit on every adventure.

Available on cassette  
from selected branches of  
WHSMITH

or direct from:  
**DORCAS SOFTWARE**

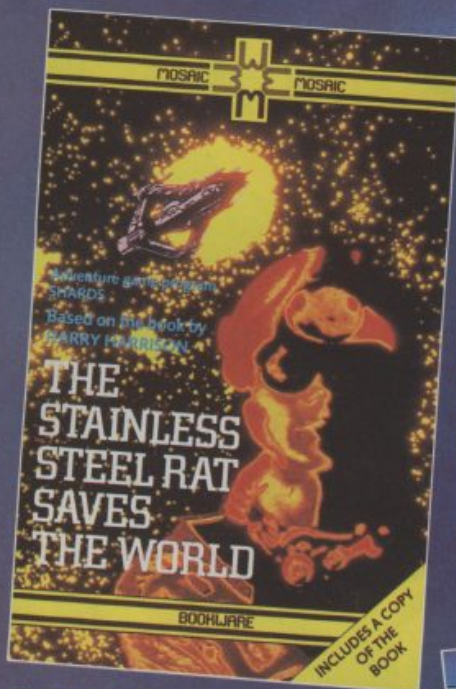
3 The Oasis, Glenfield,  
Leicester LE3 8QS  
at £7.95 (inc. VAT)  
Postage and Packing FREE

**SPECTRUM 48K**

COMPATIBLE  
WITH  
**sirclair**  
zx  
Microdrive



# GO NORSE, SOUTH, EAST OR CENTURIES...



## THE STAINLESS STEEL RAT SAVES THE WORLD

Adventure game program by  
**SHARDS**, based on the book  
by **HARRY HARRISON**

You are Slippery Jim di Griz,  
the Stainless Steel Rat.  
Your mission: to travel  
through time to save the world.  
A challenging, illustrated  
text adventure.

Commodore 64 (turbo load cassette)  
£9.95 pack

(cassette, instructions and a copy of the book)

## THE SAGA OF ERIK THE VIKING

Adventure game program by  
**LEVEL 9**, based on the book  
by **TERRY JONES**

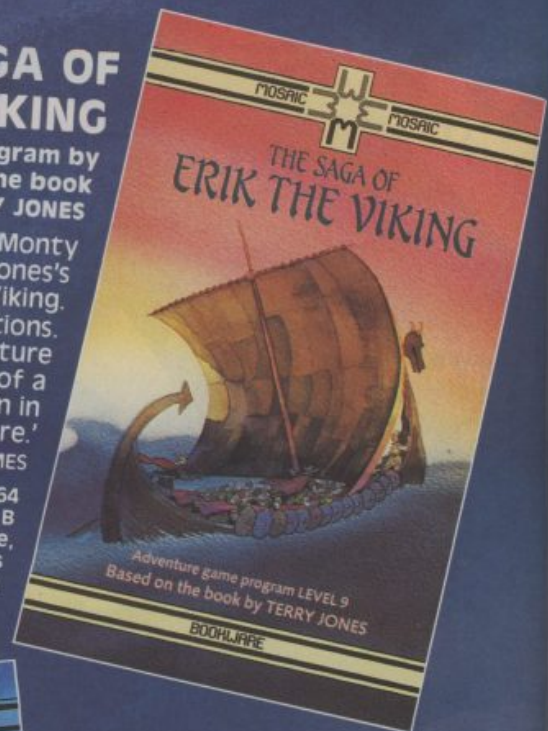
Enter the world of Monty  
Python star Terry Jones's  
Erik the Viking.

Over 200 locations.  
... a remarkable adventure  
game ... with graphics of a  
standard I have not yet seen in  
an adventure.

COMPUTER & VIDEO GAMES

Spectrum 48K/Commodore 64  
(turbo load cassette)/BBC Micro B

£9.95 pack (cassette,  
instructions and extracts  
from the book)

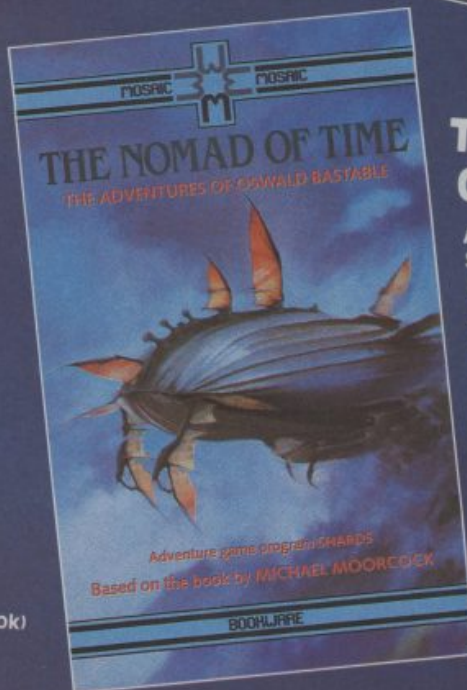


## THE NOMAD OF TIME

Adventure game program by  
**SHARDS**, based on the book  
by **MICHAEL MOORCOCK**

A text adventure with  
stunning graphics. As Oswald  
Bastable, member of the  
League of Temporal  
Adventurers, you have a  
chance to change the course  
of history in alternative  
time-streams.

Commodore 64 (turbo load cassette)  
£9.95 pack (cassette, instructions and  
an extract from the book)



Published by Mosaic Publishing Ltd

Marketed by John Wiley & Sons Ltd, Baffins Lane, Chichester, West Sussex (Reg. No. 641132 England)

Available from all good bookshops and computer dealers or simply by using the coupon.

To: Lesley Valentine, John Wiley & Sons Ltd, FREEPOST,  
Baffins Lane, CHICHESTER, West Sussex PO19 1YP

Please send me

### ERIK THE VIKING

- |  |              |       |
|--|--------------|-------|
| <input type="checkbox"/> 0 946855 08 0 | Spectrum 48K | £9.95 |
| <input type="checkbox"/> 0 946855 09 9 | BBC Micro B  | £9.95 |
| <input type="checkbox"/> 0 946855 11 0 | Commodore 64 | £9.95 |

### THE STAINLESS STEEL RAT SAVES THE WORLD

- |  |              |       |
|--|--------------|-------|
| <input type="checkbox"/> 0 946855 16 1 | Commodore 64 | £9.95 |
|--|--------------|-------|

### THE NOMAD OF TIME

- |  |              |       |
|--|--------------|-------|
| <input type="checkbox"/> 0 946855 18 8 | Commodore 64 | £9.95 |
|--|--------------|-------|

Postage and packing free - please allow 14 days for delivery

- ☐ I enclose cheque/P.O. for £ ..... payable to  
John Wiley & Sons Ltd.

☐ Please debit my credit card account £ .....

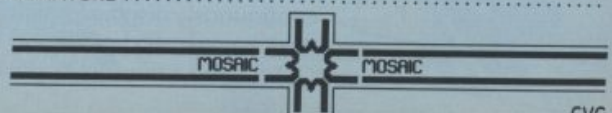
Card No. .... Expiry date .....

Access/American Express/Barclaycard/Visa/Diners Club (delete)

Telephone credit card orders - ask for FREEFONE 3477

NAME/ADDRESS .....

SIGNATURE .....



CVG



are slain and must be struck from Luxor's command.

Once, they have reached the cover of the forest, the survivors regroup and hail the Doomguard who have just rushed out to capture you. You recognise the voice of your second-in-command Valethor: "Harken ye servants of the slain. We are warriors of the Free, veterans of the slaying at 'Ushgarak'".

A massive Doomguard in black chainmail strides forward to grab you: "Think you not that we Doomguard are so befuddled as not to know a prize when we see one." He shouts. "Lord Luxor is known to us and methinks we have the power to bargain here."

- Do you spit in his black eye and tell him to do his worst? Go to 3.

- Do you suggest that you and he settle the matter in a fair fight? If you win they will surrender the village and leave peacefully. If he wins you will surrender your men's provisions and return to the Castle of Dreams. Go to 30.

23) A group of 20 men is despatched at your bidding to make entry into Grark and find if aught hath moved into occupancy since the Lords of the Free broke its defenders on the way to Ushgarak. They do not return for several hours and as you are about to command a second unit behind its dank walls, one of the men runs screaming from the broken gateway. "Where are the others?" you demand.

"Killed, Lord Moonprince," he splutters at last. "Every man dead at the hands of some foul witchery that lingers there still."

Stunned, you refuse to order any more men within the castle walls but return to the camp. Strike 20 men from Luxor's command chart.

- Go to 5.

24) After a long ride you come to the mountains and a pass leads through a steep gorge. The path leads you along a narrow twisting route before opening out onto a still narrower ledge. On one side the mountain rises up sheer above you. On the other, the gorge falls clear away to a series of frozen stretches of water far below.

Some way along this ledge a cluster of boulders tumble down and it is a miracle that no horse is pushed over the edge with them.

Second-in-command, Valethor, points to a jutting thrust of rock up ahead over which hangs a collection of loose boulders, some 50 metres up. "A ledge seems to run parallel to this one my Lord," he says. "If a trap is to be sprung, what better place than there?" He points to the jutting rock. "And in truth Sire none of us can climb to the higher path, for the rock is sheer."

- You send a scout ahead to see if he spies aught from the far side. Go to 32.

25) The arrows rain down on the rock and you hear your scout shout. "Got him sire. I heard his moan and it should be safe to pass now."

- Go to 6.

26) The path leads on past a rock shaped like a hawk and then up high into cold mist, finally emerging into brilliant sunlight, perhaps the first to fall on the Mountains of Death for 100 years. Looking south you can make out the sacked citadel of Ushgarak where Doomdark's body still lies where you slew it all those moons ago.

- Go to 12.

27) Within one of the tents you find a coffin which also has the eye and hand symbols. The men with you shy away and you too can feel the evil emanating from the casket.

- Will you burn it? Go to 35.

- Or will you open it? Go to 7.

28) Suddenly you find yourself separated from the rest of your command by dancing lightning and you see a vision of a beautiful yet somehow cold woman. A mocking laugh chills the very souls of your troops who believe their Moonprince magicked away by some trick of the storm and that enchanted laughter. Roll against their skill. A roll under the current total means that they await developments. Above the current total and a group of seven take fright and ride off into the forest. Strike one box from your command chart.

Within the circle of lightning the woman beckons to you and you observe that she seems to be urging you to the north. Then the lightning subsides and you reappear amidst your warriors.

- Will you now seek shelter? Go to 47.

- Or will you carry on following the path? Go to 37.

29) Your pursuers are turned upon twice before finally dispersing the attackers. You lose another 10 men in the process and they return still tired by morning.

- Go to 16.

30) The Doomguard laughs: "Bring your men forward to witness this bargain then."

The Free send a deputation from the forest who hear the bargain and agree, at your command, to bear witness to the contest. Halberg is a good fighter with a Skill of (4), however he is weak from days of wandering and has a Stamina of (5). You must fight him in single combat until either he or you are slain. Before this combat commences roll a dice for yourself and for Halberg. The character with the highest number makes the first blow.

- If you are slain the quest ends here.

- If you slay Halberg turn to 48.

31) The giant turns at your hail and his face spreads into a broad grin. "Ah a Moonprince by your trappings. I had been warned to expect this meeting." I was sought out by Rorthron, Wisest of the Tower-Dwellers in yon mountains. He gave me this message to deliver.

"He says he will wait for you below the White Fang at the far side of this great range. But two days can he wait and no more. Follow my tracks back and it will lead you to a pass. It is to be found after that."

He gives you some provisions for the journey. Tick one box on your chart.

- Go to 24.

32) A scout is found and despatched beneath the rocks. He shouts from the far side: "There is movement up there lord. I think it may be a Skulkrin trap."

- Do you carry on regardless? Go to 10.

- Send a cluster of arrows skywards? Go to 25.

33) If you are currently holding the moonring go to 45.

If you do not have it in your possession go to 11.

34) You drop into the mouth of the cave and surprise a huge ice troll armed with a club and a knife. With barely time to notice that the supports of the bridge have been cut away, you are dodging the first blow. The Ice Troll has a stamina of 6 and a skill of 5.

- If the ice troll triumphs the quest ends here.

- If you triumph go to 40.

35) Beyond the Doomguard's camp you begin to see the end to the Mountains of Death. Beyond them stretch the cold frosted plains which will lead eventually to the Frozen Wastes which mark the barrier to Midnight. Up ahead you can see a tall white needle like point which you decide must be the White Fang. You head there at a gallop.

- Go to 20.

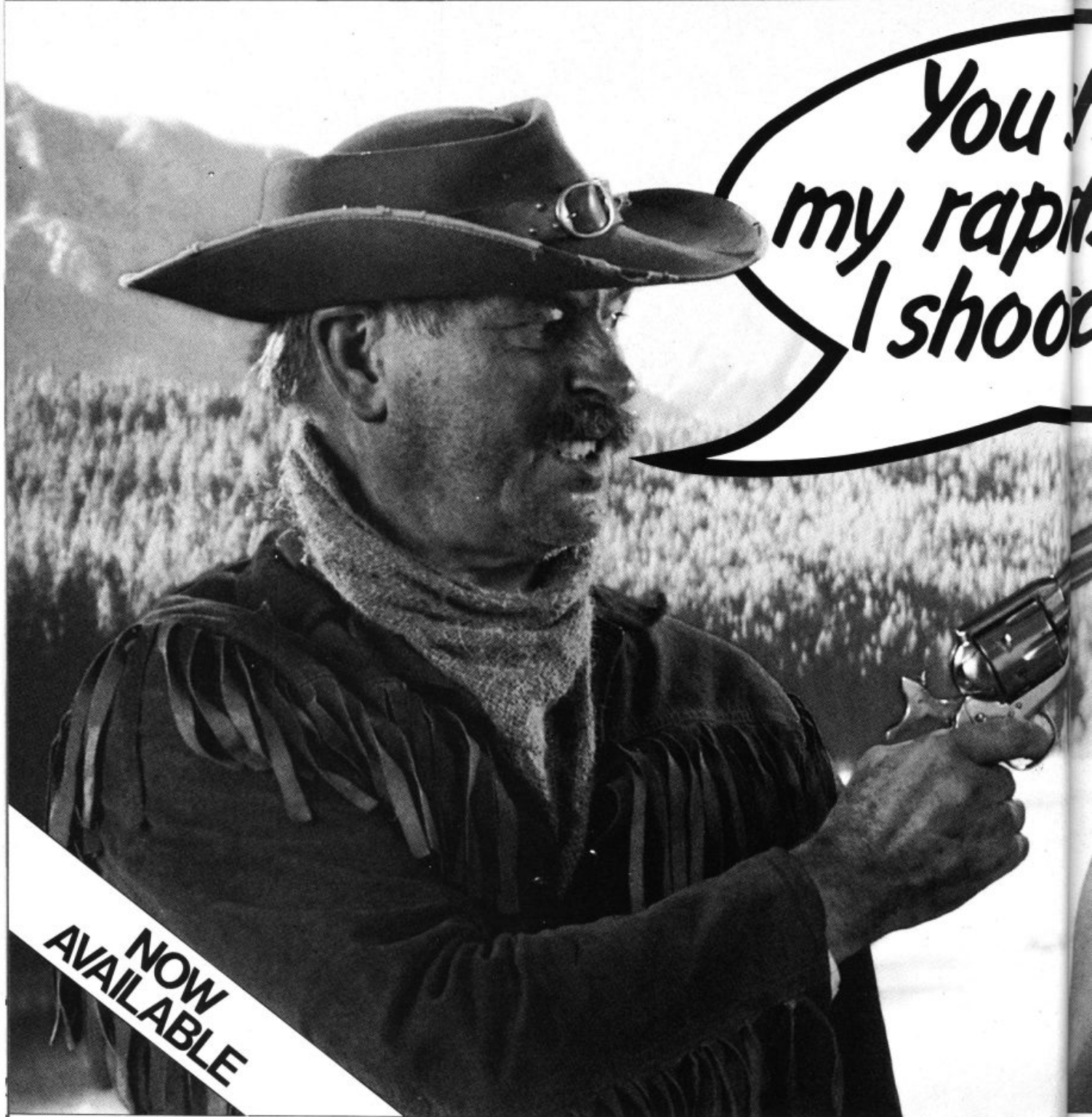
36) Last night's storm is threatening to return behind you as heavy clouds now scud overhead. The rumble of thunder draws ever closer from the south. Your captains advise caution and suggest shelter until it has passed by.

- Do you search for shelter on a well beaten track lying to the northeast? Go to 47.

- Do you carry on northwards? Go to 28.

37) Now the rain has ceased as suddenly as it began. Approaching a clearing you notice a group of people huddled beside the trail. Their leader hails you. "Brave lord, halt I beseech you. We are badly in





# CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64. Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95**.

Selected titles of New Generation Software are available from your local computer store and larger branches of:

**John Menzies**

**WHSMITH**



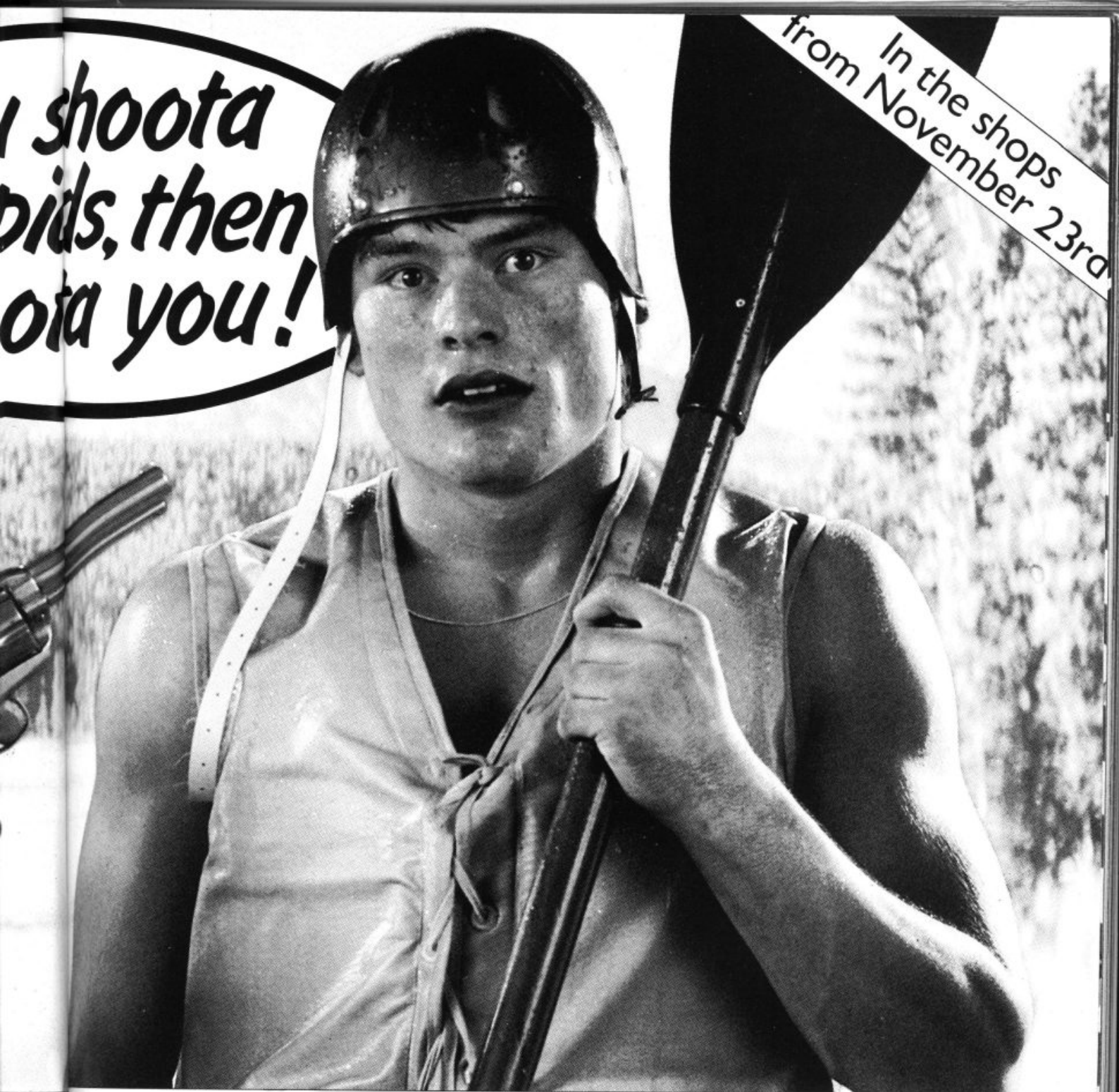
**WOOLWORTH**

**spectrum**



*I shoota  
bids, then  
ota you!*

*In the shops  
from November 23rd*



# *Shoot the Rapids*

AUTHOR - PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with *Shoot the Rapids*.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, *Shoot the Rapids* is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95**.

**New  
Generation  
Software**

NEW GENERATION SOFTWARE  
FREEPOST Bath BA2 4TD  
Tel: 0225 316924



New Generation products are sold according to  
their terms of trade and conditions of sale.



need of your services. Our village has been taken from us by the remnants of the Witchking's evil Doomguard.

● Do you order your men to attack the village? Go to 14.

● Or do you decide your mission is too important to be waylaid and skirt the village to the west? Go to 42.

38) You camp for the night beside the empty Citadel of Grark. Its black walls stare down on your camp fires. Before you lie the Mountains of Death. It is hard to know which the men find more forbidding.

● Do you send a small group of men into Grark to see what was left there after its sacking all those moons ago? Go to 23.

● Do you ride on next morning? Go to 5.

39) The bridge collapses with 30 men on it. (Strike them from your command). Then amid whoops of joy, fell creatures can be seen rushing out to gather the bodies from concealed places. As he fell, the leading captain shouted a warning and pointed to a spot in the hillside below the bridge. Horrified you decide to investigate further and soon discover some steps behind the bushes cut in the rock leading downwards to a cave-like opening.

● Do you decide to go down alone and investigate? Go to 34.

● Do you continue the quest on this side of the gorge? Go to 26.

40) The ice troll lies in its own black blood when you hear a noise from the far end of the cave. You suspect that the creature's mate lies in wait for you there.

● Do you decide that your casualties have been avenged and rush out of the cave? Go to 26.

● Or will you investigate further? Go to 18.

41) Your cavalry charge through the tents, scattering the rabble who are little match for them. However among the rabble are some Doomguard stalwarts. They number 60 men and have a skill of 3. (10) (10) (10) (10) (10) (10). Luxor's Cavalry strike first. These Doomguards will fight to the death. When the battle is over will you:

● Search the camp? Go to 27.

● Or burn it? Go to 35.

42) You ride around the village and that night camp beyond it. But while you sleep the guard you posted around your fires suddenly come under attack. The ambushers are mounted and ride into the camp firing arrows and loosening some of the horses. Their skill is equal to your cavalry. They number but 60 men: (10) (10) (10) (10) (10) (10).

Fight these marauders with Luxor's Cavalry. They attack first, then Luxor's Cavalry can retaliate.



**Shareth the Heartstealer**

This battle continues until just 20 marauders remain — then they will flee into the night.

● Do you send a force off in pursuit? Go to 29.

● Or redouble the guard and try to get what rest you can before morning? Go to 16.

43) You charge across at a gallop. Throw a dice and abide by the score as follows:

1-4: The ice breaks under a section of the cavalry and 30 men and horses plunge to their death. Strike 3 boxes from Luxor's Command.

5-6: The ice breaks and Luxor goes down with 30 men. He alone is saved. Strike 3 boxes from Luxor's Command and 2 points from Luxor's stamina.

On the far side you realise the Moonring has slipped from your finger. You decide there is no chance to find it again.

● Go to 38.

44) The way around the lake is long and tiring. Both your men and yourself feel the effects of the three day trek. If you had provisions before cross them out now. You have suffered the loss of one point stamina from the exertion. And in addition you have lost the Moonring during the journey.

● Go to 38.

45) The ledge leads onto a distant rope bridge as the voice had said it would. It hangs over the gorge in surprisingly good repair and you consider it would easily take the weight of many men. On the far side of the gorge a path winds off into another valley. While on this side the ledge continues past the bridge.

● Will you avoid the bridge and continue on this side of the gorge? Go to 26.

● Do you decide to cross as promptly as possible? Go to 39.

46) Resting to the north of the Doomguard camp, curiosity demands that you pull out the Crystal Ball and stare into it. Within it, the mountain scenery distorts and glistens. The lights twinkle more brightly seeming to hold your gaze ever more intently. Suddenly they resolve themselves into a beautiful woman with a cruel gaze who smiles at you. Words form in your mind: "Ah my brave Moonprince. Slayer of my father the

Witchking. How fitting. You killed my father, I have your son. Yes Morkin is mine. Already he has passed through the Frozen Gates into my realm, beautiful frozen Ice-mark where you cannot follow. Or can you I wonder?"

"Well, follow if you can, Moonprince. I will try to entertain your son between times."

● Go to 35.

47) The track leads to a clearing before a sheer and pitted hillside. Caves dot the cliff and one of your men discerns a movement in one of them high above you as a rope ladder is hurriedly pulled up.

Your hail brings an old hermit to the mouth of the cave. At your request for shelter he warns that the lower caves are unsafe in heavy rain and that he believes them haunted. There is a village further north-east and he advises that your band heads in that direction.

● Do you take his advice and head northeast? Go to 15.

● Do you ignore him and order your men to dismount and find shelter in the caves as best they can? Go to 2.

48) With your blade sticking in his side, Halberg collapses. "Remember your promise to my men m'Lord. They will be faithful to mine or I'll come back and haunt every last dog. Within my pouch is an emblem. It belonged to one of the Free Lords. He hailed from the forest of whispers and met death by my hand in the Mountains of Ithiril. The Fey I know hold great store by it. Return it to them — it has magical properties."

With a last curse at life, he dies. His men pick up the body and nervously make to leave the village. Fingering the emblem in the shape of a falcon, you motion for your men to let them leave. (Note the Falcon emblem on your player chart).

● Now turn to 16.

49) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Ice-mark to the North. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me."

● Go to 50.

50) Rorthron turns to you: "Tell me, my prince, what was the most important treasure you could have found on your adventures?"

**A: The Power Head**

**B: The Emblem of the Falcon**

**C: The Crystal Ball**

**Keep your answer until the third issue!**



# Hareraiser challenges you!

**GOLDEN  
30,000  
PRIZE**

**IT'S NOT AN ARCADE GAME  
IT'S NOT A BORING ADVENTURE TREK  
IT'S A *GENUINE* PUZZLE THAT COULD BE  
SOLVED BY YOU!**

HARERAISER THE **UNIQUE** COMPUTER TREASURE HUNT, A COMPUTER PUZZLE OF GRAPHICS AND TEXT IN 2 PARTS. EACH PART CONTAINS VITAL CLUES TO PLACES OR LOCATIONS WHICH WILL ENABLE YOU TO DISCOVER THE WHEREABOUTS OF THIS GOLDEN TREASURE. IT HAS NOT BEEN BURIED YOU JUST HAVE TO PINPOINT ITS LOCATION TO CLAIM THIS AMAZING PRIZE ... THIS PUZZLE HAS BEEN SPECIFICALLY DESIGNED TO BREAK AWAY FROM INDIVIDUAL ARCADE AND ADVENTURE TYPE GAMES AND PROVIDE **FAMILY INVOLVEMENT**. A COMPETITION FOR ALL THE **FAMILY**. ONCE YOU'VE COLLECTED ALL THE CLUES YOU CAN WORK ON IT **ANYWHERE, INDIVIDUALLY OR IN GROUPS**.

**YOU COULD SOLVE THIS...**

**PART 1 (PRELUDE) AVAILABLE NOW! @ £8.95 each**  
**PART 2 (FINALE) READY FOR CHRISTMAS.**

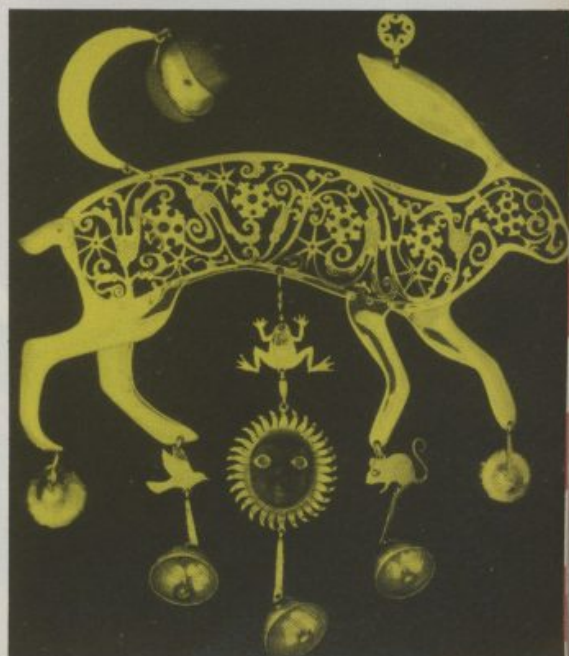
AVAILABLE FOR *ALL* THESE MICROS

ELECTRON	BBC B	ORIC ATMOS
SPECTRUM	CBM 64	VIC 20 EX.
AMSTRAD	MSX	TANDY EXT COL 32K
ATARI 800 XL		

Available from: W. H. SMITH, HARRODS, BOOTS, TANDY, CURRY'S, GRANADA, TV RENTALS, RUMBELOWS, LEWIS LTD, DEBENHAMS, LASKYS and good computer outlets or from Haresoft.

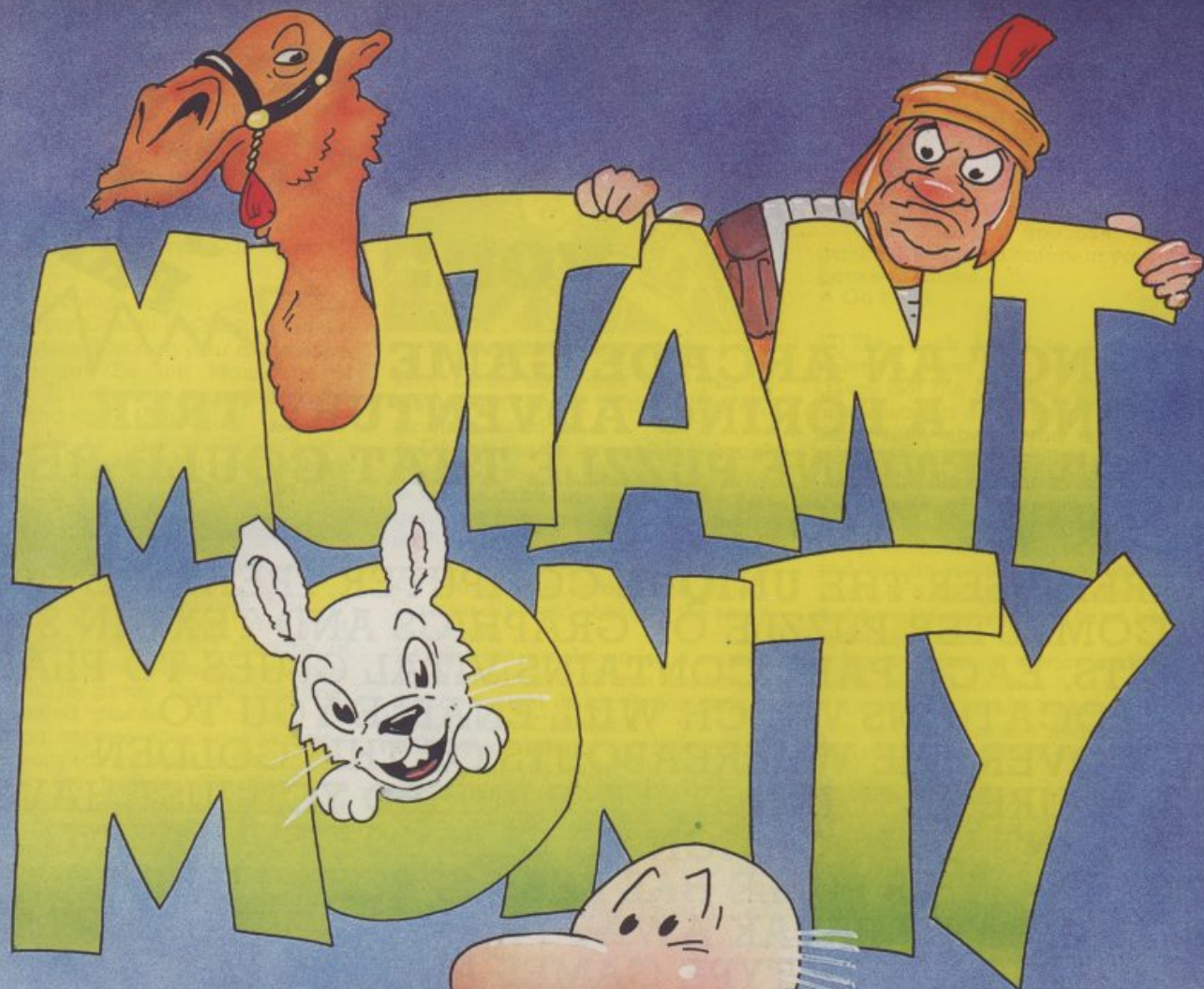
48 HR DESPATCH

**HARESOFT LTD,  
P.O. Box 365  
LONDON NW1 7JD  
TEL 01 388 3910**





# MUTANT MONTY




CHRISTMAS

0401 43553

01-995 2151



To: Artec Computing Ltd, Main Street  
Brandesburton, Drifffield YO25 8RL

Please supply

\* Cheque for total amount enclosed £

Name

Address

\* Access/Barclaycard No.

\* Please delete or complete as applicable



HOT  
FROM

# SEGA®

## THE ARCADE WINNERS

released  
\*NOW\*

### TAPPER

SIDE-SPLITTING, SODA-SLINGING  
LAUGHS AND SPILLS!

THE OFFICIAL HOME VERSION OF  
BALLY MIDWAY'S ARCADE HIT

Belly-busting Soda Fountain Fun, including:  
• Mad-capped, soda-starved, clammering  
cowboys, sports fans, punks and space  
creatures

• Plus a head-spinning Soda Bandit Bonus  
Round! Awesome color-packed action  
graphics! Just try to keep your cool as hot-  
headed, crazy customers blitz your bar  
for another cold one.

U.S. Gold is stocked by

**John Menzies, WILDINGS**  
**WOOLWORTH, WHSMITH,**  
Rumbelows  
and Spectrum Shops



**4**  
COMMODORE  
CASSETTE  
9.95  
DISK  
12.95

SPECTRUM  
CASSETTE  
7.95



Exclusive manufacturers for  
Atari and Bally MIDWAY.

For release schedule and trade details contact:  
Centre Soft, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.



# A L I E N



In space no one can hear you scream.



**NAVIGATOR**  
Shy, Skilful and  
Intelligent — Panics Easily.



**EXECUTIVE OFFICER**  
Direct, Imaginative,  
Cautious, Loyal.



**SCIENCE OFFICER**  
Secretive, Unlikeable, Brilliant —  
Occasionally Illogical.



**CAPTAIN**  
Solid, Dependable, Courageous —  
Excellent Leader.



**ENGINEERING OFFICER**  
Physically Strong, Low I.Q.  
Potentially Rebellious.



**3RD OFFICER**  
Willful, Ambitious,  
Authoritative, Resourceful.



**ENGINEERING OFFICER**  
Cynical, Rebellious,  
Untrustworthy, Unflappable.

**THE CREW**  
Personnel  
files follow —  
yours to  
command —  
well almost.

**MIND GAMES**  
SPECTRUM 48K · CBM64



Featuring  
the unique  
*Personality Control System*

No. 1 Golden Square, London W1R 3AB, Telephone 01-437 0626



£8.99



# Discount Computer Software

Registered No. 1795113  
Telephone: (0256) 51444  
16 Coates Close, Brighton Hill,  
Basingstoke RG22 4EE

**AMAZING SOFTWARE BARGAINS BY MAIL, 100's OF TITLES AVAILABLE!**  
**TELEPHONE ORDERS WELCOME. WRITE OR RING NOW FOR FULL DETAILS**

Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT	Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT
<b>SPECTRUM</b>				<b>ZODIAC</b>		7.95	6.75
FOOTBALL MANAGER	ADDICTIVE	6.95	5.90	ICE HUNTER		6.95	5.85
CHUCKIE EGG	A & F	6.90	5.90	TWIN KINGDOM VALLEY	BUG BYTE	9.50	8.25
JUNGLE FEVER		6.90	5.90	OMEGA RUN		7.96	6.75
PI-MAN	AUTOMATA	10.00	9.00	DERBY DAY		7.96	6.75
PI-BALLED		6.00	5.00	HARRIER ATTACK	DURREL	6.95	5.95
KONO	ANIROG	5.95	4.95	SCUBA DIVE		6.95	5.80
MOON BUGGY		5.95	4.95	BURGER TIME	INTERCEPTOR	7.00	5.95
SLAP DAB		5.95	4.95	GET OFF MY GARDEN		7.00	5.95
GALACTIC ABDUCTOR		5.95	4.95	CHINA MINER		7.00	5.95
GALAXIANS	ARTIC	4.95	4.15	ARABIAN NIGHTS		7.00	5.95
CHESS II		9.95	8.50	THE BOSS	PEAKSOFT	8.95	7.80
BEAR BOVVER		6.95	5.95	SUPER PIPELINE	TASKSET	6.90	5.85
MONKEY BIZNESS		6.95	5.95	BOZO'S NIGHT OUT		6.90	5.85
BIRDS & BEES		6.95	5.95	MANIC MINER	SOFTWARE PROJECTS	7.95	6.75
PSYTRON	BEYOND	7.95	6.75	MISSION 1	R&B	8.95	8.10
POOL	CDS	5.95	4.95	ENCOUNTER	NOVAGEN	9.95	8.95
TEST MATCH	C.R.L.	5.95	4.95	STRIP POKER	US GOLD	9.95	8.90
STAR GAZER SECRETS		5.95	4.95	BEACH HEAD	US GOLD	9.95	8.90
DERBY DAY		5.95	4.95	MYSTIC MANSION	US GOLD	9.95	8.90
HANDICAP GOLF		5.95	4.95	FRED	QUICKSILVER	7.95	7.10
OMEGA RUN		5.95	4.95	FLIP & FLOP	STATSOFT	8.95	8.10
THE GREAT DETECTIVE		5.95	4.95	ASTRO CHASE	STATSOFT	8.95	8.10
THE INCREDIBLE ADVENTURE		5.95	4.95	PITFALL	ACTIVISION	9.99	8.90
THE WARLOCKS TREASURE		5.95	4.95	BEAMRIDER	ACTIVISION	9.99	8.90
OLYMPICS		5.95	4.95	THE EVIL DEAD	PALACE	6.99	5.90
GRAND NATIONAL		5.95	4.95	VALHALLA	LEGEND	14.95	13.90
GLUG GLUG		5.95	4.95	FOOTBALL MANAGER	ADDICTIVE	7.95	6.90
FIGHTER PILOT	DIGITAL	7.95	6.95	MONTY MOLE	GREMLIN	7.95	6.90
NIGHT GUNNER		6.95	5.95	PERCY THE POTTY			
SEA HARRIER ATTACK	DURREL	5.95	4.95	PIGEON	GREMLIN	7.95	6.90
JUNGLE TROUBLE		5.95	4.95	DALY THOMPSON DEC	OCEAN	7.90	6.95
SCUBA DIVE		5.95	4.95	HUNCHBACK	OCEAN	6.90	5.85
NIGHTFLIGHT II	HEWSON	7.95	5.75	ANDROID 2	OCEAN	6.90	6.10
3D SPACE WARS		5.95	4.95	DARE DEVIL DENNIS	VISIONS	7.95	6.90
HEATHROW		7.95	6.75	SHOOKER	VISIONS	8.95	7.50
LUNATACK		7.95	6.75	REV OF MUTANT CAMELS	LLAMASOFT	7.50	6.25
SPLAT	INCENTIVE	5.50	4.60	HELLGATE	LLAMASOFT	5.00	4.10
VALHALLA	LEGEND	14.95	11.95	SHEEP IN SPACE	LLAMASOFT	7.50	6.45
PARAS	LOTHLORIAN	5.95	4.95	TRASHMAN	QUICKSILVER	7.95	6.90
MUGSY	MELBOURNE HSE	6.95	5.75	SKYHAWK	QUICKSILVER	7.95	6.90
TUTANKHAMUN	MICROMANIA	5.95	4.95				
PENGY		5.95	4.95	<b>VIC 20</b>			
CODENAME MAT	MICROMEGA	6.95	5.75	BONGO	ANIROG	7.95	6.95
HAUNTED HEDGES		6.95	5.75	SKRAMBLE		7.95	6.95
LASERWARP	MICRO-GEN	6.95	5.75	KRAZY KONG		7.95	6.75
TRASHMAN	NEW GENERATION	5.95	4.95	BATTLEFIELD		5.95	4.95
MR WIMPY	OCEAN	5.90	4.90	SLAP DAB		5.95	4.95
HUNCHBACK		6.90	5.70	DARK DUNGEONS		5.95	4.95
ESKIMO EDDIE		5.90	4.90	DRACULA		5.95	4.95
SCRABBLE	PSION	15.99	13.00	FLIGHT PATH 737		7.95	6.75
FLIGHT SIMULATION		7.95	6.75	FLIGHT PATH ZERO ONE FIVE	AVS	5.95	4.95
3D ANT ATTACK	QUICKSILVA	6.95	5.95	FALCON FIGHTER	INTERCEPTOR	6.00	5.95
BUGABOO THE FLEA		6.95	5.95	HELLGATE	LLAMASOFT	6.00	5.95
THE SNOWMAN		6.95	5.95	GOLD RUSH	MR MICRO	6.90	5.85
BLUE THUNDER	R. WILCOX	5.50	4.60	BENGO		6.90	5.85
MANIC MINER	SOFTWARE PROJECTS	5.95	4.95	HUMPHREY		6.90	5.85
JETSET WILLY		5.95	4.95	AMIGO		6.90	5.85
ATIC ATTACK	ULTIMATE	5.50	4.60	PUNCHY		6.90	5.85
SNOOKER	VISIONS	8.95	7.70				
PHEENIX	MEGADODO	5.50	5.00	<b>ORIC</b>			
JACK & THE BEANSTALK	THOR	5.95	5.00	SEA HARRIER ATTACK	DURELL	6.95	5.95
GIANTS REVENGE	THOR	6.95	6.00	SCUBA	DURELL	6.95	5.95
BLACK TOWER	DOLLERSOFT	6.50	6.00	XENON	LJK	8.50	6.50
HOW'S THAT	WYVERN	5.50	5.00	ZORGONS REVENGE	LJK	7.50	5.50
MONTY MOLE	GREMLIN	6.95	6.50	PROBE 3	LJK	7.50	5.50
				THE HOBBIT & BOOK	MELBOURNE HOUSE	14.95	12.95
<b>COMMODORE 64</b>				DINKY KONG	SEVERN SOFT	6.95	4.95
KONG 64	ANIROG	7.95	6.90	DRACULA'S REVENGE	SOFTK	6.95	5.95
SKRAMBLE 64		7.95	6.90	ULTIMATE ZONE	TANSOFT	8.50	6.50
3D TIME TREK		5.95	4.95	RAT SPLAT	TANSOFT	7.95	5.95
FLIGHT PATH 737		7.95	6.75	SPACE JOUST	SOFTWARE PROJECTS	5.95	4.95
SPACE PILOT		7.95	6.75	JET PAC	ULTIMATE	5.50	4.65
CYBOTRON		7.95	6.75	SNOOKER	VISIONS	8.95	7.50

**TO: DISCOUNT COMPUTER SOFTWARE. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING  
PROGRAMS/SPECIAL OFFERS (STATE MACHINE)**

1.....  
2.....  
3.....  
4.....  
5.....  
Make cheques payable to Discount Computer Software  
Cheque No ..... For £..... enclosed  
Please debit my  
Access No ..... Signed .....

