

COMPUTER + VIDEO GAMES



**EXCLUSIVE PREVIEW
THE MAX GAME**



FREE BOOK OF GAMES

LISTINGS FOR SPECTRUM, C64, BBC, ATARI, AMSTRAD, QL.

WIN OUR BACK TO THE FUTURE VIDEO CAMERA

**WIN: BLADE RUNNER'S COLOUR TV! / WIN: AMERICAN FOOTBALL KIT
ROBOT MESSIAH MAPPED / BECOME A FLEET STREET EDITOR / WIN: KORONIS RIFT**



Spectrum-£7.95
Commodore 64/128-
£9.95 (cass) £14.95 (disc)
Amstrad-£9.95 (cass)
£14.95 (disc)
BBC-£9.95 (cass)
£14.95 (disc)



The 'Official' home version of the smash-hit No. 1 arcade game. Armed with a sub-machine gun and a pocketful of grenades, you face overwhelming odds in this desperate death-or-glory bid to destroy the enemy fortress. Superb graphics, quality animation and some of the fastest action yet on any home micro. No wonder it went straight to No 1 in the 'Gallup' sales chart. "If you want a game, then look no further than this, it's.....amazing!" - Crash, Jan' 86.

Kick-Off the New Year with two

Roller Coaster



Spectrum-£6.95
Commodore 64/128-
£7.95 (cass) £12.95 (disc)
Amstrad-£8.95 (cass)
£13.95 (disc)

Fast-action, theme-park excitement comes home. Experience the thrill of the stomach-churning 'Big Dipper' and the neck-wrenching, motion of the mind-spinning waltzers. Hold onto your hat on the log-flume and join the fearless band who dare to ride the terror of the 'Ghost Train'. Another 'Smash' from Elite.
"This is everything a game should be, totally unpretentious and tremendous fun to play"
-Crash, Jan '86.



All-Action titles from elite

Elite Systems, Anchor House, Anchor Road, Aldridge, Walsall, England.
Tel: (0922) 59165 "Consumer Hotline"

C+VG

THIS ISSUE

● This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilver's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on **Gyroscope**, **Koronis Rift**, **Bladerunner**, **Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on **Mirrorsoft's Fleet Street Editor**. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of **Robot Messiah** if you're in need of salvation from Alphabatim's new game.



**THE
BUGHUNTERS/62**



EDITOR

Tim Metcalfe

DEPUTY EDITOR

Paul Boughton

EDITORIAL ASSISTANT

Lesly Walker

SUB-EDITOR

Seamus St John

DESIGN

Craig Kennedy

ADVENTURE WRITERS

Keith Campbell

Paul Coppins

Steve Donoghue

Jim Douglas

AMERICAN CORRESPONDENT

Marshall M. Rosenthal

ARCADES

Clare Edgeley

SOFTWARE CONSULTANT

Tony Takoushi

PUBLICITY

Marcus Rich

ADVERTISEMENT MANAGER

Louise Matthews

ADVERTISEMENT EXECUTIVE

Mike Carr

PRODUCTION ASSISTANT

Melanie Paulo

PUBLISHER

Rita Lewis

COVER

John Higgins

... and the Bug Hunters

© Jerry Paris

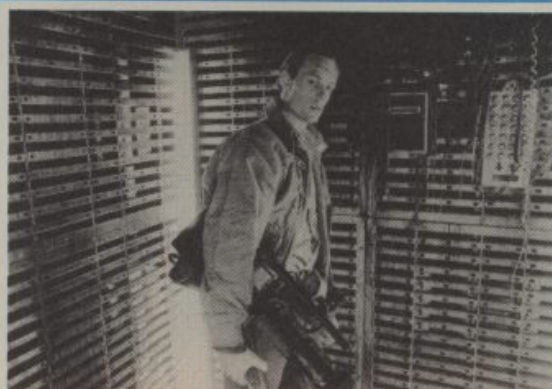
EDITORIAL AND ADVERTISEMENT
OFFICES

Prory Court

30-32 Farringdon Lane

London EC1R 3AU

Tel: 01-251 6222



MAX HEADROOM/P42



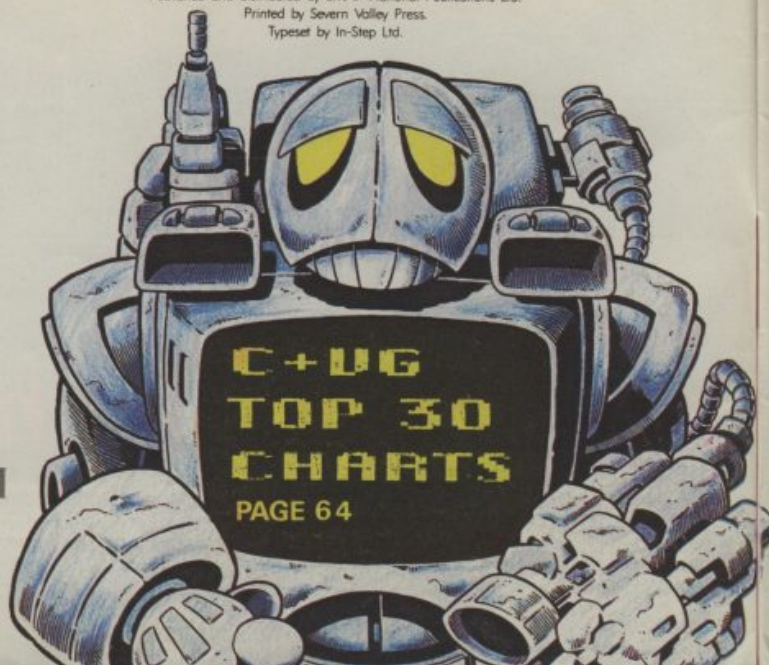
GYROSCOPE/P37

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, Farmdon 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 £15. 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.



REVIEWS

FEATURES

- 37 KORONIS RIFT/GYROSCOPE COMPETITIONS
- 40 FLEET STREET EDITOR COMPETITION
- 42 MAX HEADROOM/PREVIEW AND COMPETITION
- 45 IDEAS CENTRAL
- 48 PSI WARRIOR
- 53 BLADERUNNER — WIN A MONITOR
- 54 WIZARD OF THE MICRO
- 58 ROBOT MESSIAH MAP
- 62 DEAR BUGHUNTERS
- 64 TOP 30 SOFTWARE CHARTS
- 67 SUPER BOWL COMPETITION
- 69 ADVENTURE NEWS
- 70 ADVENTURE HELPLINE
- 73 ADVENTURE REVIEWS
- 77 ADVENTURE CREATORS
- 85 BACK TO THE FUTURE COMPETITION
- 87 FOOTBALL QUICK QUIZ COMPETITION
- 88 HALL OF FAME/HOT SHOTS
- 94 CHIMERA DIARY PART TWO
- 96 MAILBAG
- 98 NEXT MONTH

NEWS + REVIEWS

8 NEWS

● Demented demons hit the headlines with System 3's new game, Twister. Tony Takoushi lifts the lid on a new game for the Atari — Party Quiz. A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

● Sweevo's World, the cartoon-style caper from Gargoyle, is C+VG's Game of the Month. The C+VG review team have gone Wild West crazy this month with a round-up the best shoot-out games for your micro

50 ARCADE ACTION

FOOTIE QUIZ/PAGE 87

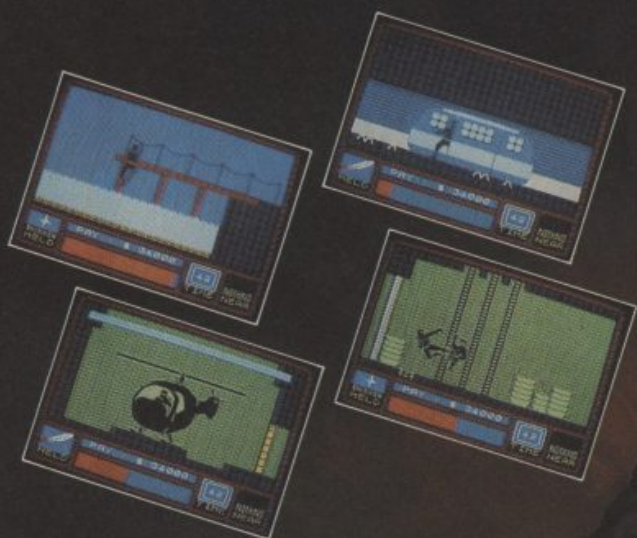


FEBRUARY REVIEWS/14

SABOTEUR!

DURELL

software getting harder

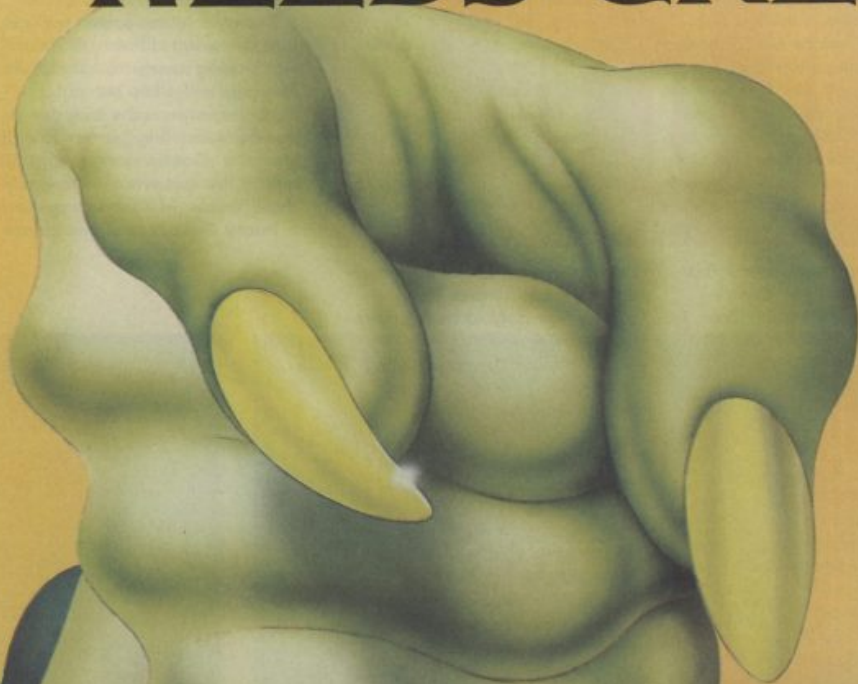


**SPECTRUM
&
AMSTRAD**

R.R.P. £8.95

DURELL sales dept.,
Castle Lodge, Castle Green, Taunton TA1 4AB

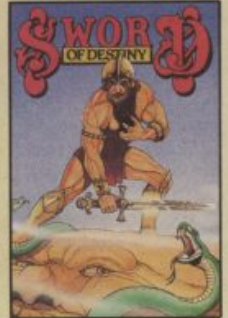
YOUR MICRO NEEDS GREMLIN!!



GULLWING FALCON

C16

The ultimate defender. The lone saviour of your planet's destiny. Can you master the Gullwing Falcon and put to flight the invading space pirates. Pilot your awesome craft through waves of attackers, making full use of the Desert of Pillars, blasting your way to glorious victory.



SWORD OF DESTINY

C16

Armed only with the magical sword, the lost soul of Katak must overcome the horrors of the serie Abyss of Death and reclaim the heart of this brave warrior stolen from the battlefield by Xorphas the evil warlock.



C16 CLASSICS

C16

The years finest compilation of C16 spectaculars. An outstanding collection of games that have made their mark on their own but as a collection provide unbeatable value for money.



KUNG FU KID

C16

Action packed martial arts spectacular the like of which has yet to be seen on the Commodore 16.



JETBRIX

C16

Mind your head it's raining brick! Watch your airspace the walls are taking over. You've got to be fast on the move, quick to the fire button to dodge this aerial assault and blast them to bits before they eventually overtake you. Real hovva bovval



ZONE X

Atari

The age of technology makes its demands, nuclear energy opens new horizons, but more and more plutonium waste is ever generated, however can it be made safe? Government storage tanks are full so they've resorted to disused mineshafts. But mankind breeds its own subversives, bent on destruction, who attempt to seize plutonium from one such shaft. The theft went badly wrong leaving this awesome material scattered around emitting its deadly radiation. Someone must put their life at risk before this tragic disaster becomes an awful reality.



KING OF THE RING

Atari

Not merely a boxing game, a complete campaign of action to take your man to the very top - world championship. Guide your fighter from fresh faced novice through his programme of training and fight preparation for every contest. Instruct him in tactics with "between rounds" comments. Be his mentor in carefully selecting the next opponent - match your man carefully. Finally the big chance - the world championship.



XARGON'S REVENGE

C16

Defeated and broken the warriors of Xargon have regrouped and reformed. Infiltrators have alerted them of your horrific plan for their total destruction and now strengthened by the knowledge and experience of terrifying defeat they lie in wait to take their revenge on your invading armies.

Atari
£9.95
C16 CLASSICS

C16 / Plus 4
£6.95

Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423





NEWS

Watch out for **Uridium** the latest stylish shoot-out from **Paradroid** author **Andrew Braybrook**. Hewson Consultants promise super-fast scrolling and authentically addictive action packed with Andrew's neat graphics and super sonics. Here's just a glimpse of the game. More next issue.



Softsel and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the 'Infocom Classics' is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featured are *Deadline*, *Hitch Hiker's Guide to the Galaxy*, *Planetfall*, *Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy*, which has been totally re-packaged, will drop to a recommended retail price of £24.95. *Deadline*, *Planetfall*, *Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £19.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

Eighth Day Software's **Games Without Frontiers** range of adventures are now available for the following machines, priced £2.50 each.

On the Spectrum there's *Four Minutes to Midnight*, *Cuddles*, *Quann Tulla*, *Ice Station Zero*, *In Search of Angels* and *Faerie*.

Quann Tulla, *Ice Station Zero* and *Faerie* are available for the Commodore 64 and Amstrad.

There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten **24 hours non-stop**?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process raised around £80 for famine relief in Ethiopia.

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gamlin.

The games the boys played included *Castle Quest*, *Alien 8* and *Revs* on the BBC. The computer stood up well to the continual use but, said Andrew: "It did get a bit hot."

The Way of the Tiger is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy novels of the same name.

The story begins of the magical world of Orb where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant laid you at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy

Word of Power, Supreme Master of Unarmed Combat.

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh,

Take a sneak peek at **Probe's** new *Basildon Bond* game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Cooperman and Blunderwoman. Watch for C+VG for more details.