16 Coates Close, Brighton Hill,  
Basingstoke RG22 4EE

SEND

Name .....

Address .....

CVG

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS

CREW  
onnel  
follow -  
s to  
mand -  
almost...



```

1 REM +++ WEATHERBEATER +++
  J RICHARD PALMER, July 784
2 REM +FOR LANDSCAPE EDITOR +
  +
  GOTO 9000

5 LET HSC=0
10 RESTORE : PAPER 5: BORDER 5
CLS : INK 0
200 LET e=5: LET lives=4
30 LET sc=-6: LET lev=1: LET f
vel=0: LET b=10
40 LET ink=8
50 RANDOMIZE : DIM X(50): DIM
  Y(50): DIM W(50): DIM V(50)
70 LET mempos=50000
100 LET J=PEEK 23675+256*PEEK 2
3675
200 FOR f=J TO J+(8*12)-1: READ
  d: POKE f,d: NEXT f
1000 DATA 0,4,14,31,31,15,31
1010 DATA 16,60,126,255,255,255,
255,255
1020 DATA 96,240,240,240,240,252
252,254
1030 DATA 63,63,63,31,31,15,3,0
1040 DATA 255,255,255,255,223,14
3,7,0
1050 DATA 254,254,252,243,192,19
128,0
1060 DATA 0,0,24,60,255,24,0,0
1070 DATA 48,56,20,56,112,224,11
3,3
1080 DATA 24,12,48,96,192,96,16,
0
1085 DATA 1,7,30,254,30,14,16,32
1090 DATA 128,224,56,255,56,240,
3,4
1095 DATA 24,24,60,126,255,255,1
20,60
1097 GO SUB 7000
1099 REM START SCREEN
1100 REM
1102 IF LIVES=0 THEN GO TO 1200
1104 CLS : LET sc=sc+(lev+e): LE
  T e=e+1: PRINT AT 0,0;"HSC:";sc:
  "AT 0,10;"LIVES:";lives:
  "AT 0,20;"FUEL:";fuel: LET in
  k=ink-1: IF ink=-1 THEN LET ink=
  0

```

```

1105 IF PEEK (mempos)=0 THEN GO
  TO 8000
1107 GO SUB 6000
1108 LET lev=lev+1: LET b=b-1
1110 IF ink=5 THEN LET ink=4
1111 IF lev=10 THEN LET e=1
1112 IF lev>10 THEN LET e=e-1
1120 GO TO 2000
1200 REM DEAD
1205 LET P=0: FOR g=10 TO 20: FO
  R c=0 TO 7: BORDER c: BEEP 0,005
  g+c: NEXT c: NEXT g
1207 FOR Y=0 TO 21: PRINT AT Y,0
  : PAPER P:
1208 LET P=P+1: IF P=8 THEN LET
  P=0
1209 NEXT Y
1210 INK 0: PAPER 7: PRINT AT 5
  0;"
  YOUR ENERGY SHIELDS HAVE
  FAILED! YOUR SHIP WILL
  NOW NEVER MAKE IT OUT OF
  THE ATMOSPHERE, EXCEPT
  IN VERY LITTLE PIECES.
1215 BEEP .3,0: BEEP .5,-5: BEEP
  .5,-9: BEEP .5,-9: BEEP 1,-12
1220 PRINT AT 15,7;"SCORE ACHIEV
  ED:";sc
1225 IF sc>HSC THEN LET HSC=sc:
  PRINT AT 17,0;"NEW HIGH S
  CORE!!!"
  BEEP .1,6: BEEP .1,6-12: NEXT
  g
1227 PRINT AT 19,9;"HIGH SCORE:
  "HSC
1230 PRINT #1;"PRESS ANY KEY TO
  PLAY AGAIN...": PAUSE 0: GO TO 1
  0
1680 REM PRINT CLOUDS
1690 FOR n=1 TO e
1705 BEEP 0.01,INT (RND*30): PRI
  NT AT y(n),x(n),INK ink;"ABC")A
  T y(n)+1,x(n);"DEF"
1715 NEXT n
1720 RETURN
2000 REM MAIN LOOP
2001 FOR J=1 TO e: LET X(J)=INT
  (RND*24)+4: LET Y(J)=INT ((RND*(
  PEEK (mempos-((31-X(J))+2))-5))+
  1): LET V(J)=X(J): LET W(J)=Y(J)
  : NEXT J
2005 LET a=0: LET oa=a: LET ob=b
2007 GO SUB 1690
2010 FOR n=1 TO e
2011 LET x(n)=x(n)+(INT (RND*3)-
  1): LET y(n)=y(n)+(INT (RND*3)-
  1)

```



WEATHER



```

2013 IF X(N)<1 THEN LET X(N)=1
2014 IF X(N)>28 THEN LET X(N)=28
2015 IF Y(N)<1 THEN LET Y(N)=1
2016 IF Y(N)>18 THEN LET Y(N)=18
2017 IF SCREEN# (Y(N)+3,X(N))="0"
    THEN LET Y(N)=Y(N)-1
2018 IF SCREEN# (Y(N)+3,X(N)-1)=
    "0" THEN LET Y(N)=Y(N)-1
2019 IF SCREEN# (Y(N)+3,X(N)+1)=
    "0" THEN LET Y(N)=Y(N)+1
2020 IF INK>0 THEN GO TO 2035
2021 IF X(N)>a THEN LET X(N)=X(N)
    -1
2022 IF Y(N)>b THEN LET Y(N)=Y(N)
    -1
2023 IF Y(N)<b THEN LET Y(N)=Y(N)
    +1
2024 PRINT AT W(N),V(N)
2025 W(N)+1,V(N)
2026 LET W(N)=9(N)
2027 LET V(N)=X(N)
2028 PRINT INK AT Y(N),X(N)
2029 "ABC" AT Y(N)+1,X(N)
2030 IF INK=0 THEN GO SUB 5000
2031 GO SUB 3000

```

```

2050 LET SC=SC+1; NEXT N; GO TO
2010
3000 REM SAUCER ROUTINE
3010 IF IN 64510<255 THEN LET b=
    b+1
3020 IF IN 63486<255 AND b>- THE
    N LET b=b-1
3025 IF IN 61438<255 AND fuel>4
    THEN LET a=a+1; LET fuel=fuel-5;
    PRINT AT 0,26;fuel
3030 LET a=a+1
3040 PRINT AT 0,0a;" "; LET 0a=
    a; LET 0b=b
3041 IF POINT ((a*8)+4,(175-(b*8)
    )-4)=0 THEN GO TO 3045
3042 IF (PEEK (mempos-(2*(31-a))
    +1)=1 OR PEEK (mempos-(2*(32-b))
    +1)=1) AND b=(PEEK (mempos-(2*(3
    1-a))))-1 THEN LET fuel=fuel+10;
    PRINT AT b/a-1;" "; LET SC=SC
    +20; PRINT AT 0,26;fuel; FOR J=1
    TO 20 STEP 5: BEEP 0.01;J; NEX

```

## RUNS ON A SPECTRUM

BY J. RICHARD PALMER

You can't trust anyone these days can you! There I was cruising around the used space ship lot when this chap in a battered and extremely old-fashioned trilby hat came up to me and said, "Psst! Want to buy a space ship. Good runner, low on the light years, only one owner — a little old E.T. from the Milky Way?"

Well, to cut a long story short, about 20 parsecs later, I was the proud owner of a tasty used space-craft. A couple of light years out on my first trip I discovered a hole in my fuel tank...

Can you help this stricken space pilot? Full instructions are included in the listing.

To enter the game, type in the listing and save it on tape. Capital letters in PRINT statements which aren't proper words are probably graphics characters, so enter these in graphics mode by typing CAPS SHIFT-9.

Before you can play the game, though, you have to create your own landscape. Type GOTO 9000 or RUN 9000 to do this. Once you have, you can save this on tape for future games.

You only get four lives, so use them carefully.





```

3044 IF PEEK (mempos-(2*(32-a))+
1)=2 AND b=(PEEK (mempos-(2*(31-
a))) -1 THEN GO TO 5200
3045 IF POINT (((a*8)+7), (175-((
3)+4)))=1 THEN GO TO 5200
3047 IF a>20 THEN GO TO 1100
3050 PRINT AT 1,3;"G"
3060 PRINT AT 1,3;"G"
3100 RETURN
4000 REM CRASH
4010 FOR a=20 TO 0 STEP -1: BEEP
0.1,9: NEXT a
4015 IF PEEK (mempos-(2*(32-a))+
1)=2 THEN
4020 LET lives=lives-1: GO TO 11
00
5000 REM LIGHTING
5010 IF INT (RND*3)=1 OR a=x(n)
THEN GO TO 5020
5015 RETURN
5020 PRINT AT y(n)+2,x(n)+1;"H"
5030 FOR j=50 TO 46 STEP -2: BEE
P 0.005,j: NEXT j
5040 PRINT AT y(n)+2,x(n)+1;" "
5050 IF a>x(n)+1 AND a<x(n)+1 AN
D b<y(n)+5 AND b>y(n)+1 THEN GO
TO 5060
5055 RETURN
5070 FOR g=0 TO 7: PRINT AT b,a;
"INK g;"G": BEEP 0.05,g: NEXT g
GO TO 4000
5200 REM SAUCEP HIT
5202 LET add=0: LET bdd=0
5205 IF a<5 THEN LET add=30
5206 IF a>27 THEN LET add=-30
5208 IF b<5 THEN LET bdd=-30
5210 FOR j=1 TO 10: BEEP 0.005,I
NT (RND*40): INK INT (RND*8): PL
OT (a*8)+4, (175-(b*8))+4: DRAW I
NT (RND*60)-30+add, (INT (RND*30)
)+bdd: NEXT j: INK 0
5220 LET lives=lives-1: IF PEEK
(mempos)<b+2 THEN LET b=PEEK (me
mpos)-3
5230 GO TO 1100
6000 REM PRINT LANDSCAPE
6010 LET x=0
6020 LET y=PEEK (mempos): LET o=
PEEK (mempos+1)
6030 PRINT AT y,x;"@": AT y+1,x;"
@": IF o=1 THEN PRINT AT y-1,x-1
"INK 2;"UK"
6033 IF o=2 THEN PRINT AT y-1,x;
"INK 1;"L"
6035 LET mempos=mempos+2
6040 LET x=x+1: IF x=32 THEN RET
URN
6050 GO TO 5020
7000 REM START SCREEN
7005 BORDER 0: INK 7: PAPER 0: C
Ls
7010 FOR G=1 TO 20: BEEP 0.01,IN
T (RND*40): LET X=INT (RND*28):
INK INT (RND*6)+1: LET Y=INT (RN
D*20): PRINT AT Y,X;"ABC": AT Y+1
,X;"DEF": NEXT G
7020 RESTORE 7100: FOR G=0 TO 20
READ I,P,F,D$
7030 POKE 23692,255
7035 RANDOMIZE USA 3582
7040 PRINT AT 21,0: INK I: PAPER
P: FLASH F:D$: NEXT G
7100 DATA 6,1,0," J RICHARD PAL
MER PRESENTS."
7105 DATA 0,0,0,"
7107 DATA 2,0,1,"

```

```

7110 DATA 2,0,1,"
7115 DATA 2,0,1,"
7120 DATA 2,0,1,"
7125 DATA 2,0,1,"
7130 DATA 2,0,1,"
7135 DATA 2,0,1,"
7140 DATA 7,5,1,"
7145 DATA 7,5,1,"
7150 DATA 7,5,1,"
7155 DATA 7,5,1,"
7160 DATA 7,5,1,"
7165 DATA 7,5,1,"
7170 DATA 7,5,1,"
7175 DATA 0,1,0,"
7180 DATA 0,2,0,"
7185 DATA 0,3,0,"
7190 DATA 0,4,0,"
7195 DATA 0,5,0,"
7200 DATA 0,6,0,"

```

JUNK YARD





# HIRE SPECTRUM SOFTWARE

OVER 280 different tapes for hire including **ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL**, etc. —even an m/c Compiler. **FREE** 26 page catalogue. **FREE** newsletter, with hints, tips and our top tape chart.

OVER 3000 tapes in stock, with up to 60 copies of each title for fast service. All tapes sent by 1st class post.

**LOWEST PRICES** — hire up to 3 tapes at a time, from 63p each for two weeks hire. (Plus p&p and VAT). European members welcome.

Tapes for sale at **DISCOUNT** prices. Telephone 01-661 9240 (9am - 5pm) or write for further details, or complete the coupon and **JOIN TODAY** — you've nothing to lose!

## SAVE £3.00!!

For a limited period, we are offering **HALF-PRICE** membership to readers of this magazine. Join now, **LIFE** membership is only £3.00 (normally £6.00).

## SWOP SHOP

A new service from N.S.L. **SWOP** your unwanted tapes with tapes from other members for a small handling charge of only 60p (plus p&p and VAT)

## NATIONAL SOFTWARE LIBRARY

200 Mulgrave Road, Cheadle, Surrey SM2 6JT.

Enclose cheque/postal order for £3.00 for LIFE membership. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee..

Name \_\_\_\_\_

Address \_\_\_\_\_

Only by conquering **Stonehenge** can you free the world of the **evil** curses and **eternal darkness**. Join us on this **marvellous** arcade adventure and **challenge** your wits against the evil forces of the **Necromancer** with his spectacular **trickery** and **deception**.



CBM 64



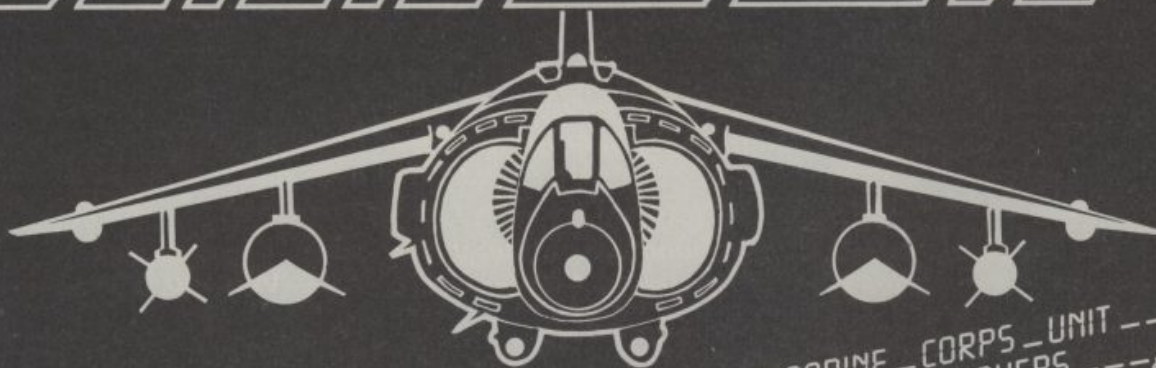
£7.95

- Marvellously detailed graphics and animation.
- Many objects to collect and exchange.
- Joystick control. • 17 screens to master.
- Atmospheric music and sound effects.
- 'Flashload' rapid load system.

PROGRAMMED BY 'GANG OF FIVE' FROM AN ORIGINAL IDEA BY MARTIN WHEELER

FLASHLOAD

## ADVANCED TACTICAL RECONNAISSANCE AND ATTACK MISSION



--- ROYAL --- NAVAL --- TASK --- FORCE --- ENCOUNTERS --- U.S. --- MARINE --- CORPS --- UNIT  
 --- SIMULATED --- NATO --- EXERCISE --- TIME --- TOMORROW --- 2-4 --- PLAYERS ---  
 --- EQUIPMENT --- AND --- TERRITORIES --- EQUAL --- ELIMINATE --- STRATEGIC --- TARGETS ---

*The first in a series of unique*  
**COMPUTER AIDED BOARD GAMES**

AVAILABLE FROM SELECTED RETAIL OUTLETS FROM THE 1st NOVEMBER 1984.  
 TRADE ENQUIRIES CONTACT: SALES DEPT., WEBSTERS SOFTWARE. TEL: 0483 62222.

SPECTRUM  
 48k



# VOLCANO

## THE ACTION GAME

*Volcano — not just another computer game!*

*The object is to escape the fury of an erupting Volcano. With only five lives the odds are against you. Red-hot lava streams destroy all before them. Your escape route can be through the medieval city, the business or commercial section or via shopping precincts. Falling rocks block you way. Rioters may destroy you. You may fall into the underground passages to be lost forever. You might disappear in the marsh or get eaten in the jungle. When you finally reach a boat to escape to a safe island there may be no rigging! You have to return to one of the many shops to try to collect these . . .*

*With forty screens above ground; two-hundred-and-ninety 3D screens below; one-hundred shops and factories in which to find aids to your escape — Volcano is not just another computer game!*

### COMPUTER MAGIC

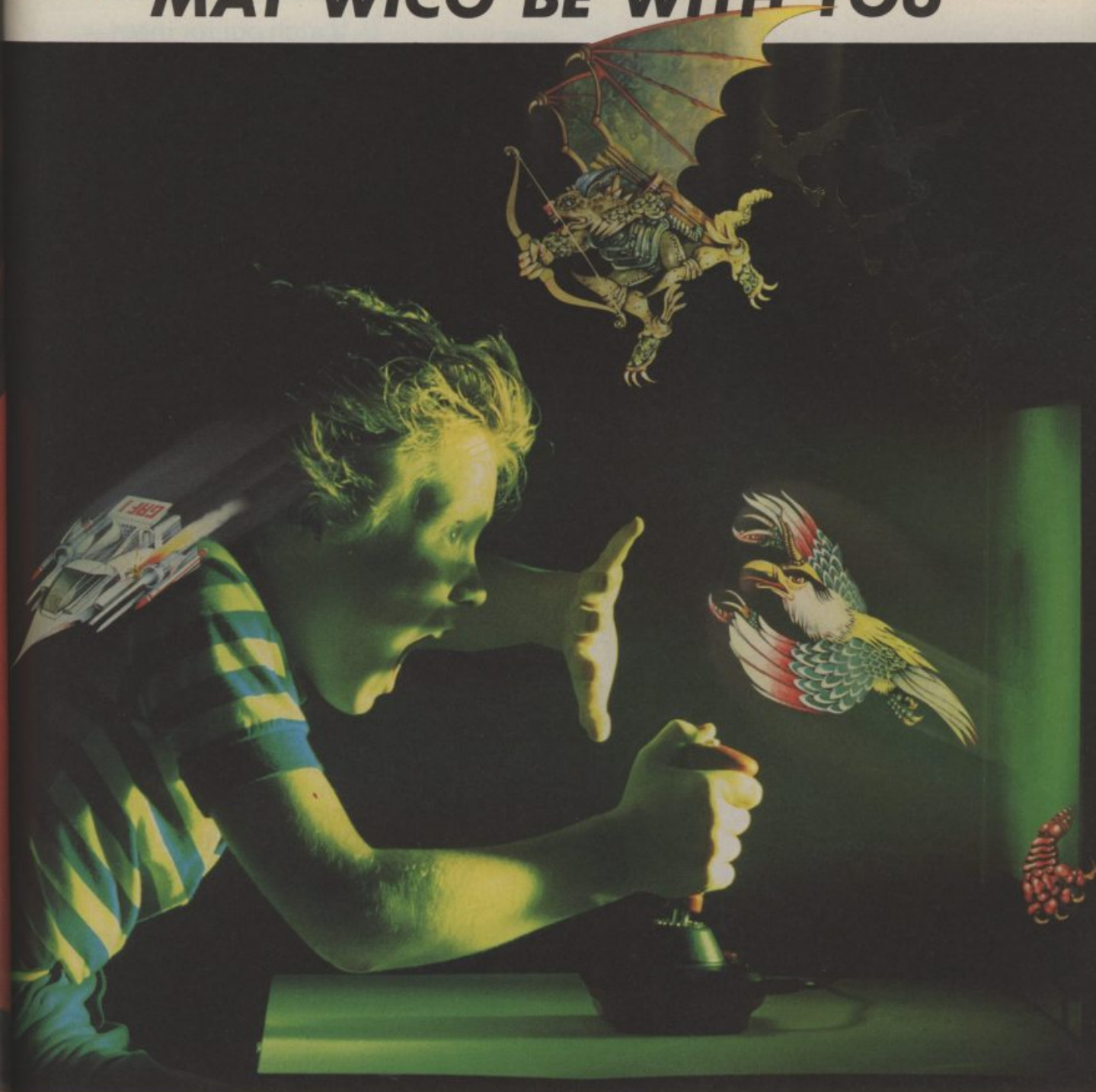
39 Bridge Street, Walton-on-Thames  
Tel: Walton-on-Thames 231011

Note: Volcano can only be played with the map supplied. Volcano is designed for use on a Spectrum 48k. Design/Illustration by Angel Art — Tel: Walton-on-Thames 222110.

**FREE MAP!**



•• **MAY WICO BE WITH YOU** ••



**W**hen you're up against all the evil in the universe, you need the finest joystick. Weak, sticky, slow controls can only lead you to your doom.

You need a Wico.<sup>®</sup> The controls in more than 500 modern arcade games are actually made by Wico.<sup>®</sup> They set the industry standard for durability and performance. And the same arcade quality goes into the Wico.<sup>®</sup> you take home.

Wico.<sup>®</sup> joysticks work directly with the Commodore 64,<sup>™</sup> Vic 20,<sup>™</sup> all Atari.<sup>®</sup> Home Computers and Atari.<sup>®</sup> Video Games.

Add an interface, and you can connect into a Sinclair Spectrum or Apple II.<sup>®</sup> and IIe.<sup>®</sup> If you have a new MSX computer there's the just released MSX Grip Handle for you.

What do you get? A man-sized handle on a virtually unbreakable shaft. Tough, ultra-sensitive Wico.<sup>®</sup> switchgear. A heavy-weight base. A year's guarantee. And more sheer

dodging, chasing and blasting power than ever before.

The Wico.<sup>®</sup> range includes the famous Red Ball,<sup>™</sup> straight out of the arcades. The Three Way Deluxe with interchangeable handles. The light but rugged Boss. And check out the state-of-the-art Trackball: many owners use it for serious programming, where it gives them effortless cursor control.

Ask your dealer to let you handle a Wico.<sup>®</sup> Quality (you'll find) costs money.

But if you want to have less trouble fighting your controls, and more power for fighting the forces of darkness . . . only Wico.<sup>®</sup> is worthy of your hand.



**WICO<sup>®</sup>**

THE FINEST HAND CONTROLS  
IN THE KNOWN UNIVERSE



CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR. 01-508 5600. LOOK FOR THE WICO NAME IN ALL GOOD SHOPS AND CATALOGUES.



# NOT FOR PEOPLE WITH HIGH BLOOD PRESSURE!

Watch out for them—these four new games could be dangerous to your health. And, as they're from A'n'F, they're second to none, calling for a level of skill that's bound to set the adrenalin racing.



**SPECTRUM 48k CYLON ATTACK**—Now with better than ever isometric perspective graphics (3D). £5.75

**BBC 32k SNARL-UP**—Sheer bumper to bumper frustration and only five chances to hit the fast lane. £6.90

**COMMODORE 64 GUMSHOE**—One bleepin' obstacle after another stops you reaching a girl who needs you—desperately. £7.90

**SPECTRUM 48k ALPHA-BETH**—The brain teaser that makes it doubly difficult for you to give the right answer. £5.75



A&F Software, Unit 8, Canal Side Industrial Estate,  
Woodbine Street East, Rochdale, Lancs OL16 5LB.  
Telephone: 0706 341111



```

7120 DATA .33,0,.9,12,.1,9,.2,7,
.1,5,1.2,2,.33,0,.9,5,.1,7,.33,9
.1,2,12
7225 DATA .33,0,.9,5,.1,7,.33,9,
.7,12,.33,9,.33,12,.9,12,.1,9,.3
.3,7,.9,2
7250 PAPER 5: INK 0
7300 PRINT #1; FLASH 1; " PRESS
" FOR INSTRUCTIONS, OR ANY
OTHER KEY TO PLAY... " ; FLASH
0
7310 RESTORE 7220: FOR H=1 TO 22
: READ L,P: BEEP L,P: IF INKEY#<
>" THEN BORDER 5: GO TO 7350
7320 NEXT H: PAUSE 10: GO TO 731
0
7350 IF INKEY#="I" OR INKEY#="1"
THEN GO TO 7400
7360 RETURN
7400 REM instructions
7410 INK 1: PAPER 7: BORDER 5: C
LS
7412 CLS: PRINT " The story so
far... After an unfortun
ate crash with a meteor, you di
scovered a hole in the fuel ta
nk of your earth built saucer."
7413 PRINT " You landed on t
he nearest planet (called "T
he Moon"), to try to refuel,
and discovered you needed nearly
a full tank to get out of the
atmosphere and back to the neare
st major planet..."
7414 PRINT " You have four l
ives-if you are hit or crash y
our shields weaken, and you loo
se a life. Loose four and..
.SPLATT!!"
7416 PRINT #0; "Press any key..."
7417 BEEP 0.01, INT (RND*30): IF
INKEY#="" THEN GO TO 7417
7420 CLS: PRINT " I N S T R
U C T I O N S
7430 PRINT PAPER 7: " PILOT YO
UR SAUCER S SLOWLY THROUGH THE
DENSE ATMOSPHERE, CAREFULLY A
VOIDING THE DEADLY GATHERING S
TORMCLOUDS ABC
LIGHTNING DEF " WITH THEIR
7440 PRINT INK 6; "
H
I"

```

```

7450 PRINT " INK 3; " AT THE S
AME TIME, YOU MUST COLLECT ENO
UGH FUEL JK TO CLIMB OUT O
F THE ATMOSPHERE AT THE END OF
THE LANDSCAPE."
7460 PRINT " WATCH OUT FOR TH
E BOMBS L ! "
7470 PRINT " "1-5 ... UP 6-
0 ... FAST 0-T ... DOWN"
7480 PRINT " " AT END " "1-5 .
LEFT 6-0 ... RIGHT"
7490 PRINT #1; PAPER 5; "PRESS AN
Y KEY."
7495 BEEP .005, INT (RND*20)+40:
IF INKEY#="" THEN GO TO 7495
7496 GO TO 7000
7900 STOP
8000 REM LAST SECTION
8005 PAPER 0: INK 7: CLS: LET e
=30: LET ink=7
8006 PRINT AT 10,6; "PREPARE FOR
LIFT-OFF": FOR g=10 TO 1 STEP -1
: PRINT AT 12,15/9; " : BEEP .5,
9: NEXT 9: CLS
8008 FOR g=1 TO 20: BORDER INT (
RND*8): NEXT 9: BORDER 5
8010 FOR p=5 TO 0 STEP -1
8015 LET e=e-4: LET a=15: LET oa
=a: LET b=20: PAPER p: BORDER p:
CLS
8017 PRINT AT 0,0: INK 7; "SC : "
sc: AT 0,10: "LIVES : " (lives: AT 0,
20: "FUEL : " fuel
8020 FOR g=1 TO 15: INK INT (RND
*3)+5: PLOT INT (RND*32)*8, INT (
RND*21)*8: DRAW 1,0: DRAW 0,1: D
RAW -1,0: NEXT 9
8021 FOR j=1 TO e: LET x=INT (RN
D*29): LET y=INT (RND*15)+1: PRI
NT AT y,x: INK ink; "ABC": AT y+1,
x: DEF: NEXT j
8025 LET a=1: IF IN 64510<>255 T
HEN LET a=2
8030 IF IN 63486<>255 AND a>1 TH
EN LET a=a-1
8040 IF IN 61438<>255 AND a<30 T
HEN LET a=a+1
8045 LET sc=sc+5: PRINT AT 0,4;s
c)
8050 PRINT AT b+1,oa; " " : LET oa
=a

```





```

8060 IF POINT (a*8+4, (175-(b*8)+
4))=1 THEN GO TO 8500
8065 BEEP 0.005,60
8070 PRINT AT b,8; INK 6;"G"
8080 LET b=b-1; LET fuel=fuel-1;
IF b=1 THEN NEXT P; GO TO 8700
8082 PRINT AT 0,26; INK 7;fuel;"
8085 IF fuel<1 THEN PRINT AT 10,
10; INK 7; FLASH 1;"OUT OF FUEL"
FLASH 0; GO TO 1215
8090 GO TO 8030
8500 REM
8505 FOR 9=20 TO 40: BEEP 0.005,
9; NEXT 9; LET lives=lives-1; PR
s=0 THEN GO TO 1200
8510 GO TO 8015
8700 REM OUT!!!
8705 RESTORE 8710; FOR 9=1 TO 15
READ L,P; BEEP L,P; NEXT 9
8710 DATA .9,5,.3,7,.3,8,.3,10,.
.2,13,.2,12
8715 DATA .3,15,.5,18,.3,17,.2,1
.2,12,.2,15,.9,20,.4,19,.2,20
8720 PRINT AT 10,6; FLASH 1;"BON
US POINTS : 1000"; FLASH 0; LET
sc=sc+1000; FOR 9=1 TO 400: NEXT
9
8750 LET ink=7; INK 0; PAPER 5;
BORDER 5; CLS; LET a=5; LET lev
=1; LET b=15; LET mempos=50000;
GO TO 1100
9000 REM LANDSCAPE GENERATOR
9001 GO TO 9500
9005 PAPER 7; INK 0
9010 CLS; LET y=20; LET x=0; LE
T len=0; LET screens=0
9020 LET mempos=50000
9100 IF IN 51438=239 AND y<20 TH
EN LET y=y+1
9110 IF IN 51438=247 AND y>1 THE
N LET y=y-1
9115 POKE mempos+1,0
9120 IF IN 57342<>255 AND POINT
((x-1)*8)+4, (175-(y*8))+4)=0 AN
D PEEK (mempos-1)<>1 THEN POKE #
mempos+1,1; PRINT AT y-1,x-1;"JK"
GO TO 9130
9125 IF IN 49-50<>255 AND POINT
((x*8)+4, (175-(y*8))+4)=0 THEN P
OKE mempos+1; PRINT AT y-1,x;"

```

```

9130 IF screen=-1 AND x=0 THEN
GO TO 9500
9140 POKE mempos,y
9150 LET len=len+1; LET mempos=m
empos+2
9160 PRINT AT 0,0;"length : ";le
n;AT 0,15;"screens : ";screens
9165 LET old=PEEK (mempos-4)
9170 IF old=y THEN PRINT AT y,x;
"■"
9173 IF old>y THEN PRINT AT y+1,
x;"■";AT y,x;"■"
9176 IF old<y THEN PRINT AT y-1,
x;"■";AT y,x;"■"
9200 LET x=x+1; IF x=32 THEN LET
x=0; CLS; LET screens=screens+
1
9250 GO TO 9100
9500 REM LANDSCAPE
9505 CLS; PRINT "
GENERATOR
9510 PRINT "press : 1) To gene
rate landscape
landscape
landscape
4) To exit
"
9515 IF INKEY#="1" THEN GO TO 96
00
9520 IF INKEY#="2" THEN SAVE "LS
cape"CODE 50000,1280
9522 IF INKEY#="3" THEN LOAD ""O
DE"; RUN
9525 IF INKEY#="4" THEN RUN
9530 GO TO 9515
9500 REM
9505 CLS; PRINT "Landscapes
are 20 screens long and are for
med by moving the front of th
e landscape up or down as it
moves forward."
9510 PRINT "Fuel should be pla
ced on flat areas of ground, a
bout 2 to 6 fuel pods per scre
en, suitably protected by bombs
"
9515 PRINT "6 ... down
... fuel 7 ... up
-enter ... bomb"
9520 PRINT AT 21,0;"press any ke
y to start..."; PAUSE 0; GO TO 9
010

```





FROM THE SOURCE OF NEW IDEAS

# English Software presents 5 original games.



## 1 JET-BOOT JACK™

Commodore 64, BBC Model B  
/Acorn Electron, Amstrad CPC464:  
each Cassette **£7.95**



Atari 400/800 and XL Models 32K:

(Cassette and Disc) **£9.95**

## 4

## HENRY'S HOUSE

starring little HENRY  
Commodore 64: Cassette:

**£8.95**

## 2

## Witch Switch

Commodore 64: Cassette

**£8.95**

## 3

## Soldier of Fortune

Commodore 64:  
Cassette

**£7.95**

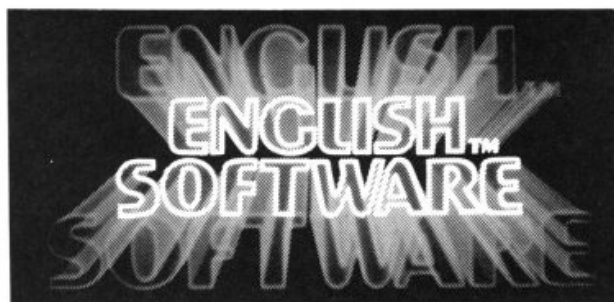
## 3



Commodore 64:  
Cassette (Release  
Date - December) **£9.95**

### PROGRAMMERS WANTED

We're always on the lookout for new programmers. If you can work to the English Software standard of quality, we'll reward you by marketing your programs across Europe and USA! Contact us today.



### THE POWER OF EXCITEMENT

The English Software Company, Box 43, Manchester M60 3AD  
Trade Enquiries Tel: 061 835 1358.

ALL COMMODORE 64 CASSETTES ARE SUPPLIED  
ON PAVLODA ULTRA-FAST LOAD.

## JET-BOOT JACK THE REVIEWERS' CHOICE!



"Excellent throughout - a likely chart topper" 100% Rating  
(5 stars)

"Excellent game with beautifully coloured and defined graphics"

PERSONAL COMPUTER NEWS

"This game is excellent - Jack looked almost human!"  
"Arcade standard - should please most addicts"

WHICH MICRO?

GAMES COMPUTING

"In short, a first rate game"

HOME COMPUTING WEEKLY

"Jet-Boot Jack is a gem!"

TV GAMER

"This has to be one of the best, most playable and carefully thought out games for the Atari that I've seen for a while"

COMPUTER AND VIDEO GAMES

PERSONAL COMPUTER NEWS  
What more can WE say!?!?!



# JOYLESS VICTORY

Games like *Victory* really make me wonder if the Colecovision has any future.

Two years ago I was writing with nothing but enthusiasm for this bright new video games system which promised great things with its range of exciting arcade-to-home conversions.

There was *Donkey Kong*, *Zaxxon* and *Venture*. Lots of good games — the only problem was finding the money.

But recently the supply of good games has started to dry up. We've had *Miner 2049'er*, *Rocky* and *Omega Race* that has been done so well on other systems — Spectrum and 64 to name but two — so that when you come across a third rate version on what is supposed to be the best games system around, you cannot help but be disappointed.

*Victory* too falls into this category. It's a scrolling shoot-'em-up with a planet surface scene and space scene. Again the game works with the pricey Roller Ball controller — your ship can move in any direction and your gun rotates through 360 degrees. It's the sort of game that has been done so well on other systems — Spectrum and 64 to name but two — so that when you come across a third rate version on what is supposed to be the best games system around, you cannot help but be disappointed.

The game does have some saving graces, like the radar scanner that enables you to

track the position of the incoming aliens.

The game also has a run ranking system that starts you off as a cadet and challenges you to work your way up through the ranks to squadron leader.

Trouble with this is that it's just too easy to gain those promotions.

Other features include smart bombs, shields, a refuelling mechanism and a shield strength indicators.

The graphics in *Victory* are very crude and chunky and a movement seems very jerky.

# THREE IN ONE!

*Omega Race* spun into the arcades two years ago and then spun out again without making any major impact.

It made a brief reappearance on the Vic 20 last year and now thankfully there is a version for the ColecoVision.

It's a pity this game has been ignored by most of the arcade game cloning software houses as it's a very original and entertaining

game well worth converting.

The game works in conjunction with the Coleco Roller Controller — not exactly a cinch at £50.

You pilot the *Omega* fighter as it battles against the droid forces. The ship can rotate through 360 degrees, thrust forward at great speed and bounce off the walls to gain an advantage.

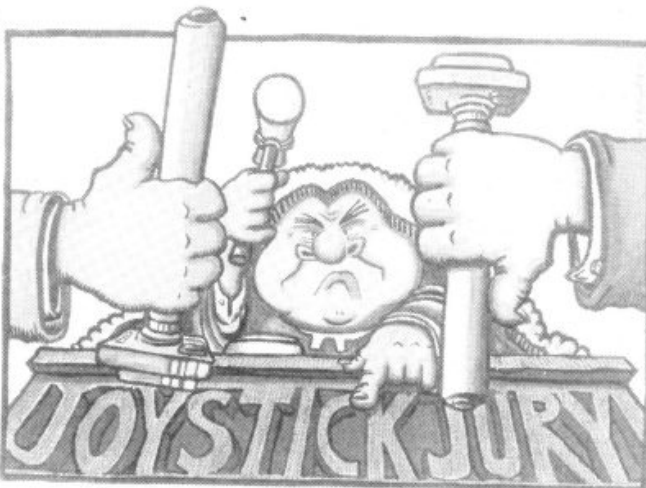
You are armed with a laser gun as defence against the droids but — be warned — they have the same fire power as you do and they also have the advantage of numbers.

The first few sheets of droids conveniently stand still so that you can pick them off with ease. Pretty soon they start to speed up, tracking you around the central island at great speed, so manual dexterity with the Roller Controller becomes important.

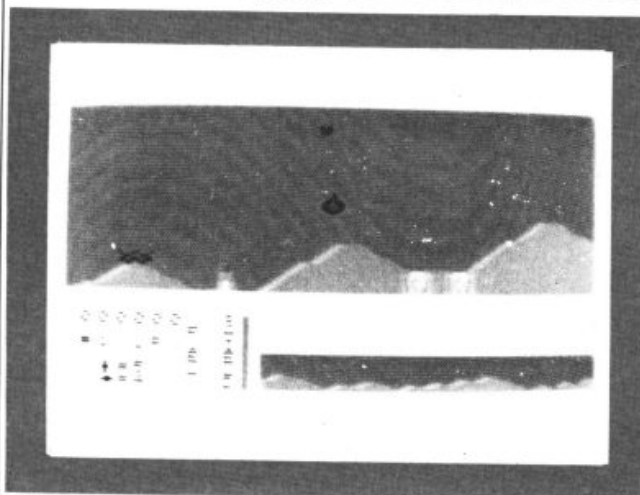
This is where the strategy element comes into *Omega Race* — planning your direction, and your angles of fire and bouncing off the walls to arrive at a vantage point.

There are three variations on the basic game: *Tunnels* and *Astro Gates* which feature two escape tunnels that can also be used for surprise attacks and *Fast Bounce* which makes you rebound off the sides of those walls like a silver ball in a pin table.

*Omega Race* available now at £29.95.



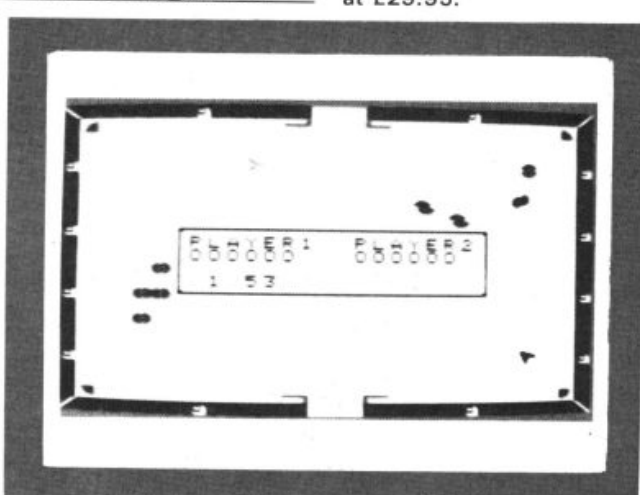
***With Christmas just around the corner, our Joystick Jury resumed its session to take a look at some of the new releases for the ColecoVision system. And although dedicated video-games machines seem to be taking a nose-dive lately, CBS are releasing some attractive new games.***



## The Verdict

Not good enough a game to justify the £29.95 asking price.

● Action.....2	● Addition.....1
● Graphics.....1	● Theme.....1



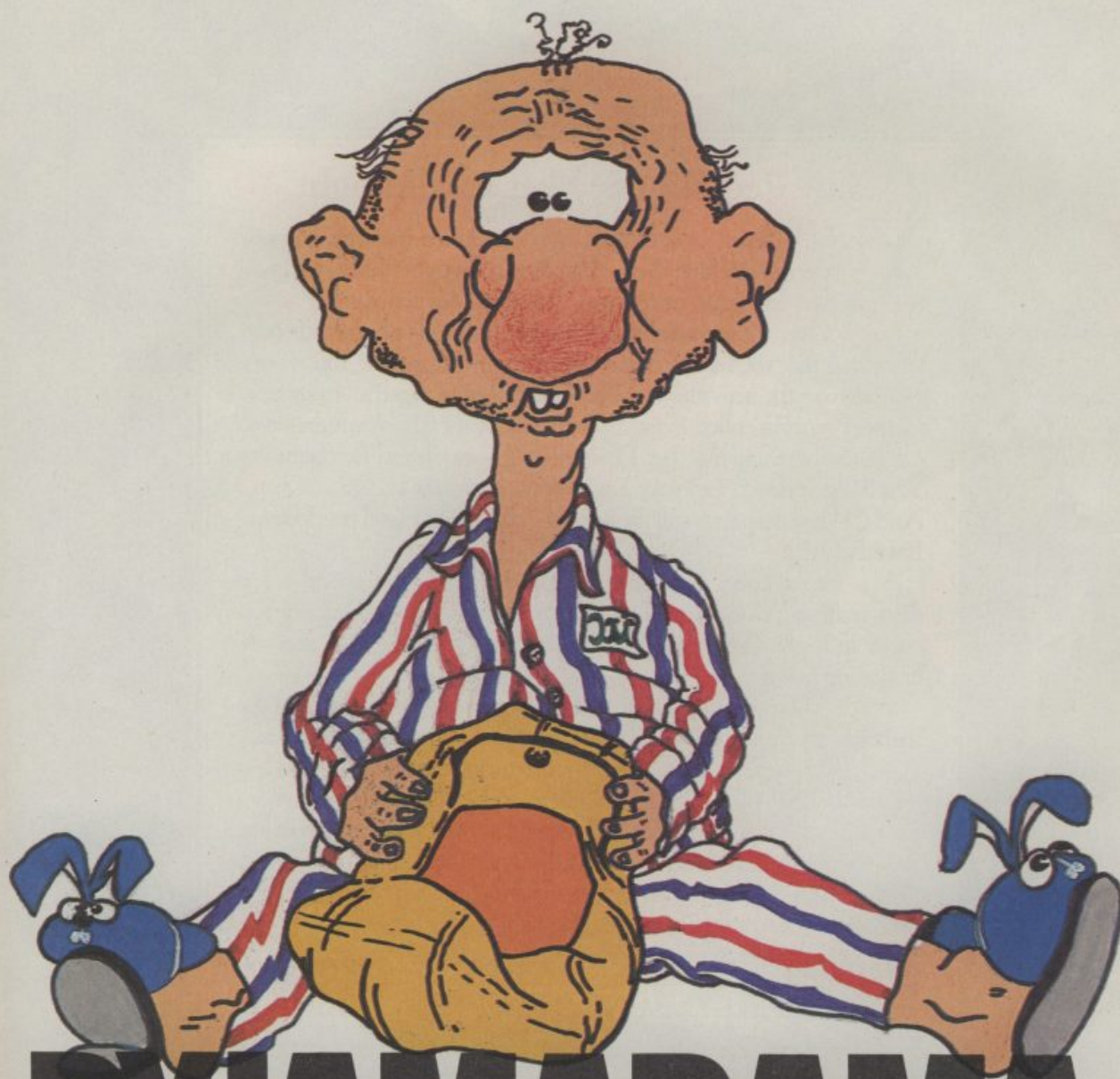
## The Verdict

If you are lucky enough to own a Roller Ball controller for your Coleco, this is one of the best available for it so far. You'll find it difficult to put it down.

● Action.....4	● Addition.....4
● Graphics.....2	● Theme.....3



You'll never dream a program  
could be this good!!!



# PYJAMARAMA

Join Wally in his nightmare

Sensational Software from

**MIKRO-GEN**

Spectrum 48K — £6.95

44 The Broadway, Bracknell. Tel: (0344) 427317

Available for Commodore 64 and Spectrum 48K

Commodore 64 — £7.95





## The Red Kipper Flies at Midnight

**Y**OU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeur, Heinrich and Reichsmuller. The badge pressed into your hand on the station at \_\_\_\_\_ . And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.

LOADING TIME	5½ minutes.	MICRODRIVE	X/FER FUNCTION
LOCATIONS	100+	FUN FACTOR	8
LEVEL	?		
SOUND	Beep Beep		

### HINTS

Watch your back, try not to get killed and mind your language.

The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.

© RamJam Corporation 1984.  
(Although why we bother heaven only knows).



Valkyrie 17 is distributed by Palace Virgin Gold, 69 Flempton Road, London E10 7NL. Telephone: 01-539 5566. Available from all leading wholesalers.



# PROJECT FUTURE

NEW

48 SPECTRUM

PROJECT FUTURE, YOUR MISSION TO  
DESTROY THE DREADED S.S.FUTURE.

OVER 250 SCREENS OF THE MOST  
AMAZING HIGH RESOLUTION GRAPHICS  
EVER SEEN ON THE SPECTRUM. SUPER  
SMOOTH ANIMATION. INCREDIBLE SOUND  
EFFECTS. 100% MC ARCADE STANDARD.  
THE TOTALLY ADDICTIVE CONCEPT.

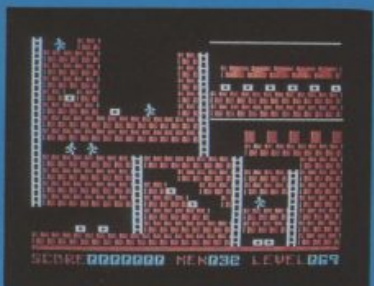
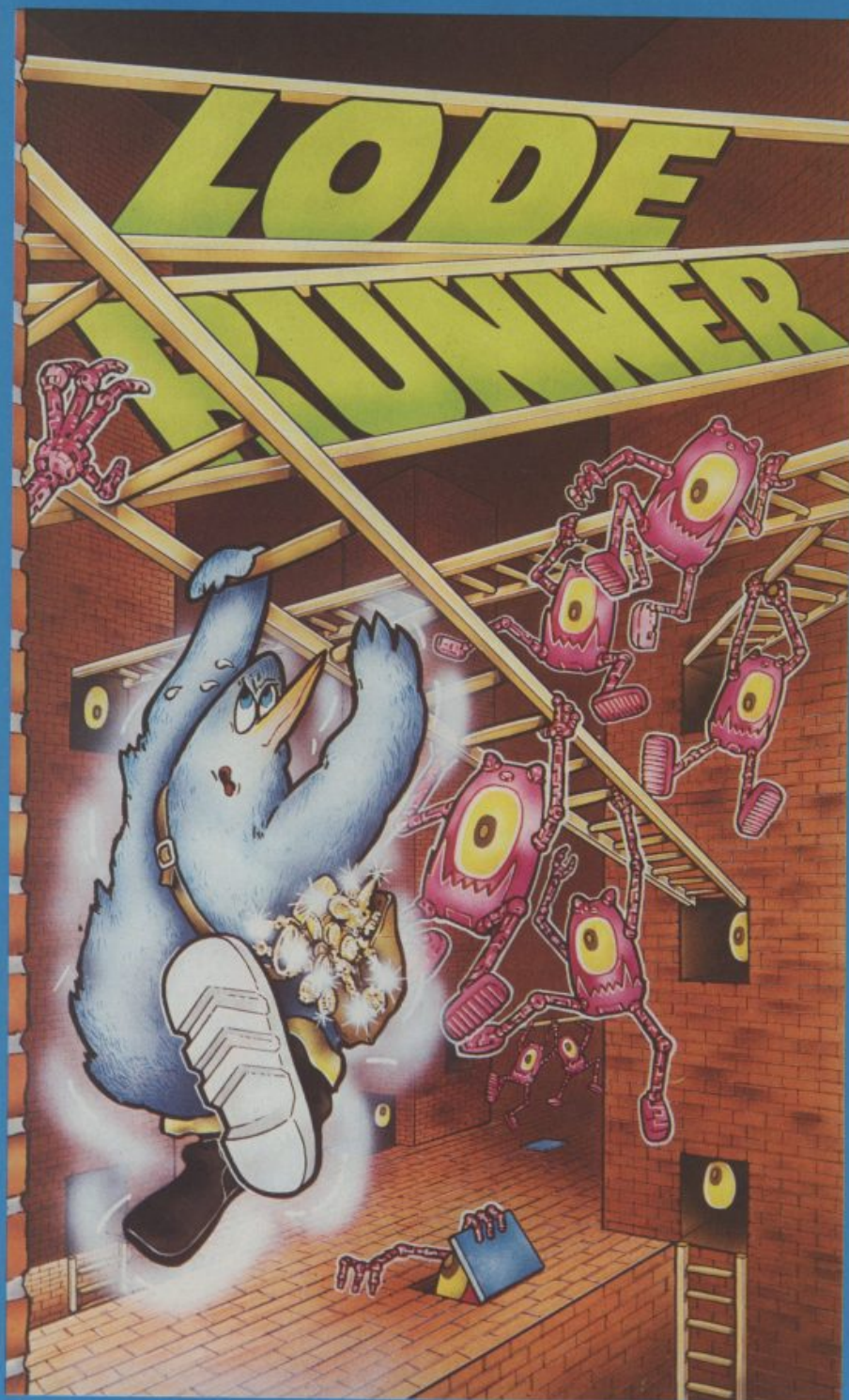
£7.00

THE ULTIMATE ARCADE ADVENTURE.

## MICROMANIA

Available now! From all good software outlets or direct from: Micromania,  
14 Lower Hill Road, Epsom, Surrey. P + P free. Dealers phone: (03727) 20152.





You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

**CREATE YOUR OWN GAMES!**

Lode Runner is more than a fast action game. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless ladders, floors, trap doors, crossbars, gold chests and Bungeling enemies. It's easy and there's no end to the variations, challenge and fun.

**Available on the 48K Spectrum**

© Broderbund™ 1984.

Licensed to Software Projects. Produced by Software Projects.



# SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF  
 Telex: 627520 Telephone: 051-428 9393 (4 lines).





Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagmites and jump over stalagmites to avoid crashing.

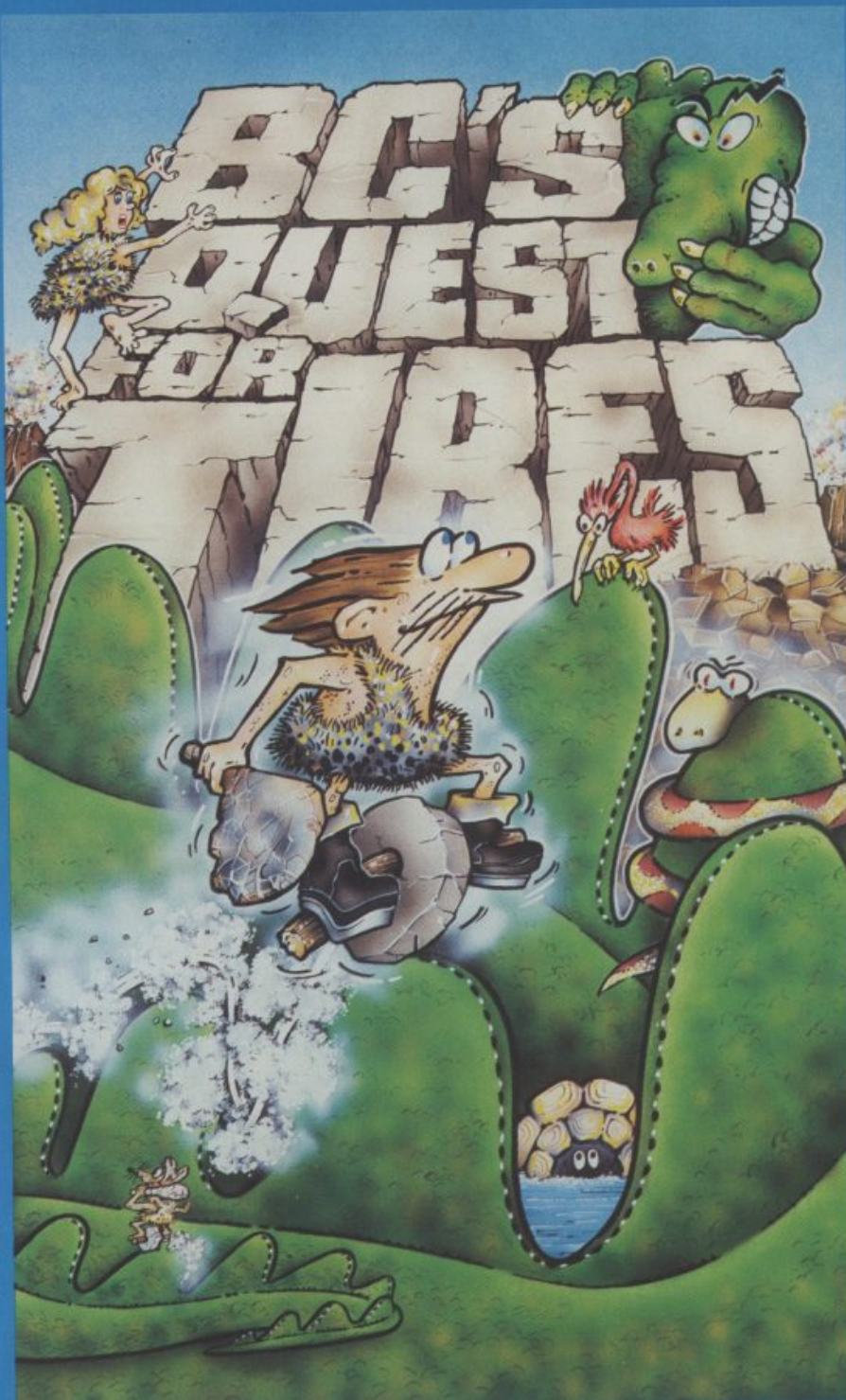
If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:  
Colin Stokes  
(Sales and Marketing)

For Mail Order only:  
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:-  
John Menzies, HMV, Boots, Woolworth,  
Spectrum and other large department  
stores and all good major software  
retailers.



Available on the Commodore 64

© Sydney 1984. Licensed from Sierra-on-line™.

Licensed to Software Projects. Produced by Software Projects.

Please send me a copy of

BC'S QUEST FOR TIRES ☐ £9.95

LODERUNNER ☐ £9.95

Please tick  
where applicable

I enclose cheque/PO for .....

(Please add £1.00 for orders outside UK)

Access Card No. ....

Name .....

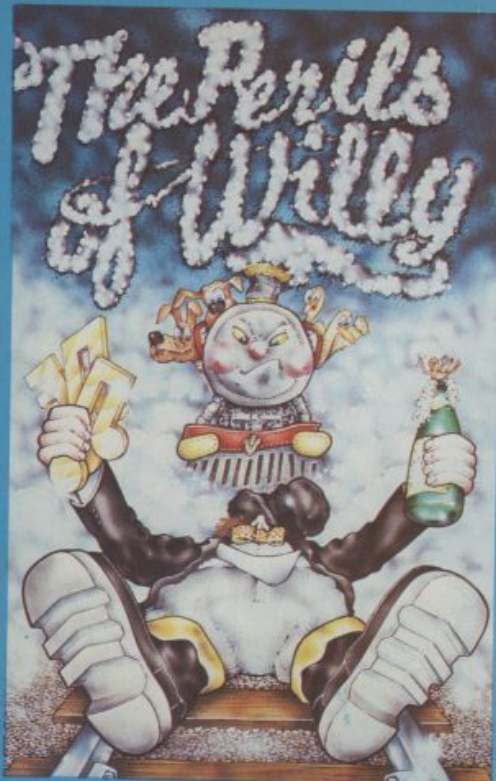
Address .....

For Mail Order only:

Software Projects, P.O. Box 12, L25 7AF



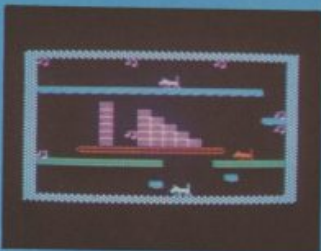
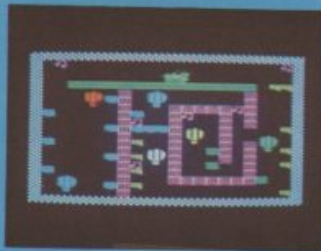
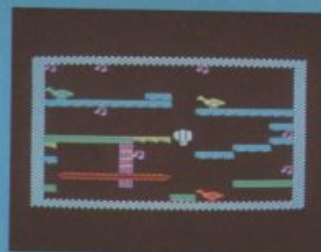




Its army to enormous dimensions, soon its attack on mankind will commence. Exploring the outer regions of a weird landscape, your secondhand 'ground skimmer' has only a single laser in its armoury. Discovering the Dodo's secret means you must destroy as many beings as possible, as the Dodo will try anything in its power to prevent the secret getting out. The game has 9 attack waves with progressive difficulty and speed. There's a bonus life every 10,000 points and bonus points after every wave, dependant on which level you are on (Bonus = Wave Number x 1000). After the wave bonus the Dodo must be hit 12 times, by bringing the number on the right of the score from 88 to 100. The number of 'Mults', 'Wallys' and 'Buildas' is also dependant on the wave number.

**WARNING:** 'Mults' are not affected by laser fire, but in fact, feed on it. The 'ground-skimmer' can be destroyed on collision with any enemy or enemies weapons, or by letting the 'BBs' (purple coloured enemy) getting to the far right of the screen.

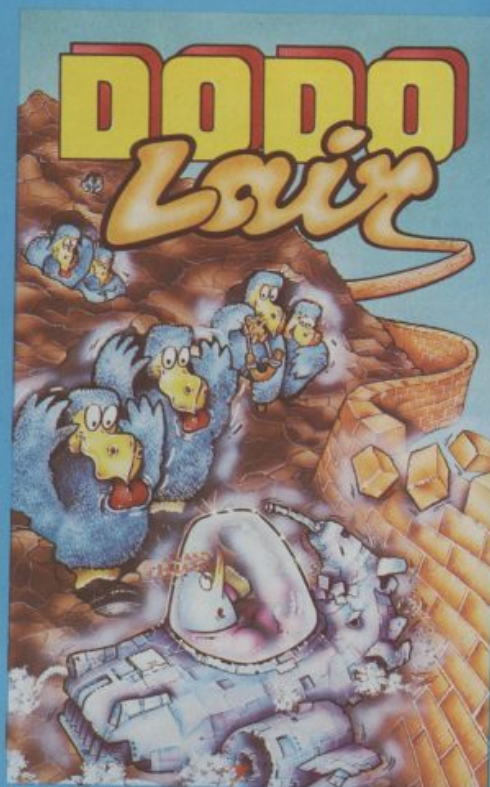
Available on the unexpanded VIC 20



Oh what a night, drinking, dancing and singing 'til dawn. Now it's time for all the revellers to make their way home. Being a little worse for drink, you decide to walk home in the cool night air, rather than taking a taxi. Singing merrily along the way, you walk through the park and skip lightly over the ducks and catch the notes of music that seem to hang in the air. But be careful when approaching the railway, trains still run at this time of day and wild dogs are in search of food! When you have collected all the notes on the level you are on you will proceed to the next, collecting a time bonus on the way.

Miner Willy's first outing on the Commodore VIC 20.

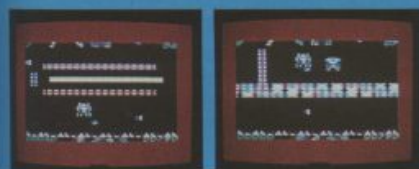
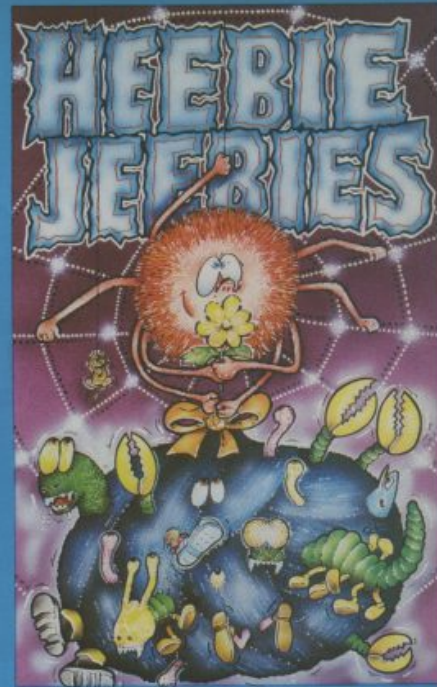
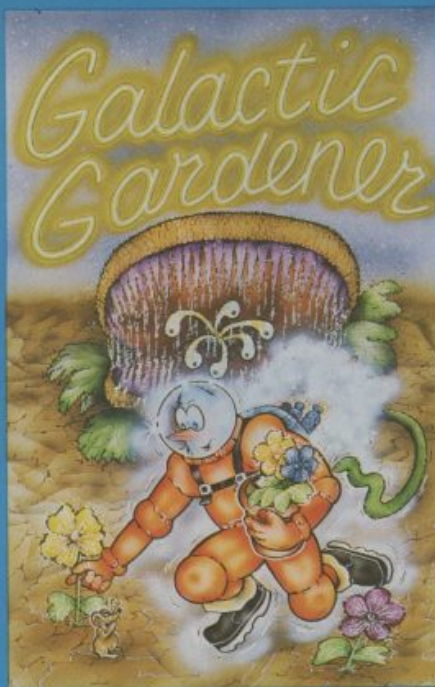
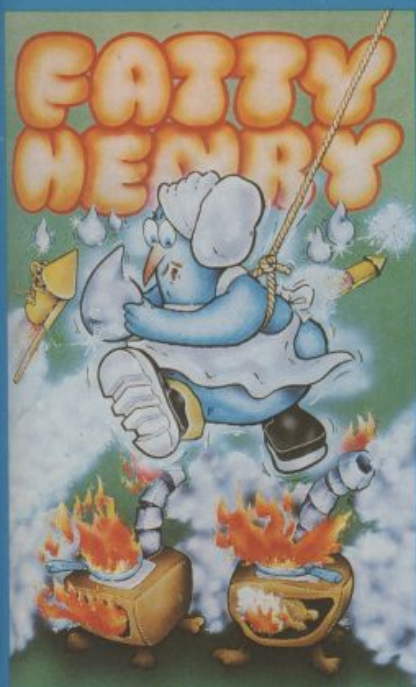
Available on the VIC 20 + 16K expanded



# SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF.  
Telex: 627520 Telephone: 051-428 9393 (4 lines).





Deep in the kitchen of one of the towns first class restaurants amongst the hustle and bustle, Little Thwitchy Thwilly has just been selected from the aquarium as a customers main course . . . panic . . . sitting in the oven his first thought is survival and how to escape. As the oven is ignited and the flames start to rise he realises his only hope is to collect the dripping condensation from the pipe at the top of the oven and try to extinguish the flames. It's going to be tough, he must survive through ten different ovens and face added hazards such as the rotating spit, spinning food debris, oven foam and the restaurants pet dog, Fatty Schizo Henry, who by the way often enjoys a snack from the restaurants aquarium. Can you help him?

Available on the unexpanded  
VIC 20



Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

Available on the  
Commodore 64



You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

Available on the  
Commodore 64

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:  
Colin Stokes  
(Sales and Marketing)

For Mail Order only:  
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:—  
John Menzies, HMV, Boots, Woolworth,  
Spectrum and other large department  
stores and all good major software  
retailers.

Please send me a copy of

HEEBIE JEEBIES

☐ £7.95

GALACTIC GARDENER

☐ £7.95

Please tick where applicable

PERILS OF WILLY

☐ £5.95

DODO LAIR

☐ £5.95

FATTY HENRY

☐ £5.95

I enclose cheque/PO for .....

(Please add £1.00 for orders outside UK)

Access Card No. ....

Name .....

Address .....

For Mail Order only:

Software Projects, P.O. Box 12, L25 7AF



# SOFTWARE SUPER SAVERS

## ZIGGURAT



Lured by the promise of untold riches, our intrepid hero enters the temple of Ziggurat, a place of ill legend. All he has to do is grab the money and run, but he can't quite remember which way he came in, and what is that shuffling sound coming from the crypt.  
Available on the 48K Spectrum.

# SOFTWARE SUPER SAVERS

## FLIP FLAP



A pin ball game with a novel twist. There are twenty tables to be negotiated, each by reaching a target level. Each table has a different theme with original 'bonus' features. Will you dare to use the gamble feature? You could gain an extra ball – or lose 5,000 points!  
Available on 48K Spectrum

# SOFTWARE SUPER SAVERS

## FRED'S FAN FACTORY



It's Fred's first day at his new job; guiding balloon men through the factory passages using fans to blow them to freedom. Easy? It looks that way until the balloon men come under seige from spinning knives, fireballs, spikes and explosives, Fred is starting to panic, can you help him.  
Available on the 48K Spectrum.

# SOFTWARE SUPER SAVERS

## CALIFORNIA GOLD RUSH



In the heart of hostile Indian Country, prospector Jake has discovered a fabulous fortune in gold, spread out in 24 rich fields. To claim these riches he has to fence off each mine. The Indians, alas, have other ideas, tearing down his fences and attacking him with arrows and tomahawks. Can Jake block the Indians with carefully placed sticks of dynamite and stake his claim to the fortune.  
Available on the Commodore 64.

# SOFTWARE SUPER SAVERS

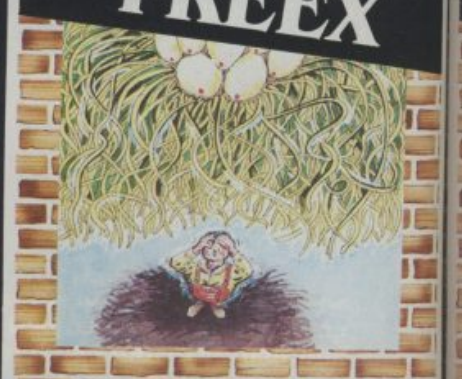
## FACES OF HAARNE



Night falls over the city and at the local museum Herbert the curator is doing his rounds. As he approaches the Green Room containing the mysterious and fabulously valuable "Faces of Haarne", strange noises can be heard from within. Armed with his steel-rimmed "Odd-Job" hat, Herbert enters the room. You won't believe what he encounters!  
Available on the Commodore 64.

# SOFTWARE SUPER SAVERS

## FREEX



All has been quiet at the Trans-Cosmos outpost for the past 50 Intergalactic Standard Time Units. Suddenly, out of nowhere, appear hordes of alien marauders – 100 waves of them. This is it; the moment you've been waiting for, the chance to gain your stripes.  
Available on the 48K Spectrum.



# SOFTWARE SUPER SAVERS

## MOONLIGHTER



You are the Commander of a Space Shuttle ferrying cargo to Arcturus and all planets north. Whilst checking the inventory, which includes Mega-Tennis Balls, Clockwork Oranges and Intoxo-Beverages, you hear some very peculiar sounds coming from the hold. Dare you investigate?

Available on 48K Spectrum.

# SOFTWARE SUPER SAVERS

## SHUTTLE SHOCK



Algernon the astronaut has crash-landed on the planet Epsilon XI and the power packs that propel his rocket have been dispersed around the planet. Algles efforts to re-assemble his power packs are hindered by some rather eccentric life forms; stinkers, mutant lawn mowers, grandfather clocks?? What kind of planet is this?

Available on the 48K Spectrum.



Software Supersavers is a new name to watch out for. We'll be bringing you quality software at a supersaver price. They're not re-hashes of old games but totally original ideas combining to give you an exciting range of new games.

So whatever your software tastes are, Software Supersavers has the game just right for you.

All games

# £2.99

each

Dealer Enquiries –  
051-428 6367 and ask for Lesley

Please send me a copy of

I enclose a cheque/PO for.....  
(Please add £1.00 for orders outside the UK)



Access Card No .....

Name .....

Address .....

Software Supersavers Ltd., P.O. Box 13, Liverpool L25 7AG

Software Supersavers Ltd., P.O. Box 13, Liverpool L25 7AG

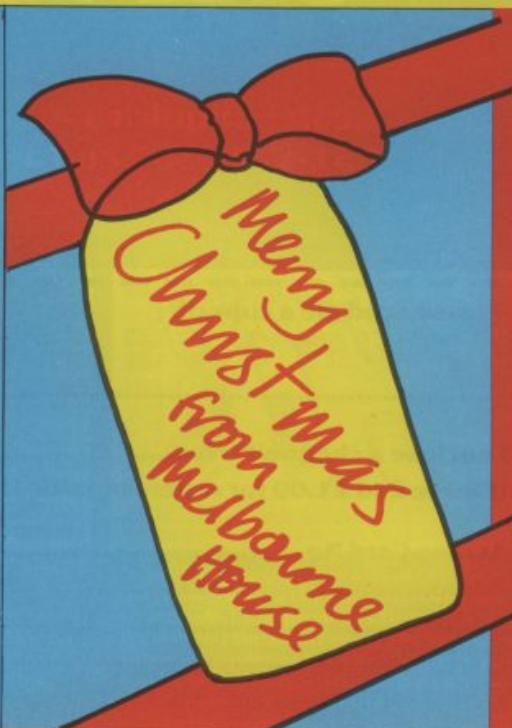


Merry  
Christmas  
from  
Melbourne  
House



**CUT-OUT**  
YOUR CASSETTE INLAY

MERRY CHRISTMAS FROM MELBOURNE HOUSE







This is Santa's sleigh. It is almost full of toys ready to fly around the world delivering presents.



This is Santa's toy workshop, where Santa sits busy making toys for children all over the world. There is a RETURN FOR TOYS.



With Christmas and new year holidays looming, many a gamer's thoughts are turning to "what can I play on my computer to relieve the tedium of Billy Smart's Circus, soppy films and the Paul Daniels Christmas Show?"

If that sounds like dullsville to you then relax — C&VG and Melbourne House have come up with a game that will keep you occupied and entertained throughout the twelve days of Christmas.

*Merry Christmas* runs on the Commodore 64 and is a gift at 95p. The animation is amongst the best that you will see on any game, with delightful moving pictures to illustrate some of the locations. It's one of the new breed of adventures from the company who brought you *The Hobbit*, *Sherlock* and *Zim Sala Bim*.

The game begins outside Santa's home in the North Pole. To the east is the toy factory where the elves are busily putting springs on jumping jacks, wheels

on toy cars and pretty clothes on dolls. Outside, the snow is falling and you can hear the blizzards blowing across the snowy wastes.

Call Santa, and Father Christmas emerges from his hut clad in

his red coat with fur-lined hood and big black boots.

But something is missing. Better call reindeer. Do this, and watch the reindeer scampering down the hill ready to pull Santa's sleigh.

If you succeed, a visual treat is in store as Santa flies away to distribute his toys.

Guaranteed to generate sighs and aahs from members of your family this Christmas.

To get your Christmas adventure game, fill in the form below and send it off with a cheque or postal order for 95p. Forms should reach us no later than November 31st. Please allow 28 days for delivery. Do not send cash through the post.

To: C&VG/Melbourne House Christmas Offer, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

Please send me.....tape(s) of *Merry Christmas* From Melbourne House.

Name .....

Address .....

.....

.....

.....

I enclose a cheque/postal order to the value of £.....made payable to C&VG. Please allow 28 days for delivery.





**WONGO**...bounce along the great wall of China to diffuse sizzling bombs - avoiding grimes and graminas.  
BBC...£7.95 ELECTRON...£7.95

**WARP 1**...strategical space adventure. Space, the final frontier... Your task - to seek out a lost starship captain, explore new galaxies and boldly go where no man has gone before. BBC...£7.95 ELECTRON...£7.95

**ULTRON**...Super fast 'zap-em' game, swarms of invading enemies to blast out of the ship before reaching the mother ship. BBC...£7.95 ELECTRON £7.95

Merry Xmas

**SANTA**

**MERRY XMAS SANTA**

Hi-res full colour arcade action as Santa delivers presents on Xmas Eve...avoid hostile snow men flying snowballs, slippery roofs, icicles etc. whilst devouring as much cake, pudding, and sherry as possible on the way - but be careful Santa doesn't get tipsy who knows what might happen. SPECTRUM £5.95 ELECTRON £7.95 BBC...£7.95

AVAILABLE FOR  
**48K SPECTRUM  
BBC & ELECTRON**

Mail Order:  
Send cheque or P.O.  
payable to 'ICON' or  
quote your credit card no.



**ICON**

**SOFTWARE**

65 HIGH STREET, GOSFORTH, TYNE & WEAR, NE3 4AA.  
TEL: (091) 2846966

Selected titles available from: John Menzies, Co-op, Harrods, Wildings, Granada and most good computer shops.

Dealers contact: Centresoft, Express, Tiger, Drakes, R&R.



# Interview

## Opportunity Knocks.

This is your big chance – the top programmer's job. All you have to do is be at the right place at the right time.

But don't be deceived, the competition is tough out there!

Due to the complexity of its outstanding graphics and challenging game play, Interview is a multi-load game using the Novaload fast load system on tape.

Don't wait for the rush, Interview is available now from your favourite software retailer or direct from us.

Tape £7.95  
Disk £9.95-inc. VAT.  
Commodore 64

To: Front Runner, K-soft distribution,  
620 Western Avenue, London W3 0TU

Rush me \_\_\_\_\_ Tape(s) \_\_\_\_\_ Disk(s) of Interview

Name \_\_\_\_\_

Address \_\_\_\_\_

Post code \_\_\_\_\_

Telephone \_\_\_\_\_

I enclose a cheque/PO made payable to  
K-soft distribution for £ \_\_\_\_\_ (post free)

or debit my Access/Visa\* \_\_\_\_\_

Delete as applicable

I would like to hear news of more Front Runner  
releases ☐ Yes

Please allow 21 days for delivery.

**FRONT**  
*Runner*  
Meet the Challenge



# ENOUGH TO BLOW ANYONE'S FUSE.

Every month, SINCLAIR PROGRAMS features extensive listings for the Sinclair Spectrum and ZX81, as well as graphics instructions, letters, 'game of the month', and even a special section for beginners. See you in a month's time!

If it's games you want,  
you'll find plenty in  
Sinclair Programs

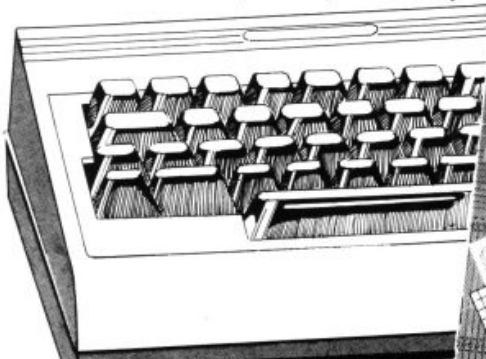
Available from your  
newsagents, only 95p

*Sinclair  
Programs*



## A PERFECT COUPLE

Just like ham and eggs and peaches and cream, Commodore User is the perfect companion for your 64 or Vic 20. Every month Commodore User is packed full of the latest new games reviews, special projects and business computing, plus the latest software charts, Tommy's Tips for your tricky computer problems, and much much more. Commodore User, the perfect magazine for Commodore owners, at your newsagent on the first of every month. All for only 85p.



**COMMODORE**  
*User*





# BOILERHOUSE

## Explosive Action!

Feel your temperature rise as you battle to control the overheating boilers. Your challenge is to fight and defeat the machinery, but the pressure can become intolerable!

Boilerhouse is an all machine code game with keyboard or joystick options.

£6.95 inc. VAT  
48K Spectrum

To: Front Runner, K-soft distribution,  
620 Western Avenue, London W3 0TU

Rush me \_\_\_\_\_ Tape(s) of Boilerhouse

Name \_\_\_\_\_

Address \_\_\_\_\_

Post code \_\_\_\_\_

Telephone \_\_\_\_\_

I enclose a cheque/PO made payable to  
K-soft distribution for £ \_\_\_\_\_ (post free)

or debit my Access/Visa\* \_\_\_\_\_  
Delete as applicable

I would like to hear news of more Front Runner  
releases ☐ Yes

Please allow 21 days for delivery.

**FRONT**  
*Runner*  
Meet the Challenge



# SWAG

**NEW!**

FOR THE

**COMMODORE 64**

The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit. Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

**£8.95**  
CASSETTE  
**£10.95**  
DISC

Arcade standard, 100% machine code, amazingly smooth high resolution graphics, incredible sound effects, the totally addictive concept.

the **ULTIMATE** arcade adventure

# MICROMANIA

SWAG is available now! On high speed loading  
Cassette or Disc from all good software outlets or direct  
from:

MICROMANIA, 14 LOWER HILL ROAD, EPSOM, SURREY. P & P FREE. DEALERS PHONE: 03727 20152



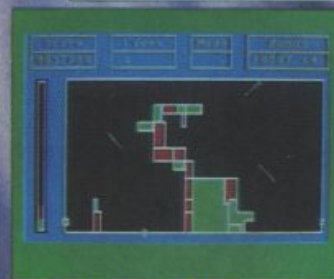
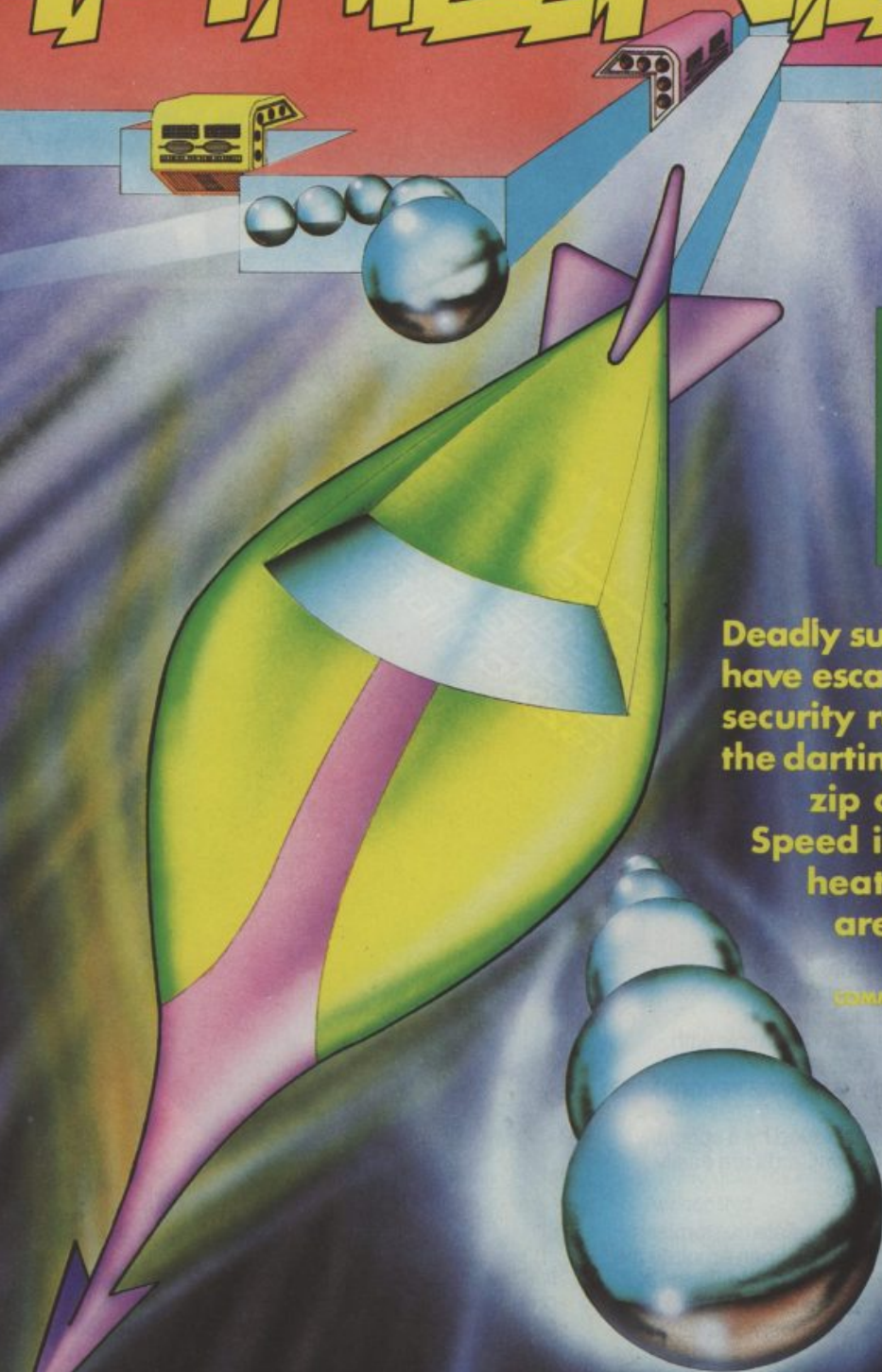
MICROPOWERMICROPOWERMICROPOWERMICROPOWER

SUPERFAST LOADING TIME  
commodore 64

electron

B.B.C. MICRO

# FRENZY



COMMODORE 64 VERSION

Deadly sub-atomic particles have escaped from the high security research lab. Trap the darting Leptons as they zip around the room. Speed is essential as the heat-seeking Chasers are forever on your trail.

COMMODORE and ELECTRON CASSETTE PRICE £6.95  
BBC cassette price £7.95  
BBC and Commodore disk price £9.95

PHONE NOW  
FOR OUR FREE  
COLOUR  
CATALOGUE



MICRO  
POWER

MICRO POWER LTD., NORTHWOOD HOUSE,  
NORTH STREET, LEEDS LS7 2AA.  
MAIL ORDER: TEL. (0532) 434006.  
SELECTIVE BRANCHES OF BOOTS, CO-OP,  
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL  
GOOD DEALERS.  
AUTHORS! WE PAY 20% ROYALTIES!

MICROPOWERMICROPOWERMICROPOWER



# The ultimate development from



Designed exclusively for the ZX Spectrum, Protocol 4 brings you game control customising in a way that no other interface does. It can accept all commercially standard joysticks, including the Quickshot II with 'rapid fire' or Trackball controllers, and is compatible with ALL Spectrum software. **OPERATES LIKE FIXED OPTION INTERFACES OR CAN BE FULLY HARDWARE PROGRAMMED**

The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

Simply clip in a programmed card for immediate customised control. With preset cards supplied Protocol 4 can emulate the following control standards: AGF/Protek, Kempston and ZX Interface 2 — both players. You can change or reprogram blank cards (1 supplied) to get the responses you want — even on games without joystick options.

Utilising Hardware Programmed technology you have the benefit of automatic eight direction control, no power-down programming loss, guaranteed conflict-free operation with other peripherals, including microdrives, and no extra software to load or awkward joystick movements and key presses to make each

time you load another game. The keyboard remains fully operative at all times.

It is also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Reset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.





PROGRAMMABLE  
INTERFACE

ROMSLOT

INTERFACE  
II



QUICKSHOT  
II

QUICKSHOT

## PROGRAMMABLE INTERFACE

As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', for use with ALL Spectrum or ZX81 software — not just those with a joystick option.

- \* No Software programming required.
- \* Programming is *not* lost when power is disconnected between games.
- \* Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.
- \* Compatibility is guaranteed with ALL key reading techniques — machine code or BASIC.

\* Several interfaces can be separately programmed and fitted to one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as with all AGF add-ons, and will never conflict with any other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, to speed up setting of the clips, are supplied with full instructions.

## INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick control.

The 'AGF' control standard is now offered by over 100 games or utility programs for use with any joystick or trackball.

Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Protek option is also compatible with Interface II.

A rear connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12 month guarantee, and a 12½% discount voucher against further AGF mail-order purchases.

## ROMSLOT

The new AGF RomSlot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

RomSlot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Parker Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

RomSlot incorporates an extra feature called 'Restart'. This allows you to instantly *restart* the ROM game.

RomSlot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speech units and printers etc.

## QUICKSHOT

The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-footed precision with a comfortably contoured handle offering a convenient top firing button as well as one on the base.

## QUICKSHOT II

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

It also has a unique 'Auto-Fire' facility which at the flick of a switch provides a constant rapid firing action simulating a fast trigger finger.

	PRICE	
AGF Protocol 4 .....	£29.95+£1.00 p&p	<input type="checkbox"/>
AGF Programmable Interface .....	£24.95+£1.00 p&p	<input type="checkbox"/>
AGF RomSlot .....	£ 9.95+£0.50 p&p	<input type="checkbox"/>
AGF Interface II .....	£ 9.95+£0.50 p&p	<input type="checkbox"/>
Quickshot II Joystick .....	£10.50+£0.50 p&p	<input type="checkbox"/>
Quickshot Joystick .....	£ 7.95+£0.50 p&p	<input type="checkbox"/>
Extra 'CustomCards' .....	£ 3.95 inc. p&p	<input type="checkbox"/>
(5 per pack)		
Extra Quick Reference .....	£ 0.65 inc. p&p	<input type="checkbox"/>
Programming Cards (10 per pack)		
Specify Computer .....	ZX81	<input type="checkbox"/>
	Spectrum	<input type="checkbox"/>

TICK BOX OPPOSITE REQUIRED ITEM

I enclose cheque/Postal Order for .....