HOT GOSSIP

BY TONY TAKOUSHI

My hand began to shake as I mopped my brow clean of salty sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

It had begun. I knew there would be no sleep for me that night unless I gave in to my craving...

So I fired up the *Tempest* and *I Robot* machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang...

"No," I moaned as my

superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, come to show me his latest game.

"Howdy TT, I just came on over with my two sons to show you my new game, **Party Quiz**."

"Party Quiz?"

Twenty minutes later I had got into the swing of **Party Quiz** and was loving every minute of it. Maybe I will sleep tonight...

I am always on the look out for new and exciting games for all you Hot Gossip fans and this month I've got what is probably the ultimate Trivia micro game.

Party Quiz is for Commodore



Demons are a girl's best friend — at least for *Twister*, the evil star of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her.

Twister has already got quite a reputation based on the fuss at the PCW show in September when System 3 boss Mark Cale hired three scantily-clad dancers to publicise the game by prancing around his stand several times a day. The end result was they were banned.

After the never-ending delays in the launching of System 3's *International Karate*, many thought that *Twister* was just a figment of Cale's imagination.

But not so. The game actually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called *Twister*, Mother of Harlots. But, after accusations of "bad taste", it's now just *Twister*.

Set inside the nightmare world of a twisted brain,

64 and Atari micros. Suncom, an American company, is better known for its joysticks than its games. Do not be mislead, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

Party Quiz is for one to four players and closely follow the **Trivia** mould. But what makes this **Trivia** derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disk.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3,4,5 or 10 seconds) and the number of question rounds to be attempted for the game (5,8,12,16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer

and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used, a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their

joystick get the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False, two scores are given, 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right, a little tune is played, if wrong, a naughty bleep is heard. If any of you sneaks try the cheat then you will suffer, if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT". (Ha, ha, — that will teach you).

For those precious little moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightning Round. These happen on rounds 4,7,11,15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me.

My friends have nicknamed me Jacques Costeau because I am so cool under pressure, but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainments. It must be said that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

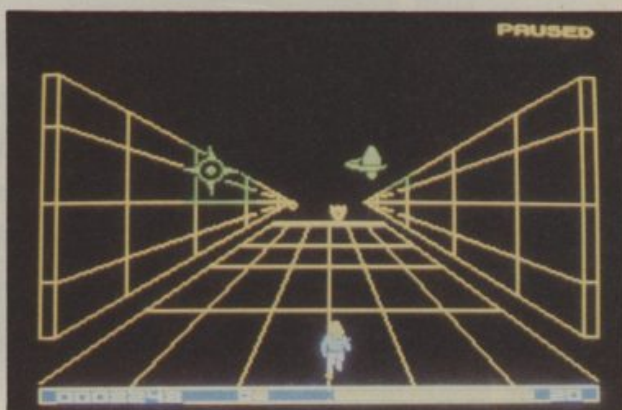
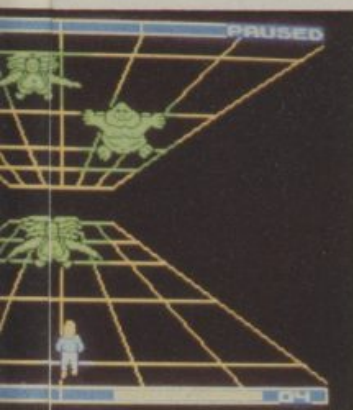
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard, go for this package.

Party Quiz is available from **Software Express** in Birmingham or most software retailers.

☐ Hold on to your hats! That all time classic, **Star Raiders**, is set to make a come back! **Star Raiders II** should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.



the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through five screens full of demons, ghoulies, devils, monsters.

Everything about **Twister** is impressive — from the strategy behind the game, animation and graphics.

Although there were minor changes to be made to the Copy sent to C+VG **Twister** is shaping up to be the best System 3 game yet.

Twister will cost you £7.50 in the shops — but if you want to save some cash, read on.

There're two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

But if you want to wait until you get your hands on the March issue of C+VG you could save another £1 by cutting out the second token.

Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games, Twister Offer, Priory

Court, 30-32 Farringdon Lane, London EC1R 3AU.

Twister will be available on cassette for the Spectrum, Amstrad, C64/128, Atari and BBC.



SOME MISTAKE SURELY?

☐ So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork SOMEONE — who'll be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards. Right?! You just can't get the staff these days...

Bodge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.

C+VG/SYSTEM 3 TWISTER OFFER

Name

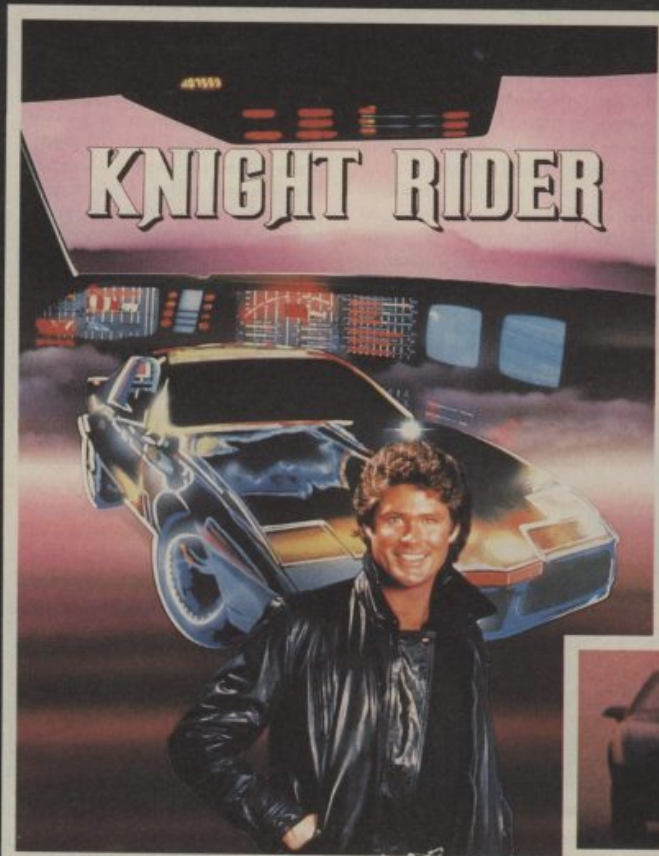
Address

I enclose a cheque/PO for

I enclosetokens

Machine owned

This NEW
All the *AC*



Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a car named "KITT" – the ultimate driving team!



Warrior robots in disguise. Earth has been invaded by powerful robots from the planet Cybertron. Transform into the role of the heroic autobots (Jazz, Hound, Mirage and Optimus Prime) in their deadly battle with the evil decepticons. **TRANSFORMERS – More than meets the eye!**



SPECT
£7
COMMON
AMST
£8

Ocean Software is available from selected branches of: *Boots* WHSMITH, John Menzies, WOOLWORTH, LA

Ocean House · 6 Central Street · Manchester · M2 5

NEW YEAR
from

eon

RAMBO™

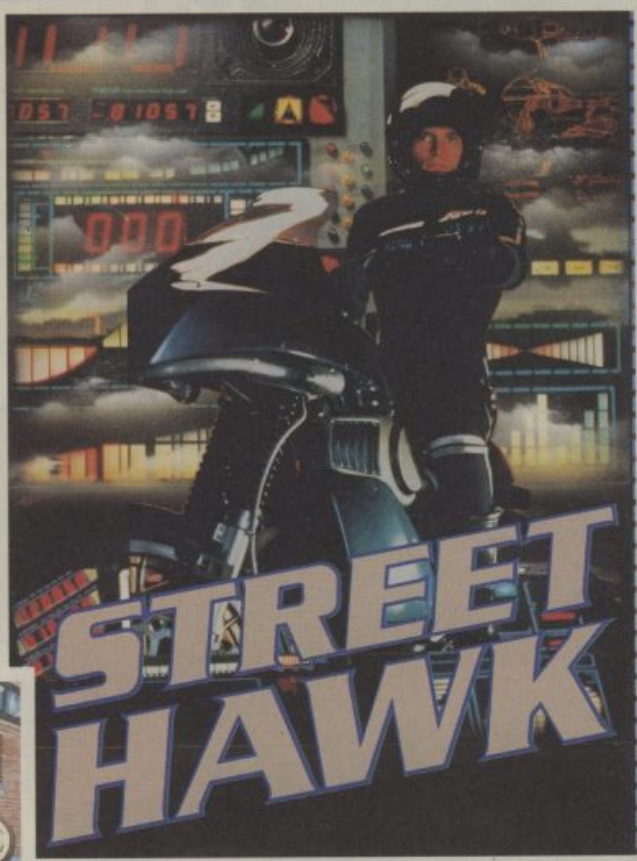
FIRST BLOOD™ PART II



The box-office smash hits your screen with all the high-energy drama that only Rambo can create. Take the role of Sylvester Stallone in the explosive all-action battle scenes.

Become the hunter and the hunted in this breathtaking simulation of the famous film and TV series with Hyperthrust feature, helicopter attacks and daring rescue attempts that only the man and machine combination of Street Hawk can survive.

Don't miss it – burn tread on the streets!



SPECTRUM

7.95

**MODE 64
MSTRAD**

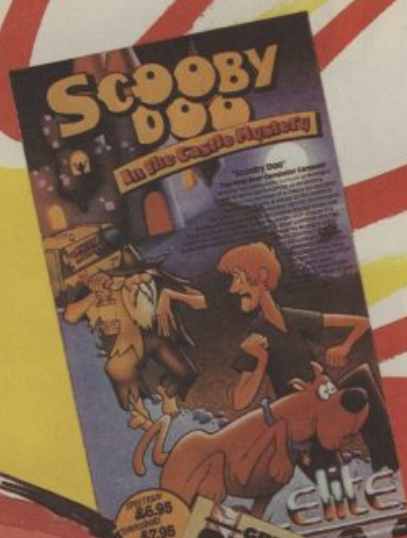
8.95



M2 5NS · Telephone 061-832 6633 · Telex 669977

TH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.

Seconds out for the
challenge of the season,
guess this month's
mystery Microgamer and
you too could win a super
prize!



'Knock
every



"My two top contenders"

1. Scooby Doo

by Elite

In the red corner we have Scooby Doo – a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.

2. Super Sleuth

by Gremlin Graphics

And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

THORN EMI Computer Software

International Micro Software Division

"Take a ringside seat and sample the excitement"

CLIFF HANGER

by New Generation

This fighter doesn't use his fists, man, — but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do *something* to stop the bandit shooting up the canyon.

Spectrum 48K

£4.95

GRUMPY GUMPHREY SUPERSLEUTH

by Gremlin Graphics

Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy — my motto exactly!

Spectrum 48K

£7.95

Checkout games for fans 'ywhere'

MARSPORT

by Gargoyle Games

Box your way out of this one! The World needs a Champion (what about me?) Yes, but *you* can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.

Spectrum 48K and Amstrad

£9.95

DYNAMITE DAN

by Mirrorsoft

Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 48K

£6.95

Amstrad and Commodore 64

£8.95

"Games to keep you on your toes."

RED ARROWS

by Database

These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break — only don't hit anyone here.

Versions for most machines.

Cassette

£8.95

Disk

£11.95 & £12.95

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!

Atari 32K

£8.95

SCOOBY DOO

by Elite

Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.

Spectrum 48K

£6.95

Commodore 64

£7.95

Amstrad

£8.95

SPARKLERS SPECIAL

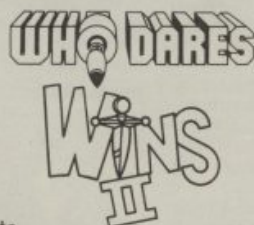
by Sparklers

A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest — anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

Spectrum 48K and Commodore 64

4 games for £7.50

"Non-stop thrills from start to finish"



by Alligata

Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64

£7.95

Amstrad, Spectrum and Commodore 128 versions available soon.

MINI OFFICE

by Database

Comprising word processor — for writing letters and reports, a database — for storing addresses, and a spreadsheet — for storing complicated numbers. Pretty high-powered stuff, don't you think?

BBC

£5.95

MAD DOCTOR

by Creative Sparks

As Mad Doctor, in this blood-curdlingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.

Commodore 64

£8.95

Win



Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

If you think you now the answer, send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgamer is:

Send me your latest full list of software programs.

Name _____

Machine _____

Address _____

Postcode _____ CVG4

Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's
Mystery
Microgamer
was
Ian McCaskill.
Prizes are
on their way.

Prizewinners
Andrew James,
Swansea
Bobby Earl,
Birkenhead
Mark Johnson,
Knottingley
Stephen Hirst,
Castleford
Barry Cheeseman,
Swindon
Graham Langlands,
Dundee
Tim Walter,
Bristol
Paul Cooke,
Blackpool
Robert Wooley,
Peterborough
John Baxter,
Coventry



All games featured above are available from Laskys, WH Smith and other good software stores.

KEY

GRAPHICS

Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

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 play games with their ears blocked up you know!

VALUE

Is the game really worth all those pennies? Will the novelty last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ
GAME

BLITZ GAME

C+VG's way of telling you that the game must not be missed!

SWEEVO'S WORLD

- **Machine:** Spectrum/Amstrad
- **Supplier:** Gargoyle Games
- **Price:** £7.95

Could this be the world's first slapstick computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo — or Self Willed Extreme Environment Vocational Organism — has been given the job of cleaning up a problem planet called Knutz Folly. It's an old planet created by Baron Knutz and his wife Hazel.

The Baron indulged in some odd genetic experiments and the results of this dabbling have now completely overrun the planet. Sweevo's job is simply to tidy up the planet.

He has to discover just how to use the objects he discovers on the planet — and what effect they have on the creatures. Each of the deadly guardians of Knutz Folly have a special weakness which our hero has to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like William Wobbler — with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll injure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be

collected and used. You'll come across the Word "BOO" in various locations. Collect this and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sits and waits until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating — plus a list of the things you have or haven't collected/done and a comment about the level of your performance.

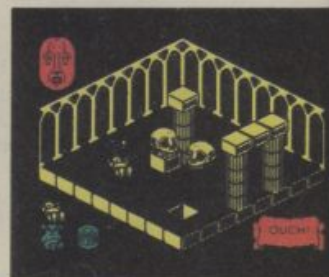
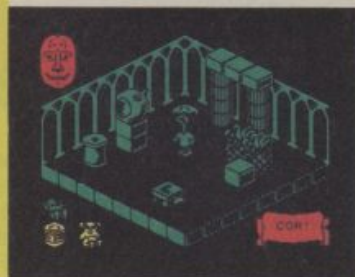
Sweevo's World is a truly different and atmospheric game. And it has built in humour. Lots of nice touches that will keep you and Sweevo on your toes for hours.

Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a cult character here? Only time will tell. But in the meantime do yourself a favour by grabbing a copy of *Sweevo's World* as soon as you see one. You won't regret it. We guarantee it.

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

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."



INTERNATIONAL KARATE

- **Machine:** Spectrum
- **Supplier:** System 3
- **Price:** £6.50

Well, it's finally here, after much singing and dancing (PCW Show). Will it topple *Exploding Fist* as karate champ or not. Let's compare the two. *Exploding Fist* characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

The backgrounds on *Fist* were colourful and ornamental, but on *International Karate* they are colourful, recognisable and superb.

The gameplay on *Fist* was good with only one life,

whereas with *International Karate* it is the best of three fights on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the *Fist* was limited to spot effects which were good but sparse, *International Karate* boasts great spot effects, music and excellent clear speech which announces the start, the scores and the results of the contest (a bit like Jimmy Hill).

Altogether the package is a winner with its international

backgrounds and terrific speech. If you already have *The Fist* this may not be on your list. However, I've got both and play them equally.

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



● STARTS HERE ►

TRANSFORMERS

- **Machine:** CBM 64/Spectrum
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum)
£8.95 (CBM 64)

Those robots in disguise finally make it to the screen of your computer thanks to Denton Designs. You have to help the five remaining Autobots — the goodies — battle the evil Decepticons — the baddies — in a do or die battle for the future of Earth.

The Autobots are suffering an energy crisis and have to fly around and run around a structure which looks a bit like an oil refinery in search of the four bits of the Autobot Energon Cube and transporting them back to Autobot Centre where they will end the crisis.

The Decepticons will try to steal these cubes which are scattered far and wide among the girders and walkways of the game.

You control five Autobots, Optimus Prime, Hound, Jazz, Mirage and Bumblebee. Each has varying energy, firepower and strength levels. You have to select the right Autobot to collect the various parts of the cube. It's no good sending the relatively weak Bumblebee off on a long search when you should really send tough old Optimus.

They either shoot at you or make kamikaze dives into your shields weakening them until your Autobot is destroyed. You can't rebuild your Autobots but the evil Decepticons have perfected the art of robo-cloning — so there's no end to them!

You can give your autobots a zap of life giving energy by dashing into the nearest Defence Pod. These pods zap your energy, firepower and shield levels back up to battle status and MUST be used if you are to succeed.

The Autobots can transform into their earthly disguise as trucks and sports cars etc — but this seems more of a frill than a real game tactic. The Decepticons still attack you whatever you look like! Also you can race along a girder and crash off the end before you've had a chance to change back to an Autobot all too easily.

Which brings us back to controlling the game. This is the most difficult part of the whole game. It'll take you some time to get used to the ultra-sensitive controls and become aware of what you can run/fly through without being destroyed.

Graphics aren't bad and the Transformers' theme tune is copied very neatly. Not a brilliant game — but not a terrible one either. Play a friend's copy first.

- **Graphics** 7
- **Sound** 7
- **Value** 6
- **Playability** 6

COMMANDO v RAMBO

- **Machine:** CBM 64
- **Supplier:** Elite and Ocean
- **Price:** £7.95

Rugged, athletic, mean, butch, offensive. That's *Rambo* — Ocean's muscular little sprite is bound for big bucks.

The idea is for Rambo to rescue his buddies somewhere in a screen jungle littered with little animated soldiers. His first mission is to photograph the prison camp where Vietnam PoWs are being held. *Rambo*, being the hero he is, just seems to get the urge to rescue all and sundry.

Rambo is armed at first with only a bow and arrow (also the famous exploding war head arrow!) and a knife. To make sure he's not noticed by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying redundant in the fields which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straight-forward, huh? Not really. There are a lot of elements of *Commando* in this arcade adventure, but not enough real gameplay to be addictive enough.

However, *Commando* by Elite is a different kettle of fish altogether. This sticks closely to the arcade game and has great music by that Commodore maestro Rob Hubbard (Monty on the Run music) your little G.I. Joe is beautifully animated and looks really rough and tough. This doesn't mean that

you are invincible. Unlike *Rambo*, with his depleting energy, you have only to be shot once and your next life takes over.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for aches and pains.

Although you don't have as large an arsenal as *Rambo*, you do have one little trick up your sleeve... grenades.

However, these can run out. Fear not, supplies can be found all along the way. These are fired in the direction you are

facing by hitting the space bar. Lorries, trucks, mortars, motorbikes and a lot more bar your way but still you soldier on.

Altogether a maddening, totally addictive arcade copy which definitely makes *Rambo* look like Mr Puniverse. No doubt about it!

BLITZ GAME

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



TOMAHAWK

- **Machine:** Spectrum
- **Supplier:** Digital Integration
- **Price:** £9.95

What's the toughest helicopter around? *Blue Thunder*? *Airwolf*? No. The Apache Advanced Attack Helicopter is the king of the skies. It can climb 1400 feet in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing — but Digital Integration can put you in the hot seat — if you own a simple Spectrum.

The long awaited follow-up to their *Fighter Pilot* flight simulation is a complex and highly detailed representation of what it's like to fly one of these hi-tech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really need to keep an eye on these all the time. There are audio alert signals which call your attention to the gauges when they need it.

Graphics for the landscape are draw vector graphic style and — despite that limitation — are very accurate. You can fly over mountain ranges, trees, buildings, military installations — and the ever present enemy.

Controls are extremely responsive. You can mix keyboard and joystick — and there's a two joystick option for the really experienced flyer.

It's difficult to do justice to the amount of detail and

accurate background work that has obviously gone into this excellent program.

Tomahawk is an extremely well put together piece of software. Impressively presented and documented. And, on top of all that, it's got real atmosphere — something that's hard to get into a game. That's if you should really describe it as a game. Somehow it seems all too inadequate...

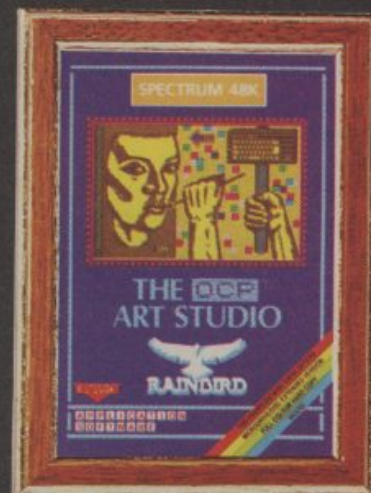
Tomahawk is destined to become a classic.

BLITZ GAME

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



MASTER OF THE ART....



AT LAST A SPECTRUM GRAPHICS PACKAGE THAT IS FUN AND EASY TO USE. THE OCP ART STUDIO CONTAINS EVERY FEATURE YOU WILL NEED TO CREATE BEAUTIFUL ILLUSTRATIONS. IT WORKS WITH THE AMX MOUSE FOR EVEN GREATER EASE AND OUR HARD COPY OFFER MEANS YOU CAN HANG YOUR MASTERPIECE ON THE WALL

DO IT ALL - CREATE AN IMAGE. SHRINK IT, EXPAND IT, MOVE IT, ROTATE, COPY IT, COLOUR IT, SPRAY ON A PATTERN OR SHADE. MAKE ELASTIC LINES, TRIANGLES, RECTANGLES, CIRCLES - STRETCH AND MANIPULATE. ADD TEXT OR CHARACTERS, UP, DOWN, SIDEWAYS - ANY SIZE OR PROPORTION. ZOOM IN TO DRAW IN FINE DETAIL. SHRINK THE WHOLE PICTURE TO ADD BACKGROUND.

- * Pull down menus. * Icon driven.
- * Keyboard, joystick, mouse control.
- * Dot matrix printer dumps, 5 sizes and grey scale - up to 80 columns.
- * Supports 17 printer interfaces.
- * 16 pens, 8 sprays and 16 brushes.
- * 32 user-redefinable texture fills.
- * Wash texture. * Undo facility.
- * Snap facility. * Pixel edit.
- * Cut, paste, turn, enlarge, reduce.
- * Magnify (3 levels) pan and zoom.
- * Text: 9 sizes, 2 directions, bold.
- * Font editor with invert, rotate flip, clear, capture from window.
- * Elastic line, triangle, rectangle.
- * Low cost full colour prints offer.
- * Upgrade offer. * Mouse offer.

SINCLAIR USER CLASSIC

"An extremely powerful utility which should be of use to professional artists and designers as well as the home user"



THE OCP ART STUDIO £14.95

OR

EXTENDED ART STUDIO £24.95

For use with disc or microdrive only, and compatible with K DOS and SP DOS disc interfaces (supplied on cassette). Includes disc and microdrive operating systems, screen compression programme, four extra fonts and Kempston mouse compatibility (in addition to AMX). (Available Mail Order Only)

FOR 48K ZX SPECTRUM

THE OCPTM ART STUDIO

MAKE CHEQUES OR P.O. PAYABLE TO RAINBIRD SOFTWARE
BARCLAYCARD AND ACCESS ORDERS TEL: 01-240-8837 (24 HOURS)

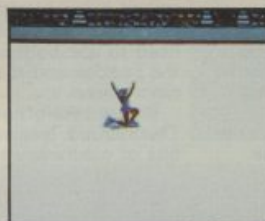


RAINBIRD is a division of British Telecommunications plc.

RAINBIRD SOFTWARE BRITISH TELECOM
WELLINGTON HOUSE UPPER ST MARTIN'S LANE
LONDON WC2H 9DL
TEL: 01-240-8838

There's never been a better reason
for looking forward to Winter!

WINTER GAMES



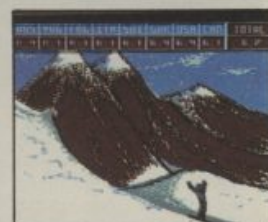
Screens from Commodore 64 version of game

COMMODORE 64/128

CASSETTE £9.95

DISK £14.95

Available Soon for
Spectrum 48K
& Amstrad



Titles available NOW!

	COMMODORE 64/128 CASSETTE	COMMODORE 64/128 DISK	ATARI DISK	IBM PC CASSETTE	IBM PC DISK	SPECTRUM CASSETTE
Winter Games				★	★	★
Summer Games II				★	★	★
Summer Games I			★	★	★	
Impossible Mission	★	★		★	★	★
Pitstop II				★	★	
Breakdance				★	★	

Spectrum versions £7.95



EPYXTM
COMPUTER SOFTWARE

You've captured the gold in Summer GamesTM and Summer Games IITM — now it's on to the Winter Games! And what an incredible setting — a completely realistic winter wonderland featuring six action-packed events. You can compete against your friends or the computer.

First choose the country you want to represent. Then it's practice, training and learning a winning strategy for each event. Now the Opening Ceremony and the competition begins. Will you be the one who takes the gold at the Awards Ceremony?

The quest for the gold continues... And it's all here — the strategy, the challenge, the competition, the art and pageantry of Winter Games!

- ▶ Six Winter Events: Bobsled, Ski Jump, Figure Skating, Free-Style Skating, Hot Dog Aerials and the Biathlon
- ▶ Opening, Closing and Awards Ceremonies complete with National Anthems
- ▶ Compete Against the Computer or Your Friends and Family
- ▶ Unique Joystick Control — Requires Timing and Skill
- ▶ One to Eight Players

THUNDERBIRDS

- Machine: Spectrum C64
- Supplier: Firebird
- Price: £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb this one is packed with traps, secret doors and deadly nasties.

You have to solve the puzzles, beat the traps and save the

missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzles and move on to the next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that



help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your

chances of finishing.

If you come across a screen where one of the items in Thunderbird Two's hold will help

GUNFRIGHT

- Machines: Spectrum/Amstrad
- Supplier: Ultimate
- Price: £9.95

Howdy partners. This is Sheriff Sabreman talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, Billy the Kid and a host of other infamous names out to give me and the peaceful folk of Black Rock a tough time.

Luckily I've got my trusty six-shooter and my faithful steed Nightshade to help me run these varmints outta town — but I'd like you along as parta my posse. Fancy comin' along to help me clean up the town? Then grab this badge and pin it on your Spectrum boy...

Take a whole lot of Nightshade, add a couple of "duck shoot" arcade bonus screens, spice them up with some nice Western graphics and you've got Gunfight. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabreman in a stetson.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads up view of the baddie you've come across — with a cross hair sight.

You have to move the cross hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty. Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townsfolk can be helpful — but they do tend to get in the way when you're hunting down the villains. Shoot an innocent bystander and you lose cash. Bump into one and you lose a life.

The graphics are identical to Nightshade — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and he's pretty easy to gun down. After that you're on your own! Billy the Kid and the rest are pretty tough to kill and your TV could end up riddled with bullet holes. Sound effects aren't up to much though.

Gunfight doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is unusually playable. I don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to tell which were the baddies and which were the male inhabitants of the town. Then I worked out that the little men jumping up and down and pointing weren't going to shoot me down and were just showing me where the baddie was hiding out. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfight arcade game then this is for you. But all the frills and pretty graphics don't make the game worth nearly £10.

- Graphics 8
- Sound 5
- Value 7
- Playability 8

OUTLAWS

- Machine: CBM 64
- Supplier: Ultimate
- Price: £9.95

What can you say about Outlaws? Nice, glossy packaging, slick artwork and an intriguing storyline printed on the cassette inlay. Well up to Ultimate's normal standards.

But what about the game, I hear you cry, thumbing the hammer of your Colt 45 and pointing it in a mean manner at the reviews page.

Okay, I give in and spill the beans but you'd better sit down first. Outlaws is really quite ordinary.

But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rides into town. It's the Lone Rider.

Controlling the Lone Rider and his horse by joystick you must

seek out the outlaws and revenge the town.

Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick. The idea is to get the baddies before they get you. They will attack on horseback or when in town a seemingly innocent passer-by will suddenly draw a gun. Fast reaction will be needed to beat him to the draw.

The graphics and sound are okay and the game is quite playable. But with Ultimate the hope is for something new and original and for them Outlaws is rather ordinary.

- Graphics 7
- Sound 7
- Value 7
- Playability 8



► CONTINUED FROM PAGE 15

out — the computer takes over and you get a short animated sequence in which the item is used to your benefit.