Please debit my Access/Visa/Diners Club Card

Account No .....

Signature .....

My Name .....

Address .....

Send to: AGF Hardware, Dept CVG, Freepost, Bognor Regis,  
West Sussex, PO22 9BY.

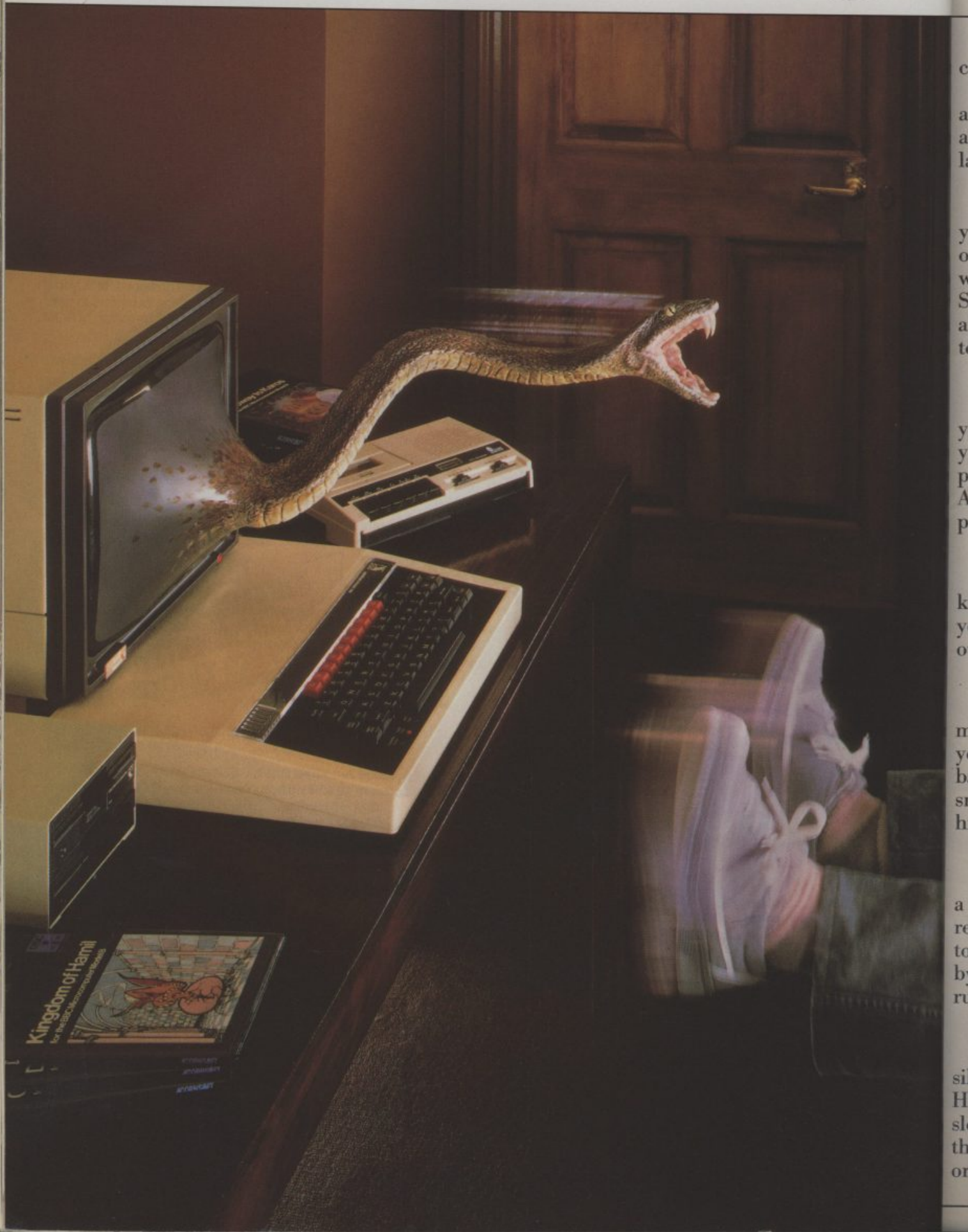
Trade Enquiries ring (0243) 823337

# There's nowhere else to go





# Warning: these gam





# Games show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos,' where putting a foot wrong could mean instant death. To the relentless antics of Drogna which could have you dying with laughter.

## Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomena are in abundance. Should you find the Talisman, you've still to find your way back.

## Kingdom of Hamil.

As the rightful heir to the Kingdom of Hamil, you are in the unusual position of having to prove your claim to the throne. Evil people are trying to prevent you accomplishing your task by any means. An adventure game fraught with many dangers, puzzles and problems.

## Tetrapod.

You're in an arena littered with dormant lizards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

## Drogna.

A game for two people - preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

## Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

## Volcano.

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade - or shoot - the boulders being hurled from the volcano.

## Carousel.

A re-creation of the fairground shooting gallery - with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

## Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding - or shooting - meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games - with the exception of Gateway to Karos which is currently only available on cassette - can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are simply call 01-200 0200. Credit card holders, phone 01-200 0200, anytime. Or 0933 79300, during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

To: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

Please send me the following software games:

PROGRAM	QUANTITY	DISC/CASSETTE
Gateway to Karos		
Kingdom of Hamil		
Tetrapod		
Drogna		
Crazy Tracer		
Volcano		
Carousel		
Meteor Mission		
TOTAL		

Price Cassette: £9.95; Disc: £11.50

I enclose PO/Cheque payable to Acornsoft Ltd. Or charge my credit charge.

Card Number: \_\_\_\_\_

Barclaycard/Access (Delete)

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Signature \_\_\_\_\_

Registered No. 1524763

VAT No. 215 8123 85

# ACORNSOFT



```

5 POKE36879,10
30 POKE36869,255
50 PRINTCHR$(147):FORI=7168TO7679:POKEI,
PEEK(1+25600):NEXT
40 FORT=7432TO7495:READV,POKEI,V:NEXT
50 L1=3:D=110:SC=0:POKE36879,15
53 H=7942:R=7803:N=0
54 PRINT"U":A=8099:G1=8117:G2=7990:G3=78
97
65 PRINT"#####"
68 PRINT"#####"
70 PRINT"#####"
80 PRINT"#####"
90 L1=8030:FORX=1TO4
100 POKEI1,8:L1=L1+22:NEXTX
110 L2=7901:FORX=1TO4
120 POKEI2,8:L2=L2+22:NEXTX
130 L3=7810:FORX=1TO4
140 POKEI3,8:L3=L3+22:NEXTX
200 POKEG1+1,32:POKEG2-1,32:POKEG3+1,32:
POKEH+1,32:POKEH+22+1,32:POKEH+1,32
205 POKEI1,8:POKEI2,8:POKEI3,8
206 POKE7769,40:POKE7747,39
210 POKEA,34:POKEG1,36:POKEG2,36:PO-266,
36:POKEH,37:POKEH+22,38:POKEH,35
215 IFPEEK(A)=36THENGOTO2000
220 G=PEEK(197):IFG=37ORG=29ORG=26ORG=34
THENPOKEA,160
230 IFG=29THENA=A-1:POKE36876,230
240 IFG=37THENA=A+1:POKE36876,230
250 IFG=26THENA=A-22:POKEA+22,32:POKEA,3
4:A=A-1:POKEA+1,32:GOSUB750
260 IFG=34THENA=A-22:POKEA+22,32:POKEA,3
4:A=A+1:POKEA-1,32:GOSUB700
265 IFPEEK(A)=36THENGOTO2000
267 POKE36876,0

```

```

270 G1=G1-1
273 G2=G2+1
277 G3=G3-1
278 H=H-1
279 R=R-1
280 IFG1<8099THENPOKE8099,32:POKE8099,32
G1=8117
290 IFG2>8008THENPOKE8008,32:POKE8008,32
G2=7990
300 IFG3<7879THENPOKE7879,32:POKE7879,32
G3=7807
304 IFPEEK(A)=8THEN900
305 IFH<7925THENPOKE7925,32:POKE7947,160
H=7942
310 IFR<7798THENPOKE7798,32:POKE7797,32:
R=7803
330 IFA=8107ORA=7999ORA=7938ORA=7997ORA=
7887ORA=7775ORA=7782ORA=7781THENGOTO2000
340 IFA=7770THENSOC=SC+1000:GOTO2050
400 FORT=1TOD:NEXT:GOTO200
700 POKEA,34:A=A+1:POKEA-1,32:POKEA,34
710 G1=G1-1:G2=G2+1:G3=G3-1:POKEG1+1,32:
POKEG2-1,32:POKEG3+1,32
715 FORT=7TO10:POKE36876,200:NEXT:POKE36
876,0
720 A=A+22:POKEA-22,160:POKEA,34:POKE368
76,200
725 POKEG1,36:POKEG2,36:POKEG3,36:POKE36
876,0
727 IFPEEK(A)=36THENGOTO2000
730 POKEG1,32:POKEG2,32:POKEG3,32:RETURN
750 POKEA,34:A=A-1:POKEA+1,32:POKEA,34:I
FA=H+44THENGOTO780
760 G1=G1-1:G2=G2+1:G3=G3-1:POKEG1+1,32:
POKEG2-1,32:POKEG3+1,32
765 FORZ=1TO10:POKE36876,200:NEXT:POKE36
876,0
770 A=A+22:POKEA-22,32:POKEA,34:IFA=R-22
THEN950
775 POKEG1,36:POKEG2,36:POKEG3,36
776 IFPEEK(A)=36THENGOTO2000

```

Illustration: Ivan Allen



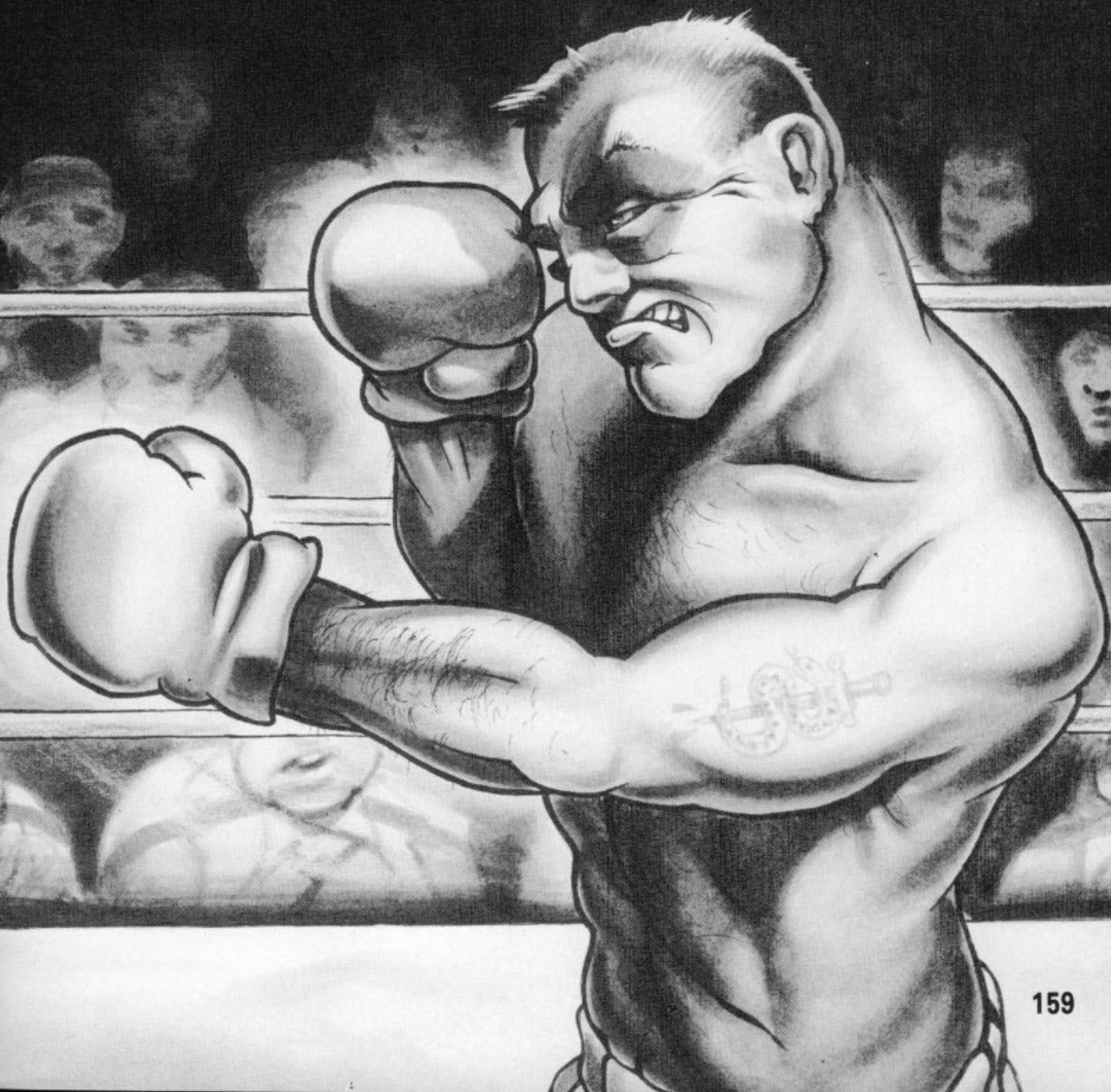


# BOXER

*RUNS ON A COMMODORE 64*

Fancy yourself as Frank Bruno? Reckon you could go a few rounds with Bonecrusher Smith? Well, get stuck into this program and you could soon be slugging it out with the best of them. Work your way up through the contenders to become the world champ! Jason has included all the instructions you need in the program. There are 10 opponents to beat — each a bit tougher than the first — and Jason has come up with some really neat graphics you are bound to enjoy. Are you slick enough to score a K.O.? Find out!

*BY JASON ROBINSON*

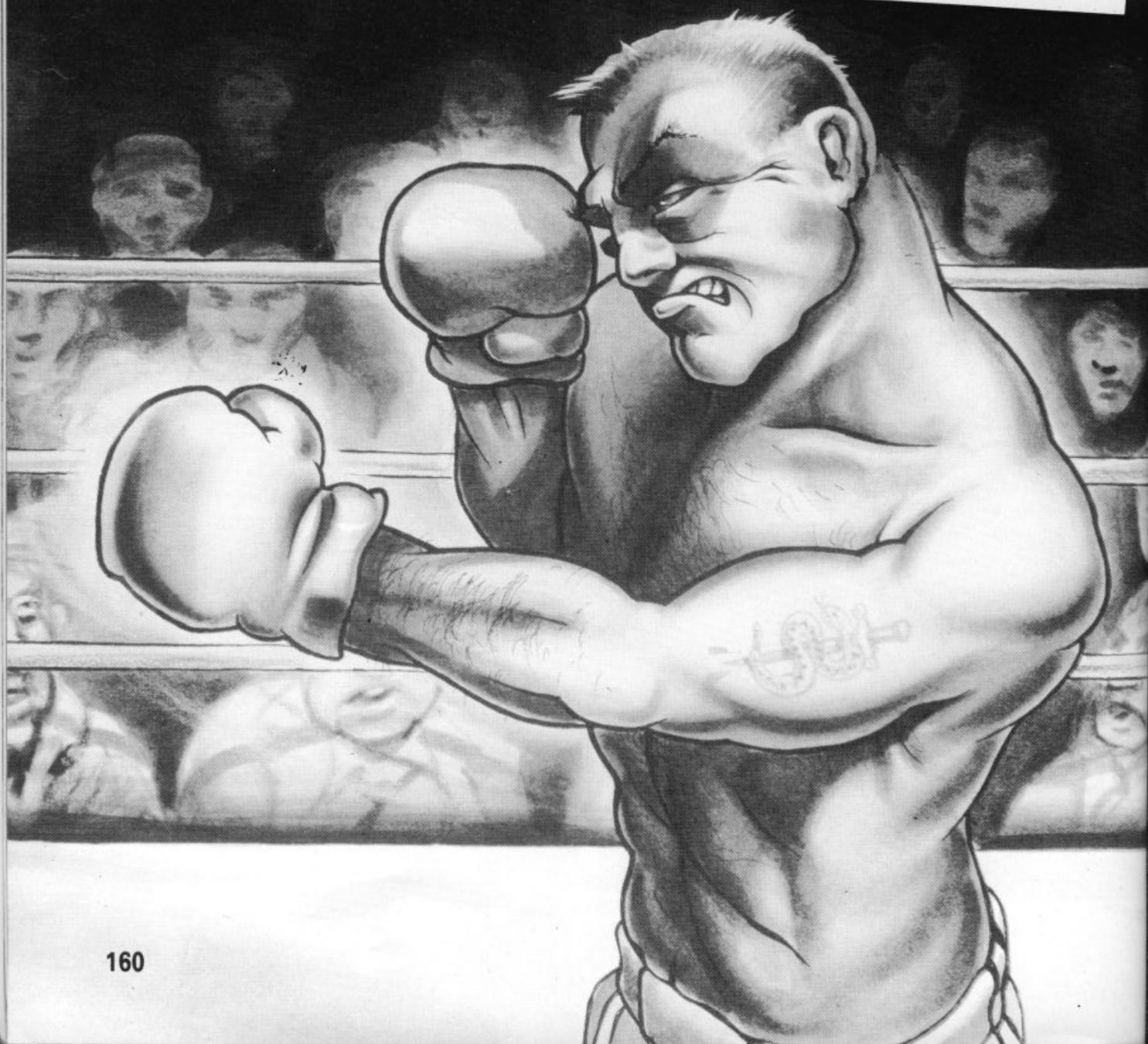




```

2010 POKE36874,0:POKE36879,10
2020 NEXT I
2030 LI=LI-1
2035 IFLI=0THEN3000
2040 GOT053
2050 FORT=1T08:POKE36879,124:POKE36875,2
10:M=M+1
2060 POKE36879,10:POKE36875,0:A=A+1
2070 NEXT I
2080 D=D-20
2085 IFD<0THEND=0
2090 GOT053
3000 PRINT"  ":PRINT"          $ GHQ
GOTO 5
2010 PRINT"          SCORE  ";SC
2020 PRINT"          "
2030 GET A$:IFA$="Y"THENGOT050
2040 IFA$="N"THENPOKE36869,240:PRINT"  "
END
3050 POKE36878,0:GOT03000

```





# SPACE AGE 2101



"I travelled space till stardate 2209 and 93 days, collected my TRACTOR BEAM, LAZER BOOSTER, EXTRA SHIELDS, FUEL UNITS, PASSENGERS, 99 DAY VIROCONTROL, 1 YEAR FOOD SUPPLY... AND finally left for Zegnah with the Zadron bomb. I had earned and spent a total of \$67,000.00 before leaving for the outer limits of the Mhiyken Solar System".



Journey to the other worlds, in this combination arcade strategy game, which could take months to complete. Using the save game and load game feature you can store your game and all your purchases until you return to continue.



Available on cassette and disk for the Commodore 64 at all good computer stores.

Cass £7.95  
Disk £9.95

**Ozi Soft**

OZI SOFT: London House,  
Baughurst, Hampshire, England.  
Telephone: (07356) 71163. Telex: 847423



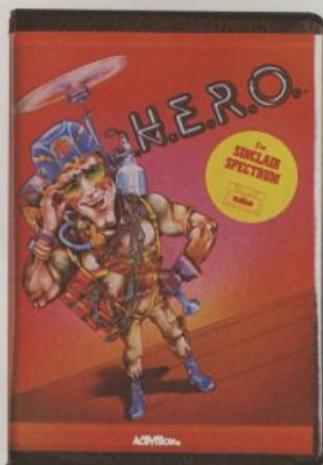
# The Activision Eight.



Pitfall Harry has to recover the priceless Raj Diamond from the lost caverns. But there is a small matter of poisonous frogs. Albino Scorpions. Vampire Bats. Electric Eels.

Need we go on?

Running on Commodore 64, MSX, and Spectrum



Miners are trapped deep underground. Threatened by molten lava, poisonous bats, snakes, spiders. You alone in the person of Roderick Hero - Helicopter Emergency Rescue Operation - can help.

Running on Commodore 64, Spectrum, MSX

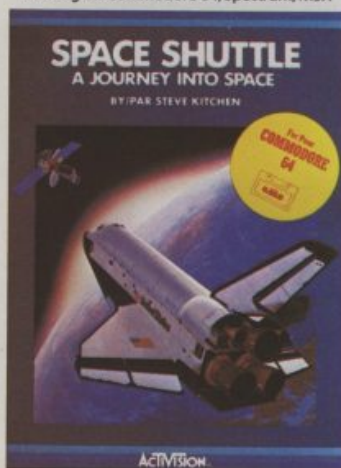


And you thought it was just a movie. But Ghostbusters is a computer game, too. Following the film with incredible accuracy. Even down to the chart topping music score. Running on Commodore 64 and Spectrum. Soon on other systems.



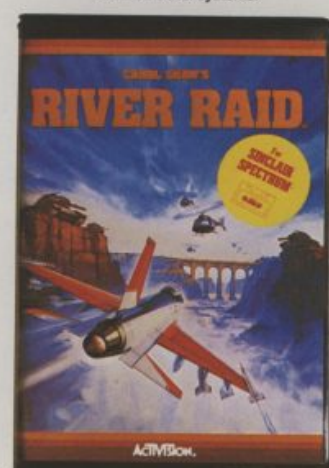
With the Designer's Pencil, you can draw the world - and everything that's in it. Write your own melodies. Learn to write and develop your own programs. Its scope is as broad as your own mind.

Running on Commodore 64 and Spectrum



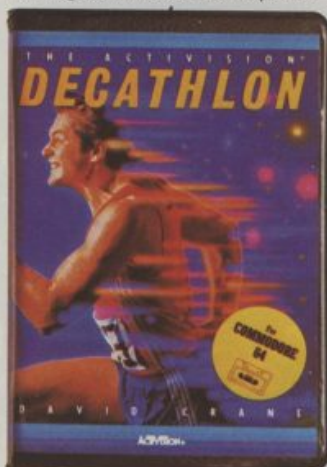
Man's ultimate journey. You can make it, in faithful detail, from lift-off, through an outer-space rendezvous, to landing. A genuine test of your inner strength.

Available soon for Commodore 64 and Spectrum



Stay cool. Stay low. Stay alive. Your mission is to fly down the world's most heavily defended river, destroying everything the enemy hurls at you. But beware... your fuel tanks are nearly dry.

Running on Commodore 64, Spectrum, MSX



Number one in the charts. And set to stay there. Decathlon asks for total commitment. Speed. Strength. Stamina. The will to win.

Running on Commodore 64



Merton the maintenance man is set for yet another routine night in charge of the toy factory. But something has gone terribly, terribly wrong.

Running on Commodore 64. Soon on Spectrum

**Eight very different titles with one thing in common.**  
**The Activision touch of gold.**

For more details contact Activision (UK) Inc, 15, Harley House, Marylebone Road, London NW1.

**ACTIVISION**  
Your computer was made for us.



# LOOK AT THESE PRICES

SPECTRUM COMM 64 ATARI			
RRP OURS	RRP OURS	RRP OURS	RRP OURS
HIGH NOON	6.95	5.75	7.95
DALEYS DEATHLON	6.95	5.39	7.95
HUNCHBACK II	6.95	5.75	7.95
SON OF BLAGGER	—	—	7.95
LOCO	—	—	7.95
ROCKET ROGER	—	—	7.95
SPACE PILOT	—	—	7.95
FLIGHT PATH 737	—	—	7.95
JET SET WILLY	5.95	4.55	7.95
MANIC MINER	5.95	4.65	7.95
FULL THROTTLE	6.95	5.75	—
PSYTRON	7.95	6.09	—
LORDS OF MIDNIGHT	9.95	7.25	—
MUGSY	8.95	5.55	—
SHERLOCK HOLMES	14.95	11.95	—
SABRE WOLF	9.95	7.85	—
ATC ATAC	5.50	4.29	—
BEACH HEAD	7.95	6.75	9.95
CAVELON	5.95	4.75	7.95
GILLIGANS GOLD	—	—	6.95
HUNCHBACK	6.95	5.65	7.95
CONTACT BRIDGE	—	—	6.95
GUARDIAN	—	—	7.95
ATC TOMB REVISITED	—	—	7.95
BOS QUEST FOR TYRES	6.95	5.75	—
BRAXX BLUFF	6.95	5.75	—
CODE NAME MAT	6.95	5.45	—
DEATH CHASE	6.95	5.45	—
CLASSIC ADVENTURE	6.95	5.45	6.95
ABERSOFT FORTH	14.95	11.45	—
HOBBIT	14.95	11.45	—
ZIM SALA BIM	—	—	9.95
HUR R G	14.95	11.45	—
CHART BUSTER INC.	—	—	—
BLAGGER + OTHER	—	—	—
GAMES	—	—	—
KONG'S STRIKES BACK	6.95	5.75	9.95
UNDERWORLD	6.95	5.75	9.95
KNIGHT LORE	6.95	5.75	9.95
ZAGA MISSION	—	—	7.95

Prices include P&P and VAT Immediate despatch  
Many many more games available on request at low, low prices, just ask for details with order.

PLEASE STATE WHICH MICRO  
Send your Name, Address and Cheque or P.O. to—  
**BANANA SOFTWARE COMPANY**  
8 STARMED DR., WOKINGHAM,  
BERKS. RG 11 2HX

MICROBASE FOR PRICES THAT ARE HARD TO BEAT			
SPECTRUM	CBM 64	CBM 64	CBM 64
SHERLOCK HOLMES	12.70	ZAXXON	8.45
HAMPSTEAD	8.45	FLAK	8.45
KOKOTONI WOLF	4.95	HAVOC	8.45
BEACH HEAD	6.75	KOKOTONI WOLF	5.90
COMBAT LYNN	7.55	PERCY THE POTTY PIGEON	8.75
DANGER MOUSE DOUBLE TROUBLE	5.90	MONTY MOLE	8.50
BLOCKBUSTER	4.95	P C FUZZ	8.45
STRANGELOOP	4.95	SNOOKIE	8.25
FRANK N. STEIN	4.85	STRIP POKER	8.25
FOREST AT THE WORLD'S END	4.45	TROLLEY WALLY	5.75
PSYTRON	6.25	LAZY JONES	6.75
LORDS OF MIDNIGHT	7.95	PITFALL	7.95
FIGHTER PILOT	8.25	HERO	7.95
BLUE THUNDER	4.75	FORBIDDEN FOREST	7.45
WAR OF THE WORLDS	8.75	SPACE PILOT	8.25
ATC ATAC	4.95	BOZO'S NIGHT OUT	5.50
NIGHT GUNNER	5.50	SOLO FLIGHT	11.95
BUGA BOO	5.80	BEACH HEAD	7.95
HULK	7.25	FLIGHT PATH 737	5.85
VALHALLA	10.95	ARABIAN NIGHT	5.95
MATCHPOINT	10.75		
AVOLON	8.75		
SABRE WOLF	8.15		
MUGSY	5.85		

Prices include postage and packaging.  
Please state Spectrum or Commodore.  
Write or phone for price list.  
Please send Cheque/PO to:  
**MICROBASE, (CVG11), P.O. Box 28,  
Newcastle, NE3 1NH.  
Tel:- 091 285 9855.**

"... Dare you accept this mission?"

SPECTRUM 48K

VGC 1019

- A massive arcade adventure with a wealth of incredible graphics.
- Game Save facility.
- Flashload rapid loading system.
- 240 uniquely detailed locations, many of which contain hidden surprises and ingredients necessary to complete the game.
- Key control selection.
- Interactive robots.
- Pick up/use object facility.



Programmed by Charles Goodwin. £6.95

...not days, not weeks but MONTHS of enjoyment...

FLASHLOAD

IF YOU WANT TO  
ADVERTISE IN  
COMPUTER AND  
VIDEO GAMES  
RING 01-251 6222



THE PROGRAM THAT  
S—T—R—E—T—C—H—E—S  
YOUR IMAGINATION

This is no ordinary adventure. It can change your whole way of looking at the world.

Starring the Sandman, the Cheddar Cat and a cast of thousands (well, OK, about a dozen really). The Sandman Cometh comes in two 48k parts on one cassette.

And the first player to answer the hidden question correctly wins a weekend for two in Paris!

"Richly entertaining with attractive original graphics that display very quickly"  
Computer and Video Games.

The Sandman Cometh is available from most good retailers or direct from:  
**STAR DREAMS, 17 BARN CLOSE, SEAFORD.  
E. SUSSEX BN25 3EW (p&p free).**

£10.95





From the producers of the highly successful  
**MYSTERY OF MUNROE MANOR**, two GREAT NEW GRAPHIC  
ADVENTURES for the CBM64.....

## **Nuclear War-Games** **£8.50**

MASTA, the NORAD Defence Computer, is playing his games....you can save the World from total destruction by overcoming all the obstacles in your way and finally inserting the correct code into MASTA to stop the countdown.

Competition — £150 cheque for the 1st correct answer in the post. See cassettes inlay for details.

## **Search For King** **Solomons Mines £8.95**

From the banks of the Zambesi, through the Jungle into the Tallawasi Mountains you search for King Solomons Mines in this superb epic graphic adventure. Two loads, 84K of memory and 3 levels of difficulty for beginners and Jungle Jim types!

Competition — £150 cheque for the 1st correct answer in the post. See cassette inlay for details.

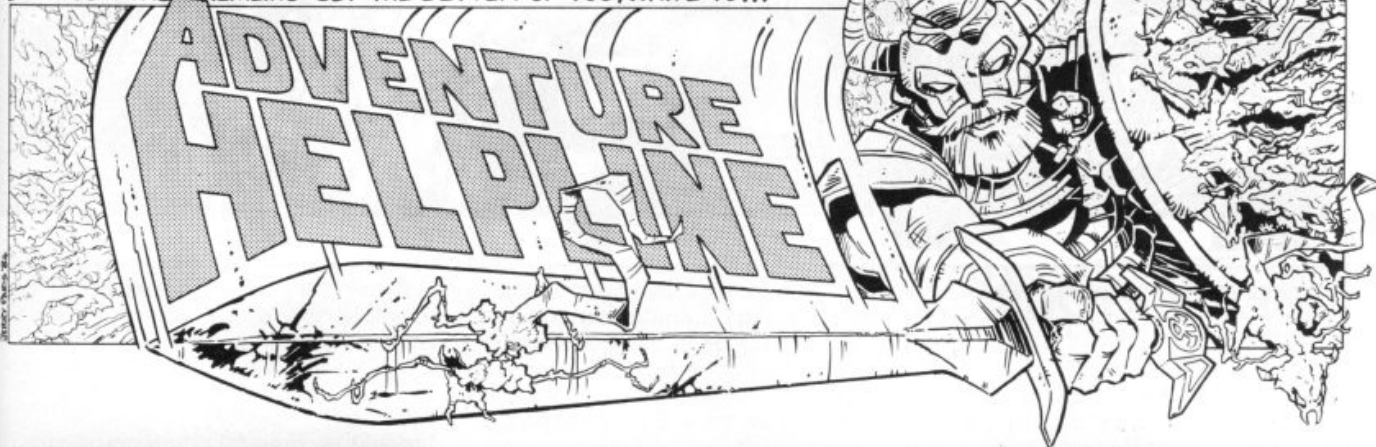
Available at all good computer shops or direct from us. No extra charge for postage/package in UK. Overseas customer's please add 75p for each tape.

### **SEVERN SOFTWARE**

**15 HIGH ST, LYDNEY, GLOS GL15 5DP**  
**Tel: 0594/43352**



DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



## LIVE FROM OLYMPIA

What a fantastic time the Helpline team had at the PCW show in September! Simon Marsh, Paul Coppins and myself arrived at Stand 1203 just before the show opened, and were on hand until it closed five days later.

Goodness knows how many tips and clues we dispensed between us during that time! Some came straight off the top of our heads, some from hint sheets and some from our Helpline Database, which we had running simultaneously on two TRS-80 Model 4 computers. One of these was connected to a printer, so we were able to dispense hard copies direct from the database to those adventurers who needed more hints than they could carry home in their heads. Our sincere apologies to those few people we were unable to help — we hope to fill the gaps in our knowledge very soon!

Many visitors to the stand were fascinated to see our database in action and some actually got "hands on" experience of it themselves!

Among those who dropped in on us was Jon Briggs of Radio 4's *Chip Shop* who made a live broadcast, direct from the Adventure Helpline, during Saturday afternoon's show. To help us explain why the Helpline existed and how the database worked, we were joined by Seth Kleinman of Bayswater, a *C&VG* reader who walked on to the stand before the program started. Seth had a *Hobbit* problem, (yes — THAT *Hobbit* problem!) and after getting his tip, he explained to Jon Briggs how infuriating an Adventure could be when the player was really stuck.

Another famous visitor to the stand was Scott Adams, who caught Paul and Simon challenging the wiles of *Claymorgue Castle* on one of the Model 4's, during a rare quiet spell. They were trying to shift the dragon, but with little success, much to Scott's amusement. I suggested to Paul that there was a definite clue in my review of the game and Scott

smiled, nodding in agreement. "Go on Paul, move the Dragon!" he insisted, "I'm not leaving until you move it!"

Slowly, a light dawned, and Paul's mouth fell open, "You wouldn't do a sneaky think like that, surely?" he complained. "I certainly would!" chuckled Scott, "and what's more, it's one of my favourites!"

Brian Howarth was another caller and I suggested we retired to the bar for a chat (any excuse for a pint!). He discussed the sad demise of Digital Fantasia, then very recent news. Brian was philosophical about it. "That's life, I suppose," he said. The much awaited *Midwinter*, although playable, was still not quite finished, because of Brian's recent problems. "It will appear soon," he promised. Channel 8 will be distributing it in all versions, as they will those versions of his other games that were originally published by DF. So, happily, we will not be seeing the end of the famous Mysterious Adventure series.

Brian, who has been responsible for the Spectrum and BBC conversions of the Scott Adams series, is now working with Adventure International on further conversions. He and Scott could often be seen on the AI stand, deeply engrossed in the results of Brian's Spectrum version of *Claymorgue Castle*. After *Voodoo Castle*, Mike Woodroffe of AI (UK) predicts the February release of a "real humdinger" — the two *Savage Islands* in one package, with two more new Marvel games (*The Fantastic Four*) shortly after.

Just over the way from Stand 1203 was Melbourne House, the temporary resident of Philip Mitchell, the man mainly responsible for *The Hobbit* and *Sherlock*. After a well-deserved break in Europe, he will be heading back down under and suspects his next project could well be *Lord of the Rings*. More about Philip in the next issue.

A persistent but very welcome to our stand was Margaret Austin. Was she after tips on *Snowball*, we wondered? No — but we think that the whole of Level 9 now have enough *C&VG* Champs tee-shirts to

last a lifetime! Mike popped in to offer me a preview of *Return to Eden*, on the Level 9 Stand. Pete took me through part of the games and, although it was a brief introduction, I got the impression that here was a game that played uncannily like a real book. Review later!

I would like to pay tribute to Paul and Simon, without whose magnificent support and constant friendly good humour, I doubt if I would have survived the five days.

## LOONY TIME!

John Yeates, the unstoppable Adventurer with the bent brain, disappointed me during the summer! Holidaying in Guernsey, my family decided to take me on a day trip to Jersey. They forced me, screaming, aboard the hydrofoil. "No — not any nearer to HIM!" I cried, "St Peter Port is dangerously close as it is!"

These hydrofoils certainly move and far too soon I was just a few miles away from where I ran the danger of being converted into a raving lunatic. Like a zombie, I headed for a phone and rang him. Imagine my relief, when his grandmother answered and informed me he was out for the whole day! But being an Adventurer, I was only too aware that I might unknowingly bump into him in St Helier, and I didn't stop trembling until the jagged rocks along the Jersey coast faded from view.

Once safely back in my hotel in St Peter Port, I felt brave enough to ring him again to say how DISAPPOINTED I was to have missed seeing him. He seemed fairly unconcerned, being more pre-occupied with his current project — the creation of a new world-shattering Adventure trilogy — *ZARK 1*, *ZARK 2* and *ZARK 3*.

"You're not really as mad as you make out, are you?" I asked.

"Oh yes! At least as mad as that!" he replied modestly and added "Anyway, don't worry, I hope to be visiting the mainland next summer!"

If I can find out when, it will definitely be the Channel Isles again for me next year — the same week!





## MYSTERIOUS NEWS!

The Vic versions of the Mysterious Adventure series by Brian Howarth, which I recently reported to be available, have not yet surfaced, due to Brian's problems with Digital Fantasia. However, Brian promises that he hasn't dropped the idea and soon hopes to be working on the conversions.

In the meantime, his fans will be pleased to hear that he has written a brand new adventure for Adventure International, due for release this side of Christmas. *Through the Enchanted Mirror* is a game in which the player can explore parallel worlds full of mysterious undertones of the supernatural.

Also promised by AI before Christmas are two multi-player D&D type games, with animated monsters which are different each time played. The computer acts as the dungeon master and a manual will provide the game details. Brian Howarth has had a hand in these, along with "fighting fantasy" Steve Jackson.

## THE FINAL KET

*The Mountains of Ket* trilogy is completed with the arrival of *The Final Mission*. The game has a nice feel to it, like its predecessors. The screen is tidily arranged with the location details outlined in a box and shows the current percentage score. Watching this gradually increase is an incentive to continue, for points are awarded with a fair degree of generosity.

The Adventure starts out with the player trapped one side of a door, where he must use his wits and a chair to get him into the main part of the game. I was somewhat amused to find I could not stand on the chair while I was carrying it, but nevertheless could carry it whilst I was standing on it! However, this little quirk in no way spoils the game.

A video recorder is the prize for the first person to successfully complete the trilogy — a modest prize to be sure, in times when large piles of ready cash are being offered for some games. But this is reassuring, for the scale of the prize, coupled with my own impressions of the games, suggests that it will not be too

long before it is claimed, unlike a certain sundial I could mention.

The problems in *Final Mission* are not mind-boggling, but the game is enjoyable to play. Once the prize has gone, the trilogy will have to stand on its own merit for further sales, and I think it will succeed.

What bothers me, though, is the promised award of Britain's Best Adventurer to the winner. The title offered suggests something official which it isn't. Whilst I like the trilogy, I don't think that completing it would prove too much about one's Adventuring ability. A game like *Zork* is needed for that.

*The Final Mission* is from Incentive Software for 48k Spectrum, priced £5.50.

## ADVENTURE CHAT

"I've done it. After a mere three months, 3,000 cups of tea, 17 TV sets and 76 visits to my psycho-analyst, *Savage Island Part 2* bit the dust!



## GETTING TO THE TOP

The object of *Hampstead* is to climb to the top of the social ladder. One must attain Hampstead, not merely go there, for in this Adventure, Hampstead is a state, representing the epitome of success.

To reach this pinnacle, of course, it is necessary to lie, cheat and defraud, as in real life. But beware, money isn't the only thing — one must be seen to be doing the right things. It is no good, for example, being a Sun reader, if you hope to become a Hampstead Man!

I had a horrible feeling that here was an Adventure in which I would totally fail, never having been known for my diplomacy and tact, not to put too fine a point on it! I mean — would I be writing for C&VG if I had attained Hampstead? Of course not. I wouldn't even be reading it, let alone wearing the T-shirt!

There's plenty of humour in *Hampstead* and it's my type, ie rather

However the unprecedented joy of finishing the game was somewhat subdued by the message:

ULK&\$+5(VA×£%DBIHO;7E8 / MP4J1TQEF%GW6C?Y,Z = &R\*N2)9.

I would be grateful if you could offer advice. Yours triumphantly," writes Vincent Fisher of Watford. You haven't been feeding SI2 with saved Hobbit data, have you Vincent?

"Do you think we could possibly have less about *The Hobbit*?" asks Nick Clark from Southend. "Whilst it is a good Adventure, so much has been written about it and, considering the number of bugs in my BBC version, I have frankly had enough. Some of the bugs are so bad that they will crash the program without the user doing anything wrong."

A hint about *Ultima 2* comes from Jonathan Day of Stockport. The book *The Sky at Night* may have the answer to the problem on *Ultima 2*. "Try looking at page 91 for two other planets," he suggests. "Also, surely you know the earth's moon is so large it is a planet in its own right?"

Guy Wilkinson of Stansted has some harsh words to say about the Quill. The Quill, he claims, must take all the fun out of Adventure writing (eg banging your head against a wall after failing for the nth time to implement a brilliant puzzle in the game!). "Will this mean still more poor

sick — a cracked washbasin containing the remains of last night's Vindaloo and Chips and an old banana and cod sandwich which, when eaten, caused the computer to reply "UGH! No ketchup!"

*Hampstead*, says the accompanying booklet, was developed using the Quill. That implies it is not an actual Quill program. Nevertheless, it has all the hallmarks of one.

The booklet is quite hilarious in its own right and I particularly liked the narrative under a photo of some news cottages describing them as "violently twee". The credits say that the authors run a private college, teaching deportment, conversation and art appreciation. Don't believe a word of it! But the thick wad of £5 notes mentioned just might come true for them!

*Hampstead* is for the 48K Spectrum, from Melbourne House, priced £9.95.





games? Anyone now, it seems, can type in a few locations, add a dragon, an axe and a lamp and sell copies for about £10 a time, laughing all the way to the bank!"

Who's going round and round in circles, from field to fuzzy area and back, getting nowhere, then? Great Hulks of letters have been arriving on the subject of fields, a certain underground room and ANTS! *Hulk* has certainly produced more than his fair share of letters and all sorts of people are getting stuck! Wax, ants and astral projections are baffling many a player — not to mention scratch marks! Quite a Nightmare! Now there's a thought . . .

Steven Dix writes to warn people of Microdeal's *Mansion House* which, he says, is awful and not worth the trouble playing. You can open a safe twice, says Steven, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bibby who writes once again, as he puts it, to our "illustrious organ" (is out August Journal turning into an oversized piano?), reckons his correspondence is becoming so regular that his pet dog is becoming jealous! However, James has at last found two adventures to keep him happy — *Castle of Piddles* and *The Pen and The Bark*. You're not taking the castle out of my game, James, I hope?! James signs off with this thought: if you came across a very small German guard whilst playing Colditz, would he be described as a Stalagmite?

## NOW PLAY THE PLAY!

Shakespeare has finally caught up with the micro, in the form of *Macbeth*.

To play *Macbeth*, you will need to be familiar with the play, or to have the pocket edition supplied with the game with you, and preferably both. The game requires an understanding of the play and the use of Shakespearean words as commands in the Adventure.

Do not despair — I am no great classics student, but still performed passably in the Adventure! If you type HELP, the chances are you will be referred to a passage in the play

**ADVENTURE 1984**

Throughout the past year, I, together with the able assistance of Paul Coppins and Simon Marsh, have brought you reviews of many Adventure games. Some have given us indescribable pleasure and excitement, others we have found average and a few we couldn't stand!

Reviewing an Adventure game is rather like reviewing a book. Sometimes an excellent publication just does not suit the taste of the reviewer! In the New Year, by popular request, we will be introducing a rating system, including a "personal" factor. With all our reviews "named", you will soon get to know how our personal likes and dislikes tally with yours.

And to authors and publishers, whether we have praised or slated your games, thank you for trying, at least, to bring enjoyment to us and to our fellow adventurers! Keep sending the review copies!

My Christmas greetings to all concerned with Adventure, everywhere. Whether you are player, reader, author, or publisher, may you have a very Merry Christmas and a Dragon-slaying New Year!



and thus it was, when I came upon the immovable Macdonwald, in order to pass him, I had to UNSEAM MACDONWALD FROM NAVE TO CHOP. This, of course, I did with relish.

*Macbeth* comes in four parts. You play the part of Lady Macbeth in one and Macbeth himself in others. Two parts have graphics and are not only very artistically drawn, but reflect the current state of play. Thus, a trapdoor will be shown as closed or open and should you "fix Macdonwald's head upon the battlements", there you will see it — dripping with blood! Never eaten Mekilwort Pie? Now's your chance to find out what it does for you — and see the size of slice you took which goes missing in the picture!

If you happen to get killed, then you may be given a second chance by answering some fairly probing questions about the play. So here is a novel way of really getting to know your Macbeth. If it should happen to be your set paper for an exam, then by the time you've worked your way through this game, your knowledge should be very thorough — and gained in a unique way!

On the other hand, it may not be quite your cup of tea. It wasn't mine. *Macbeth* is for the Commodore 64 from Creative Sparks and costs £14.95.

## A CHRISTMAS ADVENTURE!

A title that can do nothing but act as a magnet for parents with fairly young children at this time of year is *Peter Pan*.

*Peter Pan* is one of the ever growing list of Adventure games based on popular fiction and the book is included with the software. In fact, the J.M. Barrie royalty from the sales is bequeathed to the Great Ormond Street hospital for sick children — a fact that in itself might commend the package to a prospective purchaser.

The player has to follow the story fairly closely. Events commence in the Darling children's bedroom after the goodnight story. You, Peter, fly in with Tinker Bell. To fly away to Neverland, you must have Fairy Dust and be complete with shadow attached. Of course, this is one of the Adventure problems.

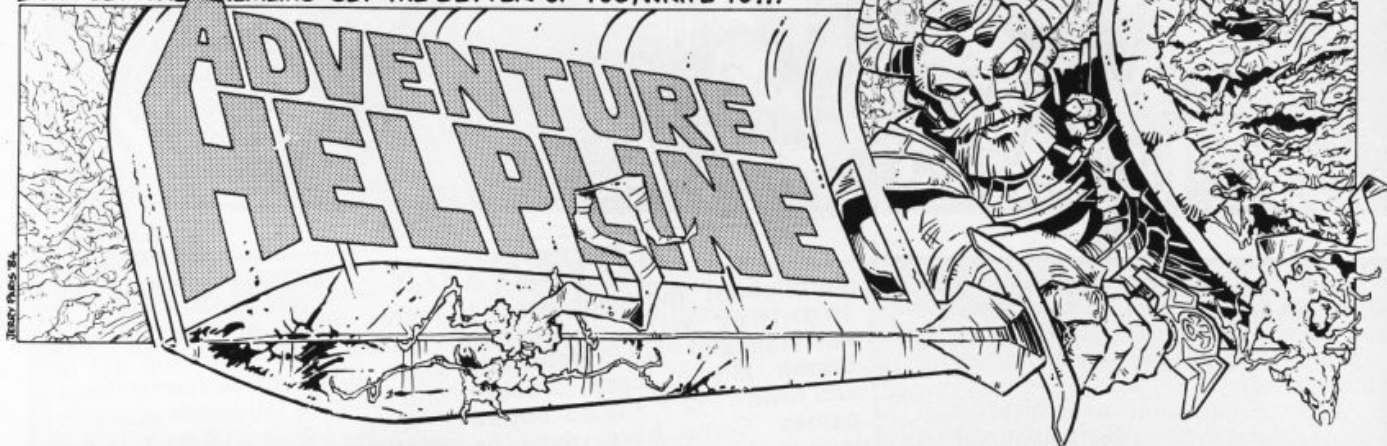
My verdict is — if you are parents with children in the 5 to 8 age range, read them the book and then play the game to them. Let them join in, even. You will get a break for beer and ciggies every now and again, whilst you are in flight, for example!

Serious dragon-bashers though — steer clear! This is NOT for you!

*Peter Pan* is for the 48K Spectrum, from Hodder and Stoughton.



DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



## THEY STILL KEEP COMING

David Radisic wrote from Basildon to help Jonathan Day in his search for Zork on a PDP-11. Softsel, he says, are Infocom's English distributors, on 01-844 2040. If they can't help, then it is possible to order direct from the US. But David adds a warning that he wrote eight times to Infocom in the US, following an unfulfilled order, and it was only with help from Rita Rivard of 80-Micro magazine that he managed to get a response. So he suggests sending any such mail to other countries registered — and keeping a photocopy of everything.

I called in on Softsel's stand at the PCW Show and discovered that they supply the trade only, but will happily advise callers on the nearest stockist of any particular item of Infocom Software and, if necessary, order it.

"I would like to warn anyone thinking of buying the *Fabulous Wanda* not to," says Dave Coverley — a well experienced Adventurer whose pleas reached me before even the Helpline officially started! "The arcade action is pathetic," he adds in disgust.

Hugo Hackenbush writes from Killyleagh to complain about *The Code*. On receiving the game after difficulty in getting his order fulfilled, he has never been so disappointed in his life! The locations lack exits, some exits don't connect so a map is pointless and he is reduced to taking, dropping and defusing, he says. So it wasn't just me — thank goodness for that!

Geoffrey Davis of Bridgewater in Somerset writes "In your reply to my problem, you suggested I take Dr Strange's advice. This, I am sure, is very useful, but I have yet to find Dr Strange!" This illustrates the difficulty of helping people without giving too much of the game away. It is just as easy to give too little of the game away! For example, I replied helpfully to Jim Jennett's *Hulk* problem, only to receive the following message written in green ink: GRRR!

KEITH TELL HULK \*\*\* EGG BUT WHEN HULK GET THERE, GAS TURN HULK TO BRUCE AND THEN EGG BANG! KEITH SAY ANTS HELP HULK. BY KILLING HULK LIKE ALWAYS DO? KEITH SAY HULK LIFT RING! KEITH THINK HULK STUPID? HULK TRY MANY TIMES, BUT GAS COMES!

Jonathan Brough writes from Seaton to express his disappointment at my having mentioned the "other" *Ghost Town* from Virgin games, which he thinks is an "intriguing graphical adventure", only twice. As much as that, Jonathan? I make it only once and then it was to say how awful it was. It just goes to show how easy it is to confuse people and sell copies if you pinch the name of a well-known quality game, ie Scott's *Ghost Town*. Sorry to disagree with you, Jonathan, but I put it in the worst 10 Adventures I have ever played!

Do you realise that the plot of *Circus* is similar to Ray Bradbury's *Something Wicked This Way Comes*, asks Steve Dix of Rugeley. "Perhaps I should write to Ray and ask him how to open the maintenance wagon!" jokes Steve. Well, Steve, I mentioned your observations to Brian Howarth and discovered that any similarity is purely coincidence, since Brian has not read the book.

Ross Campbell of Wokingham points out that a review of a game on one micro does not necessarily hold true for the same game in a version on a different micro. In particular, says Ross, *Twin Kingdom Valley* seems a lot better on the Commodore 64 than the BBC. True, Ross, and we try to remember to mention on which computer we've played for the review. But I must add, Ross, that when TKV was reviewed, it was only available for the BBC.

Bev has come up trumps again in reply to my plea for Russell Martin. I can't understand a word she says, Russell, but no doubt you and many others will — look for the upside down *Kingdom of Hamil* clue! And thanks once again, Bev!

Which reminds me — you certainly started something, Beverley! They're all on the earhole for a tee-shirt since

your "Am I really rather clever" letter! Everyone is claiming an excessive Q and a tee-shirt! You'd think we ran an Oxfam shop for Flatheads!

So from next month, the Editor has kindly granted me two tee-shirts to give away! But I'm a bit meaner than him — you're going to have to earn one! Each month I will be sending a C&VG Champ tee-shirt to the person who sends in the best tips and the person who writes the most interesting overall letter about Adventure! If you write and don't get one, don't be disappointed — I can tell you that the standard of some of the letters, tips and maps are absolutely superb!

## HEAVY HINTS

Credits this month go to: Stephen Rooney of Dublin, Stefan Fafinski of Reading, Colin Wilson of Glenrothes, Adrian Brown of Nottingham, Nic Aplin, Jonathan Day of Stockport and, of course, Beverley Randle.

ESCAPE FROM PULSAR 7:  
Add the rest of the ingredients after you have poured the water!  
INCA CURSE:  
To go down the pothole, you need lamp, rope, blue stone, red stone and a magic ring!  
HULK:  
Take your doctor's advice literally to become super-strong!  
COUNT:  
Think — why is the coffin empty at night? When is the best time to plan to do the deed?  
CASTLE OF RIDGES:  
Satisfy a gloopy creature with a blood lookalike! To take the bucket at the bottom of the well, it at first you don't succeed...  
HEROES OF KARN:  
The witch may suffer from hydrophobia!  
MICRO DRIVIN:  
Open the glovebox to discover the keys and insert these in the ignition, to start the car!  
TWIN KINGDOM VALLEY:  
To get the bridge over the river, wave the short wooden rod near the hall of the forest king.  
URBAN UPSTAIR:  
Police Station — try staying for a while and someone may ring a bell.  
GOLDEN BATON:  
When you find the ring in the hollow, wear it, then examine the hollow.  
KINGDOM OF HAMIL:  
Bring deciphered the questions, the set refers to the 11 letters used for the code. Arrange these letters against the corresponding letters of the alphabet and the result indicates orders to the dancers.  
PHILOSOPHER'S QUEST:  
If Mark Williams wants meat in PQ, he will have to eat the elephant!

KEITH CAMPBELL COMPUTER & VIDEO GAMES PRIORY CT. 30-32 FARRINGTON LANE LONDON EC1R 3AU



# 侍ソフトウェア SAMURAI SOFTWARE

## Castle of the Skull Lord

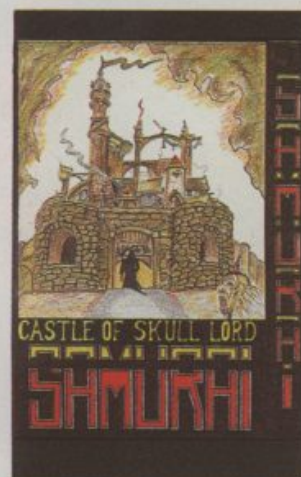
Packaged in a  
Special Presentation Box  
which includes a  
"Free Dust Cover"  
for your computer.

In a battle lost in the mists of time, the necromantic Skull Lord attacked and defeated a race of noble Dwarves. The Dwarves lost many treasures, the most valuable of these being the "Crown of Dwarves Kings". For many ages did they attempt to regain this artifact, and for many ages did they fail.

Now in desperation they call upon you, noble warrior, to attempt that which is beyond their power.

Your quest:— To regain the fabled crown and defeat the all powerful skull lord.

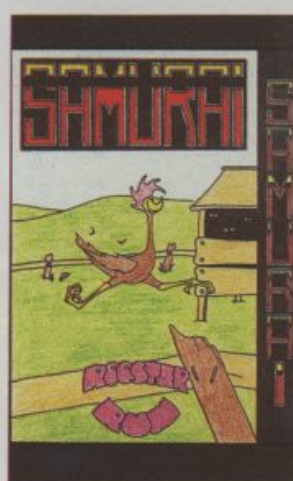
The adventure is of the classic format. Simple verb-noun combinations are expected, and will usually be understood.



Samurai Invaders



Ms. Mazey



Rooster Run

You control a fearsome Samurai warrior whose aim is to prevent the Alien invaders from gaining control of the earth. To help you in this task, you are armed with shuriken, fearsome oriental throwing stars.

Can you guide the intrepid Ms. Mazey around her garden maze and collect the daisies? Or will you fall victim to the evil skull riders? (In a garden?) Can you make it to the magical "flower pills". Will you get the "flower power" to zap the skulls? Will Ms. Mazey ever get to see the flower of her heart, Percy Chucka?

Why DID the chicken cross the road? You don't know? Neither do we, but with the help of this game you may just find out! Your aim is to guide the hapless rooster across the road, then, get in the boat and avoid the aquamarine hazards. What could be simpler?!

Please tick the correct boxes in the mail order coupon.

£8.95 AMSTRAD Runs in 41.6k <input type="checkbox"/>	£8.95 SHARP MZ711 <input type="checkbox"/>
£7.95 CBM 64 <input type="checkbox"/>	£7.95 DRAGON Special modified version <input type="checkbox"/>
£5.95 SPECTRUM 48k <input type="checkbox"/>	£7.95 VIC 20 16k Special modified version <input type="checkbox"/>
£7.95 BBC Special modified version <input type="checkbox"/>	£7.95 T199/4A Special modified version <input type="checkbox"/>
£7.95 ELECTRON Special modified version <input type="checkbox"/>	
SAMURI INVADERS £7.95 <input type="checkbox"/>	MS. MAZEY £7.95 Amstrad only <input type="checkbox"/>
Amstrad only <input type="checkbox"/>	ROOSTER RUN £7.95 Amstrad only <input type="checkbox"/>

SEND CHEQUES / POSTAL ORDERS TO

Samuri Software  
16 Clapgate Lane, Goose Green,  
Wigan. WN3 6RN

or Ring: Tele-Sales (0942) 495753 with  
ACCESS / VISA No. for  
IMMEDIATE DESPATCH.



# STARCADE SAVAGE POND



©1984

**Awesome** *in its conception*

**Brilliant** *in its depiction*

**Dynamic** *in its execution*

The world you are about to enter bears no resemblance to any arena you ever encountered before. Weapons are of no avail in this small habitat.

The only sources of protection at your disposal are quick wits and fast reflexes. The only reward is to survive against monsters of unbelievable ferocity and cunning, and to avoid hazards more perilous and deadly than any you might find on a trip through the outer universe. This is the real world, populated by the creatures of our own inner universe, where nature is red in tooth and claw. Brace yourself now, and come with Starcade into the still water and deceptive calm of the SAVAGE POND.

COMMODORE, ATARI, BBC/ELECTRON (£8.95 each)

On disc for COMMODORE, ATARI, BBC/ELECTRON (£10.95 each)

Now available for SPECTRUM (£7.95) *From Boots and all leading retailers*



## *Up Up and Away*

COMMODORE, ATARI, BBC  
(£8.95 each)

On disc for COMMODORE, ATARI,  
BBC (£10.95 each)

## STARCADE



produced by

ARGUS PRESS SOFTWARE

No 1 Golden Square, London W1R 3AB

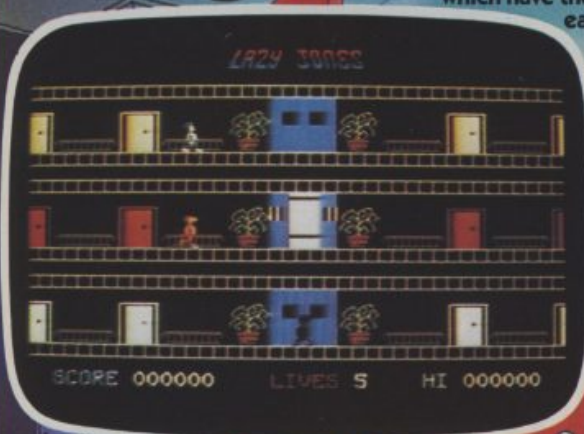
Telephone: 01 437 0626



# LAZY JONES

## A new games concept for the CBM 64

Play LAZY JONES and become the laziest and most skilled shirker in the Hotel business. Your hotel has 18 rooms most of which have their own computer game. You must play LAZY JONES, playing each game, but avoid being caught by the irate manager. Each game in the Hotel is displayed on a split screen and is the first TERMINAL SOFTWARE game to incorporate its own fast loader - Termiload. RRP £7.95



SCOOT



WILD WAFERS



ANOTHER  
WINNER  
FROM

TERMINAL



99 RED BALLOONS



STARDUST

## Terminal Software Games are available from -

### International

Tial-Sweden  
Ozisoft-Australia  
Alpine-New Zealand  
S.P.I.D.-France

### Retail

John Menzies  
Dixons Software Express  
Makro  
Selected Lewis's &  
Co-op Stores

### Distributors

Bulldog  
Centresoft  
ESD Electronics  
Gordon Howson  
Lightning  
LVL

Micro Dealer  
PCS  
Prism  
R & R Computer Games  
SDL  
Solomon & Peres  
Tiger Distribution  
Twang

TERMINAL

Terminal Software, Derby House, Derby Street, Bury BL9 0NW, England. Tel. 061-761-4321



# A New Leader Emerges



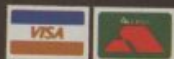
**protek**  
JOYSTICK INTERFACE

## Protek Switchable Joystick Interface

It is so easy to use—there's no software patch tapes or programming required. Simply plug in and flick the switch for compatability with all games requiring a joystick.

Available for immediate  
delivery,  
retailing at **£19.95**

AVAILABLE FROM LEADING COMPUTER STORES



**Protek**

Protek Computing Ltd, 1A Young Square,  
Brucefield Industrial Park, Livingston, West Lothian. 0506 415353.



# AVALON

The year is 408 AD. Maroc the Mage is a Lore Seeker. He travels, gathering knowledge of the old ways and is learned in the subtle arts of herbs and healing.

One night, while orating one of his collected rhymes, "The Legend of Avalon", to some interested villagers, an old woman in the crowd begins foretelling a new age of chaos. The air chills as she speaks of the dread Lord of Chaos once again leading his wild hunt across the night sky, stealing corpses from graveyards and battlefields.

Her bony finger points at Maroc. "Go to the Isle of Glass" she demands fiercely.

## The Legend of Avalon

*Beyond the shadow of the  
sun,  
Where countless alien  
realms are hung,  
The Lord of earth reached  
out in dread  
To claim his tribute from  
the dead.  
His horn sounds out his  
warning cry,  
The wild hunt thunders  
across the sky.*

Mage and Lorelord  
combine their might  
To crush the chaos of the  
night.  
With cunning craft they  
forge for war  
The sword of power,  
Caliburn,  
The Amulet for  
evermore,  
The Wraithbane rod of  
lore.  
Upon a bier of burning  
gold,  
They set the cup of power  
untold.

Before the radiant host  
they fly  
To chasms deep below the  
sky.  
Within the crystal Isle of  
Glass  
The destiny of men must  
pass.  
The earth is rent as  
powers collide,  
Victors and vanquished  
scaled inside.  
Warriors, lorelords are  
gone  
Lost, entombed in Avalon.

The crowd mutters and begins to disperse.

Maroc, much embarrassed and disturbed by the event, prepares to leave. But the old woman takes him aside and gives him an old oak staff with an iron head — and an old map. "There is Avalon," she chuckles menacingly, pointing to a mysterious hill rising in the blue distance.

Maroc's curiosity overwhelms his fears and he allows the villagers to guide him to the Island across a causeway half hidden under a dark sea. The villagers suddenly depart, leaving him alone on the island to consider his next move . . .

Thus runs the Legend of Avalon, which Professor Video discovered on a crumpled ancient parchment while on an archaeological dig somewhere in deepest Wessex. He also uncovered some interesting facts about *Avalon* — thanks to fellow historians Hewson Consultants.

Hewson's historians have delved into the secrets of the Isle of Avalon and now C&VG can exclusively reveal the map they have made of the entrance to the mysterious mound known only as The Gatehouse Level.

Prof Video has deciphered the riddles of the map and with the help of the Hewson historians can now reveal some extremely useful hints and tips

## The Wizard

You will have noticed that from time to time another wizard materialises near you – floating above the action.

This wizard has something you really need. To get it, you must pay him some gold you pick up from a chest somewhere on the Gatehouse Level. The Servant sprite will help you get the gold — but then you've got to find the Servant too, haven't you!

Look closely at the map and read the cryptic clue below — you might just be able to work it out!

Once you've got the gold, go back to the starting room and wait for the wizard to appear. Then see what



## THE GATEHOUSE LEVEL



whereabouts of this room is one secret Professor Video has yet to uncover. Perhaps YOU can help him? Let us know how far you can get into the mysteries of *Avalon*.

But before the Prof. goes back to his history books, here's one more clue for you. He found it written on a stone tablet at the entrance to Avalon.

"Gold can buy a star to fit  
and a servant comes when  
you ring, but what colour is  
the fish?"

happens . . .

## The Way Room

To get to the deeper levels of Avalon, you must help Maroc find The Way Room — but the

Maroc the Mage needs a few spells to help him on his quest to destroy the Lord of Chaos. Professor Video has unravelled the secrets of mystic runes found in the first room of the mysterious mound and can now tell you just how to get two vital spells. But first you'll need to know what he means by his instructions!

Instruction	Meaning
EXIT LEFT:	Leave the room by the door on the viewer's left.
EXIT UPPER LEFT:	Leave by the rearmost of the two doors on the viewer's left.
EXIT REAR:	Leave by the door at the back of the room.
EXIT CENTRE REAR:	Leave by the centre door of three at the back of the room.
EXIT:	Leave the room by the only door.
CROSS:	Leave the room (which has two doors only) by the door through which you <i>did not enter</i> .

Collecting "Energise" and "Freeze" spells.

Select "MOVE" by pressing 'FIRE'.

EXIT to red room, note star.

EXIT RIGHT to blue room.

EXIT REAR to yellow room, collect spell by passing Maroc over the spell scroll in the middle of the room.

Deselect "MOVE" by pressing 'FIRE'.

Note "ENERGISE" is now on scroll at bottom of screen.

Use joystick to move "ENERGISE" next to arrow.

Press 'FIRE' several times to boost dragon flame of energy. Select "MOVE" and fire.

EXIT RIGHT — note you

warriors (three of them) — avoid them or they will drain your energy.

EXIT RIGHT — collect FREEZE spell scroll.

EXIT LEFT

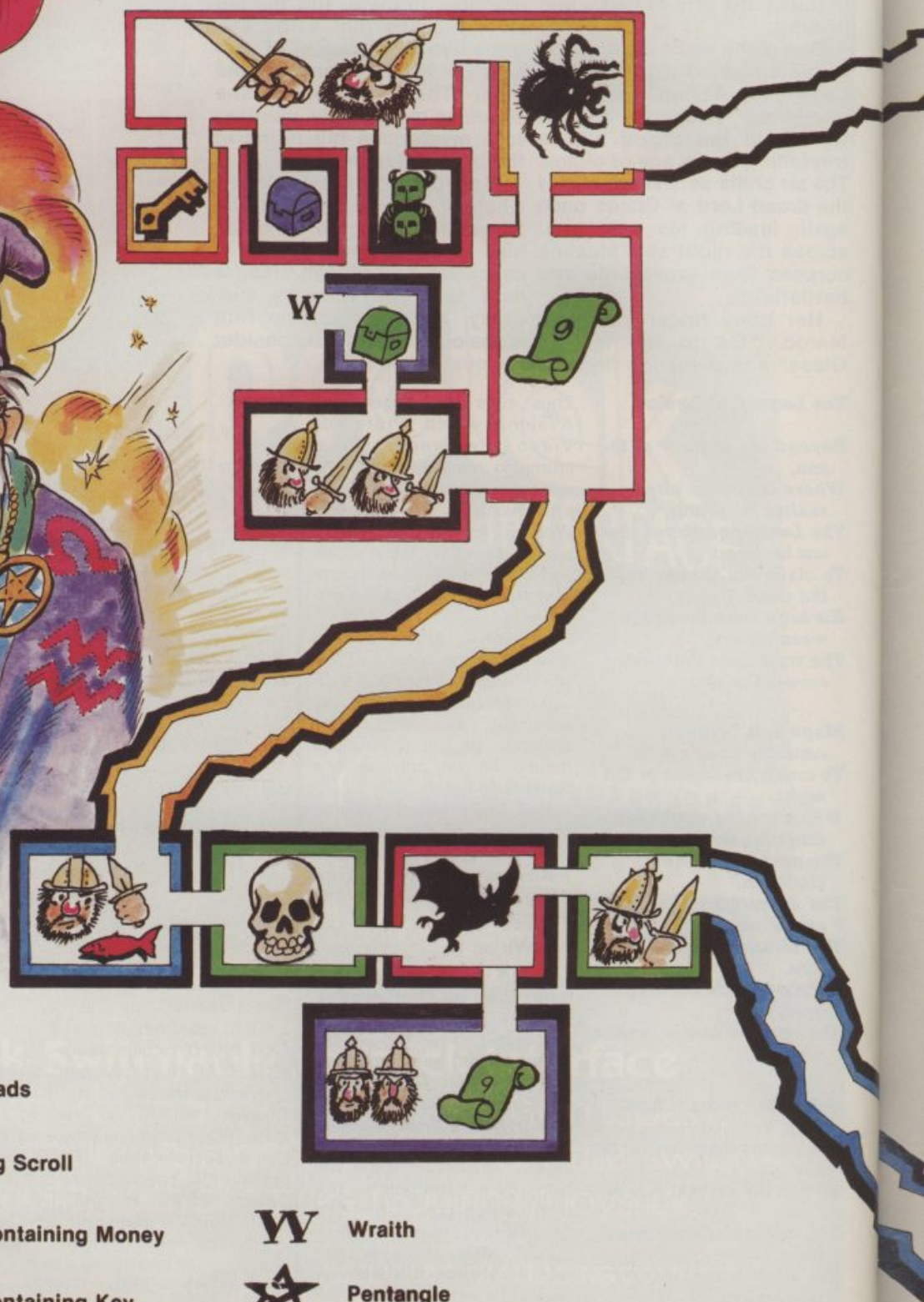
CROSS

CROSS AGAIN to blue room.

EXIT LEFT to red room, note the star.

EXIT LEFT to starting position.





Guardians of Chads



Chest Containing Scroll



Locked Chest Containing Money



Locked Chest Containing Key



Servant Ring



Spell Scroll



Wraith



Pentangle



Goblin



Blocked Door

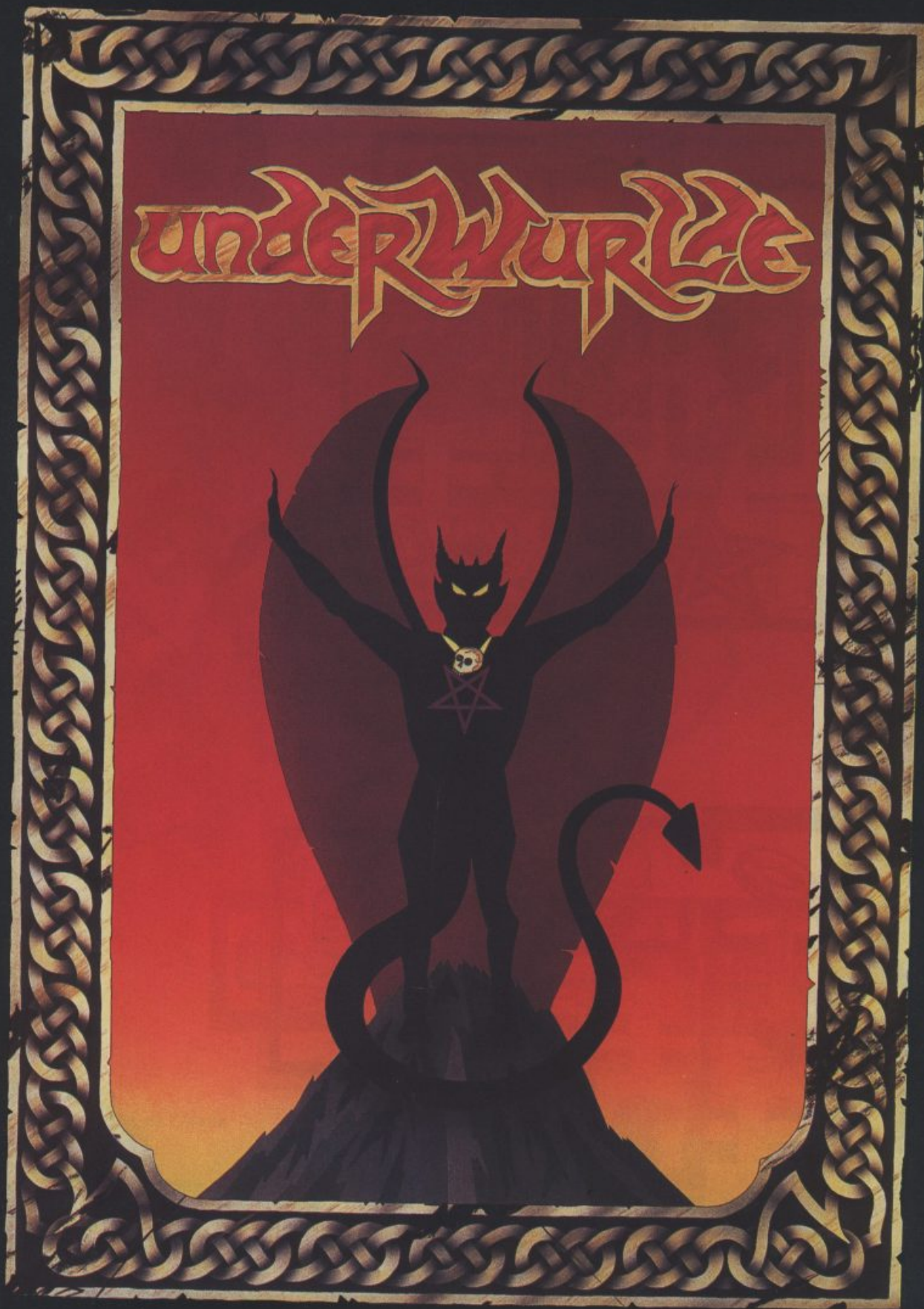


# ALON





# 48K SINCLAIR ZX SPECTRUM



"UNDERWURLDE" recommended retail price £9.95 inc VAT  
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS  
and all good software retail outlets. Also available from  
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU  
(P&P included) Tel: 0530 411485



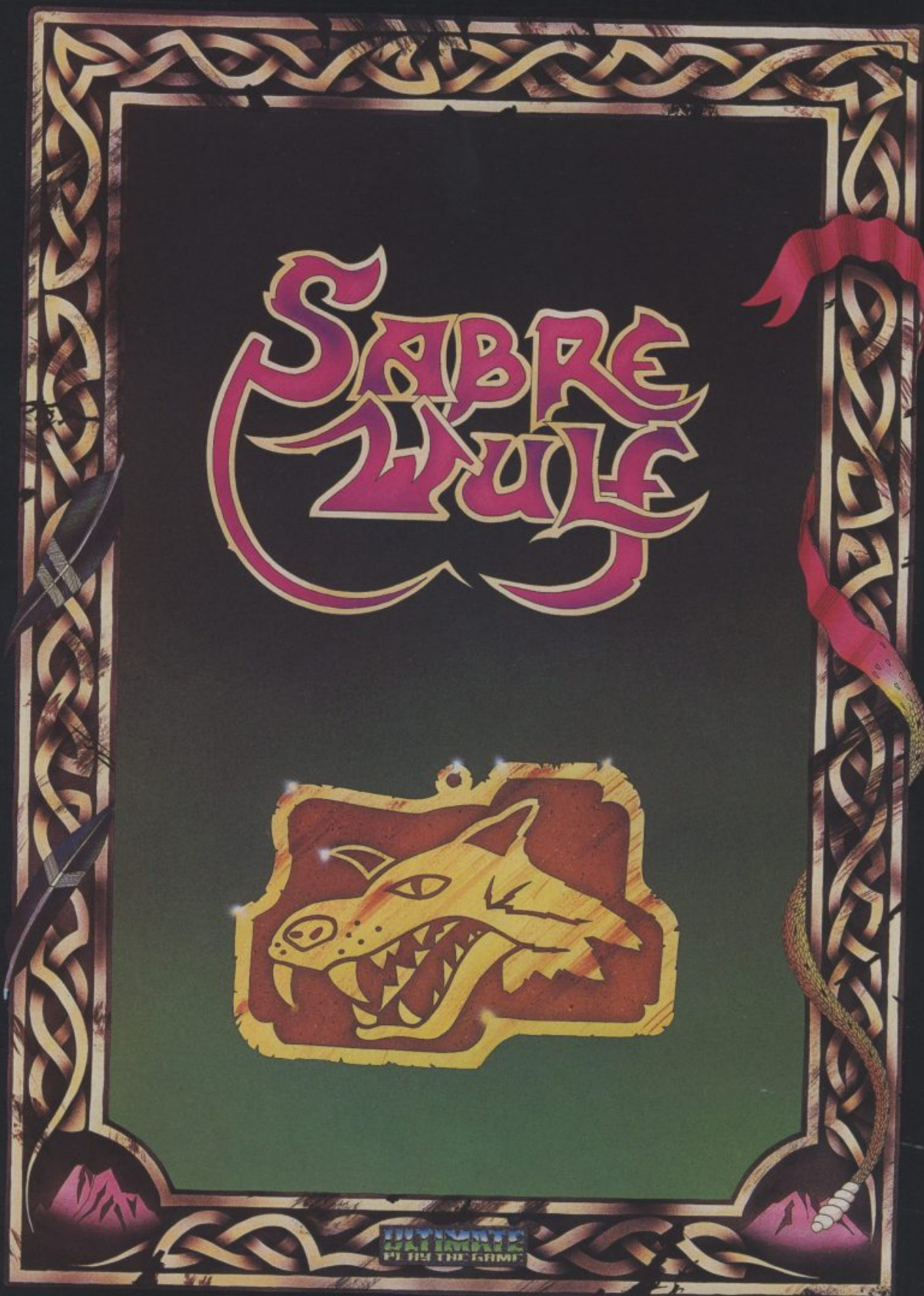
# 48K SINCLAIR ZX SPECTRUM



"KNIGHT LORE" recommended retail price £9.95 inc VAT  
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS  
and all good software retail outlets. Also available from  
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU  
(P&P included) Tel: 0530 411485



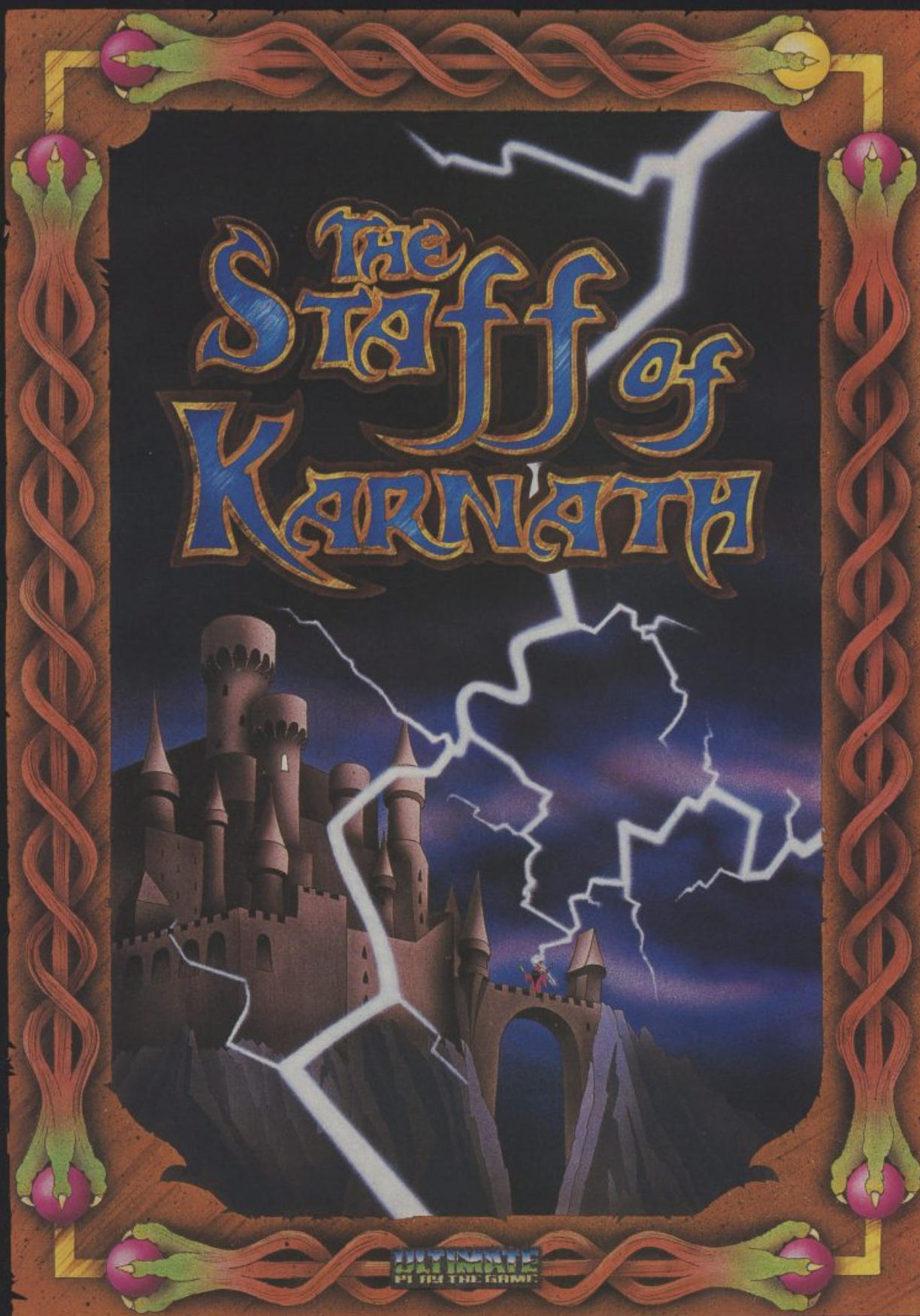
# BBC MODEL B 1.2 OS



"SABRE WOLF" recommended retail price £9.95 inc VAT  
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS  
and all good software retail outlets. Also available from  
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU  
(P&P included) Tel: 0530 411485



COMMODORE 64 (Joystick Compatible)

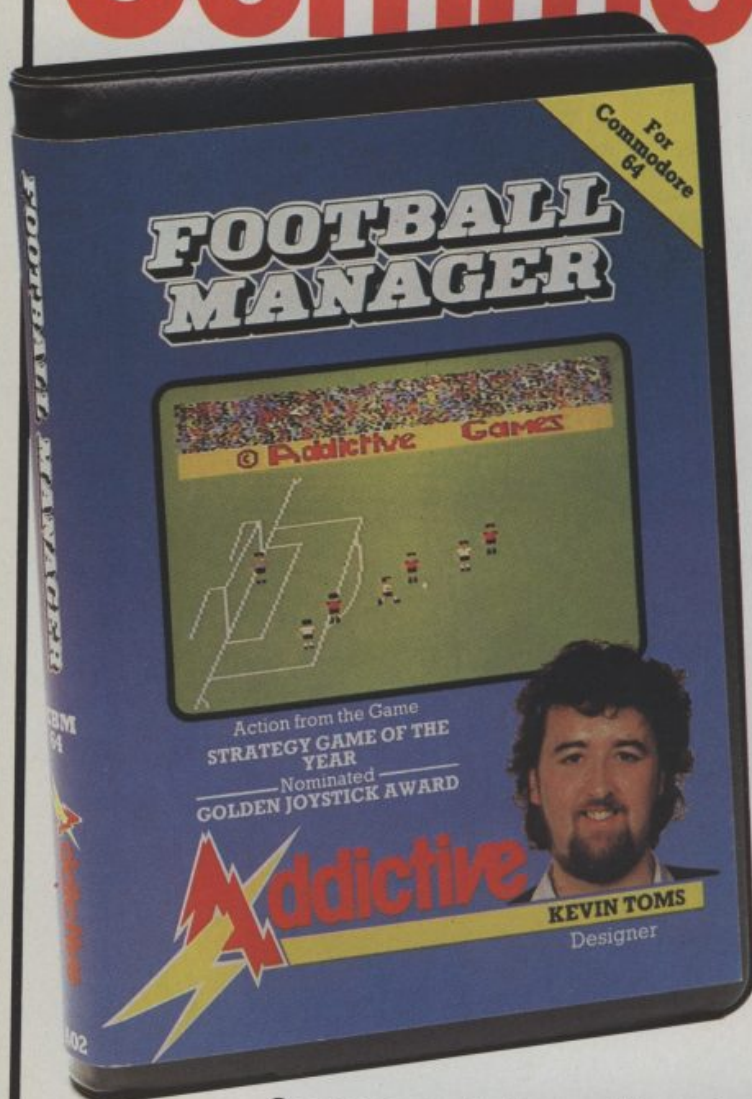


"THE STAFF OF KARNATH" recommended retail price £9.95 inc VAT  
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS  
and all good software retail outlets. Also available from  
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU  
(P&P included) Tel: 0530 411485



# IT'S HERE!

## FOR THE Commodore 64



**"Absorbing and realistic – Highly recommended"**

– Sunday Times, February 1984

**"Completely fantastic – I want one!"**

– Charlie Nicholas, Arsenal striker in Big K, April 1984

**"Having chosen your players the match highlights are then displayed in very good animated 3-D Graphics. ... There are many other excellent features in this game in fact the attention to detail is outstanding (5 out of 5)."**

Popular Computing Weekly –  
16 August 1984

**£7.95**

### Some outstanding features of the game

- Matches in 3D graphics • Transfer market • Promotion and relegation • F.A. Cup matches • Injury problems • Full league tables • Four Divisions • Pick your own team for each match • As many seasons as you like • Managerial rating
- 7 skill levels • Save game facility • Financial manipulations • 4 divisions and customising feature • You can even be sacked!

Available from computer software stockists nationwide, including



&

**WHSMITH**  
John Menzies

Prices: BBC Model B £7.95  
Spectrum 48K £6.95  
ZX81 16K £5.95

(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION)

Overseas orders add £1.50

To order by mail (p&p free) send cheques or postal orders to:

**Addictive Games**

7A Richmond Hill, Bournemouth, BH2 6HE

**ALSO FOR  
BBC 32K  
SPECTRUM 48K  
& ZX81 16K**



# FRANTIC FARMER

RUNS ON A BBC MODEL B

Giles the Farmer hasn't been working too hard during the summer. And now that the cold fingers of the north wind are beginning to creep under the doors of his farmhouse, he is starting to regret not earning enough money to pay the fuel bills.

You have to help Giles search his barren field for some firewood to burn on his stove. Trees have grown all over the field and you have to make sure that Giles doesn't run into any of them in his panic.