More fuel can be found inside the tomb. But DON'T move away from a screen once you've discovered some fuel. If you do, it won't be there when you get back.

Thunderbirds is a game for the strategy minded games player. If you don't like solving puzzles and just want to zap things, then don't bother picking this up. If you like a challenge and have a few hours to spare, then grab a copy now. Very addictive, long lasting and fun.

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

SUPERMAN



- Machine: CBM 64
- Supplier: Beyond
- Price: £9.95

Is it a bird? Is it a plane. No it's Superman and it's a little bit of a disappointment.

The Man of Steel indulges in

a trial of strength with one of his worst enemies, Darkseid, an evil tyrant who threatens the entire universe.

The game starts off well with two great digitised pictures of Superman and Darkseid. But after that, the graphics are not so hot.

The battle rages across a variety of screens ranging from the city streets of Metropolis to Darkseid's subterranean lairs. Superman must rescue the good citizens of Metropolis as they are captured by the super-villain and at the same time both use their superpowers to defeat each other.

Darkseid uses his Omega Beam, a mysterious force generated from his eyes, to attack Superman and teleport his victims to his lair. Superman counters these powers with his

super-breath, strength and ability to fly.

The game can be played either by two people or one player controlling Superman against the computer. Victory is achieved by using up all your opponents strength or once all the citizens have been captured or rescued, the player with the most wins.

The best graphics appear on the intermediate screens between the six play levels. The 3D effects of the Man of Steel flying are quite nice. But the main play screens tend to look a little flat.

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

WILD WEST

- Machine: CBM 64
- Supplier: Ariolasoft
- Price: £9.95 cassette/£12.95 disk

Big Nose Bill and his gang of outlaws have captured Fort Snake.

You must try to recapture it by making your way through a whole series of Wild West scenes, collecting various objects as you go. The action includes a bank robbery, a shoot-out with the local sheriff, a stagecoach ride and a rodeo and lasooing contest.

Various pioneers, indians and cowboys also cross your path from time to time.

All standard Wild West type ingredients, you're thinking. And you would be right. But a strange dimension is added to the game by three "sprites" which appear below the screen and give help and advice. For instance: "It's boring here, let's go," or "Examine skull" and "Take a Rest."

It's up to you which piece of advice you take. The choices are disclosed by movements of the joystick and pressing the fire button chooses the desired one.



Quite how these strange little creatures have turned up in the Wild West is not explained but they appear harmless enough.

Wild West is graphically excellent.

- Graphics
- Sound
- Value
- Playability

8
8
8
9



LAW OF THE WEST

- Machine: CBM 64
- Supplier: US Gold
- Price: £9.95

Gold Gulch is a tough Wild West town. All the Sheriff has to do is survive until sundown. But there are mean dudes around determined to fill him up with lead.

And that means you have to think quick, talk fast and move your Colt 45 like greased lightning.

We've only seen a preview of this game and it certainly looks like one to keep an eye out for.

You have to converse with nearly a dozen of the town's most notable characters, for information or co-operation as

you try your damndest to maintain law and order in Gold Gulch.

They include the wise-cracking saloon owner, and various bad characters who talk with their guns.

Your performance is judged after each game, regardless of whether you survive or end up in Boot Hill.

And survival doesn't mean much if the bank gets robbed, the robbers get away, and you accidentally shoot the schoolmarm trying to stop them.

But be warned the program contains language that, say the makers, may be unsuitable for children!

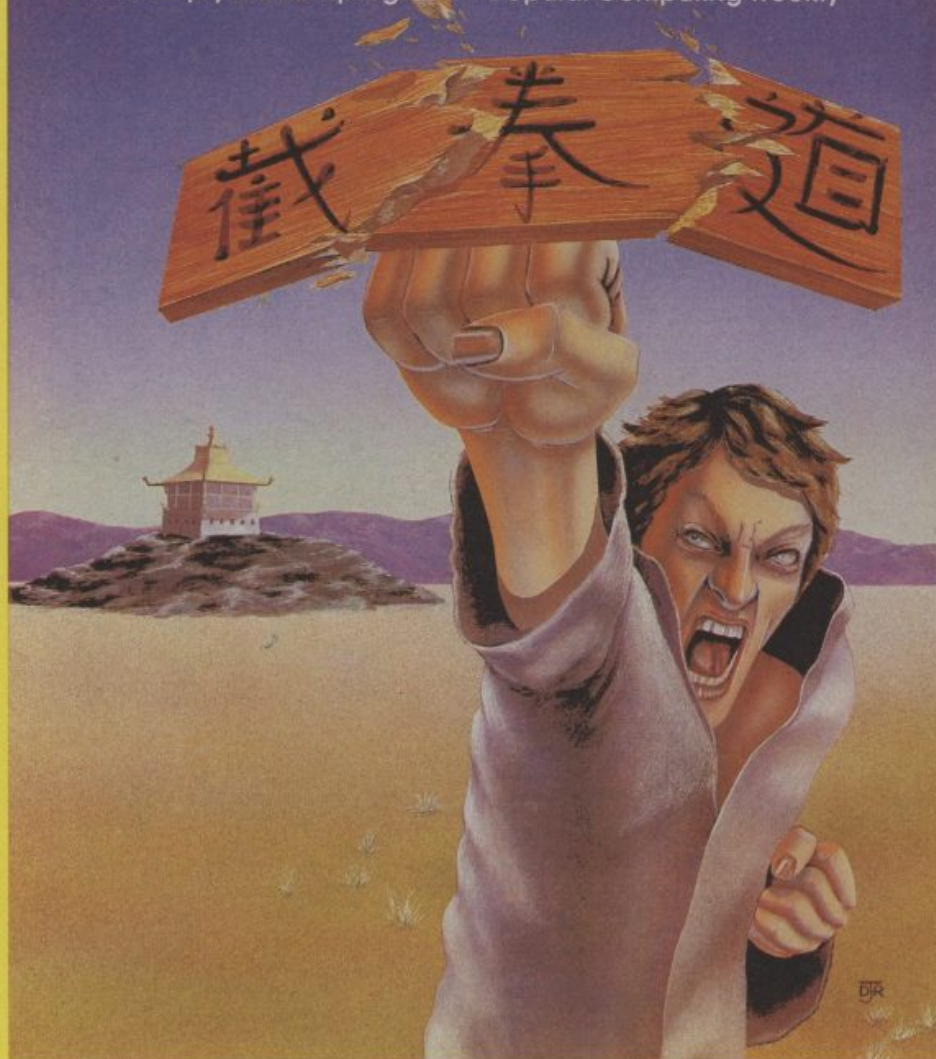


● CONTINUES ON PAGE 21 ►

THE WAY OF THE *exploding fist*

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most televisual game I have encountered." - Daily Mail.
"Quite simply the best program." - Popular Computing Weekly



"The Way of the Exploding Fist is virtually beyond criticism - technically brilliant and visually absorbing."

POPULAR COMPUTING WEEKLY

"Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment. In Way of the Exploding Fist, Melbourne House have scored a great hit."

AMTIX

"As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top."

SINCLAIR USER

"I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist."

DAILY EXPRESS

"The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again."

ZZAP

"By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game."

CRASH

AVAILABLE FOR THE C64 AND BBC ON DISK AT £14.95 AND ON CASSETTE FOR AMSTRAD, C64, AND BBC AT £9.95, SPECTRUM £8.95.

from

MELBOURNE HOUSE



Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF.

Trade enquiries call 01 940 6064

Available from selected branches of WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops, and all good software dealers

GLADIATOR

- Machine: Spectrum
- Supplier: Domark
- Price: £7.95

Combat games keep on coming. So far we've had warriors, karate killers and championship boxers. But never Gladiators. Until now.

Domark's latest release dumps you in the bloodstained arena much loved by the Roman rulers.

Life as a slave is fine if you've no ambition and nowhere much to go, but if you're young and eager to get on in life you have to try to win your freedom any way you can.

That's why you find yourself in the arena.

Your training starts with you watching the best fighters of the day in the ring. You even have the chance to wager a few copper coins on the outcome of each match.

The next stage is for you to have a chance to practice the 25 possible blows and thrusts on a stationary target. You can learn to cut and thrust with no danger to yourself. Finally, there are the combat trials with a real opponent.

If you work hard, practice long hours and use both your strength and intellect you can become the Emperor's champion, a feat equalled by very few. The real incentive is freedom.

When you have seen the range of movement that is

possible it is your turn to practice. Select the two player option and practice each movement in turn against a stationary opponent.

One of the skillful arts of the gladiator was his choice of weapons for a particular fight. You are allowed to choose three weapons from the armoury of 45, one for each end and one for the belt.

You can try to match the weapons to the moves which you can make or to combat those of your opponent — unfortunately you won't see his weapons until the fight starts.

The hard weapons are selected first, using either joystick or keys, the directions move to the next weapon while

the fire button selects. You can choose to use a shield instead of a second weapon.

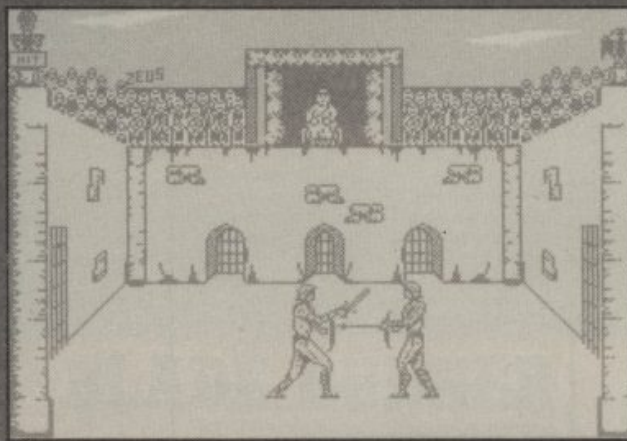
The dagger is placed in your belt and only comes into play if you have thrown or lost one of your original hand weapons.

Joysticks are recommended. The controls are pretty complex — they have to be as there are so many moves you can make while fighting. It'll take you some time to work out all the combinations, so be prepared to practice. The time you spend here will make your enjoyment of the game all the greater.

This combat game gets the thumbs up from C+VG.

Meanwhile, to those who are about to die, we salute you.

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



ZORRO

- Machine: CBM 64
- Supplier: US Gold
- Price: £9.95 cassette/£14.95 disc

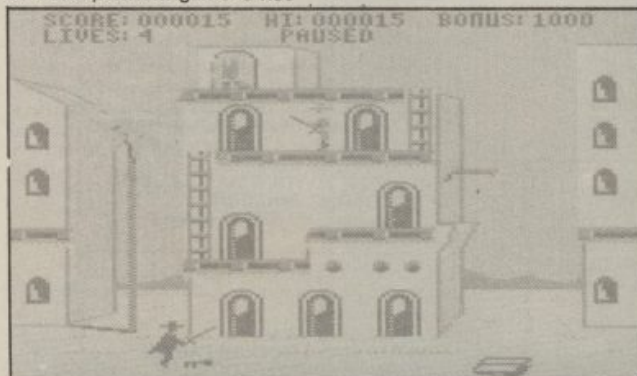
Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay Zorro. And a sad fate it is.

Graphically this rather standard platform game is not

over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is alright but nothing spectacular.

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



▶ CONTINUED FROM PAGE 18

MERCENARY

- Machine: Atari/CBM 64
- Supplier: Novagen
- Price: £9.99 cassette/£12.95 disk

The wait is over *Mercenary* is here at last. And well worth the wait it is.

If you loved the graphics of *Elite* and also like flight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in this strife-torn world.

To help in this difficult task, Benson, a ninth generation computer helps you with a series of scrolling messages, relays messages and status reports.

The opposing factions on Tharg are the Players and the Mechanoids.

Keeping alive on Tharg will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used and also a vast subterranean complex to be explored.

With excellent graphics, challenging game play, *Mercenary* is a game to look out for.

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

OLYMPIC DECATHLON

- Machine: BBC
- Supplier: Alligata Software
- Price: £9.95

Now you too can follow in the steps of Daley Thompson without ever leaving the comfort of your own home.

Olympic Decathlon, which comes on disk, allows you to try your hand at all ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discus, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of these three movements. Hurdling, long jump and high jump involves running and jumping, for example, the javelin means running and throwing, and so on.

You can also choose whether to practice each event individually, or take part in a full marathon. I strongly advise that you practice,

because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified.

If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is wearying, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

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

● CONTINUES ON PAGE 23 ▶

Post Haste Software



The total postal software service!

Post Haste is part of GB Microland, the South of England's unique computer shop. Thousands of software titles. Lots of experience. The place that gave new meaning to the word "friendly". But not everyone lives nearby. So Post Haste Software was born. To bring the best to your door. With top service. Here's how.

No "Club" to join, no "subscription" to pay. You come in our shop for free. Why pay to buy by mail?

Unique "double-your-money" voucher with the 40-page catalogue. Check the box in this advertisement!

Software for other computers? No problem. QL, Apple and IBM. Ask for lists. Post Haste has the lot!

Postage free in the UK. Europe? Add 95p.

Elsewhere? Add £2.50. **For the whole order, not each program.**

Everything mailed in special cartons. No used boxes or padded bags. Who needs squashed software?

Order by post or phone, day or night. Check the coupon for details. Then relax. It's fast!

Pay by cheque, bank draft, PO, Access, Visa, Mastercard, Eurocard. Post Haste is convenient!

ALREADY SEEN SOMETHING YOU WANT ON THIS PAGE? GO RIGHT AHEAD AND ORDER NOW!

Use the coupon or write on your own paper. Be sure to include all the details from the coupon. Cross cheques and POs for safety. Your software will be on its way by return. So will your catalogue. And your unique "double-your-money" voucher!

SWORDS & SORCERY (P.S.S.)

18 months in the making, it's here at last! The supreme role-playing Dungeons & Dragons game, based on the newly-developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorcery itself.

"It's very difficult to do this game justice in a few words — the sheer size and depth defy labelling. An impressive piece of software indeed." — Crash.

Spectrum (C) £9.95

YIE AR KUNG FU/(Imagine/Konami)

At last! One of the biggest programs of the year! The current arcade hit brought into your own home, with all the dazzling action you'd expect! Fight your way through screen after screen! A smash-hit if ever there was one!

"Konami's arcade hit brought home. Just Great!" — Games.

Amstrad (C) £8.95

Comm 64 (C) £8.95

Spectrum (C) £7.95

ADVENTURERS! SPECIAL EXTRA SECTION!