As well as collecting the dead branches off the ground, Giles can pick up any corn seeds he finds and store them away for next spring. Full instructions are included in the listing.

BY JONATHAN TEMPLE



```
10 REM .....FRANTIC
FARMER
20 REM .....(C) Jonathan
Temple
30 *TV255
40 MODE 1
50 PROCinstruct
60 PROCchars
70 PROCsetup
80 PROCinit
90 PROCscreen
100 PROCTitle
110 PRINTTAB(10,13)"(C) Jonath
an Temple"
120 PROCget
130 REPEAT
140 PROCinit
150 REPEAT
160 PROCscreen
170 REPEAT
180 PROCman
190 IF SN%>1 PROCzombie
200 PROCTune
210 FOR N=0 TO (5-SN%)*20:NEXT
220 UNTIL KF% OR WC%=8
230 IF WC%=8 PROCcount ELSE LV
%=LV%-1
240 UNTIL LV%=0
250 IF SC%>HS% HS%=SC%
```

Illustration: Dave McTaggart



```

260 PROCtitle
270 PRINTTAB(12,13)"HIGH SCORE
"HS%
280 PROCget
290 UNTIL FALSE
300 :
310 DEFPROCman
320 IF INKEY-99 REPEAT UNTIL I
NKEY-74
330 TD%=(INKEY-73)-(INKEY-98)
*2-(INKEY-105)*3-(INKEY-67)*4
340 TX%=MX%:TY%=MY%:IF TD% MD%
=TD%
350 MY%=MY%+(MD%=1)-(MD%=3)
360 MX%=MX%+(MD%=2)-(MD%=4)
370 VDU 31, TX%, TY%, 32
380 IF OC%>32 VDU 17, 2, 8, 231:P
ROCseeds(-1)
390 IF OC%=31 VDU 17, 1, 8, 132
400 IF OC%=133 VDU 17, 3, 8, 133
410 OC%=FNR(MX%, MY%):IF OC%>13
0 PROCTest
420 VDU 17, 3, 31, MX%, MY%, MC%
430 IF SN%>2 IF RND(1)>.98 IF
RX%=0 PROCdiamond
440 IF RX% IF TIME>500 VDU 17,

```



```

1, 31, RX%, RY%, 130:RX%=0:SOUND 19
1, 33, 5
450 ENDPROC
460 :
470 DEFPROCzombie
480 TX%=ZX%:TY%=ZY%:VDU 31, ZX%
, ZY%, 32
490 ZY%=ZY%+(ZD%=1)-(ZD%=3)
500 ZX%=ZX%+(ZD%=2)-(ZD%=4)
510 ZC%=FNR(ZX%, ZY%):IF ZC%=12
8 OR ZC%=129 KF%=1 ELSE IF ZC%=1
31 ZD%=ZD%+1:ZX%=TX%:ZY%=TY%:IF
ZD%=5 ZD%=1
520 VDU 31, ZX%, ZY%, 230
530 ENDPROC
540 :
550 DEFPROCdiamond
560 PROCrandom:SOUND 19, 1, 129,
570 VDU 31, RX%, RY%, 233:TIME=0
580 ENDPROC
590 :
600 DEFPROCtest
610 ON OC%-130 GOSUB 640, 650, 6
60, 640, 680, 690, 700
620 ENDPROC
630 :
640 KF%=1:RETURN
650 IF MC%=225 OC%=31:RETURN E
LSE MC%=225:SOUND 19, 1, 125, 20:RE
TURN
660 MY%=29:MD%=0:OC%=32:IF MC%
=225 MC%=224:MC%=MC%+1:PROCscore
(10):SOUND 19, 1, 100, 20
670 RETURN
680 PROCseeds(-10):RETURN
690 PROCseeds(25):SOUND 19, 2, 1
00, 3:RETURN
700 PROCscore(50):SOUND 19, 2, 7
5, 6:RETURN
710 :
720 DEFPROCscore(AD%)
730 SC%=SC%+AD%:COLOUR 3:PRINT
TAB(7, 0)SC%:TAB(33, 0)MC%
740 ENDPROC
750 :
760 DEFPROCseeds(AD%)
770 SD%=SD%+AD%:IF SD%<=0 KF%=
1:SD%=0
780 COLOUR 3:PRINTTAB(21, 0)SD%
" "
790 ENDPROC
800 :
810 DEFPROCclives
820 COLOUR 3:PRINTTAB(38, 0)"
TAB(38, 0)STRING$(LV%-1, CHR$(224))
830 ENDPROC
840 :
850 DEFPROCcount
860 N=81:RESTORE 1860:FX15, 0
870 FOR N=0 TO 300:NEXT

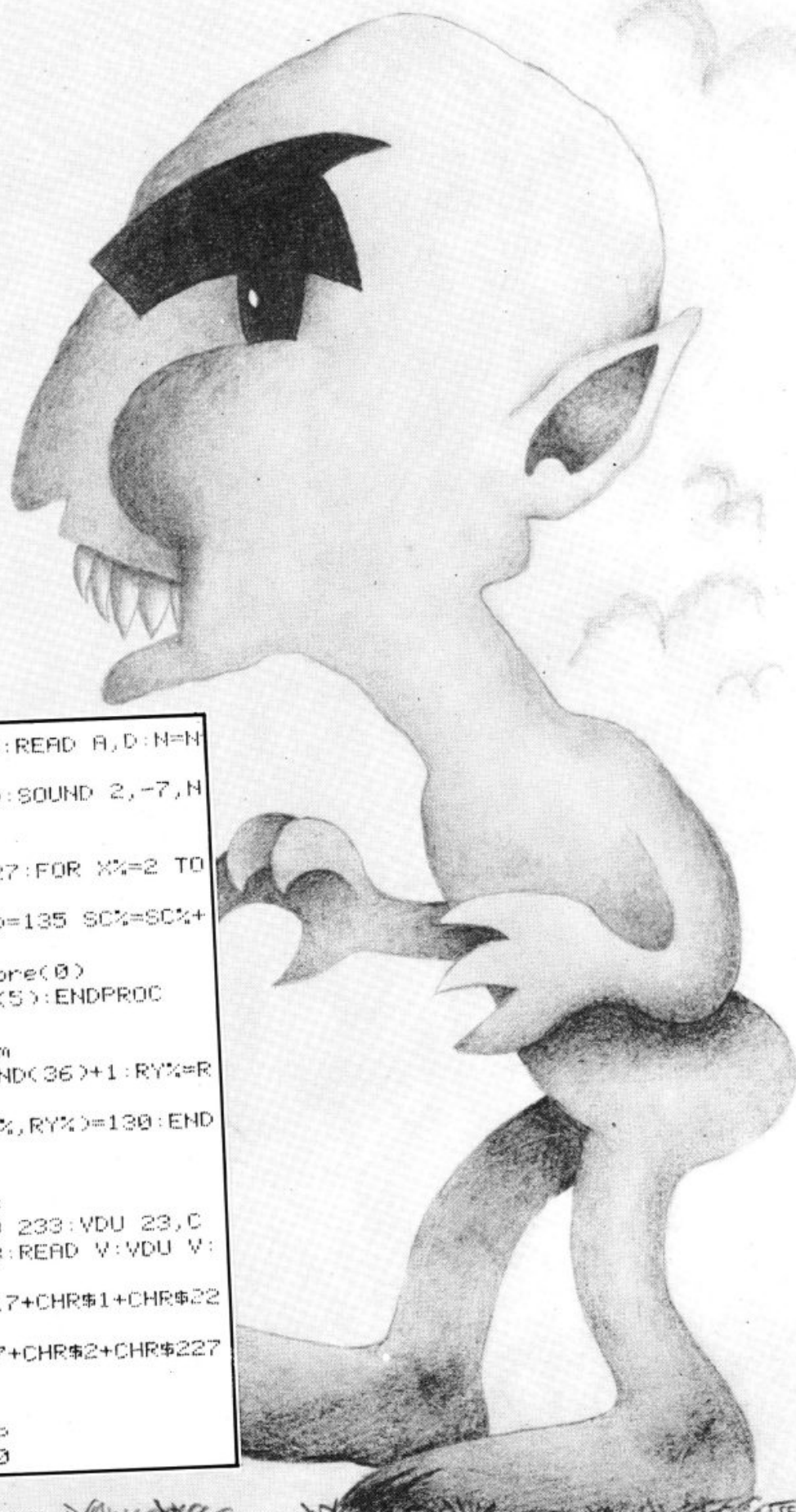
```



```

880 FOR T=1 TO 10:READ A,D:N=N
+A
890 SOUND 1,1,N,D:SOUND 2,-7,N
+48,D
900 NEXT
910 FOR Y%=2 TO 27:FOR X%=2 TO
37
920 IF FNR(X%,Y%)=135 SC%=SC%+
1
930 NEXT,:PROCscore(0)
940 SN%=SN%-(SN%<5):ENDPROC
950 :
960 DEFPROCrandom
970 REPEAT RX%=RND(36)+1:RY%=R
ND(24)+3
980 UNTIL FNR(RX%,RY%)=130:END
PROC
990 :
1000 DEFPROCchars
1010 FOR C=224 TO 233:VDU 23,C
1020 FOR N=1 TO 8:READ V:VDU V:
NEXT,
1030 field$=CHR$17+CHR$1+CHR$22
6
1040 tree$=CHR$17+CHR$2+CHR$227
1050 ENDPROC
1060 :
1070 DEFPROCsetup
1080 HS%=200:@%=0

```





```

1090 VDU 19,2,2;0;23;10,32,0;0;
0;
1100 !&70=&F42097A9: !&74=&60808
6FF
1110 ENVELOPE 1,1,0,0,0,0,0,0,1
26,-1,0,-5,126,0
1120 ENVELOPE 2,133,8,4,8,3,1,1
,126,0,0,-10,126,0
1130 ENDPROC
1140 :
1150 DEFPROCinit
1160 LV%=3:SD%=150:SC%=0:SN%=1
1170 ENDPROC
1180 :
1190 DEFPROCscreen
1200 VDU 12,17,7
1210 PRINTTAB(0,0)"SCORE:"TAB(1
4,0)"SEEDS:"TAB(27,0)"WOOD:"
1220 SD%=200:WC%=0:MP%=0:RESTOR
E 1840
1230 PROCscore(0).PROCseeds(0):
PROCclives
1240 PRINTTAB(0,2)STRING$(40,tree$)
1250 FOR Y%=4 TO 20
1260 PRINTTAB(0,Y%)tree$ "STRI
NG$(36,field$)" "tree$
1270 NEXT

```



```

1280 PRINTTAB(0,30)STRING$(40,tree$);
1290 VDU 31,0,3,227,31,39,3,227
,31,0,29,227,31,39,29,227,31,2,2
7,227,10,237,17,3,8,8,229,17,2
1300 FOR trees=1 TO SN%*5+10
1310 PROCrandom:VDU 31,RX%,RY%,
227:NEXT
1320 FOR seeds=1 TO (6-SN%)*3
1330 PROCrandom:VDU 31,RX%,RY%,
232:NEXT
1340 FOR wood=1 TO 10
1350 PROCrandom:VDU 17,1,31,RX%
,RY%,228
1360 NEXT:KF%=0:OC%=02
1370 MX%=1:MY%=29:MD%=4:MC%=224
1380 VDU 17,3;31,1,29,MC%
1390 ZX%=39:ZY%=3:ZD%=2:RX%=0
1400 IF SN%>1 VDU 31,38,3,230
1410 ENDPROC
1420 :
1430 DEFPROCTitle
1440 VDU 28,4,21,35,7,12,26,17,
3
1450 PRINTTAB(12,11)"FRANTIC F
ARMER"
1460 ENDPROC
1470 :
1480 DEFPROCget
1490 PRINTTAB(9,15)"PRESS SPACE
BAR TO PLAY"
1500 *FX15,0
1510 REPEAT UNTIL GET=32
1520 ENDPROC
1530 :
1540 DEFPROCTune
1550 READ A:IF A=-1 SOUND 2,0,0
,1 ELSE SOUND 2,-10-(MP%=40)*5,A
,1
1560 MP%=(MP%+1)MOD41:IF MP%=0
RESTORE 1840
1570 ENDPROC
1580 :
1590 DEFFNR(x%,y%)VDU 31,x%,y%:
CALL &70:=?&80
1600 :
1610 DEFPROCinstruct
1620 COLOUR 2
1630 PRINTTAB(12,0)"FRANTIC FAR
MER"
1640 COLOUR 1
1650 PRINT""Guide the farmer a
round the screen using the Z,X,:
and / keys, bringing pieces offi
rewood back to your small house
one at a time whilst leaving a tr
ail of seeds."
1660 COLOUR 2
1670 PRINT""Try not to cross t
his trail as doing so will lose
you some seeds, and you lose a
life each time you run out. If y
ou are getting short, get the sma
ll piles of seeds but watch ou
t for trees!"

```



MICROPOWERMICROPOWERMICROPOWERMICROPOWERMICROPOWER

A FANTASTIC NEW PROGRAM FROM  
BRITAIN'S LEADING SOFTWARE HOUSE

SUPER-FAST LOADING TIME

commodore 64  
electron  
B.B.C. MICROSTOCK  
CAR

Skid round hairpin bends, cutting up the competition and rebounding off the barriers. A one or two player racing game featuring 6 different circuits, oil patches, selectable number of laps and variable skid.



COMMODORE 64 VERSION

£6.95 (BBC version £7.95)

BBC and Commodore  
Disk price £9.95

WATCH OUT  
FOR OUR NEW  
PACKAGING AND  
CATALOGUE

MICRO  
POWER

MICRO POWER LTD.,  
NORTHWOOD HOUSE, NORTH STREET,  
LEEDS LS7 2AA TEL: (0532) 458800  
SELECTIVE BRANCHES OF BOOTS, CO-OP,  
MENZIES, W. H. SMITH, WOOLWORTHS AND ALL  
GOOD DEALERS.  
AUTHORS! WE PAY 20% ROYALTIES!

MICROPOWERMICROPOWERMICROPOWERMICROPOWERMICROPOWER





## Will you be the first Earthling to win a place

Acornsoft are issuing a nationwide challenge to all Acorn Electron and BBC Micro users.

It's the challenge to join a new and exclusive group of computer games players: The Elite.

With 3-dimensional graphics, Elite is a game which is light years ahead of any other.

It strictly defines the rank of each and every player.

As your prowess improves, you move into higher ranks.

But make no mistake, to reach the top rank, your performance must become exceptional.

Then, and only then, will you qualify to call yourself a member of The Elite.

From harmless, you must become lethal.

In Elite, all players start as equals.

With the initial rank of "Harmless," you will

embark upon an experience unlike any that you have known before.

You will be a space trader who roams the universe, making your living from buying and selling the cargo in your Cobra space craft.

On your travels, you will encounter aggressors who are eager to put an end to your dealings.

Only the fittest will survive.

As you establish yourself as a survivor, you will win the right to a higher rank.

In all, there are nine, from "Harmless" to "Elite." And your computer will continually tell you where you stand.

Trade with 2,000 planets in eight galaxies.

Besides survival, your success also depends on the rewards you reap from the cargo that you carry.





## place among the Elite?

That cargo can be anything from foodstuffs to contraband. If you decide to trade in contraband, the rewards will certainly be higher. But so will the risks you take.

To ply your trade, you can dock at any of 2,000 planets in eight galaxies.

However, before you dock, you must use your wits to assess the planet's political climate and the perils which may be waiting for you.

Also, in any of the eight galaxies, you may find yourself being asked to perform acts of considerable heroism and selfless courage.

Although these will bring you into danger, they can bring considerable rewards too.

We're waiting to recognize your skills.

Achieving higher status in Elite will tax your skills to the limit. Which is why you must down-

load your game onto cassette or disc each time you take a break from play.

When you reach the rank of "Competent" or higher, you should send us the secret code number revealed to you by your computer.

We will send you in return a special document which certifies your achievement. And you stand to win a valuable prize.

Are you ready to accept the challenge?

Elite is available on both disc and cassette for the BBC Micro and on cassette for the Acorn Electron.

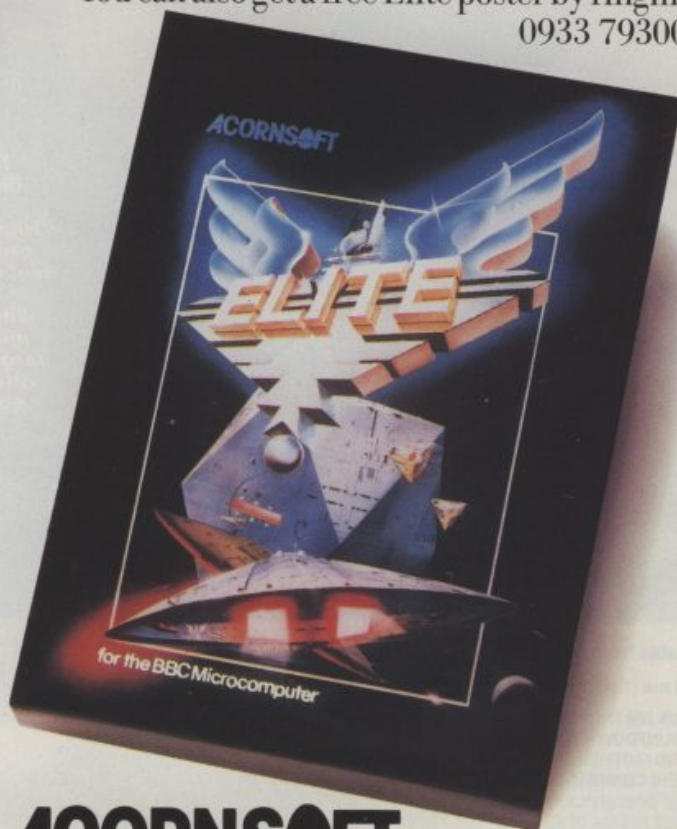


With either, you will get "Elite: The Dark Wheel," a compelling novel which sets the whole mood of your adventure. You'll also get a flight training manual which will get you fit to roar into the unknown in your Cobra spacecraft.

Your Acornsoft dealer now has the entire package at £14.95 on cassette, or £17.65 on disc (for the BBC Micro) and £12.95 for the Electron. For the address of your local stockist or to order by credit card simply ring 0933 79300 during office hours.

Alternatively, you can order by post from: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

You can also get a free Elite poster by ringing 0933 79300.



# ACORNSOFT



# QUALITY CONTROL FROM CREATIVE SPARKS ON C64

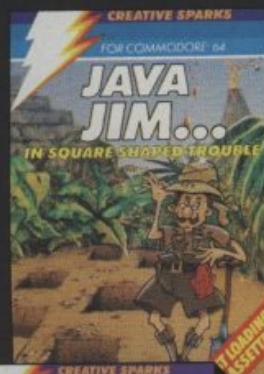
**For those  
who demand  
excellence**



## JAVA JIM

Guide Java Jim around the screen digging near square holes as he searches for ancient relics. You will have to avoid the lumps of sizzling lava being continually showered down on Jim from the still active volcano in this highly original fun game.

4 full graphic all action screens.  
20 levels of play.  
High score feature.  
Fast loading cassette.



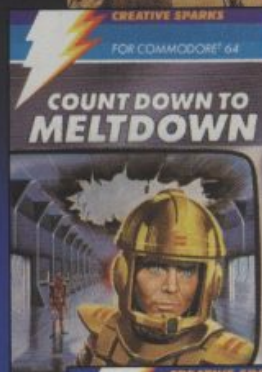
## COUNTDOWN TO MELTDOWN

An amazing graphic action adventure game which puts you in charge of a team of androids trying to reach the core of a nuclear reactor before it explodes.

This game has over 2000 rooms to be negotiated and every single one of them is in 3D!!

Probably the most exciting game yet developed for the C-64.

Fast loading cassette.

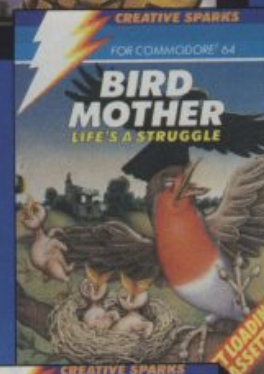


## BIRD MOTHER

This is a delightfully original game which uses nature as the setting for a highly compelling and challenging game. Guide the Bird Mother as she builds her nest and raises her young, finally protecting them from a predator hawk.

Fast loading cassette.

The stunning graphics and music in Bird Mother are not to be missed.

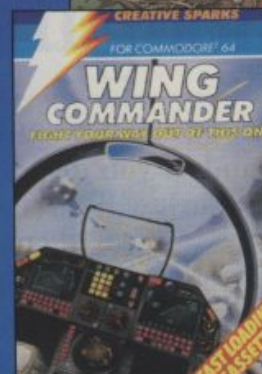


## WING COMMANDER

This is a highly sophisticated flight combat simulator which puts you in the pilots seat. Highly advanced machine code programming has ensured you feel every stomach lurching dive and roll.

With 17 separate controls to be monitored and several ground targets to be defended from the attacking enemy bombers. This game will stretch your skills to their limits.

Fast loading cassette.



**CREATIVE SPARKS**

Available from All good computer software stockists.

Send me (tick as required)

- |  |       |
|--|-------|
| <input type="checkbox"/> JAVA JIM TNCE163 (C64)              | £7.95 |
| <input type="checkbox"/> COUNTDOWN TO MELTDOWN TNCE273 (C64) | £7.95 |
| <input type="checkbox"/> BIRD MOTHER TNCE263 (C64)           | £7.95 |
| <input type="checkbox"/> WING COMMANDER TNCE203 (C64)        | £7.95 |
| <input type="checkbox"/> My local stockist's address         |       |
| <input type="checkbox"/> Your full list of games             |       |

Game/s at £7.95 each

£ : p

+ single P&P sum

: 30p

Total to send

£ : p

## Method of payment

By cheque or PO (no cash) made payable to **TECS**

☐ By Access

or

Enter card no.

☐ Barclaycard

Sign below:

Credit card sales: UK buyers only.  
Response within 21 days.

Creative Sparks,  
Department M0,  
296 Farnborough Road,  
Farnborough, Hampshire, GU14 7NF.  
Telephone: (0252) 518364.

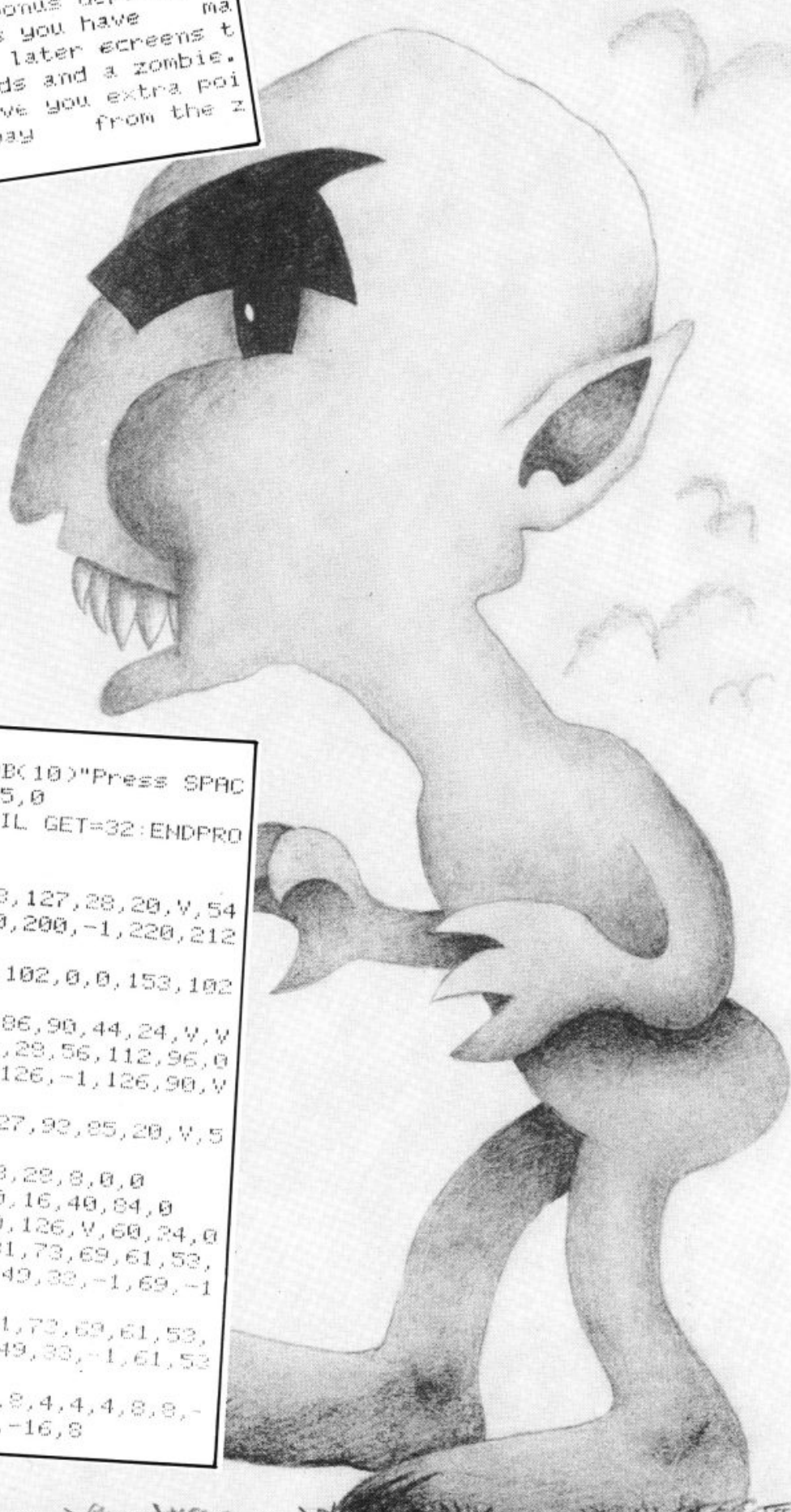
Name

Address



1680 COLOUR 1  
 1690 PRINT "After each screen  
 you are given a bonus depending  
 on how many seeds you have ma-  
 naged to sow. On later screens t-  
 here are diamonds and a zombie.  
 Diamonds will give you extra poi-  
 nts, but keep away from the z-  
 ombie!"

1700 COLOUR 2  
 1710 PRINT "TAB(10)" "Press SPAC-  
 E to start":#FX15,0  
 1720 REPEAT UNTIL GET=32:ENDPRO-  
 C  
 1730 :  
 1740 DATA 28,V,8,127,28,20,V,54  
 1750 DATA 28,220,200,-1,220,212  
 ,20,54  
 1760 DATA 0,153,102,0,0,153,102  
 ,0  
 1770 DATA 56,94,86,90,44,24,V,V  
 1780 DATA 0,6,14,29,56,112,96,0  
 1790 DATA 24,60,126,-1,126,90,V  
 ,122  
 1800 DATA 28,V,127,92,85,20,V,5  
 4  
 1810 DATA 0,0,0,8,28,8,0,0  
 1820 DATA 0,0,0,0,16,40,84,0  
 1830 DATA 0,24,60,126,V,60,24,0  
 1840 DATA 33,69,81,73,69,61,53,  
 -1,41,33,-1,33,-1,49,33,-1,69,-1  
 ,53,33,-1  
 1850 DATA 33,69,81,73,69,61,53,  
 -1,41,33,-1,33,-1,49,33,-1,61,53  
 ,-1,53  
 1860 DATA 0,4,8,4,8,4,4,4,8,8,-  
 12,8,4,8,-12,8,8,8,-16,8







AUTOMATA U.K. PRESENTS  
YOURSELF  
IAN DURY  
JON PERTWEE  
MEL CROUCHER  
DONNA BAILEY  
and FRANKIE HOWERD in

# DEVS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER

AUTOMATA thanks everyone who has taken DEUS EX MACHINA to their hearts . . . reviewers, wholesalers, retailers, the media, and most important of all, our public . . .  
**THANK YOU !**

(Barry Norman, Radio 4)  
*"Perfection, the aim of all of us!"*

(Popular Computing Weekly)  
*"a completely new computer experience, rare and truly great!"*

(Dave Freeman, Radio 1)  
*"You've got to play it to believe it! This will get to Number One!"*

(Computer & Video Games)  
*"The most original concept since the Spectrum was a gleam in Clive Sinclair's eye. The computer equivalent of Pink Floyd's The Wall . . ."*

(Thorn EMI)  
*"The first computer program to inspire a cult following. To be without it is to lose social standing!"*

(Crash Magazine)  
*"There are few things in life that can be called global certainties . . . this is one of them! Hypnotic, emotive, noble, humorous, absolute excellent . . ."*

(Home Computing Weekly)  
*"To call this a game is an insult. It's a stunning and profound audio-visual experience."*

Instructions	100%
Playability	100%
Graphics	100%
Value for money	100%"

**DEUS EX MACHINA —**  
Amstrad and Commodore 64  
versions available soon!

CRUSOE . . . . . 48K Spec £6 <input type="checkbox"/>	DEUS EX MACHINA . . . . . 48K Spec £15 <input type="checkbox"/>	PIMANIA . . . . . 48K Spec £10 <input type="checkbox"/>
PI-EYED . . . . . 48K Spec £6 <input type="checkbox"/>	GO TO JAIL . . . . . 48K Spec £6 <input type="checkbox"/>	OLYMPIANIA . . . . . 48K Spec £6 <input type="checkbox"/>
PIROMANIA . . . . . 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS .. Amstrad £6 <input type="checkbox"/>	PI-BALLED . . . . . 48K Spec £6 <input type="checkbox"/>
PI-IN'ERE . . . . . 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS .. Any Spec £6 <input type="checkbox"/>	DARTZ . . . . . 48K Spec £5 <input type="checkbox"/>
YAKZEE .. Dragon/48K Spec £5 <input type="checkbox"/>	PIMANIAC T-SHIRTS (state size) . . . . . Price £5 <input type="checkbox"/>	NEW WHEELS JOHN? 48K Spec £5 <input type="checkbox"/>
'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book . . . . . £25 <input type="checkbox"/>		
PIMANIACS CLUB for 20% off all products, etc. Annual Subscription UK £5 <input type="checkbox"/> Overseas £7 <input type="checkbox"/>		

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is ..... Expiry Date.....  
Card holder's signature ..... Card holder's name ..... Tel. Number.....  
Card holder's address .....

..... Post Code .....

**NO EXTRAS!** All our prices include VAT and Postage & Package. 24 hr.—CREDIT CARD HOT LINE (0705) 735242.  
Send your order and payment to: **AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.**



# BUG HUNTER

— WRITE TO ME AT: COMPUTER & VIDEO GAMES  
PRIORY COURT, 30-32 FARRINGTON LANE,  
LONDON EC1R 3AU. OR PHONE ME—  
ON: 01-251 6222.



## AYE AYE CAP'N

Some companies go to great lengths to protect their games from pirates. Aardvark seems to have a novel approach. If you try loading a pirate copy of *Frak* into your Beeb, you'll hear a beautiful rendition of the theme from Captain Pugwash. You know, that cartoon series about pirates!

If you want to hear it for yourself, don't try copying the game. Just LOAD "FRAK" and wait for the loader program. Then type GOTO 140.

## TOKEN GESTURES

If you have a Commodore machine, try entering a REM line followed by a few capital letters. Now list the line and see what's happened. The letters have changed into various Basic keywords.

Matthew Nicola sent me a list of them and asked why this happens.

Well, Matthew, your machine stores Basic words as single characters called tokens. For example, the word PRINT takes up five characters but, if you store it as a single character, it takes just one.

Normally, your machine will know the difference between them but not when it comes to REM lines. If you want to use capital letters in REMs, just put the line in speech marks "like this".

## ELECTRON TIPS

I've just come across a scrap of paper which I picked up from the Micro Power stand at the BBC User show. I'd forgotten all about it till now, but here's some news from Micro Power about the Plus-1 interface for the Electron.

Some games won't work on your computer if you have a Plus-1 attached. However, it's not a good idea to disconnect it, as the contacts will gradually wear out.

What you should do is to enter the following lines before loading the game. Then, it will run with the Plus-1 attached.

The problem is that some large games use the same area of memory as the interface, so the routine

crashes. This way, you'll be able to play the game but, unfortunately, you won't be able to use joysticks.

These lines are ...

\*FX 163,128,0 to disable the interrupts.

Then, ?&212=&D6

and ?&213=&1F.

You can re-enable the interface by putting a 1 at the end of the \*FX command instead of a zero.

And remember, don't remove your Plus-1.

## BLAGGER

I've had so many letters about cheating in Alligata's *Blogger* that I think it's about time to print one.

First out of the hat is one by Saul Masson and David Parker. Sorry guys, you'll have to share the £10.

Before you start a game, says the letter, press the space bar. You should find your lives increasing from zero to five. Now hold down the control key and press any letter. Each letter corresponds to a different screen. The others can be reached with ":", ";", and "&".

## A DEFINITE RE FLAG

News has reached me of a couple of classic bugs in Daley Thompson's *Decathlon*. If you want to qualify in the high jump, just set the bar nice and high and then go under it instead of jumping over it! The computer recognises that you have passed the bar but seems to miss the fact that it's still underneath you!

## ODE TO PSYTRON

If you've bought Beyond Software's *Lords of Midnight* game for your Spectrum, you've probably seen the demo of their *Psytron* game on side two of the tape. Andrew Biswell, known as the Chessington Loony, tried to make the demo version into a full playing program. During his devious deeds, he uncovered this poem buried in the actual machine code of *Psytron*.

Dear Fiona,  
You are too precious for mere words but maybe "I Love You" will do. Sometimes, late at night, I hear you cry, while I lie awake and

wonder why someone so good and so true could get so upset, down and blue. I know I'm hard at times when perhaps you need me most, but we all have our destiny and that's no idle boast. Wherever I am, whatever I do, always remember I love you."

Wordsworth eat your heart out!

## FULL THROTTLE

Chris Pullen reckons he's found the only bug in Micromega's latest game.

If you allow yourself to be lapped, the screen will show "POSITION:LAPPED" but this seems to make no difference to your finishing position. If you get lapped and then end up in first place, the computer will announce you as the winner, even though you have been lapped!

## WRITE TO ME

Technology seems to be taking over as far as readers of Bug Hunter go.

I'm getting more and more letters sent through Micronet each week, which saves you buying a stamp and saves me having to open all those envelopes.

Don't forget that, if you have a Micronet account, you can write straight to C&VG through Mailbox. Just go to page 84 and fill in the Bug Hunter number, which is 012 786 556.

Letters and phone calls are still welcome, of course. The phone number is 01-251 6222. Call any time during the day and, when Cindy answers, ask her for extension 2470.

That's all we have time for this month. Remember that if you have any problems with listings in C&VG, drop me a line at Priory Court. Or call during the day on 01-251 6222. If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep." Well, you don't expect me to work all night, do you?

BY ROBERT SCHIFREEN



# "Brilliant..."

## Elementary

### my dear Watson.

'Sherlock must be the most complex adventure ever created.

The creation of atmosphere is superb (more like that of a novel than a computer game) in fact playing the adventure feels more like acting than playing a computer adventure.

The characters in Sherlock behave just as they would in real life and have a very human feel to them, not only in the way they react to situations, but also in their displaying of human emotions.'

MR STERN, HERTS

'Sherlock Holmes has been well worth waiting for with an 800 word vocabulary, real Victorian transport system — cabs and trains and all, and a cast of characters peopling graphics screens designed by Mugsy man Russell Comte.'

YOUR COMPUTER

'Sherlock is an incredibly sophisticated program. The most impressive feature is the convincing way in which the leading characters go about their interrogations and how these can be followed up with meaningful discussion between the protagonists.'

CRASH

'I have been totally enthralled with this new brilliant adventure. I thought the Hobbit was good, but the added vocabulary and the even more intelligent characters, makes Sherlock number one in my software collection.'

MR ROGERS, BATH

'Your game is atmospheric. I have to admit it is actually real. I am referring to of course, the characters who work so independently that I am amazed at their individual characteristics every time I play the game.'

MR DEMPSTER, SCOTLAND

'In Sherlock you can not only talk to other characters, of whom there are at least thirteen, and ask them to do things for you, but you can also interrogate them and even discuss the case.'

SINCLAIR USER

'Rich mental imagery.'

CRASH

- ☐ Please send me your free catalogue.  
☐ Please send me Commodore Sherlock . . . . £14.95  
☐ Spectrum Sherlock 48K . . . . . £14.95

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Orders to:  
**Melbourne House Publishers,**  
 39 Milton Trading Estate  
 Abingdon, Oxon OX14 4TD

Correspondence to:  
 Church Yard,  
 Tring,  
 Hertfordshire HP23 5LU

Access orders can be telephoned through on our 24-hour ansafone (0235) 83 5001.

All prices include VAT where applicable. Please add 80p for post and pack.  
 Trade enquiries welcome.

I enclose my cheque/money order for £	
Please debit my Access Card No.	Expiry Date
Signature	
Name	
Address	
Postcode	

£
£ + p/p .80
Total
£

# Melbourne House

CVG12b



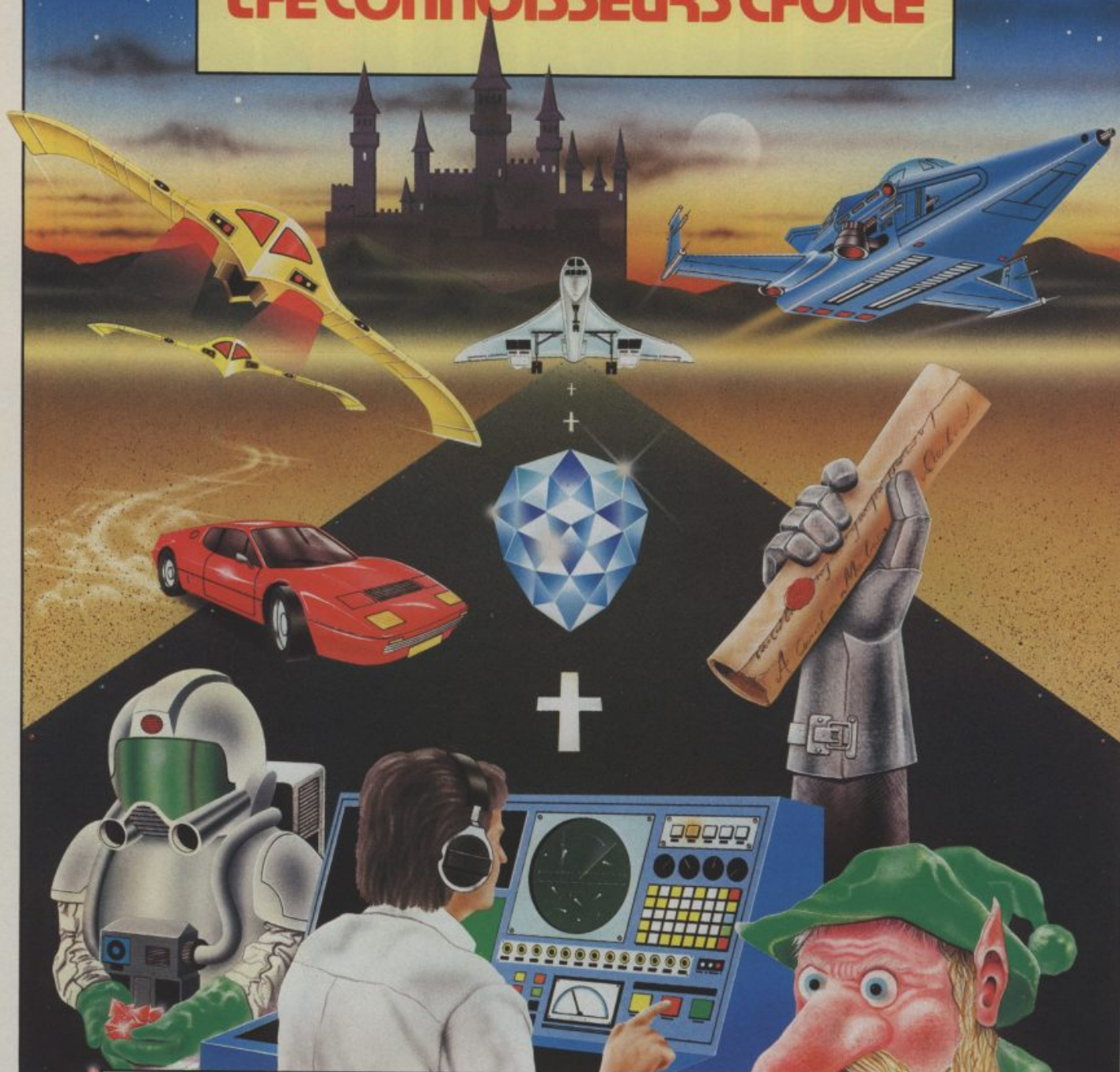


COMMODORE 64  
NOW AVAILABLE





# THE CONNOISSEURS' CHOICE



## ZX Spectrum

### 3D LUNATTACK – Steve Turner

Fly your Hover Fighter over the 3D Lunar landscape battling the SEIDDAB.

Joystick compatible, 48K only **£7.95**

### 3D SEIDDAB ATTACK – Steve Turner

Using your radar, missiles and sixth sense clear the city area of SEIDDAB.

Joystick compatible, 16K or 48K **£5.95**

### 3D SPACE WARS – Steve Turner

Hunt the Seiddab through four levels of 3D hyperspace and destroy them.

Joystick compatible, 16K or 48K **£5.95**

### DI-LITHIUM LIFT – Simon Cobb

Can you lift the Di-Lithium crystals from the vaults?

Joystick compatible, 16K or 48K **£5.95**

### NIGHTFLITE II – Mike Male

Flight simulation with full instrument display and perspective runway view.

Joystick compatible, 16K or 48K **£7.95**

### HEATHROW AIR TRAFFIC CONTROL – Mike Male

Written by a professional air traffic controller.

16K or 48K **£7.95**

### QUEST ADVENTURE – Kim Topley

Find a map hidden in an inhospitable world inhabited by gruesome creatures.

48K only **£5.95**

### FANTASIA DIAMOND – Kim Topley

Retrieve the magnificent Fantasia Diamond and rescue Boris the master spy.

48K only **£7.95**

### KNIGHT DRIVER – Clive Brooker

Steer your car round a tortuous circuit of roads, braking and accelerating as you go.

Joystick compatible, 48K only **£5.95**

### COUNTRIES OF THE WORLD

An educational package that will give an appreciation of world geography.

16K and 48K **£5.95**

### PILOT FOR THE ZX81 – Mike Male

Fly your computer from take-off to landing navigating between mountains using radio beacons

**£5.95**

### COMMODORE 64

### HEATHROW AIR TRAFFIC CONTROL – Mike Male

Written by a professional air traffic controller. Seven levels of play including demonstration mode.

**£7.95**

### Books

20 Best Programs for the ZX Spectrum

40 Best Machine Code Routines for the ZX Spectrum

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**

**£5.95**</



Multiple Combat Scenarios  
Full Aerobatics  
3-D Graphics



# F-15 STRIKE EAGLE

MicroProse Software



F-15 Strike Eagle features superb 3-D graphics, F-15 manoeuvrability, computer assisted targetting including modern fighter Heads Up Display, airborne radar, air to air missiles, surface to air missile defence, ground target bombing, full aerobatics, and multiple combat scenarios.