There are dozens of adventures in the Post Haste catalogue from virtually every major producer. Just about all the superb Infocom range is there and many others too!

And Post Haste carries the full range of Infocom Invisicues, plus hint and guide books to many other adventures too!

Answers to the problems that keep you awake at night? The catalogue lists them all!

MERCENARY/(Novagen)

The wait's been worth it! Another total winner! Incredible 3-D vector graphics, changing with amazing speed. And the game's different each time you play! You'll really feel as if you're flying above the planet Targ! Believe us!

"We couldn't believe the speed. Smashing!" — Zzap 64.

Comm 64 (C) £9.95

Comm 64 (D) £12.95

Atari (C) £9.95

Atari (D) £12.95

POST HASTE IS BEATEN!

The sheer volume of new releases just can't be described in this advertisement! But, of course, as the premier mail-order service, we've got them all in stock! Or, if they're about to be released they're here within hours and on their way within minutes. Fight Night, Rambo, Commando, Goonies, Tomahawk, Lord of the Rings, Zoids and many, many more!

ROCK 'N' WRESTLE (Melbourne)

The eagerly awaited fight sequel to the record-breaking "Way of the Exploding Fist". All the action you'd expect and a lot you won't believe! One or two players, 10 possible opponents, over 25 joystick moves, astonishing graphics, unbelievable animation. It's the sequel everyone wanted!

Spectrum £8.95

Amstrad (C) £9.95

C64/128 (C) £9.95

THE POST HASTE CATALOGUE

The Post Haste catalogue is just 90p with a unique "double-your-money" voucher tucked inside! Yes, the Post Haste catalogue contains a £1.80 voucher to use for your first order! How's that for value?

You get 40 big pages crammed with over 100 program descriptions. Recreation, utility, strategy, adventure, arcade — they're all there! And so is your £1.80 "double-your-money" voucher!

Pack pictures, screen shots, review quotes, and much more. Programs for five micros: Amstrad, Atari, BBC, Commodore 64/128 and Spectrum. You're spoilt for choice with Post Haste!

And your catalogue is the gateway to a huge program range from Post Haste: over 4,000 titles spanning 10 major micros! Where else is there such a choice?

WINTER GAMES (Epyx/US Gold)

The success of Summer Games and then Summer Games II is now legendary but until you've seen and played "Winter Games" you ain't seen nothing yet! Six stunning winter sports simulations to learn and master as you go for gold. An absolutely brilliant program playable by all the family at once! Bob-sled, ski jump, figure skating, and more!

"Extraordinary graphics, incredibly skilled programming, immensely playable, totally absorbing. An absolute winner all the way!" — Computer Games.

C64/128 (D) £14.95 C64/128 (C) £9.95

THE POST HASTE SERVICE

We can supply any program you've seen advertised. If it's released, you'll usually get it by return. If it's not, you'll get it faster when it does come out. Simply order it and sit back. **And here's our promise: we'll never cash your cheque or charge your credit card until a program is packed and ready to mail.** That's Post Haste service!

LITTLE COMPUTER PEOPLE DISCOVERY KIT (Activision)

This has to be the most unusual program of the decade. You'll have your very own Little Computer Person. He'll live in your computer in a three floor house. You'll feed him, talk to him, play games with him, and be part of his life. He'll certainly be part of yours! In fact, he'll probably take it over. We promise you this will be the most astonishing and irresistible creation you've ever loaded in your computer and you'll feel awful when you turn it (him?) off! This is not, incidentally, a game!

"Animation of the Pet Person is incredibly lifelike. A stunning advance in computer entertainment. 97% overall rating!" — Zzap.

C64/128 (D) £14.99

C64/128 (C) £9.99



Phone Orders (24 hrs) (0705) 269333

TO GET YOUR CATALOGUE WITH THE "DOUBLE-YOUR-MONEY" VOUCHER, OR TO ORDER SOFTWARE, USE THIS COUPON!

- Send your catalogue. I've enclosed 90p. Don't forget my £1.80 "Double-Your-Money" voucher for me to use with my first order!
- I want to order software right away and the details are below. I want the catalogue too so I've added 90p. Don't forget my £1.80 "Double-Your-Money" voucher!

My name is:

My address is:

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

HARRIER FORCE STRIKE

- Machine: BBC
- Supplier: Mirrorsoft
- Price: £9.95 (tape)
£12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling aggressive.

Not that I made much use of the opportunity — on my first four flights I crashed within ten seconds. I begin to see why it takes a small fortune and goodness knows how long to train a Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, vouch for its accuracy.

You are offered a choice of game type (practice or combat) and skill level (pilot, commander and ace).

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/horizon/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a 'flight manual' with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first — you have to destroy the enemy tanks menacing your own ground sites. It might take some time before you establish an operational area free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

- Graphics 9
- Sound 8
- Value 10
- Playability 10

THREE WEEKS IN PARADISE

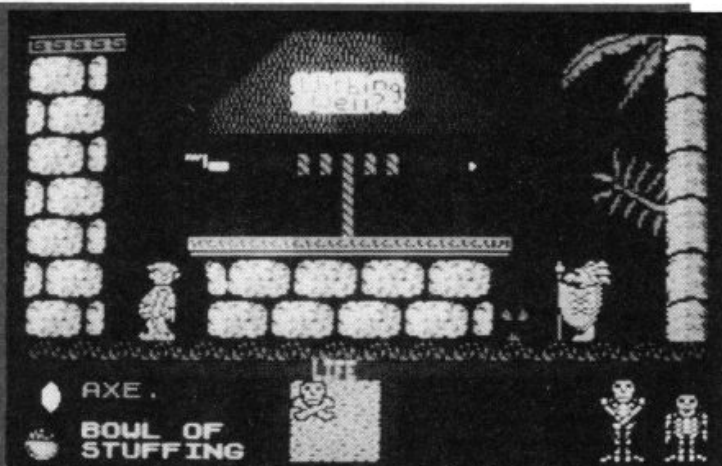
- Machine: Spectrum
- Supplier: Mikro-Gen
- Price: £9.95

Everyone loves Wally. And when his family (Wilma and little Herbert) are kidnapped by hungry natives while the Week family are on holiday in the Scilly Isles — where else? — everyone will want to help Wally rescue them. Won't they?

Sure they will! And Wally could win over yet more fans with this graphically impressive arcade adventure. *Three Weeks in Paradise* follows closely the Wally-game tradition. Wally has to wander around the desert island finding objects, picking them up and using them to solve many taxing problems and puzzles.

Wally himself seems to have added a few extra inches to his beer-belly and wanders around just a bit more slowly — but that won't bother you as there's lots to marvel at on every screen.

Graphics are as colourful and varied as ever — they appear bigger and bolder than previous Wally epics.



The jungle is populated by many animals — including lions, crocodiles, nasty insects and deadly bats. There's also the horrible Can Nibbles tribe who kidnap Wilma and Herbert and plan to turn them into TV dinners unless Wally can come to the rescue in time.

Below the main playing screen you'll find the objects that Wally is carrying — he can hold two items at a time, the number on Wally's left — you begin with four, the nibble-status of Wilma and Herbert plus a picture which gradually forms as you play which could end up showing something horrible — or nice. Let us know which!

For the first time you are able

to change Wally's colour to avoid any nasty colour clash on the really colourful screens.

The graphics are the closest to the fabled "cartoon quality" yet to be seen on the good old Spectrum. The jungle screens are really impressive.

Animation of Wally and the other characters is above standard. The tune gets a bit irritating after a while — but you can switch it off and just listen to the sound effects if you like.

- Graphics 10
- Sound 7
- Value 9
- Playability 9

BLADE RUNNER

- Machine: CBM 64
- Supplier: CRL
- Price: £8.95

Terrific music. Shame about the game. That just about sums up CRL's brave attempt to turn the classic *Blade Runner* movie into a computer game.

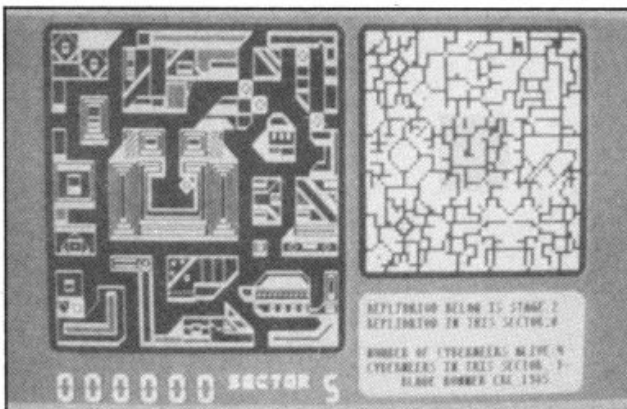
Which probably explains why they call the game an "interpretation of the film score by Vangelis"! Licence, what licence?

Anyway what you get once

the game has loaded is a *Ghostbusters*-style game. The basic idea is to track down rebel replidroids in your hover-car and terminate them.

Like *Ghostbusters* you get a plan view of the city to move your bounty hunter's craft around on — except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replidroids are hiding out.

You must use the large scale



map to move to the sector inhabited by a droid — represented by a flashing square — make contact with it. Then it's onto the scrolling chase scene.

Your craft lands and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a crime "pedestricide" would you believe! You'll be penalised for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding C5!

The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective. The backgrounds in this part of the game are nice too.

Not a great follow up to the epic *Tau Ceti* for CRL and a waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £9 you can spend it wisely elsewhere.

- Graphics 6
- Sound 9
- Value 6
- Playability 6

▶ CONTINUED FROM PAGE 21

● CONTINUES ON PAGE 24 ▶

SCALEXTRIC

- **Machine:** CBM 64
- **Supplier:** Leisure Genius
- **Price:** £9.95

I used to love playing with my Scalextric set. It's the nearest I've ever come to real motor racing. Building a track was half the fun, racing the cars the other half. But all that plastic track and little buildings took up a lot of room — and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Genius, the problem is solved. They've crammed all the bits of track and a couple of cars into the C64 — with Spectrum and Amstrad versions to follow.

It's like *Pitstop II* — without

the pitstops but with a track building option like Ariolasoft's *Racing Destruction Set*.

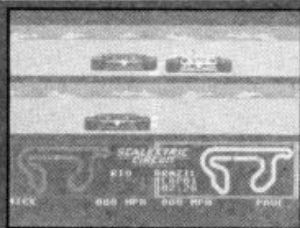
When you're racing, you get a split screen display as in *Pitstop II*. You can race against the computer or a friend. There are 17 pre-set tracks based on the Grand Prix circuits of the world. These have varying difficulty levels.

You get a "construction window", while at the top of the screen you see icons representing different bits of track available to you.

These include different straights, corners and chicanes. Different bits of track have different characteristics when you actually come to race.

Scalextric is a challenging split screen race game. One for race addicts who like building their own tracks. Better than *Racing Destruction Set* but not quite *Pitstop II* which, in our humble opinion, still holds Pole Position.

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



ELEKTRA GLIDE

- **Machine:** Atari/CBM 64
- **Supplier:** English Software
- **Price:** £8.95 (cass) £12.95 (disc)

If it's speed and super-sonics you want from a game then look no further. *Elektra Glide* must be the fastest game on the Atari right now — and English Software promise the same speed for the 64 version soon to be released.

Elektra is a driving game without overtaking or pitstops. It's more in the Mad Max mode. A desperate race against time and hazards — like spinning cubes and bouncing balls which look like refugees from *The Prisoner*. And there's a jet which drops electrostatic columns to block the road ahead of your speeding car just to add to your problems. Oh yes,

there's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game — one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead — which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across — selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscape graphics.

The scrolling is extremely fast and super smooth — matching the classic *Drop Zone* for sheer

speed.

When it comes to playability the game is more for your soul than to provide an out and out arcade challenge. There's no running score totaliser, or a hi-score to measure your achievements against in the Atari version — but it will be added to the C64 game.

The jet which swoops overhead to beam down the dangerous electro-columns is an original touch. And the sound it makes as it blasts overhead is brilliant! Listen for it as you play.

Elektra Glide is superbly presented and looks extremely stylish — we rate it as the second best Atari game released this year. First? *Drop Zone* of course!

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

REVS

- **Machine:** C64/128
- **Supplier:** Firebird
- **Price:** £14.95 (cassette) £17.95 (disc)

Acornsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home micro.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin running as they speed for position in the conversion by Firebird.

Revs gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the wing settings angled

for maximum grip, your initial test of skill is to manoeuvre through the chicane — your first corner.

This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers,

each with their own characteristics, jockeying for position in your rear view mirrors.

Revs is in a completely different league to most race games. Don't expect to lean on the joystick and attain a new lap record on your first outing.

● Graphics	10
● Sound	7
● Value	8
● Playability	9



SABRE WOLF

- **Machine:** CBM 64
- **Supplier:** Ultimate/Firebird
- **Price:** £9.95

If we waited a long time for *Underwulde* to make it onto the Commodore, then it's been an eternity waiting for the excellent *Sabre Wolf*. Again it's worth it.

The Ultimate format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly never-ending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

Sabre Wolf is a classic game. Buy it. Enjoy it, and tell your friends.

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

UNDERWULDE

- **Machine:** CBM 64
- **Supplier:** Ultimate/Firebird
- **Price:** £9.95

When *C+VG* reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underwulde is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the *Underwulde*.

The idea of the game is to escape from the *Underwulde* by climbing through various levels, using the objects scattered around the many screens and avoid the multitude of perils.

Underwulde is excellent fun and great value. Firebird has done a good job with the conversion.