**DISK/CASSETTE £14.95**



**SOLO FLIGHT:** Take off with this user friendly flight simulator which includes 3-D graphics, full cockpit instrumentation, dual VORs, ILS, 21 different airports, and real life challenges from weather and mechanical emergencies. **DISK/CASSETTE £14.95**

**SPITFIRE ACE:** Save London during the Blitz in your RAF Spitfire! Outstanding out-of-the-cockpit 3-D graphics; 14 different combat scenarios. **DISK £12.95, CASSETTE £9.95**

**NATO COMMANDER:** Defend Europe in an accelerated real-time war situation! Full scrolling battle map, includes infantry, armour, helicopters, airforces and tactical nuclear weapons. **DISK £12.95, CASSETTE £9.95**

U.S. Gold is stocked by all leading computer stores including:



John Menzies

**WHSMITH WILDINGS WOOLWORTH**

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

Telephone: 021-359 3020. Telex: 337268.



Hill

MacGibbon

Games with a little bit more  
**King Arthur's Quest**

Games with a little bit more  
**Aztec**  
Hurry for the sun god

GO FORWARD

way past my feeding time and I'm hungry. Would you mind bringing my food? I think it's to the north."

"Well met, young man. You have done well to bring the sun here this far. Now give it to me and we shall free the Sun together."

48k SPECTRUM £7.95  
COMMODORE 64 £9.95

# After Midnight — two adventure games that herald a new dawn

A new concept — all graphics, 3D, and 360° scrolling

## Sports simulations that leave the rest standing

Games to stretch the mind  
**Rally Driver**

Games to stretch the mind  
**Yacht Race**

Cassette & map/chart £9.95  
48k SPECTRUM COMMODORE 64

Dealer enquiries welcome

**COMING SOON**  
World Cup Football  
Running for Gold

Hill MacGibbon Ltd, 92 Fleet Street, London EC4Y 1DH

All programs created by Five Ways Software Ltd.

Telephone  
01-353-6482





Britannia has long been supposed to rule the waves — at least by her subjects — but what of her nautical software? Would Nelson really have given it a second glance or would he have preferred to peruse it with his blind eye?

Temptation's *Admiral Graf Spee* for the Commodore 64 is a less than tempting offering. This ugly duckling of a game doesn't quite know what it's supposed to be and ends up as a rather unhappy mixture of real-time action and pause-for-thought control. You get a very nice map of the South Atlantic and an inventory of the fuel and ammunition your pocket battleship carries. Yes, you play the part of the dastardly Hun in this one and even get a partial rendering of *Deutschland Über Alles!*

One of your options, *Mein Kapitän*, is to rendezvous with your supply ship, the *Altmark*, but this wastes valuable sinking time so you are warned to be careful with your munitions.

Presumably the programmer who wrote this game was afflicted by a heavy German accent; sinking time there's plenty of but *thinking* time precious little! Little specks representing enemy shipping flicker briefly on your Atlantic chart.

Strategic movement consists of trying to catch one of these fireflies before it disappears. You are then deemed to be in visual range and a pseudo-arcade sequence begins — "pseudo" because the enemy ship flits about the horizon at near arcade speed but the response time of the controls at your disposal would make a sloth seem hyperactive.

At the other end of the spectrum (although it's for the Commodore 64) is P.S.S.'s *Battle for Midway* which recreates the Japanese carrier attack on the World War II U.S. base in the Pacific. This game also incorporates real-time arcade action but uses it more as occasional atmospheric scenery than as something that actually influences the outcome of your strategic planning.

This time, the chart on your screen is the South Pacific Ocean. Somewhere out there you know, thanks to your code-breakers who have been feeding you the radio transmissions of the Japanese Imperial Fleet, that an invasion fleet and two carrier groups are approaching Midway Island. They are hoping to surprise you but you can be sure that you're

going to surprise them even more!

Two U.S.N. carrier task forces are under your command as well as land-based fighters and bombers from Midway itself. Before you can attack the enemy you must locate his fleets by directing search aircraft to likely areas of ocean.

*Midway* needs thought and careful planning to win but it also needs quick thinking. The pressures a commander is under during battle are recreated by a continuous real-time change of the strategic situation.

Ponder an attack for too long and your search planes may have lost contact with the Japanese Fleet, but act too hastily, forget about that squadron you launched three hours ago and it will run out of fuel and ditch ignominiously in the sea. Above all, you must try to find the enemy carriers before they hit you. Can you out-think the inscrutable? An engaging game, which uses the element of the unknown to great effect.

Somewhere in the middle ground between the disastrous and the successful comes *Bismark* from the Argus Press Software Group.

Though the game I tried was for a 48k Spectrum, versions apparently exist for most popular home computers. Perhaps this explains why the game turned out to be fairly rudimentary — in fact pretty Basic when I came to list it. The scenario has you hunting the German battleship *Bismark* in the North Atlantic.

*Bismark* plays rather like an updated version of the schoolboy game of battleships — even the map is just the old, familiar 10 x 10 grid stretched a little bit. Ordering your ships about gets rather tedious and memory-sapping because you have to input strings of compass directions for all of them (in sequence!) before any movement on your chart becomes visible. Needless to say, this makes for frequent mistakes especially since the map gives no clue as to the identity of the different squadrons of ships. Only the one you are currently giving orders to is picked out by a flashing cursor.

However, if you manage to cope with the problems of command and control, the game itself does offer a real, if simple, strategic challenge. You have to locate the *Bismark* before you can destroy it but some of your battle groups are much weaker than the enemy in firepower.

If you make contact with the *Bismark* with these, they may well be blown out of the water before you can bring up the heavy stuff. The big battleships you command are relatively slow and if these find the *Bismark*, she is almost bound to outrun them.

The solution, as in the real event, is to sacrifice some of your ships and aircraft in an attempt to cripple the German battleship and slow her down, then bring in your heavy battleships for the kill. Okay as a magazine listing, but not really the sort of game I'd pay good money for.

This month's moral, I suppose, is that approach and presentation in a computer game are crucial to its success. All three games I've discussed take war at sea as their theme and concentrate on the problems of locating and engaging the enemy, yet only one has really succeeded in putting the player there, on the spot.

In any strategy game, the player will be giving a lot of commands to the units under his control but the real meat of the game is making the decisions. The physical effort of enacting them should be kept to a minimum so that the player can get on with the real business of being a commander. This is the key to success. Well done P.S.S.!

In the next 5th Column, I shall be telling you all about *Seldon's Game*, a strategy game that grows. Its theme is galactic but the player has no ships or planets under his control. All he has is knowledge and the ability to slightly tip the balance of events one way or another as the history of the galaxy grinds inexorably on. The player's objective is to bring peace to the galaxy by subtly changing history.

How does it grow? Well, editor permitting, I'll be providing listings in Basic of the bare bones of the game with "history" subroutines for a few different types of world.

In subsequent 5th Columns, subroutines for new types of world to add to your galaxy will be listed but these, I hope, will come from you, the readers. As time goes on you will be able to build up a whole library of *Seldon's Game* worlds to use in your galaxy as you choose and you'll also be able to include your own concoctions. Every reader should be able to build up his own, unique game. Till next time, I'll leave you with that tempting thought.



**Amazing how played out some things**





gs become.

## Will you think the same of your micro in 6 months' time?

Remember the days when every record player was gifted with a needle instead of a stylus. 45's were "in," 78's were "out."

Before the days of hi-fi and laser discs. When a graphic equaliser was a breakthrough on the football pitch instead of in music technology.

Look at a record player now and it's a museum piece.

It's like that with micros too. The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

But imagine communicating with other micro users on a nationwide mainframe system. Updating yourself

daily with the very latest computer news and reviews. Paging a special Bulletin Board. Feasting from "Prestel's vast menu. Even downloading a choice of software *absolutely free*.

In fact, imagine 30,000 pages at your fingertips and you've imagined what it's like to be on line with the Micronet 800 system.

For Just £13 a quarter (and, for most of you, a local telephone call whenever you want to connect up) you could subscribe to the Micronet system.

The only extra you need to connect up is a modem unit. Which is a small enough outlay for what it buys.

Micronet's features are almost limitless and constantly updating so why not see it in action at John Lewis stores, selected W. H. Smith shops and Spectrum UK dealers.

Or fill in the coupon for our brochure.

You'll find you won't want to play on anything else.



Please send me the full facts about Micronet 800.

Name

Make/Model of Micro

Address

Telephone

MICRONET 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone 01-278 3143. **CVG12**

MICRONET 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone 01-278 3143.

\*Prestel and the Prestel symbol are trademarks of British Telecommunications.

### Making the most of your micro.



## ATIC ATAC

- 1) **Graham Peters**, Billericay, Essex — 5,629,796
- 2) **Gary Watts**, Bishopstone, Hereford — 1,724,605
- 3) **Carl Thomas**, New Ferry, Wirral — 995,003
- 4) **D J Murray**, Denstone, Uttroter — 985,833

## SABRE WULF

- 1) **John Capel**, Preston, Lancs — 3,000,045
- 2) **Thomas O'Dowd**, Wexford, Ireland — 1,350,335
- 3) **David Walker**, Darlington, Co. Durham — 1,306,565
- 4) **Dominik Szewczyk**, Bents Green, Sheffield — 998,490
- 5) **Neil Williams**, Rugeley, Staffs — 973,875

## PLANETOID

- 1) **Alexander Marco**, Jesmond, Newcastle — 2,565,260
- 2) **Neal Wylde**, Welwyn, Herts — 1,618,500
- 3) **Daniel Poon**, Newark — 783,475
- 4) **Paul O'Malley**, Romsey, Hants — 684,550
- 5) **Richard Thorpe**, Denham, Bucks — 99,690

## JET PAC

- 1) **Denis Vuuc**, Isleworth, Middlesex — 38,848,420
- 2) **Gordon Garrow**, Glasgow, Scotland — 28,957,210
- 3) **Richard Edwards**, Crewe, Cheshire — 20,578,796
- 4) **Fraser Watson**, Sheffield, West Midlands — 16,742,160
- 5) **Simon McElroy**, Wolverhampton, West Midlands — 14,863,889



GORDON GARROW

## HALL OF FAME

Name.....

Address.....

T-shirt size sm ☐ med ☐ lge ☐

I scored.....

Time taken.....

Game.....

Computer.....

Witness's signature.....

## OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

## DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

## JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

## DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

## MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

## JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

## THE PYRAMID

The *Pyramid* has Fantasy's unique high score verification system.

## ZALAGA

Splendid arcade clone for the BBC.

## SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

## PSYTRON

Beyond's first big hit for the Spectrum. The *Psytron* is a computerised defence system for the planet Betula 5.

## ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

## STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

## JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

## PYJAMARAMA

Wally steps into a nightmare — and into C&VG's Hall of Fame.

## DONKEY KONG

- 1) **Darren Prince**, Salford, Manchester — 569,900
- 2) **Matthew Brady**, Maldon, Essex — 432,000
- 3) **Deborah Healey**, Oldham, Lancs — 400,083
- 4) **Andrew Lord**, Hebden Bridge, West Yorks — 362,200
- 5) **Philip Wakeman**, Rugby, Warwickshire — 186,800

## MANIC MINER

- 1) **Paul Rattray**, Kinnoull, Perth — 13,753,289
- 2) **Graham Farthing**, Patching, Brighton — 9,133,137
- 3) **Matthew Hawkins**, Halesowen, West Mids — 8,719,937
- 4) **Paul Knowles**, Bishop Stortford — 7,106,234
- 5) **Philip Sherlock**, Crewe, Cheshire — 4,973,012

## PARSEC

- 1) **Richard Dresner**, Crowborough, E. Sussex — 8,550,700
- 2) **Nicholas Hart**, Hull, North Humberside — 2,528,600
- 3) **Ian Wilson**, Gwynedd, North Wales — 593,000
- 4) **Jonathan Pierce**, Newport, Shropshire — 333,300
- 5) **Keith Jayasekara**, Chelmsford, Essex — 281,500



NICHOLAS HART

## PSYTRON

- 1) **Clive Richards**, Monkton, Pembrokeshire — 254%
- 2) **Stuart McIntosh**, Bishopsbriggs, Glasgow — 248%
- 3) **Clive Richards**, Monkton, Pembrokeshire — 206%

## STAR BIKE

- 1) **Paul Davenport**, Hull — 19,046
- 2) **Steve Brookes**, Bath — 17,429
- 3) **Peteer Reaves**, London — 12,934
- 4) **John Cooper**, Manchester — 9,260
- 5) **Michael Mason**, Nottingham — 5,120

## ZALAGA

- 1) **Jonathan Reade**, Telford, Shropshire — 8,622,450
- 2) **Chris Waymark**, Petts Wood, Kent — 5,717,890
- 3) **Sunjay Jain**, Salford, Derby — 2,384,210
- 4) **David Lucas**, Hallisham, East Sussex — 2,222,870
- 5) **David Irving**, Ponteland, Northumberland — 1,684,220

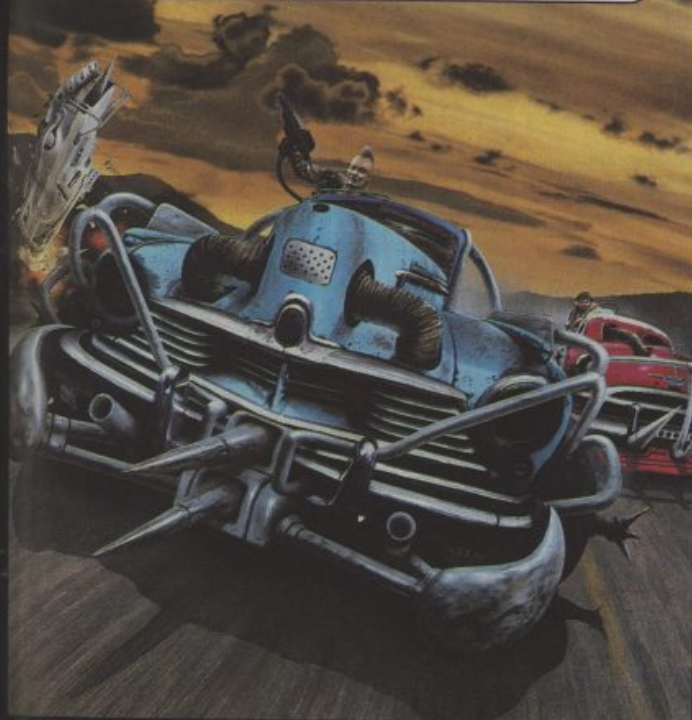
TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!

# HALL OF FAME



# The New Force in Software

THE GAME OF DEADLY DRIVING  
**BATTLECARS**  
FOR 48K SPECTRUM



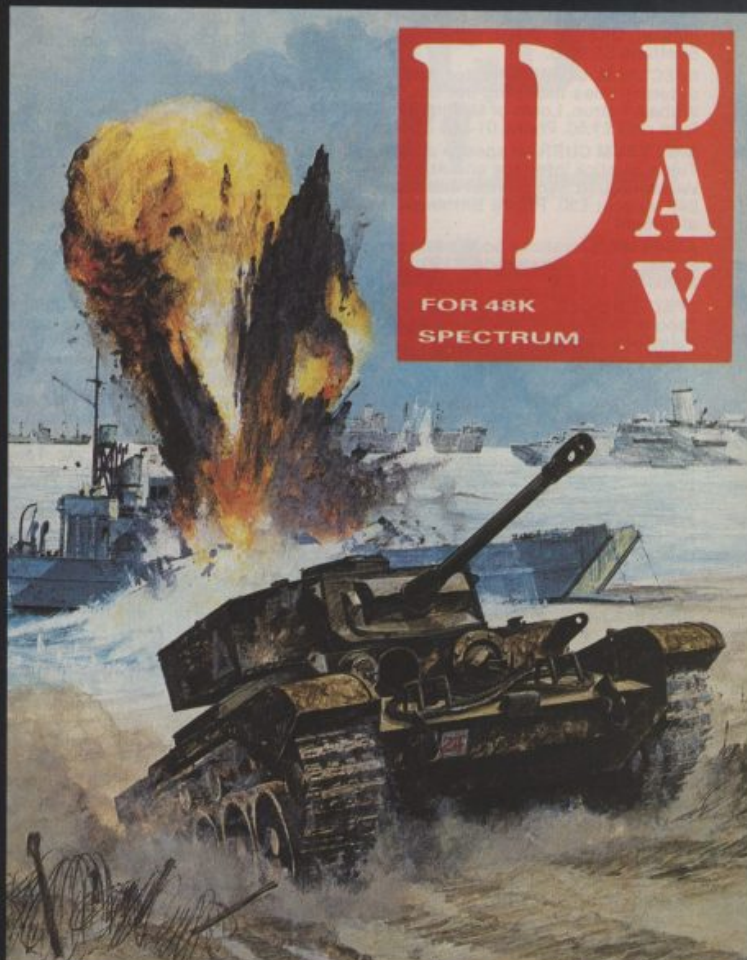
## Tower of Despair

48K SPECTRUM



# D DAY

FOR 48K SPECTRUM



## GAMES WORKSHOP

GAMES WORKSHOP is the UK's largest fantasy and adventure games company, with ten years experience behind it. Now we're using our expertise to create the best in computer games, and the first three are BATTLECARS, D-DAY, and TOWER OF DESPAIR - each with over 90K of programming!

BATTLECARS is the deadly sport of the future...arm your battlecar with your chosen weapons, and select your battleground; a gruelling speed circuit or a town centre labyrinth. BATTLECARS is a one or two player game of skill, nerve and cunning.

D-DAY is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. D-DAY offers an enduring tactical challenge to players tired of simple arcade action.

In TOWER OF DESPAIR, Games Workshop has used its ten years of experience in role-playing games to create an outstanding adventure. It includes two entire 48K programs, and a guide containing a history, map, and illustrated clues.

**FOR 48K SPECTRUM AND SHORTLY FOR THE COMMODORE 64**  
£7.95 EACH FROM ALL GOOD SHOPS OR DIRECT FROM:  
MAIL ORDER DEPARTMENT, GAMES WORKSHOP LTD.,  
27 - 29 SUNBEAM ROAD, LONDON NW10.



**FOR SALE** TRS 80 model one 16K C.P.U. V.D.U. and cassette will accept offers or swap for Spectrum 48K or any other machine. Phone Jan 061 881 6145.

**SOFTWARE EXCHANGE.** Swap your used software. Free membership. Discount offers. Spectrum/Dragon. Huge program base. SAE please. UK SEC (CGG), 15 Tunwell Greave, Sheffield S5 9GB.

**SPECTRUM SOFTWARE** for sale. Dozens of different titles including Jet Set, Sabre Wulf, Withas, Pstron, Lords of Midnight. All originals from only £1.50. Phone 01-348 7378 ask for Rik.

**SPECTRUM CURRAH** speech as new £20. Ram Turbo joystick interface and Atari joystick £20. William Stuart Synthesiser and software value £45. Accept £30. Phone Birmingham 772 8996 after 6pm.

**ATARI 400** 2 joysticks book basic cartridge, Air Strike, Poker, Centipede £190. Tel: Ilkeston 327064.

**SPECTRUM** sell or swap Penetrator, Arcadia, Zoom, Microbot. Many more £3.50 each. Tel: Falmouth 318580.

**CBS COLECO** vision for sale plus Turbo Driving Expansion £110 or will swap for good condition 48K ZX Spectrum. Ring Bedford 0234 64615 for quick sale.

**DRAGON 32 SANYO** cassette — £130 including Chess cartridge, books, PERFECT! joysticks £195 ono. Watersmeet 832 (Herts) evenings.

**FOR SALE 48K SPECTRUM** + reliable tape recorder + programable joystick interface + Quickshot joystick + £100 games worth £300 YOURS FOR £150. Phone West Linton (0968) 60549 after 6pm.

**BBC B** adventures for sale includes Sphinx adventure, Franklins Tomb, Circus, Pirate adventure plus lots more. Phone Chelmsford 380898 after 6pm and ask for Darren all £5 each.

**48K SPECTRUM** currah microspeech Kempston joystick and interface cassette player. £650 worth of software including many new titles all in perfect condition £300 ono. Tel: Durham 62930.

**T199/4A** computer, extended basic, games modules — Parsec, Soccer, Invaders, joysticks, cassette lead, 30 games on tape, books and magazines worth £300. Sell for £125. Tel: Burton (0283) 43038.

**COLECOVISION** cartridges for swap or sale. Looping Mousetrap Carnival £15 each also electronic games Firefox £15, Puckmonster £10. Phone 01-570 4391.

**SPECTRUM** software over 100 titles for sale Jet Set Willy, Full Throttle, Sabre Wulf and more for list send see to Nick Blow, 47 Oakwood Road, Brickett Wood, St Albans, Herts.

**SHARP MZ80K 48K** integral monitor and cassette deck plus nine issues, user notes plus three techniques books plus new manual, nine games, speed basic, forth, home finance, music, composer, value £500 accept £300 ono. Phone: Ware (0920) 821003 after 6pm.

**ATARI MACRO** assembler V.G.C £40 also Chess and Missile Command roms £10 each. Tel: Redhill 61612 evenings. Ask for Chris.

**SPECTRUM** software for sale. Titles include Pole Position, War of the Worlds, Factory Breakout, Incredible Hulk, Moon Alert, Sabre Wulf, Disco Dan, Chuckie Egg and Gis a Kiss many more. Tel: 0703 767519 and ask for Richard.

**VIC 20** Games Unex 16K and cartridge Mission Impossible, Great Adventure Pack, Bomber Mission, Frantic, Arcadia and Four Gates to Freedom. All for £18. D. Booth, 18 George St, Riddings, Derby DE55 4AU.

**SPECTRUM** software for sale. Includes Cavelon, Psytron, Moon Alert, Scuba Dive, Pogo, Birds and Bees, Doomsday Castle, Android II, Bear Bover, Orion and more. All £3 each. Tel: Bradford 565976.

**SPECTRUM** software for sale originals only. Sabre Wulf, Golden Baton, Lords of Time, Full Throttle, Jet Set Willy, Codename Mat, Manic Miner, Oracles Cave, £3 to £5 each. Tel: (0742) 692829 anytime.

**HALF PRICE SPECTRUM** software, Arcade, Strategy and Adventure. From £1. Send for list, enclosing stamp to: Paul Bentley, 18 Lynton Avenue, Claregate, Wolverhampton, West Midlands WV6 9NG.

**VIC 20** (1 month old) + C2N cassette recorder + £200 of software for sale £165 ono. May split and sell software for £2.50 each. Also 20 CBM 64 games £40 or £2.50 each. May swap. Write to P. Simpson, 11 Egremont Street, Millom, Cumbria LA18 4EA.

**COMMODORE 64** games to swap or sell. Programs include British and American titles. Write or send your lists to Hlege Stava, 427Y Støl, Norway.

**VIC 20** for sale, including 16K Rampac, software, joystick, magazines. £120 or offers. Tel: (0469) 72854.

**T199/4A** home computer. Excellent condition. Instruction manuals, tutor, cassette + cassette cable. Connect four module + book, all in original packing. Price? £110. Tel: Slough 0753 36570 after 5pm.

**COMMODORE 64** games to swap or sell, American and English titles including Potty Pigeon, Pole Position, Voodoo Castle, and many more. Tel: (025485) 2779.

**VIC 20 FOR SALE.** With cassette recorder, 32K switchable expansion, joystick, 7 games cartridges, over 30 games tapes, manuals and books. Worth £600, sell for £250. Tel: (021) 378 1943.

**48K SPECTRUM**, tape recorder, books, and over forty popular software titles including Sabre Wulf, Mugsy Moon Patrol, AtariSoft Pacman. Total value £360 seven months old will sell complete £150.

**ELECTRON SOFTWARE** to swap. ZX81 with 16K £30. Spectrum software for sale. Chuckie Egg, Atic Attack etc. £2 also over £50 worth of magazines PCN, etc. Tel: (0424) 421932 or write to 51 Morecambe Road, Morecambe, Lancashire LA3 3AA.

**48K ZX SPECTRUM**, ZX printer, Data recorder, Kempston interface, joystick, lighpen, carrying cases, paper, over £200 software. £300 ono. To Ian Beswick, 875 Oldham Road, Thornham, Rochdale, Lancs OL16 4RY. Tel: 0706 42656.

**ZX81** with 16K ram cassettes magazines manual fully boxed £35 ono. Phone 021 353 6781 for a real bargain.

**TEXAS T199/4A**, cassette, joysticks, extended basic, plus 2 games, cartridges, seven cassettes of programs, two program books, two games cassettes. All manuals and literature giveaway price £180. Contact Lloyd, 73 White Thorn Street, Bow, London E3 4DA.

**SHARP MZ-80K** personal computer. Integral display unit and cassette players. Software includes two basics, Q\*Bert, Scramble, Chess, Invaders, Valley, Pinball, Minopoly, Disassembler, Star Trek, Hangman, Pacman, Epidemic, Head on. Also manual. £300 ono. Apply: Accrington 35719.

**VIC 20 8K** starter pack boxed, O'Level Maths cassette. Presentation cassette choice of old or new cassette tape model, extra manual. Around £75. Phone Slough 25672 after 6.30pm.

**SWAP OR SELL BBC B** with extra's for Commodore 64 plus money or £350 no offers. Tel: 051 263 3334 ask for Stuart.

**SPECTRUM SOFTWARE** for sale or swap. Hobbit, book, Black Crystal. Both unused £9 each ono Jetset, Sentinel, S.Panic, S.Raiders, and Airline each £3.50. Tel: Nic on Bitton 2366 anytime.

**ORIC 48K**, with 22 excellent arcade quality games, including Zorgons Revenge, Donkey Kong, Centipede, Hopper, Xenon 1, Multigames, Drive, Harrier Attack, Trek, Flight and many more for £99. Tel: Gaston 662305.

**ATARI 400/800/600** Hire Club. No membership fee. Over 100 games available. Also Jawbreaker, Apocalypse, Shamus II, Seadragon £5 each. Ring Dean Hedges, West Wickham (777) 1842 anytime.

**WHO WANTS** to exchange CBM 64 software with me? Disk only. Many American titles. Send lists to me! Nick Tjandra, Esdreef 26, 3110 Rotselaar, Belgium.

**48K SPECTRUM KEMPSTON** interface and joystick, data recorder plus many games J.S.W. Wheelie, Pogo, Krakatoa, Manic Miner, Atic Atac, Fighter Pilot, etc, all originals £200. Tel: Wantage 4187 after 6pm.

**48K SPECTRUM** printer and paper £36 worth of magazines, tape recorder, games including Jet Set Willy, Atic Atac, Valhalla, Hobbit. Worth £310 sell for £150. Phone 0782 621018.

**ATARI 800 48K** plus disk drive with chip 2 guaranteed to back up any program. Plus 80 disks of software, centronics interface, joysticks, paddles, manuals etc. £700 ono. Tel: Worthing 0903 45200.

**T199/4A** progpack1, 10 great programs for only £5.00 HCW gave a 5 star review and said "excellent games at a giveaway price". T. Wilmott, 3 Somerses Place, Somerset Bridge, Bridgwater, Somerset.

**COMMODORE 64** American games for sale or swap e.g. Pole Position, Pooyan also swap games for blank disks. Telephone 0462 59460 for more details, we still have more games.

**SHARP MZ-80K 48K** ram with VDU and cassette recorder. Built-in. Voer 50 programs, joysticks and power supply all in perfect condition, £250 ono. Tel: Paul, Sheffield 384642. For all the details.

**MAKE MONEY** selling your programs with this comprehensive guide on how to produce top quality software. Send £1 to A. Shaw, 8 Yeadon Drive, Soutowram, Halifax, West Yorkshire.

**2 TOP QUALITY** machine code games for your Dragon. Nutron Blaster and Cruise Attack + Full Moon, a 30K text/Graphic adventure. £5.00 (inc. p&p). M. Doyle, 34 Wilton Avenue, Walker, Newcastle-on-Tyne NE6 2TS.

**SPECTRUM SOFTWARE** Library Club news etc. Almost every new release in stock. Life membership £3.50. Mossie Road, Blackburn, West Lothian EH47 7DN.

**SPECTRUM 48K** games, for sale. Ten games including Mugsy, Mad Martha I and II, Quill Super Spy £40 ono. Tel: Doncaster (0302) 26629 evenings only.

**DRAGON 32**, with £100 of software including Ugh!, Donkey King etc.; two joysticks, recorder, magazines, books, dust cover, including leads, worth £300, only £150 ono. Telephone St Albans 52909.

**16K ATARI 400**, programme recorder, basic books, joysticks, twelve games including Pac-Man, Defender, Preppie, Star Raiders. Excellent for first time buyer £115 ono. Tel 01 946 3883 anytime.

**SELLING** Atari 800 48K. Also basic and game cartridge plus joystick, books and magazine (still under guarantee) for only £160. Tel 272 0701 between 6 and 7pm.

**WANTED** Atari 810 disc drive. Will pay fair price. Phone Iain on Peterborough (0733) 231863 anytime.

**WANTED** for Spectrum. Utilities (Assemblers, Speedyloads etc.), Wargames (Lothlorians's Redshift, ASP, etc.), Back issues of Your Computer, ZX User etc. I have top games to swap or money to buy them. Tel 0977 43367.

**FOR SALE** TRS80 Model One 16K C.P.U. V.D.U. and cassette will accept offers or swap for Spectrum 48K or any other machine. Phone Jan 061 881 6145. Rufus Ho, 54 Haven Lane, Ealing W5.

**ATARI 600XL** with 1010 tape recorder and Defender, Centipede, Lone Raider, Airstrike, Gridrunner, Zaxxon with books worth £270 — sell for £140 ono. Swap for CBM 64. Tel: 997 9361 (01).

**T199/4A**, Ex-Basic, Alpinar, Wumpus, Joystick & Interface, 2 books, cassettes, £150. Good for beginners. Tel 01 421 0827 after 4.30pm. G. Macaulay, 21 Wessex Drive, Hatch End, Pinner Middx.

**SOFTWARE EXCHANGE.** Swap your used software. Free membership. Discount offers. Spectrum/Dragon. Huge program base. SAE please. UK SEC (CVG) 15 Tunwell Greave, Sheffield S5 9GB.

**ATARI 400** Pacman + Basic cartridges, basic manual + all leads worth £150 sell at £80 ono. Phone Runcorn 718556.

**BBC USER** in New Zealand wants penfriend in U.K. to exchange information and possibly software. Write: Nigel Keenan, 22nd Peel Forest, Geraldine, South Canterbury, New Zealand.

**48K SPECTRUM** for sake, plus over £1000 worth of games, including Sabre Wulf, Jet Set Willy and Psytron etc. and also assorted magazines. £200 for the lot Phone Darlington 56580.

**ATARI 400**, programme recorder, joysticks, basic, books, Defender, Pacman, Preppie, Shamus, Diamonds and 6 more games. Worth over £400 selling for £95. Tel 01 946 3883.

**FOR SALE** — T199/4A, seven games + back up adaptor, two books, and cassette cable £160 ono. Tel (061) 487 1822. Ask for Paul.

**CBM 64** original games for sale, most at less than half price. Ultisynth, Hobbit, Hover Bover, Mr Wimpy, Chinese Juggler, Booga-Boo, Colossus Chess, Caesar The Cat, Cuddly Cubert, Orange Squash, Galaxy, Skramble, Kong. Might consider swapping, ring Dave 0452 830 675.

**SPECTRUM SOFTWARE** — Sentinel, Space Intruders, Meteor Storm, Astro Blaster, Frenzy, Hungry Horace, Hunchback, Alchemist, Blue Thunder, Kong, Android II, Zoom, Mr Wimpy, Orion, Airbase Invader, Ad Astra, £2 each: Ring 503 734 (Andy) (Brighton).

**COLECOVISION** complete with turbo module and the following cartridges, Donkey Kong, Donkey Kong Junior, Zaxxon, Mousetrap, Cosmic Avenger, Arcade Action for £175 ono. Please ring Sunderland 659661.



# AN APPOINTMENT NOT TO BE MISSED EVERY MONTH!

1984

Tuesday  
260-78 Week 42

16

**Sinclair User** magazine hits the street on the 16th of every month packed with enough material to keep both you and your Sinclair machine fully occupied until the same time next month.

**Sinclair User** magazine, is devoted entirely to the Sinclair ZX81 and Spectrum. Everything you need to know about the latest peripherals and software releases, as well as letters, book reviews, program listings and competitions. Plus special sections for beginners business and education. We even have a special telephone 'hotline' for those problems that just can't wait.

No wonder **Sinclair User** is the UK's top selling Sinclair magazine.

Available from your newsagents now, only 85p

September 1984

An independent magazine published by EMAP Pub

## sinclair user

Only  
85p





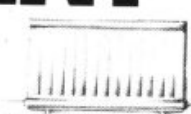


INCO

SPECTRUM USER

THE TRASHM  
COME  
top at  
talks



FR  
SOFTW  
BOOKLE

IN  YOU WON'T FIND   
OR  BUT YOU WILL  
DISCOVER HOW TO  
PREVENT  CONTROL  
YOUR  OR TALK TO  
THE  WITH  
YOUR 

Please send me **Electronics and Computing Monthly** each month for the next 12 months. I enclose cheque/PO to the value of £10.70 (UK). For overseas rates please contact subscriptions dept.

Name

Address

Signed  Date

Cheques should be made payable to: **Electronics and Computing Monthly**.  
Visa/Access, 24 hour answering service, 0858 34004 for subscriptions only.  
Please send to: **Electronics and Computing Monthly**, Subscriptions Department,  
Competition House, Farndon Road, Market Harborough, Leics.

**ELECTRONICS &  
COMPUTING**  
MONTHLY



**BBC SOFTWARE** for sale, graphics rom £22, Frak £5, Hobbit £7.50, or £30 the lot. Phone 041 942 8616 after 4pm. (will post in UK).

**48K SPECTRUM** and Currah speech both under guarantee, Quickshot joystick and interface, sound amplifier, tape controller, 7 books, loads of games, many classics. Over 60 programs. £200 ono. Phone Duncan Macrae on Morpeth 0670 57050.

**SHARP MZ-700** for sale. Complete with software and built in data recorder. Good condition, selling for £200. Martin Wilson, 47 Kincross Crescent, Great Barr, Birmingham. Call after 6pm. Tel: 360 8812.

**VIC 20** for sale, cassette recorder + Intro Basic Pt 1, lots of software ie, Arcadia, Gridrunner, Minikong, etc £25 worth of magazines + manuals. Worth £150 sell for £80 ono. Tel (0506) 854301, Scotland.

**48K SPECTRUM** with Amstrad cassette recorder all original software. Plus books on programming and games listings worth £290 want £150 ono. Telephone Chandlers Ford 65394.

**A REAL** snip ZX81 (needs attention) plus ZX81 add on keyboard 16K add on ram and 64K add on ram pack tapes and leads. Giving away for £30. Phone now 01 560 4612.

**BARGAIN** of the week 8K Vic 20 computer plus cassette players £150 of games and all the manuals and leads. Phone now 01 560 4612. All for £95 will consider splitting software titles!

**ATARI 400/800** software nine roms, Pole Position, Konkey Kong, Pac Man etc £8 each. Ring Bacup 875941.

**ZX SPECTRUM 48K**: £200 worth of software, Quickshot joystick and interface + cassette recorder. Still boxed. Excellent condition. All for £200! Tel: 01 360 2308.

**COMMODORE 64** software to swap. More than 500 arcade action jump and 3D games in machine code to exchange against your newest programs. Tape versions preferred. Write or send lists to Thomas Holzner, Linkstrasse 13, 800 Munchen 45, West Germany. I will answer each letter!!!

**VIC 20 16K C2N** cassette deck joystick Intro One Books Mags Cartridge. Plus lots of games and many extras worth over £350 sell for £210 ono. Tel Hungerford (0488) 83582.

**SPECTRUM SOFTWARE** to swap — Avenger, Halls of the Things, Fighter Pilot, Zaxxon, Atic Atac, Bugaboo, Terror Daktil 4D, Zzoom, Zip Zap, Games Designer, Hunter Killer, Confrontation. Tel York 51130 after 5pm.

**SHARP MZ700** for sale with software + manual as well as Data Recorder hardly used still in box sell for £190 ono. Enquiries to Ringstead Grange Cottages, Ringstead, Kettering, Northants NN14 4DT.

**T199/4A** and cassette leads + manual, three cartridges: — Donkey Kong, Parsec, Invaders + Quickshot Multi joystick with adaptor, TI Trek cassette game fully boxed worth £210 sell for £140. Tel 863 1380 (Harrow) and ask for Hardeep after 5.30pm.

**E1.99 GAMES** for unexpanded T199/4A and Spectrum games includes Starzone Fighter, Lazer Cycle and the fantastic gunman. Send SAE to Waspssoft, 17 Cobham Rd, Walthamstow E17, London ED.

**ATARI SOFTWARE**, selling personal collection. £630 + worth of cartridges including Pac-Man, Defender, Donkey Kong, £620 + worth of disks including Choplifter, Suspended, Micro-Soft Basic. £60 worth of cassettes. Any reasonable offers considered. Don Bacon 19 Writtle Rd, Chelmsford, Essex CM1 3BS.

**SPECTRUM 48K**, Interface 1, Microdrive (3), ZX Printer and paper, cassette recorder, £40 of software, joystick interface. Excellent condition £240 ono. Phone 0294 63236 evenings.

**COMMODORE 64**. Who wants to swap their Commodore for two computers still under guarantee. A Dragon 32 and an Oric Atmos plus tape recorder, joystick and software. Tel Andrew on 750952. Crynant, N-Neath, W. Glamorgan.

**T199/4A COMPUTER**, joysticks, instruction book and tape, 4 games on cassette, cassette cable, 2 program books, £50. Also Texas computer cassette recorder with double cassette cable. £25. Emsworth 6462 pm only. Customer collects.

**CBM 64** plus C2N cassette deck, TAC 2 joystick, dust cover, magazines ie. C&VG, Commodore User and 3 games, Hunchback Revenge, Moonbuggy. All worth £350 selling for £240 ono. Phone 061 434 1520.

**BACK ISSUES**: Most 1983/4 enter draw for every one bought!! Also modem (BBC) £60 with software, lead, mags. Tel 01 981 1934 (Mnet 919991762).

**COMMODORE 64**, 1541 single disk drive, MPS 801 printer, colour monitor and software 6 months old. £800 o.n.o. Tel: Rye 225 266 (evenings) or Hamstreet 2707 (daytime).

**COMMODORE 64**, one month old disk drive, C2N tape deck, joysticks, 14 inch ITT portable colour television, cartridges and over 30 disks full of software. Sell for £500. Tel: (05827) 69152.

**VIC 20** full starter pack, switchable 16K ram, 5 year guarantee, £100 worth of software, joystick, books worth £352. Will accept £200. Ring South Shields 557081.

**VIC 20** starter pack switchable 16K, joystick, 40 by 24 screen, book of 60 programs, magazines and 12 good games worth £300. Sell for £225. Tel: Derby (0332) 677863 after 4.00pm.

**SHARP MZ700** with tons of software and data recorder built in. Still boxed. Will swap for Electron on its own. If interested write to Robert Bruton, Rockwell College, Cashel, C. Tipperary, Ireland.

**48K SPECTRUM** and tape recorder, Kempston interface, £90 worth of games including JSW, Jetman, Suba Dive, Hobbit and magazines, will sell for £160. Tel: Stevenage 62441 after 5pm.

**ATARI 400 16K** for sale, cassette recorder and basic cartridge included. Over 30 programs plus four cartridges. Will accept £165 ono. Tel: 01-980 5014.

**ATARI 400 48K** joystick manuals, leads £400 worth software including Pacman, Soccer Missile Command, Preppie, £300 also Atari VCS, five cartridges, joysticks, paddles £50. Tel: 01-642 2517 (Surrey).

**48K SPECTRUM** + cassette recorder + Cambridge interface + Quickshot MK1 joystick + lots of software. All for £250 in cash. Telephone Steve 061 789 2007 after 4pm for details.

**SECONDHAND ORIC 1** with two tapes for £85. 0787 227269. The Walnuts, Bures, Suffolk CO8 5FT.

**CBM VIC 20 16K** switchable, cassette deck, joystick, manuals, magazines, many cassette games including Chariot Race, Matrix, 3 cartridges including Gorf Star Battle. Bargain as new. £120 ono. Tel: Brighthouse (0484) 71241.

**BBC SOFTWARE** from £2.99 over 100 titles. Newbury 32666 also some Commodore and Spectrum.

**SPECTRUM 48K** 12 months guarantee, computer recorder, £170 worth software. Latest titles including Decathlon, Sabre Wulf, Matchpoint, £170 ono. Tel: 363 2121.

**SPECTRUM Currah Speech** £18 also swap software over 150 games, send your list for mine. To Gordon Shennan, 10B Oakwood Avenue, Ayr, Ayrshire, Scotland KA8 0NX.

**ATARI software** for sale. Originals at lowest prices. S.A.E. for list. Hepburn, 4 Cardinal Avenue, Kingston, Surrey KT2 6SB.

**STUCK ON THESE ADVENTURES?** No. 2 Pirate adventure, No. 3 Mission Impossible, No. 4 The Count, No. M1 Hulk. Then why not send for our comprehensive Hint N Tips sheets. Send £1 and SAE to Skarab Hints, 6 Edgewood Road, Meals, Wirral, Merseyside L47 GAL.

**SWAP OR FOR SALE**: Atari 400 16K, program recorder, books, basic cartridge, 9 games. Atari VCS, 8 games, joysticks, £250 ono. Will separate or swap for 48K Spectrum, tape recorder and games. Tel: Shoeburyness 7251 after 6pm.

**48K ZX SPECTRUM**, computer compatible tape recorder, joystick interface, over £130 software including Fighter Pilot, Manic Minder, Hobbit, Flight Simulation, also two books, manuals, £130. Tel: 061 483 0871.

**BBC MODEL B** D.F.S. single disc drive, four colour plotter. Speech synthesiser, and software collection. £650 ono, enquiries to D. James, 1 Grampian Way, Sundon Park, Luton, Beds LU3 3HB.

**ATARI** sell or swap "Hellcat Ace" 32K Microprose "Cells and Serpents" 16K ASP. "Roman Empire" 48K Lothlorien. Tel: 03744 2784 after 6pm or weekends.

**ATARI 400**, Program recorder, joystick, Zaxxon, Diamonds, Airstrike, leads, manuals. All boxed. £90. Ring Naresh on 01-472 9286 for immediate sale. Basic kit included.

**COLECO ADMA OWNERS**. Join the independent Coleco Adam Users Club. Write to PO Box 9, Towcester, Northants NN12 7QG.

**SHARP MZ700** plus £60 of software, joystick, data recorder, manual. Perfect condition. Worth £335, sell for £215. Tel: Ongar 362631.