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

SHE'S COMING

TWISTER



System 3

Available for

Spectrum 48k, CBM 64/128, All Amstrads, All
48k Ataris, Atari ST, BBC B, MSX

ALL TAPES AT 7.50

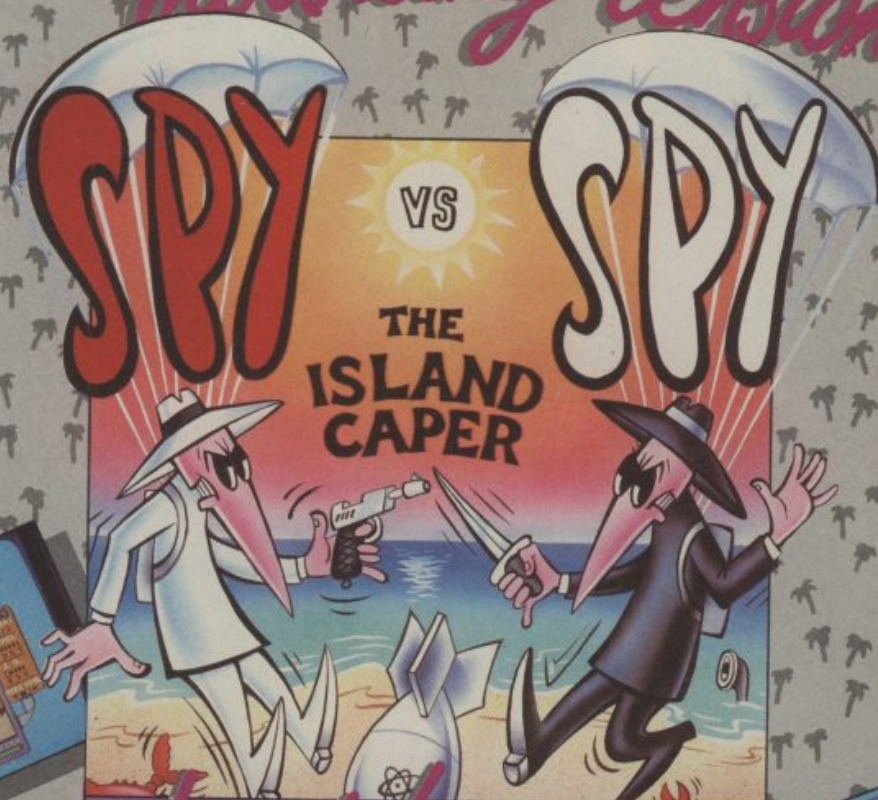
Amstrad, CBM 64/128, All 48k Ataris

ALL GAMES ON DISK 10.99

Atari ST (Disk only) **21.50**

SYSTEM 3 SOFTWARE SOUTHBANK HOUSE BLACK PRINCE ROAD LONDON SE1 7SJ
TELEPHONE: 01-735 8171 TELEX: 295555 LSPG

*If you can't stand
adventure, skulduggery &
mounting tension*



don't buy it.

If you accept this mission, then you will have to battle with the elements and overcome the many natural hazards that await you on Spy Island. Real time animation, seven levels of difficulty, full scrolling screens. Simul vision (TM)

Simul play (TM)/2 players can play at the same time, shark attacks, quick sand, punji stakes, snare pits, fire bombs, napalm and sword fights etc.

Make this your toughest challenge so far. The most challenging, most exciting.

FOR ALL ATARI COMPUTERS: 400/800/XL/XE WITH MIN 48K RAM

non stop action strategy game available now for your Atari 1 or 2 players option.

Cassette £9.95. Disc £14.95.

Available from all good computer software stores, or post free from **Databyte, Suite 31A, Grove Terrace, Highgate Road, London NW5 1PL. Telephone 01-482 1755.**

Spy vs Spy II The Island Caper is a trademark of First Star Inc. Spy vs Spy is a trademark of E.C. Publications Inc. Both used with permission. Distributed by Databyte under licence from First Star Inc. Distribution arranged by International Computer Group.



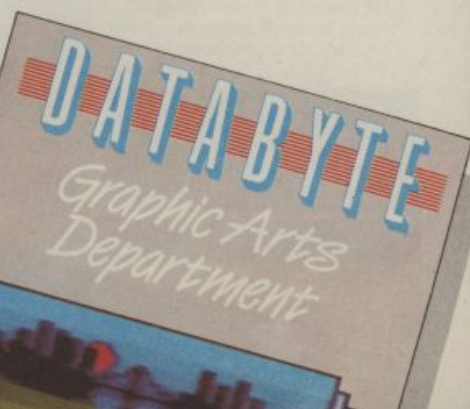
Atari is a trade mark of Atari Corporation

DATABYTE

Power to your palette

The Graphic Art Department is the most powerful, most versatile graphics design program available for the Atari Home Computers. It's simplicity of use make it a joy for people of all ages to paint with. It has more than 30 different commands to choose from. An incredible 128 different colours can be used in any one picture. A three stage Zoom feature allows one the ability to do very detailed and intricate work.

Other features include: the use of text in your pictures, 40 different brush patterns, a brush editor to create your own brush patterns, character editor, circle draw, brush speed control, mirror and you can even obtain a printout of your pictures. These are just a few of the many fine features to be found in the GAD. Ask your dealer for a demonstration now. **Disc: £29.95**





- ALL GAMES GUARANTEED IN STOCK
- FREEPOST ORDER FORM
- 5% DISCOUNT ON ORDERS OVER £40.00
- FREE SECURICOR DELIVERY OVER £40.00



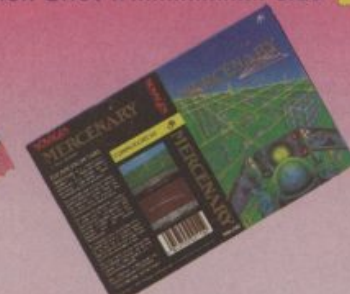
TICK		TICK		TICK	
SPECTRUM		COMMODORE		AMSTRAD	
Commando	5.95	Commando	6.70	Starion	7.95
Deathwake	5.95	Rambo	6.70	Worm in Paradise	7.50
Zoids	5.95	Fight Night	7.50	Exploding Fist	7.95
Barry McGuigan	5.95	Little Computer People	7.50	Gyroscope	6.70
Artstudio	11.20	Young Ones	5.95	Sabre Wulf	7.50
Transformers	5.95	Zorro	7.50	Nightshade	7.50
Gunfright	6.70	Skool Daze	6.25	Sold A Million	7.50
Lord of the Rings	11.20	Outlaws	7.50	Hypersports	6.70
International Karate	4.50	Goonies	7.50	Barry McGuigan	7.50
Ruinstone	5.95	Yabba Dabba Doo	5.95	Zorro	7.50
Rasputin	5.95	Mercenary	7.50	Who Dares Wins II	6.70
Impossible Mission	5.95	Blade Runner	6.70	Deathwake	5.95
Bounty Bob	5.95	Reds	7.50		
Elite	11.20	Enigma Force	7.50		
Panzer-Drome	5.95	Ball Blazer	7.50		
Tomohawk	7.50	Arc of Yesod	6.70		
Rambo	5.95	Gyroscope	6.70		
Yie Ar Kung Fu	5.95	Crazy Comets	5.95		
Their Finest Hour	7.50	Transformers	6.70		
Beach Head II	5.95	Quake One	7.45		
Neverending Story	7.50	Friday 13th	6.70		
Schizophrenia	5.95	Neverending Story	7.50		
Worm in Paradise	5.95	Superman	7.50		
I Think	5.95	Wild West	7.50		
Saboteur	6.70	Starion	7.50		
Miki	5.95	Hall of Fame	7.50		
Blade Runner	5.95	Deathwake	5.95		
Swords & Sorcery	7.50	Scalectrix	5.95		

ATARI

Goonies	7.50
Zorro	7.50
Hacker	7.50
Electraglide	6.70
Mercenary	7.95
Up 'n' Down	7.95
Ball Blazer	7.95
Tapper	7.95
Drop Zone	7.95
Gt. American Road Race	7.95

Peripherals

1. Datek Micro Stick	10.95
2. Quick Shot II	6.25



Name	
Address	
Cheque/P.O.	

SEND ORDER TO
FREEPOST,
UNITSOFT
MADEIRA HOUSE,
31 OSWALD STREET,
GLASGOW G1 4QRT

A CUNNING FOE WHO KNOWS NO FEAR



DESERT FOX



CBM64/128

The cunning Desert Fox, the wily Rommel, is on the rampage, sweeping across the desert sands, laying low the allied forces and swarming through allied territory. It is on your shoulders Lone Wolf, to halt the progress of this awesome foe and rescue the North Africa campaign from his grasp. Step forward with the courage of a fearless leader in face to

face conflict with his ground and air attacks. Be as wise and as cautious as the most battle hardened general in planning your strategy and calculating your tactics to rescue your supply depots. In short Lone Wolf, if you fail in your destiny as the complete warrior, the final conflict – a head to head tank duel with the mighty Desert Fox himself – will be your last.

REALISTIC VOICE SIMULATION

Listen in on enemy radio messages, plan your tactics to combat their manoeuvres.



Stuka attack: Keep a close eye on your radar, an early warning will give you some chance against the enemy stuka attacks



Convoy: Protect your convoys from aerial bombardment at all costs, without their supplies your depots will fail. But in your eagerness watch out for the allied Spillfires.



Map: Be wise in your campaign strategy, protect those depots in danger from enemy forces, rally your firepower to it's most destructive effect.



Ambush: The valley is infested with enemy forces but no matter reach the other side you must. Good luck and happy shooting.

U.S. Gold Limited, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 8881

J R SOFTWARE

5Brookes Court Baldwin Gardens London EC1
Telephone: 01-242 5409

All orders despatched immediately*

SPECTRUM	JR	COM. 64	JR	AMSTRAD	JR
BATTLE FOR PLANETS	Price 7.40	NIGHT SHADE	Price 7.40	"V"	6.80
SIR FRED	7.40	OUTLAWS	7.40	STREET HAWK	6.80
3 WEEKS IN PARADISE	7.40	DRAGON SKULLE	7.40	KNIGHT	6.80
KING FUN	5.40	RAMBO	6.80	SPITFIRE 40	7.40
INT. KARATE	4.75	NEVER ENDING STORY	7.40	SKYFOX	6.80
SHAD. OF THE UNICORN	11.30	MONTY ON THE RUN	7.40	TAU CETI	7.40
SABOTEUR	6.60	UNDER WURLOE	7.40	WHO DARES WINS	6.80
CRITICAL MASS	5.95	RACING DEST. SET	9.80	ELITE	11.30
WS BASKETBALL	5.95	MERCENARY	7.40	WORM IN PARADISE	7.40
SUPERBOWL	5.95	STAR EVENTS	6.80	BOULDERDASH	7.40
WORM IN PARADISE	7.40	FRIDAY 13th	6.80	DYNAMITE DAN	7.40
FRIDAY 13th	6.80	WORM IN PARADISE	7.40	FRIDAY 13th	6.80
RAMBO	5.95	COMP PEOPLE	7.40		
ELITE	11.30	B.MAC BOXING	7.40		
COMMANDO	5.95	EVIL CROWN	7.40		
TAU CETI	7.40	OUTLAWS	7.40		
EXPLODING FIST	6.60	THE FORCE	7.40		
SUPERTEST	5.20	GERRY THE GEN.	5.95		
EVIL CROWN	7.40	SCALELECTRIC	12.95		
THE FORCE	7.40	BLADE RUNNER	6.80		
ARENA	7.40	REVS	11.25		
CYBERUN	7.40	"Z"	7.40		
GUN FIGHT	7.40	SUPERMAN	7.40		
SUPERMAN	7.40	ENIGMA FORCE	7.40		
LORD OF THE RINGS	11.75	STAR 101V	7.40		
BACK TO SKOOL	5.15	COMMANDO	7.40		
NOW GAMES II	6.80	ELECTRA GLIDE	6.80		
PANZADROME	5.95	GOONIES	7.40		
SWEET'S WORLD	5.95	ZORRO	7.40		
SKY FOX	6.80	ZODIS	6.80		
INT. RUGBY	5.95	NEXUS	7.45		
ENIGMA FORCE	7.45	MUGSY'S REVENGE	6.80		
BOUNCE	7.45	SPELLUM KARS	7.45		
BLADE RUNNER	6.80	URANIUM	6.80		
THINK	5.95	SPACED OUT	6.80		
REALM OF IMPOSS.	6.60	CAUSE OF CHAOS	6.80		
SPITFIRE 40	7.45	"V"	6.80		
"V"	5.95	STREET HAWK	6.80		
STREET HAWK	5.95	COMIC BAKERY	6.80		
KNIGHT RIDER	5.95	BOUNDER	7.45		
SURF CHAMP	8.50				

Special offer: Comp Pro Joystick £13.50, Konix Speed King £9.50.

Both joysticks have one year guarantee. * If game released.

Send s.a.s. for list, stating which micro. Any cheques/PDs to the following address:

J R SOFTWARE, Dept. CVG2, 5 BROOKES COURT, BALDWIN GARDENS, LONDON EC1

REDNECK McCOY



You'll know he's the real McCoy once
you've sampled an *Atomic Drop*.

ROCK'N WRESTLE



For less than the price of one game

You could get your hands on over 500 great titles!

Please tick the appropriate box:

Please send me more details about the Matrix Club ☐

Please enrol me as a Matrix member. I enclose a cheque for £6 made payable to
Melrica Agencies ☐

My interest is: Spectrum ☐ Commodore ☐ Amstrad ☐ Pop videos ☐

Name _____

Address _____

Post to: **Matrix Membership**, 271 Stansted Road, Bishops Stortford, Herts.
CVG 2

(not to mention pop videos)

With top titles costing anything from £7 upwards to buy, renting
your software from the **Matrix Club** makes very good sense.

Our once only enrolment fee of £6 gives you access to over 500
titles on the Spectrum, Commodore and Amstrad systems including
all your latest favourites.

Added to that is the opportunity to hire top pop videos at similar
low rates, and using the same fast, easy to
operate system.

Use the coupon on the left to receive
full details of membership with no
obligation or enrol now to get a
weeks free hire of one of our classic titles.

MATRIX
SOFTWARE CLUB

ROLLER COASTER

- **Machine:** Spectrum/Amstrad/CBM 64
- **Supplier:** Elite
- **Price:** £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your places please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water-chute in a hollowed out log, brave the dangers of the big wheel — and finally try out the stomach churning Roller Coaster itself!

Now, here's a new twist on the platform format. All the rides work as they would in real life.

The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

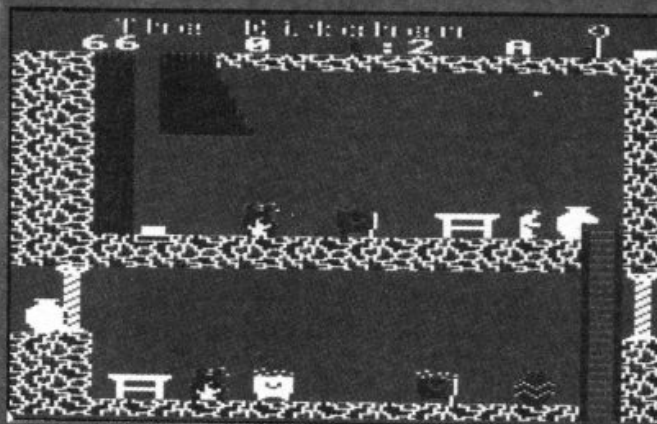
You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "lifeforce".

The graphics are extremely colourful — similar to *Monty* and *JSW* but with extra added pizzazz! Sixty screens worth of pizzazz to be exact.

Ride the *Roller Coaster* just once and you won't want to get off for a long, long time.

- **Graphics** 8
- **Sound** 7
- **Value** 9
- **Playability** 9

CITADEL



- **Machine:** BBC/Electron
- **Supplier:** Superior Software
- **Price:** £9.95 (tape) £11.95 (disc)

Calling any game "The best Arcade Adventure ever" isn't very sensible. For one reason something just a little better will appear eventually, and more importantly, it sounds incredibly false!

Superior have, until now, concentrated on getting programs onto the market in

quantity. Now, thankfully, they have adopted a more agreeable attitude. If they want to be considered as a quality software house, *Citadel* will help a good deal.

On running the program, a pleasant enough title page appears. It is, in fact, one of the best I've seen on the Beeb. "Citadel, Citadel, Citadel," growls the BBC. Gosh! Speech too! Well, no. Not really. After announcing itself in rather tinny tones, the speech clams up.

The game contains 100 screens, all in colour. The idea is to beam yourself to an alien planet, grab a figurine, get back to the teleport, and smash it all to bits; thus avoiding the alien invasion and saving the world. Simple, eh?

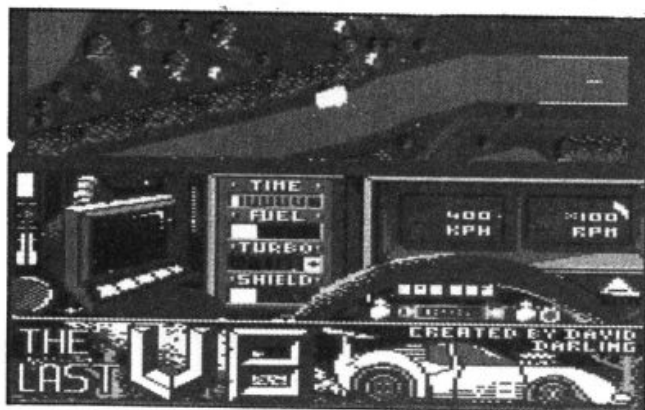
Game play is fast and exciting, with trampolines, rope swings, platforms and elevators to walk over. Death manifests itself in the form of monks, stardust, cannonballs, thorns, big square things, big flashing square things, spotted things on spindly green legs and a few others besides.

Superior have backed the game with yet another competition. The first person to complete the game gets a cool 200 greenbacks and a plaque. Also, three crowns have been hidden in hard-to-reach locations. The first person to tell Superior where two of the three can be found gets £100.

Citadel is fun to play, and allows extensive exploration without having to complete a sticky problem to reach the next screen. It represents good value for money, even if you don't win the competition!

- **Graphics** 8
- **Sound** 8
- **Value** 7
- **Playability** 10

THE LAST V8



- **Machine:** CBM 64
- **Supplier:** Mastertronic
- **Price:** £2.95

Great sound — shame about the game! This release in Mastertronic's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling. But game play doesn't match up to the frills.

The basic theme of the game

is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was *The Last V8*. This is a real super-car, shielded from radiation, computerised and powerful.

And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still danger on the surface.

Unexploded nuke-warheads which detonate from time to time. Fortunately your car warns you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

Your V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you first load the game. Practice might just make you a better driver — should you wish to persevere with the game...

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off...

V8 is a nicely presented program — but without much substance.

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 5

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

What's this? Ultimate meets Jeff Minter? Something must be wrong here. The latest Ultimate release isn't an arcade adventure — it's an out and out shoot 'em up.

In a big departure from their normal style, Ultimate has sprung a surprise on their public with *Imhotep*.

Several people played this game for several hours just to discover if there was more to it than blasting your way across an Egyptian landscape. *Defender* style. But, surprisingly, that seems to be it.

The game is packaged in the normal Ultimate style leading you to believe that it's a regular adventure — but it isn't.

The theme — described in Ultimate's normal mysterious style — is this. Zoser, Pharaoh of all Egypt, is having a tough time. His lands are drying up and the peasants are revolting. Zoser turns to Imhotep the Wise for help in ending the famine.

Imhotep starts out on a quest to find Thoth the only person who can end the drought which is causing the famine.

He begins by flying on a mystic bird armed with mystic power-bolts which he must use

▶ CONTINUED FROM PAGE 24

GEOFF CAPES STRONGMAN

- **Machine:** Amstrad
- **Supplier:** Martech
- **Price:** £8.95

What are you — man or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyway, generally squeaking, we're a tough, rough lot at C+VG, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brawn without brain?

Each muscle contains a gauge to show how fit it is and how much energy is available.

Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, fairground bell and sumo wrestling.

Between each event there is a short rest period which you can re-distribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, lifted above many of its rivals by the need

to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, CBM 64, BBC B, Electron, MSX and Atari.

- **Graphics**
- **Sound**
- **Value**
- **Playability**

8
7
8
8



ACE

- **Machine:** CBM 64
- **Supplier:** Cascade Games
- **Price:** £9.95

There are flight simulations and there are flight simulations. And then there's Ace.

Digital Integration's *Fighter Pilot* has been widely acknowledged as the best of the bunch but that accolade must now go to Ace.

Not that there is anything stunningly new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

- **Graphics**
- **Sound**
- **Value**
- **Playability**

8
8
9
9

to blast other flying enemies riding on what look like broomsticks. But maybe they are mystic birds too.

Other hazards include catapults which fire stones at you. It appears these stones can hit you anywhere — despite the fact that they appear in the distance and grow larger. Small or big, if you're in front of them when they appear, you lose a life.

As you progress through the game you come up against other hurtling hazards — which all serve to make your life as Imhotep that much harder.

You have to amass 10,000

points with just five lives — to move from level two — where the game always seems to start for some reason.

All Ultimate would say when we quizzed them about the game was that "it gets harder". Hmmm.

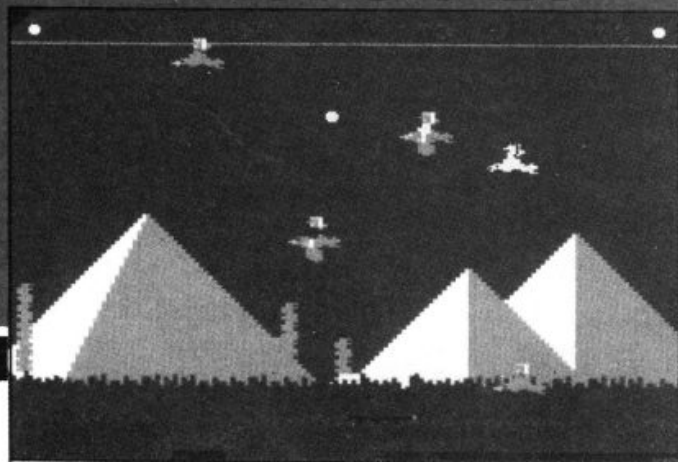
Ultimate have made a brave step away from their traditional style — but in the wrong direction.

Try again Ultimate!

- **Graphics**
- **Sound**
- **Value**
- **Playability**

6
7
6
7

IMHOTEP



- **Machine:** CBM 64
- **Supplier:** Rhino
- **Price:** £9.95

There's always room for another good shoot 'em up and Z — pronounced Zee — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a big enough hole to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter as experienced as Z — that's you — can destroy the system before things really get out of control.

The game features multi-directional wrap around scrolling screens with some stylish

arcade game style backgrounds. Some sectors have a lunar backdrop, others a *Paradroid* style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

Z comes from Chris Butler, the programmer who brought you *Hypercircuit* which became something of a cult game among 64 owners. Z should do just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

- **Graphics**
- **Sound**
- **Value**
- **Playability**

9
8
8
9

● CONTINUES ON PAGE 32 ►

ENDURANCE RACING

Machine: Spectrum
Supplier: CRL
Price: £7.95

From the programmers who brought you CRL's popular *Formula One* team-manager simulation comes *Endurance Racing* — which does the same thing for long distance motorcycling racing.

You have to look after a team or teams of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team, the selection of riders, the turning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during many pit stops as on racing ability of riders.

A crash may not be terminal. If your rider can ride or push the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise your own team, selecting your

team name, bike type, colour, numbers and rider names.

Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g. etc.

Throughout the race the first six bikes are displayed on the score-board and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance he had covered are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select keys and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

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

VECTRON

● **Machine:** Spectrum
● **Supplier:** Insight
● **Price:** £7.95

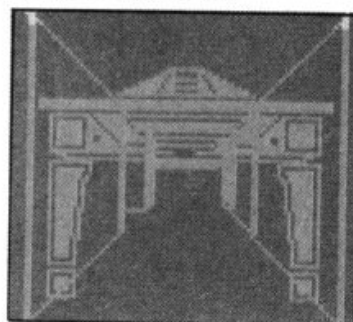
Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review . . .

This is the second game we've seen which is based around themes from that terrific Disney movie *Tron*.

You and your Spectrum have been transported to a maze like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two-legged space-craft featured in the *Tron* movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY clever you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

The sound — especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

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

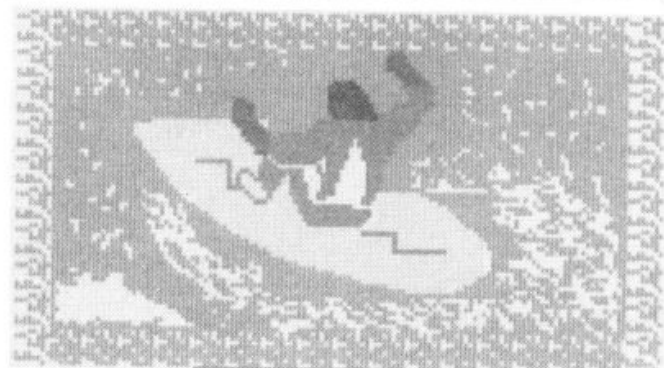
SURF CHAMP

● **Machine:** Spectrum
● **Supplier:** New Concepts
● **Price:** £11.95

Irish software house New Concepts are out to make waves with *Surf Champ* and its revolutionary surfboard-shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the



waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key, the screen changes to a close

up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from *Surf Champ*.

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

VIDEO DARTS

● **Machine:** CBM 64
● **Supplier:** Zion Systems
● **Price:** £7.95

Video Darts is about as exciting as a stale pint of beer with a stubbed out cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained therefore removing the slightest challenge from the game.

The graphics, considering the superb animation now available on other Commodore games, are extraordinarily crude — a standard equally matched by the packaging.

The music, a grating rendition of *Roll Out the Barrel*.

But the real killer is the price — £7.95. Can Zion be serious?

● Graphics	3
● Sound	3
● Value	3
● Playability	3

▶ CONTINUED FROM PAGE 31

● CONTINUES ON PAGE 35 ▶

ATARI 1050 DISK DRIVE

WITH FREE SOFTWARE

WORTH £34.98

SAVE
£70

PREVIOUS PRICE £199



NOW ONLY

£129

OR 12 MONTHS AT £12.46

POWER

WITHOUT THE PRICE

NEWS FOR ATARI 8-BIT COMPUTER OWNERS

Silica Shop, the UK's leading Atari specialists, based in Sidcup Kent have announced a massive drop in the price of the Atari 1050 Disk Drive. The 1050 is compatible for use with the Atari 400/800 and XL/XE computers and allows access to a range of over 450 disk-based software titles. The 1050 comes with DOS 2.5, and can also be used with other Atari Disk Operating Systems, making it compatible with the complete range of Atari Corp and Third Party software for Atari 8-bit computers. The addition of a disk drive is a great enhancement to any computer system, increasing storage facilities and cutting information access time to seconds instead of the minutes taken

by the 410 or 1010 data recorders. Many professional/business programs are only available on disk and not cassette. Until now, only a small proportion of Atari Computer owners have been able to benefit from the power and speed of the 1050. Now Silica are pleased to be able to offer the 1050 at a new low price of only £129 including VAT and FREE delivery. We also offer credit facilities allowing Atari owners to purchase it over 12 months for only £12.46 per month. The total purchase price over 12 months, with interest at a flat rate of only 16%, is only 12 x £12.46 = £149.52 (APR 32.3%). There has never been a better time for Atari owners to buy a Disk Drive!

SUPERB TECHNICAL SPECIFICATIONS

The 1050 is a dual density disk drive. This refers to the amount of information that can be stored on a single side of a disk. Three things determine the density of a particular disk format: The number of bytes in each sector, the number of sectors per track and the number of tracks per disk. Single Density formats give eighteen 128 byte sectors on each of their 40 tracks, thus giving a total capacity of 18 x 128 x 40 = 92,160 bytes. Double Density formats give sectors that are twice as large as the single density sectors and are capable of holding 256 bytes on each sector. This yields a capacity of 184 kilobytes per disk. There is also a third format, Dual Density which is the one used by Atari's new 1050 Disk Drive with DOS 3 and DOS 2.5. It has 26 of the 128 byte sectors on each of its 40 tracks, giving a total capacity of 133 kilobytes, which after formatting comes down to 127K. The 1050 is capable of running disks formatted in either single or dual density and can run either DOS 2, DOS 2.5, or DOS 3, making this makes the machine completely compatible with all of the previous old style software. The 1050 is compatible with the 400/800 and the new XL/XE series of Atari computers. However, if you run a 400 or 800 you would need to already have at least 32K RAM of memory in your computer. The 1050 has a built-in 6507 micro processor and an onboard ROM operating system for automatic standby capability. It has automatic switching from single to enhanced density modes. It has a 'Disk Busy' indicator and up to 4 disk drives can be controlled at once. Included with the Disk Drive is the Owner's Manual, the DOS 2.5 Master Diskette, Reference Manual, I/O Data cable and Mains Adaptor. The 1050 disk drive comes with everything you need to plug it in and use it immediately.