**COLEVISION** and six cartridges including Zaxxon and Time Pilot £120 ono and Intellivision + 6 cartridges £45 ono. Interested in part exchange with Commodore 64 with either/both of above. Contact Chris (0525) 60254.

**SPECTRUM GAMESTAPE 16/48K** 5 addictive games. Ideal Christmas present. Cheque/PO for £2.40 to J. Willis, 31 Sandys Road, Worcester WR1 3HE.

**ATARI 800** two years old. As new, also software, Atari data recorder. All manuals plus other materials in V.G.C. cost £500 sell for £250 ono. Tel: Craigie (Scotland) 0563 86233 or contact Scott Rennie, 32 Main Street, Cragie, Kilmarnock KA1 5LY.

**CURRAH MICROSPEECH** wanted. Will pay reasonable price plus footwear. Titles include Wheelie, Fighter Pilot, Trashman, Match Point, Mugsy, Beaky, Domsday Castle. Tel: Gary now on Forby 70492.

**CBM 64** with cassette, books, manuals and over £200 software including five adventures, Hobbit, Twin Kingdom Valley also two joysticks, only £250. Tel: 0535 275157 (W. Yorks) evenings.

**WANTED**. 3K Super Expander or 3K expansion. Tel: Cardiff 566805 or write to: Martin Sulman, 10 Llando Road, Ely, Cardiff CF5 5ET.

**ATARI 400 16K**, cassette recorder, manuals, special books, American magazines, over £350 original software, including Star Raiders, Pacman, Submarine Commander, Assembler, joysticks, 'Le Stick'. Tel: 01-643 4416, £250 ono. Also AP-100A printer for BBC 900 sheets paper. Perfect condition. £130 ono.

**ORIC 1 48K** plus cassette recorder, manuals and magazines. Also 19 games £115. Tel: Bradford (0274) 687378.

**SHARP MZ-700** for sale complete with data recorder plus 15 game cassettes. Excellent condition. Still under guarantee £250 or reasonable offer. Tel: Bangor 354121 evenings.

**DRAGON 32**, joysticks, books and software including The King, Frogger, Skramble, Donger Ranger and more plus cartridge. Sell for £150 ono. Also cassette recorder if required add £15 to total. Tel: Lanark 61498.

**FOR SALE VTX 5000** modem (Spectrum) v.g.c £60. Amstrad computer + colour monitor + Punchy, Spanner Man, Alien Break-In £300. Tel: Ilkeston (0602) 301526.

**T199/4A BASIC** computer less than one year old. In perfect condition, hardly been used, £60 ono. Tel: Kettering 517217.

**SPECTRUM 48K** home computer system includes 48K Spectrum (four months old) VTX 5000 modem (hardly used), tape recorder, ZX printer and paper, joystick interface and Kempston comp-pro joystick. Also over £150 of software and loads of books and mags. £400. (0777) 709476 after 4pm.

**CBM 64** games to swap, many American and British including Starwars, Zaxxon, Buck Rogers, Pogoshoe etc. Disk or cassette. Send list to David Miley, Holmelea, Red Hall Drive, Cochrane Park, Newcastle-upon-Tyne.

**CBM 64**, four months old, Introduction to Basic, Part 1. £150 worth of software, C2N cassette recorder £215. Tel: LV 763846 after 4pm.

**48K SPECTRUM** + £130 of software + TV + Tape and M.C. Book. All for £200. Tel: 021 422 8965.

**GENUINE BARGAIN!** Vic 20, 16K ram pack, C2N tape unit, £360 of software, joystick (optional), worth around £480. Make own reasonable offer! All boxed! Tel: Ian on 061 231 4344.

**ATARI** software cartridges, Pole Position £14, Donkey Kong £12, Qix, Missile Command. Only £10 each: Tel: Rich on 01-393 8859.

**VIC 20 C2N** cassette recorder, 16K switchable ram pack, leads, books, manuals, plus lots of top quality software. Excellent condition £150. Will separate if required. Tel: (051) 924 7775 after 4pm.

**WANTED ZX MICRODRIVE**, ZX printer and Kempston joystick interface. Will pay good price. Also for sale, Trans World, Flight Simulation, Ah Diddums, all originals! £3.50 each ono. Tel: West Chilterns 3714.



## ATARI 400/600/800 XL SOFTWARE

We have an all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first 4 games free. Well over 800 different original titles. For full details send stamped addressed envelope or telephone evenings 7pm-10pm or weekends.

### LOW ATARI PRICES

1050 DISC DRIVES £194.95  
800XL COMPUTER £164.95

Purchases of either of the above offers receive free membership.

Flight Simulator II disc £36.95  
BEST QUALITY DISCS, BOXES OF 10  
Single density discs £16.50  
Double density discs £18.00

Antic & Analog magazines available  
16K Ram boards (only suitable for 800 upgrades) £16.00

GAMES & SOFTWARE CLUB

35 Tilbury Road, Thorney Close, Sunderland SR3 4PB.  
Tel: 0783 286351

## THE SOFTWARE LENDING AND EXCHANGE LIBRARY

SPECTRUM, COMMODORE 64, DRAGON,  
VIC 20, BBC & ZX81

### YES!

We have programs for your computer  
We hire programs from 50p (ZX81). Two weeks  
£5.00 LIFE MEMBERSHIP (less than the cost of a single game) brings you our membership kit, including hire listings, software exchange catalogue and introductory letter.  
We now have OVER 300 HIRE TITLES, and 500 EXCHANGE TITLES, with large Spectrum and Commodore sections.  
All mail dealt with on a daily basis and OVERSEAS MEMBERS VERY WELCOME.  
New software discounted to our members at impressive rates  
Send cheque/PO for £5.00 to

The Software Lending Library  
PO Box 3, Castleford  
West Yorkshire  
WF10 1UX

Stating name, address and computer type.  
FORGET THE REST AND JOIN THE BEST!!

CG10

## CARTRIDGE CITY Simply the best cartridge rental service for Atari Computers.

Full information pack from

CARTRIDGE CITY  
25 Gaitside Drive,  
Aberdeen, AB1 7BH.  
Tel. (0224) 37348

## ATARI ALL MODELS

THE HELPER — Stuck on an adventure? The Helper will list prog to screen allowing you to search for clues (Tape Only)

THE CRACKER — Will crack any Atari type M/C prog to screen, you edit download to tape your personalized version, with or without M/C knowledge (Tape Only)

THE CREATOR — P.M.G. Editor, will do a months work in 1/2 a day. Create image you wish and download into your own Basic program (Tape or Disk)  
T.D.K. Tapes £10 each Memorex Disks £15  
All Post Free Mail Order Only

SUPERSOFT  
15 WOODBROOKE ROAD  
BIRMINGHAM B30 1UE

## PROGRAMMERS WANTED

Original games and educational software required for most makes of home computer. Outright purchase or royalties considered. Strict professional ethics adhered to. Send your programme on cassette to:

KnightSoft, Unit E17, Glenfield Park, Glenfield Road, Nelson, Lancashire BB9 8AR.

## EXPRESS JOYSTICK REPAIRS

Joysticks repaired and returned within 24 hours, e.g. Atari, Vic, Quicksilver, Triga Command etc. Send joystick and £2.95 + 50p postage. Reconditioned joysticks for sale £4.95 each.

### ATARI/COMMODORE SPARES

Strong replacement joystick handle inserts at £2.50 pair Atari; £2.75 pair Commodore.

Joystick handle top fire button kit, includes insert and grip at £2.95 each Atari or Commodore.

QL Macro Assembler/Disassembler £19.95 inc. postage.

### JOYSTICK FOR QL

Plugs straight into control port 1 or 2. No interface required. £7.99 each or two for £15. Add 50p p&p.

COMPUTER SUPPLIES 146 CHURCH ROAD  
BOSTON, Lincs PE21 0JX

## SPECIAL OFFER FOR ATARI

400/600/800 OWNERS

Hire your first 2 games FREE from our extensive range of software. Up to the minute releases available. Apply Now! We now have Atari hardware for sale at discount prices. Modems suitable for Atari Computers now for sale. For further details send s.a.e. to:

CHARWOOD GAMES  
27, WARWICK AVENUE  
QUORN, LOUGHBOROUGH  
LEICESTERSHIRE  
TEL: 0509 412604

CG219

## TI99/4A

STAINLESS SOFTWARE has a large catalogue of good quality programs for the TI99/4A, with over 80 programs! For a copy, please send a large SAE to:

Dept CVG, 10 Alstone Road,  
STOCKPORT, Cheshire, SK4 5AH.  
(Mail Order Only)

## BLANK DISKS SPECIAL OFFERS

5 1/4" disks supplied in boxes of 10 with a FREE black plastic library case.

### SCOTCH 3M

Single Sided/Double Density ..... £18.95  
Double Sided/Double Density ..... £28.95

### CONTROL DATA

Single Sided/Double Density ..... £14.95  
Double Sided/Double Density ..... £18.95

### SPECIAL LIMITED OFFER

50 High Quality, guaranteed, SS/DD disks supplied with a FREE perspex storage box

ONLY ..... £64.95

We have many other brands + formats of 5 1/4" disks, as well as 3 1/2" Microdisks. Details on request:

\* Bulk order discounts available  
\* Dealer enquiries welcome  
\* All prices INCLUDE V.A.T.

\* FREE FAST DELIVERY

Please send cheques/POs to:

SJB DISK SUPPLIES  
11 OUNDLE DRIVE, NOTTINGHAM NG8 1BN  
TEL. NO. (0602) 782310

## BLANK CASSETTES

Guaranteed top quality computer/ audio cassettes of great budget prices. Packed in boxes of 10 with labels, inlay cards and library case.

Prices include VAT, post and packing.  
□ (C5) £3.35 □ (C30) £4.70  
□ (C10) £3.40 □ (C60) £5.30  
□ (C12) £3.45 □ (C90) £7.00  
□ (C15) £3.75

### BASF FLOPPY DISCS

Prices of boxes of 10  
□ 5 1/4" Single side/Double density \$19.95  
□ 5 1/4" Double side/Double density \$21.85  
□ 5 1/4" Double side/Quad density \$28.75

### MICRO FLEXI DISCS

Price per unit  
□ 3 1/2" Single side \$4.00 each  
□ 3 1/2" Double side \$4.75 each  
Indicate quantity of each product required in boxes. Free delivery U.K. only. Cheque/P.O. Enclosed for £.....

NAME .....

ADDRESS .....

PROFESSIONAL  
MAGNETICS LTD

Cassette House, 329 Hunslet Road, Leeds LS10 3YV  
FREEPOST Tel. (0532) 706066

## SOFTWARE FOR THE COMMODORE 64

Astrochase	£8.05
Flip & Flop	£8.05
Zaxxon	£8.95
Summer Games	£13.45
Monty Mole	£7.15
Arabian Knights	£6.25
Lazy Jones	£7.15
Caverns of Khafra	£8.05

For full lists please send S.A.E. to: -

LOADE ENTERPRISES,  
c/o Ensemble, 35 Upper Bar,  
Newport, Shropshire TF10 7EH.  
Tel (0952) 813667.

## MIDLAND GAMES LIBRARY

We now have EVERY cassette, disc, ROM worthy of inclusion released in the United Kingdom for the ATARI 400/600/800 range. OVER 750 original programs for hire. Write for details with sae to:

MGL  
48 Read Way, Bishops Cleeve  
Cheltenham, Glos.  
Tel: (0242-67) 4960 6pm-9pm

CG313

## FAWCETT Software TI99

SANTA RUN~ideal Christmas gift only £2.45  
QT~bounce around a pyramid of cubes £2.95  
ART ATTIC~wander the haunted house £2.95  
GHOSTERS~bust those ghosts (EB) £3.95  
sae for full list, all prices include p+p  
FAWCETT SOFTWARE, 61 Howdale Road, HULL.

## COMMODORE 64 GAMES PLAYERS

MANIC MINER, ARABIAN NIGHTS, ATOMANIA and many other top 64 games can now be conquered with the RED BUTTON reset switch. This device simply plugs into the back of your computer and lets you break into games. With easy to follow instructions you can have many lives and start on any screen. The instructions also include a program which recovers your basic programs after crashes — a valuable tool for debuggers.

Note: Our latest hi score on Revenge of the Mutant Camels is 3,560,400. — Beat that! Send cheque/p.o. for only £5.50 now to:

S. MAINWARING,  
19, HEOL SAFFRWN,  
MORRISTON,  
SWANSEA SA6 6EH.

## VIC 20/CBM 64 SOFTWARE HIRE

Free membership, top titles from 50p per week. Two first class stamps for your hirekit to VSH(CV), 242 Ransom Road, Mapperley, Nottingham. Please state which machine.



**48K SPECTRUM** still under guarantee, plus Kempston joystick and Kempston interface also many top selling games such as Manic Miner, Snowman, and Football Manager + 12 mags. £120. Tel Burnham 67413.

**SHARP Mz-800** personal computer. Excellent condition. Integral screen, keyboard cassette recorder. All original manuals. Dust cover, over £90 software. All worth over £550 only £280. Tel: Walton on Thames 244758.

**A NICE** shaped File contains over 50 programs listings for Atari (collected from books and magazines). To order, send Personal cheque of £25 to Y Behbehani, PO Box 5845, Safat, Kuwait. Details call 2465987 (24 hours).

**10 ATARI** games on one cassette £3.50 inc P&P. Mr S Richards, 14 Beach Grove, Acomb, York, Yorkshire YO2 5LB.

**TEXAS TI99/4A.** Will exchange complete Logo II as new, or alternatively three games modules. Munchman, Car Wars and The Attack. For mini memory. Phone Runcorn 715942. Evenings between 6 and 9 or weekends and ask for George.

**VIC 20** originals Startrek, Orb Abductor £4 each. Also Scott Adams Solutions plus free map £1 each plus s.a.e. Write A. Bellamy 201 model Village, Creswell, Worksop, Notts.

**48K SPECTRUM**, interface one, Microdrive, nine cartridges. Alphacom 32 printer, nine rolls paper, Kempston joystick interface, Sound Amplifier, tape recorder, lots of software. £285 ono. Tel Mr Kwong (0823) 75615.

**48K SPECTRUM** Quickshot two joystick, Kempston interface £350 worth of software including Jet Set Willy, Match Point, Sabre Wulf, Lords of Midnight. Few books, mags for £230. Tel 67 38247 (after 6pm).

**SPECTRUM 48K** including cassette deck, Kempston interface and £300 or original software swap for Commodore 64 and C2N deck cash either way. Spectrum only 3 months old. Tel: John Lea Hall, Birmingham. 021 784 0138.

**32K RAM** expansion for 16K Spectrum 4 months old also will swap or sell games. Tel Falkirk (0324) 25133.

**DOWNSWAY PROGRAMMABLE** interface for sale hardly used plus free Bug Byte game all for £20. Phone Colchester (0206) 323444 after 5.00pm.

**ZX81 16K** including Quicksilver sound character and mother boards, Maplin full keyboard. Input output board, software worth £100+ including 3D Monster Defender, Pimania. Worth £350 bargain at £130 offers A. Graham, 19 Queen Street, Ryhope, Sunderland, Tyne & Wear please include S.A.E.

**ATARI 400** together with program recorder, joysticks, games. All for only £120. Please ring Southend 347288.

**SPECTRUM SOFTWARE.** Swap your used software. £1.00 per exchange. Over 50 titles. First swap only 75p, which will include list. Also software for sale at reasonable prices. £2.50 membership required.

**COMMODORE 64** software wanted, buy, sell, or swap. Please send your list in return for mine. Write to N. Birds, Shawcraft, Biggin, Hartington, Buxton, Derbyshire SK17 0DH.

**ORIGINAL GRAPHIC** adventure in machine code for the 48K Spectrum only £2.50 per tape O'Neill, 10 Ashton Place, Kintbury, Berkshire.

**FOR SALE TI99/4A** computer: Complete with extended basic — joysticks — cassette leads and manuals. £120 ono. Telephone Buckley (0244) 548052.

**TI99/4A PLUS** extended basic, joystick interface with new Quickshot joystick, dual cassette leads with cassette deck. Many games including Invaders, TNT Home Finance, Household, Budget only £100 — ono. Swindon 827392.

**16/48K SPECTRUM** adventure White House Assault, you must steal U.S. Defence Systems code. 100% M/C Cheque P/O for £3.00 (STG) or £4.00 (IR) to David Ryan, 13 Leopardstown Park, Stillorgan, Dublin, Ireland. Easy script for CBM. New and boxed complete with manual and 6 games disk. £40. Tel: 0705 594755 after 6pm.

**URGENT ALMOST** new Vic 20 with tape recorder, 21K switchable ram, 4 slot motherboard and dust covers for sale. Worth over £250. Price negotiable. Ring Swanley (0322) 62996 for details.

**MEMOTECH MTX512**, 64K 16 colour, front panel monitor, Z80 assembler, Hi-Res graphics. 12 months old still boxed £195. (02273) 3403. 33 Coventry Gardens, Herne Bay, Kent CT6 6SD.

**ORIC 1 48K**, £100 software, books, Vic 20 16K, software games, radio controlled car and electronic board game worth £400 + sell for £200 ono. Call (0924) 462344 — Dewsbury after 5pm weekdays.

**VIC 20** starter pack, over £140 worth of software, Introduction to Basic two, Quickshot 2 joystick, altogether worth over £300. Yours for only £170 ono. Telephone Coventry (0203) 360 950.

**DALLAS QUEST** solved. The complete solution to this brilliant, complex adventure £2.00. Send a large s.a.e. to: — David Fearn, 38 Byfords Road, Huntley, Glos GL19 3EL.

**TI99/4A EXTENDED** basic. Speech Synthesizer, Parsec, Alpinar, Munchman, Soccer, Joysticks, Dual cassette lead. Texas program books, cassettes, mags. 99er. All original packaging and manuals. Only £200. Ring 0709 862322.

**ZX SPECTRUM** 48K with interface, data recorder, plus over 50 games programs, and a few mags. I will sell these £35 ono. Tel Slough 70288 after 4pm (under 1 year old).

**SHARP OWNERS** Atari 400/800/XL Account and Display programs made to suit. Ideal for Video Clubs, Shops etc. Send large s.a.e. for details to: Kusanta Group, Whitestown Industrial Estate, Tallaght, Co. Dublin or phone (07) 987209.

**ATARI SOFTWARE.** All originals. On disk and tape — £5 each. Also secondhand single density disks — £20 for 10. Tel: 01-907 9546. **New** Double Sided Density Disk. Very good quality — £25 inc. P&P.

**SOFTWARE EXCHANGE.** Swap your used software. Free membership. Discount offers. Spectrum/Dragon. Huge program base. SAE please to UK Software Exchange Club, 15 Tunwell Greave, Sheffield S5 9GB.

**SORD-CGL M5** Enhance your programmes, run large ones with Editor — Assembler Cartridge £49.95. Basic-G Games: Planet Hoppers, Boxman, Colditz, Interstellar, Intrigue, Mancala, GQ, Asteroids. Take 5 £7.95 each. Special S/W tools. Micro Xzec, Walton House, Richmond Hill, Bournemouth, Dorset. (0202) 21220.

**TO ADVERTISE IN  
C&VG  
MICROADS  
TEL: 01-251 6222**

#### TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
2. All free MicroSell ads are subject to space availability
3. The Publishers reserve the right to refuse an advertisement.

## C&VG, MICROSELL COUPON

ONLY

**£1.00**

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

### PLEASE PRINT IN BLOCK CAPITALS ONLY ONE INSERTION PER COUPON

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

**TOTAL** number of words for ALL insertions

(i.e. 15 words per advertisement to appear in two months = 30 words in total)

**COST:** **MicroSell (Private)** £1.00 **MicroAds (Trade)** 40p per word 50p per additional bold word

I enclose a cheque/P.O. for £..... made payable to Computer & Video Games.

Name .....

Address .....

POST TO: AD. DEPT, C&VG, 30-32 FARRINGTON LANE, LONDON EC1R 3AU



• M • O • N • T • H • N • E • X • T • M • O • N • T • H •



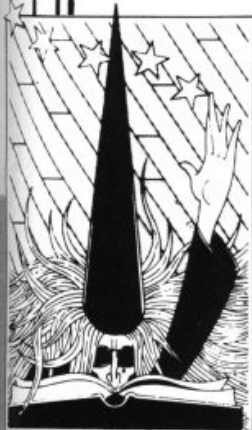
## PROFESSOR BECOMES TORNADO PILOT . . .

Take off with the Prof in the next issue of *C&VG* when he straps himself into his Tornado jet and blasts off for a training flight. Yes, we've persuaded Professor Video to take to the skies in order to bring you hints and tips on that top selling game, *Tornado Low Level*. Plus a great map with extra added flight equipment. Interested in earning your wings? Then fly down to your local newsagent on December 16th and grab a copy of *C&VG*!



## DOOMDARK CONTINUED . . .

The battle against the evil Heartstealer and her Iceguard legions continues in part two of our Doomdark's Revenge competition. If you were intrigued by part one then you won't want to miss your chance to fight alongside the Warriors of the Free. Join up by getting your mailed fist around January's *Computer & Video Games*.



## KNUCKERHOLE?

What is the Knuckerhole? Where is the Knuckerhole? And what has it got to do with computer games? Find out **ONLY** in *Computer & Video Games* next issue, when we exclusively reveal the mysterious Legend of the Knuckerhole, Jet Boot Jack's latest and greatest adventure. Delve into the depths with *Computer & Video Games* and you may well come up with some interesting prizes!

## ADVENTURE WIZARD

Keith Campbell, *C&VG*'s Adventure wizard, has been looking at all the latest Adventure games with the help of his two apprentices, Simon Marsh and Paul Coppins. You'll discover what he thinks about the hot new games in *C&VG*'s Adventure Extra next issue. Keith has also been delving in to the mysterious world of *Zork* — a classic Adventure series. Read all about the Underground Empire in a special feature next month.

**JANUARY ISSUE  
ON SALE  
FROM DEC  
16th**

• M • O • N • T • H • N • E • X • T • M • O • N • T • H •

## COMPETITION RESULTS

### JUMP CHALLENGE

Once upon a time a young motorcyclist stunt rider saw a film featuring Evel Knievel which inspired him to greater things. His name was Eddie Kidd and he eventually set his own world record at Radlett Airfield, Herts. He then went on to star in a film called *Riding High*.

The film is based on the life of Eddie Kidd and had the answers to the questions in the Jump Challenge competition held two months ago.

Thanks to Martech Games, we had 40 copies of the Eddie Kidd *Jump Challenge* game to give away to the first 40 correct entries picked out of the *C&VG* memory bin. Ten prizes each for the CBM 64, Spectrum, BBC and Electron. Congrats to the winners and the prizes are on the way.

In October's issue we had an exclusive on *Travel with Trashman* and also ran a competition with 50 copies of this brand new game up for grabs — thanks to New Generation Software.

We asked you to answer three trashy questions and to tell us what you would most like to find in your dustbin if you were a dustman. I got the overwhelming impression that most people would like to find large sums of money or blank cheques — this must mean something!

The answers to the questions: "Daisy Roots" means boots, London's homes produce five million tons of rubbish per year and Malcolm and Rod Evans are twins.

We know that twins also means brothers — but twins was the answer we wanted! The first 50 correct entries to be picked from the *C&VG* memory bin have won the prizes. Due to lack of space we aren't able to print the names of the winners — but prizes are being sent out.

### DUSTY BIN

### PINBALL

There are a lot of pinball wizards out there, judging by the entries which flooded in for our CGL Pinball Game and Watch Competition. We had five of the latest CGL hand held games to give away — and all you had to do was answer three simple questions.

Which rock band created a rock opera all about pinball? The Who, that's who! What was the name of the star of that opera? Tommy! And what do you call the devices on a pin table used to bash the ball about? Flippers! Easy wasn't it? Now for the five lucky winners, who were: Jake Francis, of Powys, Wales; A. Ferris of Clapham, London; Raphael Lyne, from Oxford; Keith Mason of Upton, Wirral; Mrs J.H. Berry of Wigan, Lancs. Well done!



**DJB Software**  
**ATARI 400-600-800 RENTAL CLUB**

Be one of the first to try out the very latest releases. For the most comprehensive selection of the best and most popular games available on cassette and cartridge. Constantly updated.

Send a large SAE for details to:  
**DJB Software (Dept C.V.G.),**  
 59 WOODLAND AVE, HOVE, SUSSEX.  
 TEL: (0273) 562143.

CG36

**ZOOMSOFT**  
 FOR THE VERY BEST SPECTRUM,  
 COMMODORE 64 AND ATARI GAMES  
 (including U.S. SOFTWARE)  
 See page 95

**COMMODORE 64/AMSTRAD OWNERS**  
**MIDLAND COMPUTER LIBRARY**  
 The First and the Largest Commodore 64  
 Library in the World  
 OFTEN COPIED BY NEVER EQUALLED

- 1) All the latest titles on cassette, disc and cartridge
- 2) Hire your first two games absolutely free. Up to £2 in value
- 3) Life membership £6
- 4) Hire charge from only £1 inc p&p for full 7 days
- 5) No limit to the amount of games you can hire
- 6) All games originals with full documentation
- 7) Games, Business and Education software
- 8) Return of post service guaranteed
- 9) Lowest new hard and software prices in the UK
- 10) Join now on 14 day money back guarantee
- 11) Over 10,000 games in stock including many US imports

Send cheque or postal order for £6 with your two selections or large see for further details to:

**MIDLAND COMPUTER LIBRARY**  
 172 Studley Road, Redditch, Worcs.  
 Telephone 0527 23584

THE WORLDS LARGEST COMPUTER LIBRARY ARE NOW  
 STOCKING TITLES FOR THE AMSTRAD, BBC AND MSX.  
 ANOTHER FIRST FOR MIDLAND COMPUTER LIBRARY

**ATARI SOFTWARE**

TITLE	CASS	DISK
BRUCE LEE	32K	12.80
DALLAS QUEST	32K	12.80
WARLOCK	32K	12.80
FLAK	48K	12.80
SOLO FLIGHT	48K	12.80
BLUE THUNDER	16K	8.80
DESMOND'S DUNGEONS	16K	8.80
SLINKY	16K	8.00
ATTACK OF THE MUTANT CAMELS	16K	6.50
HOVER BOVVER	32K	6.50
NATO COMMANDER	32K	8.80
SPIRIT ACE	32K	8.80
JETBOOT JACK	32K	8.80
DAN STRIKES BACK	16K	8.80
STRANDED	32K	8.80
SNOOKIE	16K	8.80
DENNIS DRINKING GLASS	48K	5.00
CAVERNS OF KAFKA	16K	8.00
COLONY 7	16K	8.80
ENCOUNTER	16/32K	8.80
SNOWBALL ADV.	32K	8.80
BEACH HEAD	32K	11.70
DUNGEON ADV	32K	8.80
PENGON	16K	6.90
MR. DIG	32K	6.90
LORDS OF TIME ADV	32K	8.80
HULK	24K	8.80
TANK COMMANDER	32K	8.80
CASCADE - 50 GAMES	16/32K	8.80

**MIDNIGHT MAGIC COMPUTING**  
 Cheque & PO's to:  
**J SOSTA**  
 141 PLIMSOLL RD, HIGHBURY,  
 LONDON N4 2ED.  
 01-359 7217

### TEXAS T199/4a

Fantastic new games for your T199/4a. Two games on every cassette with full graphics and sound. All games are in T1 Basic.

Cassette 1. Booby Bill/Diggit ..... Price £4.50  
 Go pub crawling with Booby Bill or make your fortune Goldmining.

Cassette 2. Galaxios/Alien Madness ..... Price £4.50  
 Defeat Galaxios, invisible aliens and then retuel or dig holes to bury aliens in a game with a difference.

Cassette 3. Oil Panic/Jet Plane ..... Price £4.50  
 Connect a pipeline before the boiler bursts or steal a Jet Plane, bomb the enemy and try to land.

All prices include P&P with fast delivery.

Make cheques, POs payable to:  
**MRJ, 64 Reva Rd, Broadgreen, Liverpool L14 6UB**  
 CG177

### HELP!!

Programmers of all types of home computers.

We urgently need games and adventures of any original concept, unfinished games also accepted for review.

Are you a competent programmer, but stuck for ideas? Can you help us complete unfinished games, or convert existing games to run on your computer? Royalties or weekly payments paid.

For further details: - Tel (0282) 844242 ask for ALAN. Or write to: -

#### HAWKSOFT

Sough Bridge Mill, Colne Road, Kelbrook,  
 nr. Colne, Lancs.

"NAME FOR A GAME COMPETITION"  
 We need a "Name" or a "CONCEPT" for a series of 10 different adventure games.

The winners will each receive a set of the 10 adventure games.  
 Entries to: HAWKSOFT, at above address.

**T199/4A USA SOFTWARE AT DISCOUNT PRICES**

**Winging It** - Flight simulation. Fly a plane in this excellently visualised simulator. Ground map and weather indicator. Chart your progress on a randomised earth simulacrum. Once flying three games test your skill. T1 Basic £6.95 inc P&P.

**Treasure Trap** - graphic adventure game. Break into the builders planetoid and explore myriad rooms in your quest for hi-tech treasure. A different adventure each time you play. T1 Basic £5.95 inc P&P.

**Agent 000** - Text adventure. Explore Atlantis and a black hole with Agent 000. Enemies are everywhere. What is the secret mission? Extended Basic £6.95 inc P&P.

S.A.E. for catalogue  
**MIND GAMES, 7 OAKWOOD DRIVE,  
 PRESTBURY, CHESHIRE SK10 4HG**

**CBM 64-ATARI-VIC  
 AMERICAN SOFTWARE MAGAZINES**

We find the best games, adventures and utilities from the top American Computer magazines and type them onto disc or cassette - for you.

Guaranteed a minimum of 12 top class programmes every month.

**JUST LOOK AT THIS PRICE**  
 Disc - £7.95 Cassette - £6.95 (including postage)  
 For your sample copy send cheque/P.O. to:-

**COMPUTER TYPE**  
 LITTLE PAGEHURST COTTAGE  
 THORN ROAD  
 STAPLEHURST  
 KENT

and we will rush you your program by return.  
 Please specify computer type.

**SOFTWARE AT  
 DISCOUNT PRICES**  
 ATARI 600-800-2600\* - BBC-  
 COLECOVISION\* - COMMODORE VIC 20  
 + 64 - ORIC - ELECTRON - SPECTRUM

\*Sale OR rent from 20p/day  
 Send s.a.e. 9x4 for free list  
 Please state micro

**MODELMAKERS**  
 4 Market Parade  
 Hazlemere, High Wycombe  
 Bucks HP15 7LQ  
 Tel: High Wycombe 711711

**WHY DO SPECTRUM USERS FROM LONDON,  
 DEVON, ESSEX, & CAMBRIDGE SEND THEIR  
 MICROS TO US FOR REPAIR?**  
 Average price £15

- Only Co. in all U.K. offering while-you-wait service.
- or 24 hour turnaround every micro insured for return journey.
- phone or send for free estimate enc. £1.60 UK., I.O.M., Eire, C.I.
- No hidden handling charges.
- special rates for schools.

**MANCOMP LTD.**  
 Printworks Lane, Levenshulme,  
 Manchester M19 3JP  
 Tel: 061 224 1888.

### WARNING!

IT IS ILLEGAL  
 TO DUPLICATE & SELL  
 COPYRIGHTED  
 SOFTWARE.

### FREE SOFTWARE

BUT HOW? You've got friends with computers. Show them our huge discount games lists. They like to save money, and you earn some too. That's all and it doesn't cost you a thing. Interested - Yes - More details please:-

**TECHNIPLAY SOFTWARE**  
 Dornoch Drive, Hull HU8 8JL  
 Tel: 0482 712958

### ATARI COMPUTER OWNERS

Make the most of your Atari 400/600/800, by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O. Box 48, Bracknell, Berks. RG12 4WD.** CG69

### ZOOMSOFT ATARI AND CBM 64 PROGRAMS

Original games and utility programs wanted for the Atari and CBM 64 home computers. Top royalties paid. We can distribute your product worldwide. Send programs to: Zoomsoft, 46 Huntsworth Mews, London NW1 6DS, or phone 01-723 0562 between 10am and 7pm.

### SHARP SERIES

New hardware, Games, Adventures, Utility and Educational Programs available for Sharp Computers MZ-80K, MZ-80A and MZ-700 Series. Send for our FREE full descriptive catalogue and add your name to our mailing lists.

**K - SOFT COMPUTERS**  
 56, BOLHAM LANE,  
 RETFORD,  
 NOTTINGHAMSHIRE,  
 DN22 6SY



# REWRITE HISTORY THIS WEEKEND!

All action strategy games from SSI-

-the world's No.1 war game company

At last here is your chance to see how you shape up as a General in a real battle! The pages of history record the triumphs and failures as Eisenhower, Montgomery, Rommel and Von Rundstedt battled in Europe and North Africa. But with a clear thinking strategist like yourself in command perhaps the historians would have had a different story to write!

U.S. Gold is proud to present four of the best strategy games by Strategic Simulations Incorporated:

**KNIGHTS OF THE DESERT** pitches the British Forces of Montgomery against the night of Rommel and his Panzer Divisions in the classic North African campaign of 1941.

**BATTLE FOR NORMANDY** commences on 'D-Day' June 6th 1944 and relives the Allied Forces attempt to smash Hitler's Atlantic Wall.

**TIGERS IN THE SNOW** reconstructs the legendary Battle of the Bulge as in December 1944 the Panzer Divisions of Von Rundstedt try one last gamble in a desperate attempt to halt Eisenhower's advancing Allied lines.

Who will be the victor and who the vanquished?

Only you have the answers!

And if you're looking for strategy with arcade action then **COMBAT LEADER** will test all your wits, depth of thought and reflexes in this toughest of battle challenges!



Spectrum versions available soon!

THE BATTLE OF THE BULGE:  
**TIGERS IN THE SNOW**



AN ARCADE STRATEGY GAME OF TANK WARFARE  
**COMBAT LEADER**



**BATTLE FOR NORMANDY**



**U.S. GOLD**  
All American Software

**THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD**  
U.S. Gold is stocked by all leading computer stores including:  
**BOOTS WHSMITH JOHN MENZIES WILDINGS WOOLWORTH**

**DEALERS!** For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020.



STRATEGIC SIMULATIONS INC.

**£14.95**

disk & cassette



**Nothing will affect you  
(and your school or college)  
more than...**



We'll send you  
a sample copy of  
**EDUCATIONAL COMPUTING**  
for just £1.00 write to  
Valerie Day  
**EDUCATIONAL COMPUTING**  
Durrant House  
8 Herbal Hill  
London EC1 5EJ

**EDUCATIONAL**

# TRIONIC

## Your Local Home Computer Centre

Best Shop in Town for Software, Books, Mags, Peripherals and Accessories.

We sell and support: Amstrad, Atari, BBC, Commodore C16, CBM 64, CBM Plus 4, Electron Spectrum 48K, Sony Hit-Bit (MSX).

We are one of the Largest Stockists of Games, Business and Educational Software and Utilities for all Popular Home Computers.

Amstrad CPC464 Green Monitor ..... £249  
Amstrad CPC464 Colour Monitor ..... £359  
Commodore C16 Starter Pack ..... £139  
Commodore 64 ..... £199  
Commodore 64 Trionic Pack ..... £249  
Commodore 64 Business Pack ..... £629  
BBC Model B Micro ..... £399  
Acorn Electron ..... £199  
Spectrum 48K ..... £129  
Sony Hit Bit MSX Computer ..... £299

We also stock a large range of Printers, Monitors and Disk Drives to suit all applications.

**OPEN 10am-8pm Mon-Sat. Tel: 01-861 0036**

**TRIONIC LIMITED**

**144 Station Road, Harrow, Middlesex**

## ADVERTISEMENT INDEX

A & F ..... 132  
Acorn ..... 62  
Acornsoft ..... 156/157, 186/187  
Activision ..... 52, 162  
Addictive Games ..... 180  
Adventure International ..... 60/61  
Adventure Writer ..... 17/97  
A G F ..... 154/155  
Alligata ..... 44  
Anirog ..... IBC  
Argus Press Software ..... 124/170  
Atari ..... 56/57  
Atarisoft ..... 98/99  
Audiogenic ..... 89  
Automata ..... 190

Banana ..... 162  
Beyond ..... 29, 75  
Blaby ..... 23

Cheetah Marketing ..... 84  
Commodore ..... 71/73  
Commodore User ..... 150  
Computer Games ..... 131  
Computer Magic ..... 130  
Creative Sparks ..... 188  
CRL ..... 81

Discount Computer Software ..... 125  
Domark ..... 40  
Dorcas ..... 115  
Dynavision ..... 14

Eclipse ..... 113  
E.D. 40 ..... 53  
Elite ..... IFC  
English ..... 28, 135  
Euromax ..... 53

Firebird Software ..... 82/83  
Front Runner ..... 149, 151

Games Workshop ..... 201  
Gargoyle ..... 8  
Goodbyte ..... 88  
Granada ..... 7

Haresoft ..... 121  
Hewson ..... 194  
High Tech Electronics ..... 104  
Hill MacGibbon ..... 196

Icon ..... 148  
Incentive ..... 23  
Innelec ..... 4  
Intrigue ..... 104

John Wiley ..... 116

Kerian ..... 30  
Kernow ..... 95  
Kuma ..... 92

Martech ..... 12  
Match Weekly ..... 210  
M C Lothlorien ..... 7  
Megasave ..... 104  
Melbourne House ..... 70, 192/193  
Melrica ..... 77  
Memorex ..... 102/103  
Micro-Ads ..... 205, 208  
Microantics ..... 14  
Microbase ..... 163  
Micromania ..... 139, 152  
Micromega ..... 33  
Micronet 800 ..... 198/199  
Micropower ..... 63, 153, 185  
Microsell ..... 202, 204, 206  
Midland Games Library ..... 53  
Mikrogen ..... 137  
Miles Better Software ..... 88  
Mirage ..... 48  
Modular Resources ..... 42  
MSX ..... 47

National Software Library ..... 129  
New Generation Software ..... 118/119  
Ocean ..... OCB  
Ozisoft ..... 161

Parco ..... 32  
Protek ..... 172  
Psion ..... 67

Quicksilver ..... 26, 27, 68, 69

Ram Electronics ..... 90  
Ramjam ..... 138

Samurai ..... 169  
Severn ..... 164  
Silica Shop ..... 59  
Sinclair Programs ..... 150  
Softek ..... 72  
Softstone ..... 114  
Software Club ..... 18/19  
Software Projects ..... 88, 140-145  
Solar Software ..... 91  
Spectra Imports ..... 108  
Star Dreams ..... 163  
Statesoft ..... 34  
System 3 ..... 58

Talent ..... 39  
Taskset ..... 25  
Termina ..... 171  
Timeslip ..... 53  
Trionic ..... 210

Ultimate ..... 176-179  
U S Gold ..... 10, 20, 76; 77, 105, 123, 195, 209

Virgin ..... 129, 163

Websters ..... 129  
Whitehouse Retail ..... 77

Zoomsoft ..... 95





# ANIROG



## TURBO COMMODORE 64



Also available on Disk

## COMMODORE 64 & VIC 20 16K



## VIC 20



## AMSTRAD



## MSX



## UTILITIES

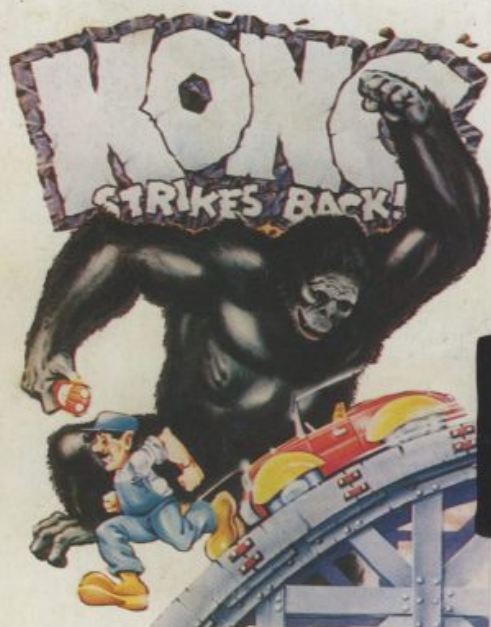


TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8  
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 9063  
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING



# the good

Yeh, only the good will survive in this the Superstar's, (that's me), first supa-game. ... "Roland's Rat Race". Yeh, I'll really need your help, Rat Fans, to wind my way through the underground Rodent World of ladders, lifts, bats and all kinds of creepy crawlies, where I must find the keys to free my furry friends. I can't wait to use my glue gun ... "Stick 'em down!" ... on those monster meanies. See you on your screen, from your cuddly, adorable me. ... Roland Rat, Superstar.

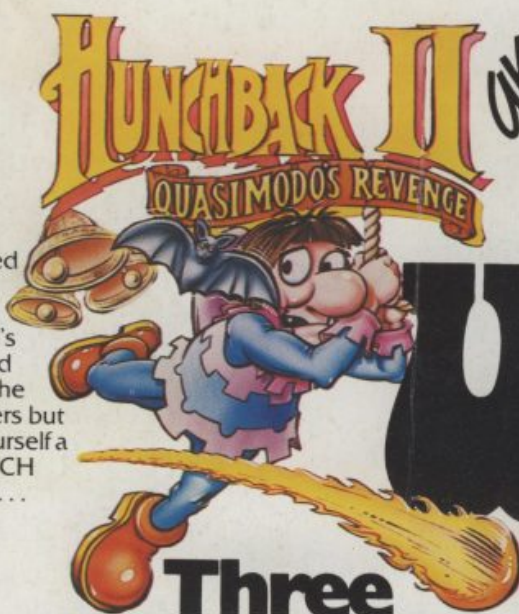


# the BAD

The fun of the fair and the fury of Kong! Now you can know what it feels like to be a dodgem, only this time you're running up and down the Roller Coaster dodging the cars, giant buns and jumping springs. But the fun has only just begun!... wait

until the fury starts! The wacky Waltzer and the zany Swinging Gym are enough to unhinge the sanest fun fair fanatic. **Kong Strikes Back** is all good fun but it's bound to bring out the bad in you!

Ugh! The Hunch is back! Your favourite bell ringer, the all-conquering Quasimodo, swings into action on another breathtaking, action-packed extravaganza. Set the bells sounding and Esmerelda's heart pounding with Quasi's astounding derring dos and athletic antics. The bats in the belfry may send you bonkers but be as bold as brass, give yourself a pat on the hump and, WATCH THAT FIREBALL! ... phew! ... Our hero's revenge is a winner all the way, yes, it's definitely for you ... hoo!



Three  
great games  
of real character from

SPECTRUM 48k **6.90** **ocean** COMMODORE 64 **7.90**

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977

Ocean Software is available from selected branches of: **WOOLWORTH**, **WHSMITH**, **John Menzies**, **LASKYS**, **Rumbelows** and Spectrum Shops. Spectrum Shops and all good software dealers. Trade enquiries welcome.