FREE SOFTWARE

The new price for the 1050 disk Drive is not the only good news for Atari Owners. The Disk Drive now comes with three FREE software titles, in addition to the DOS 2.5 Disk and Manual. The first of these is The Payoff on disk, a new adventure game in which you play the leading role. On the reverse side of this disk is a demonstration program showing Atari's amazing sound and graphics. Also included is Home Filing Manager which will help you organise your files. It allows you to catalogue and file details of books, birthdays, your stamp collection or anything else which would normally require you to use filing cards. The software which comes free with the Disk Drive carries a normal retail price of £34.98 and is as follows:

HOMER FILING MANAGER	£24.99
THE PAY OFF ADVENTURE	£9.99
DOS 2.5 DISK & MANUAL	FREE
SOUND & GRAPHICS DEMO	FREE
Normal cost of FREE software	£34.98

FREE POST & PACKING

Mail Orders to the UK and BFPO are sent from Silica with post and packing FREE. We provide a 24 hour service and aim to despatch orders on the same day that we receive them.

12 MONTH GUARANTEE

The 1050 Disk Drive comes with a full 1 year guarantee. Silica will replace any faulty 1050 Disk Drive with a new unit within this period.

BUY NOW - PAY LATER

To help you to take advantage of the new low price of the 1050 Disk Drive, we have now negotiated favourable credit terms with HFC Trust. You do not need a bank account to take out credit with HFC, and no deposit is required. Repayments can be made by post, standing order, or personally at your local HFC office. If you wish to use these facilities, simply complete and return the coupon below. We will then send you further details and an application form by return of post.

OUR SPECIALIST SERVICE

We are now firmly established as the UK's NUMBER ONE Atari specialists, so when you buy an Atari computer product at Silica you will be fully supported. Our mailings keep you up to date with news of software releases and developments. Our technical support team and sales staff are at the end of the telephone line, to deal with your problems and supply your every need. We aim to stock all available Atari hardware, software, peripherals and accessories. We also stock a wide range of Atari dedicated books and magazines. Here are some of the many facilities we can offer:

- ★ FREE POST & PACKING ON MAIL ORDER
- ★ FREE NEXT DAY SECURICOR DELIVERY
- ★ INFORMATION MAILING SERVICE
- ★ TECHNICAL SUPPORT TEAM
- ★ HIGHLY COMPETITIVE PRICES
- ★ AFTER SALES SUPPORT SERVICE
- ★ REPAIR SERVICE ON ATARI PRODUCTS

ORDER NOW - OR SEND FOR A CREDIT APPLICATION FORM
Silica Shop Limited, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01 309 1111

HOTLINE!

If you can't wait to get your hands on a brand new 1050 Disk Drive for your Atari 8-bit computer and you have a credit card or charge card, phone our hotline now! We accept Access, American Express, Barclaycard, Diners Club, Mastercharge and Visa. Telephone our hotline with your card number and your address details and we will dispatch a disk drive to you TODAY! You can also call the hotline to request a credit application form if you wish to take out credit facilities with HFC Trust.

01-309 1111

1050 ORDER FORM

To: Silica Shop Ltd, Dept CVG 1285
1-4 The Mews, Hatherley Road,
Sidcup, Kent, DA14 4DX

Please send me **1050 Disk Drive(s) at £129 each**

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

☐ I enclose a cheque: for £ (made payable to Silica Shop Ltd)

☐ Please debit my credit card:
CREDIT CARD NUMBER: £
We accept: Access, American Express, Barclaycard, Diners Club, Mastercharge, Visa

☐ I wish to pay by credit: (12 monthly credit instalments)
Please send me written details and an application form



AMSTRAD £8.95

ZX SPECTRUM £7.95



COMMODORE 64 £8.95

Yie Ar KUNG~FU

THE ARCADE SMASH COMES HOME!



Konami

Imagine Software is available from:  WHSMITH,  John Menzies, **WOOLWORTH**, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.

Imagine Software (1984) Limited • 6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

FRIDAY THE 13TH

● **Machine:** CBM 64, Spectrum, Amstrad

● **Supplier:** Domark

● **Price:** £8.95

We're not trying to shock, protests Domark at suggestions of bad taste surrounding the advertising of *Friday the 13th*, just trying to get attention.

Really? Their advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

EMAP, publishers of *C+VG*, originally had doubts whether to publish the ad. Menzies, the newsagent chain, even insisted the cover art work be changed before it would be displayed.

Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, slashed and stabbed himself into film notoriety, is bound to attract the odd criticism. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity

may be sickeningly bloody and gory, but the game isn't.

Blood-curdling screams — at least on the Commodore version — are as bad as it gets.

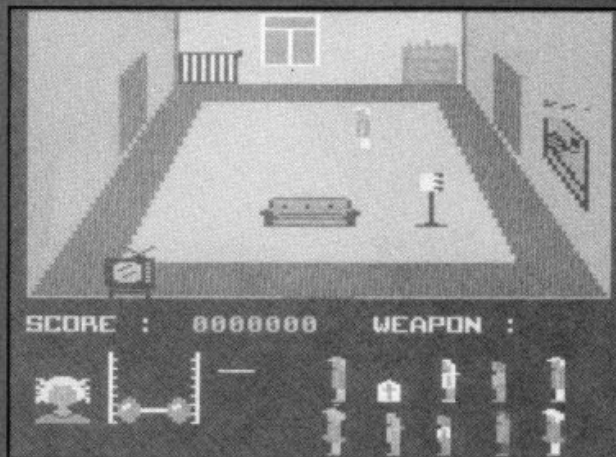
Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have arrived on holiday.

He appears to be just one of the normal holidaymakers at the camp — until he attacks you/or the others with an axe. You have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rating — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the



screen. Strength is indicated by a dumbbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite why, we can't work out.

Friday the 13th is not a computer "nasty" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

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

THINK!

BLITZ
GAME

● **Machine:** Spectrum

● **Supplier:** Ariolasoft

● **Price:** £7.95

Think! I thought. I moved. I lost. But was I disappointed? Not one jot.

Ariolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think!* And it's British, designed by the brains at Tigress Marketing.

Think! contains that all too rarely found quality: a new and simple idea cleverly executed.

Basically, *Think!* is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid

everything in that line or column is moved along — including the spaces. Get the idea?

One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

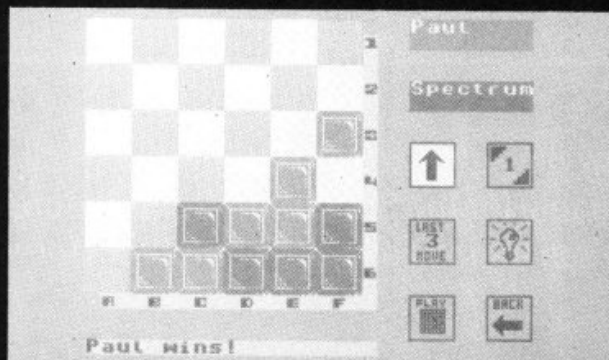
There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

Think! is instantly playable,

brilliantly simple and lastingly addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

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



AXIS ASSASSIN

● **Machine:** CBM 64/Atari

● **Supplier:** Ariolasoft

● **Price:** £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Axis Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters, drones, spores and exterminators.

Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

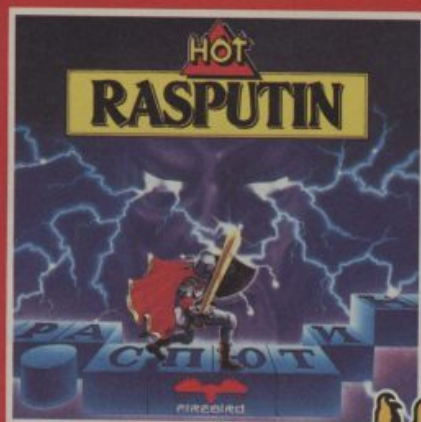
Summing up, there's nothing really wrong with *Axis Assassin* but there's no real reason why anybody should make time to play it.

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

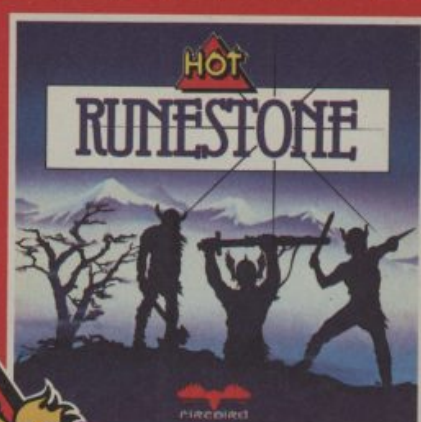
► CONTINUED FROM PAGE 32

● ENDS ◀

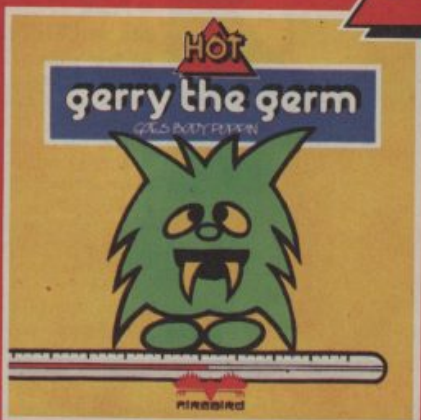
DYNAMITE!



Ivan the Crusader's epic quest to end Rasputin's evil reign puts this isometric multi room arcade adventure in a world of its own.



The evil Orcs ravage the land of Belorn – you control the only characters who can save it. Stunning landscapes plus intriguing adventure in 'Venturescope'.



Crazy multi-screen adventure – failed Germ Gerry proves his worth by laying waste to his victim's body – until he reaches the heart...



Ted's Great Summer Blow-Out – over 40 whacky screens as he tries to avoid sunstroke, drinks like a fish and blows all his hard-earned money!

Four great, sizzling games from Firebird – the all-new Hot Range. Available for the Spectrum, Commodore 64 and Amstrad – see them at all good computer stores now!



firebird
FIREBIRD SOFTWARE WELLINGTON HOUSE
UPPER ST. MARTIN'S LANE LONDON WC2H 9DL

MAIL ORDER

Please state name of game, machine, cassette or disk and quantity required. Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, *FREEPOST FIREBIRD, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL.

*No stamp required.

GYROSCOPE COMPETITION



Koronis Rift Competition

Okay, so you think you're good. Quick thinking, fast reactions, a master of joystick gyrating. The perfect computer gamester. Well we're giving you a chance to put those skills to the test. We've got 50 copies of Gyroscope from Melbourne House up for grabs as prizes in another great C+VG competition which will put you into a spin.

A gyroscope — it looks like a little spinning top — is a disc or wheel mounted to that it is able to rotate about any axis. When spinning and left undisturbed it will maintain its direction in space independently of the game. In the game you control the gyroscope down five different courses, avoiding aliens, magnets, negotiating narrow ledges and avoiding pits. Difficult and demanding, we think you'll love Gyroscope. So here's how you can win the game, which is available for the Commodore, Spectrum, Amstrad and BBC B.

Hidden in the word square below are the names of five Melbourne House games. Find them and send your answers to C+VG.

A	A	B	D	R	C	A	D	V	U	T	S	E	L	M
L	G	Y	R	O	S	C	O	P	E	R	Q	K	M	N
O	B	C	C	B	J	E	I	K	F	G	H	J	G	H
R	L	B	Z	N	S	H	A	M	T	S	K	F	E	J
D	A	V	W	R	I	N	G	F	P	Q	R	I	N	O
O	F	T	H	E	R	I	H	F	G	H	F	J	U	K
X	W	F	Z	E	X	N	G	W	A	R	L	Z	P	O
X	E	W	Y	H	T	I	N	G	W	A	R	L	Z	P
F	I	G	Z	P	L	D	S	V	R	O	Q	M	N	W
A	U	B	C	E	F	S	V	R	O	Q	M	N	W	X
T	V	B	C	E	F	S	V	R	O	Q	M	N	W	X

C+VG/MELBOURNE HOUSE GYROSCOPE COMPETITION

Name _____

Address _____

Please tick the correct box for your computer.
 CBM 64 ☐ Spectrum ☐ Amstrad ☐ BBC ☐

Send your answers to Computer and Video Games, Gyroscope Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

Koronis Rift — the legendary weapons testing ground of the Ancients. For every scavenger and get-rich-quick merchant in the Cosmos, this fabled hiding place of technological treasures would offer the key to power and wealth beyond the dreams of avarice.

And now those dreams are about to become reality for you.

Wandering through the galaxy earning a living as a techno-scavenger, you discover the Koronis. Its treasures are for the taking... if you dare!

Koronis Rift is the latest action strategy game from Activision, following hot on the heels of *Rescue on Fractalus* and *Ballblazer*. And thanks to Activision, C+VG has got 30 copies of the Commodore 64 game for you to win.

All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to C+VG.

Koronis Rift is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the *Star Wars* film adventures. The questions are all about the films of George Lucas.

- 1) Name the two other films in the *Star Wars* trilogy _____
- 2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name? _____
- 3) George Lucas and a Hollywood director combined their talents to produce a hugely successful action adventure film starring Harrison Ford. What was the film called? _____

C+VG/ACTIVISION KORONIS RIFT COMPETITION

Name..... Address.....

Send your answers to C+VG, Koronis Rift Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

MIRROSOFT

FLEET STREET

CITY OF LONDON EC4

Editor

Welcome to the world of personal publishing on your BBC Micro!

FLEET STREET EDITOR gives you everything you need to produce professional-looking printed materials – in one package!

The different stages in newspaper and other types of print production processes are represented by the six different 'departments' in the program. By following these stages through the program and comprehensive manual, you can blend text and graphics to produce printed materials for a wide range of applications.

Whatever information you want to communicate, **FLEET STREET EDITOR** will make your task easier and more enjoyable... and save you money!

That's right – **FLEET STREET EDITOR** not only provides you with a complete publishing package. As part of the package, you also receive valuable money-off coupons for Cumana disk drives and Touch-Pads and for Mannesmann-Tally dot-matrix printers.

Just £39.95 including VAT!

A QUICK TOUR ROUND THE DEPARTMENTS

Each Fleet Street Editor page is constructed as a series of panels, with up to 8 panels per A4 page. Here's where you construct those panels:



GRAPHICS LIBRARY

200K (about 400 pieces) of ready-to-use art – illustrations, symbols, and display typefaces which can be incorporated into your own work.



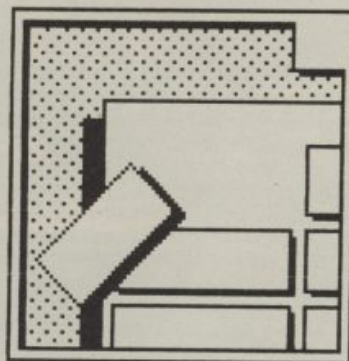
STUDIO

Where you modify existing art from the Library or your own collection, or create your own. All the graphics in the Library were created here.



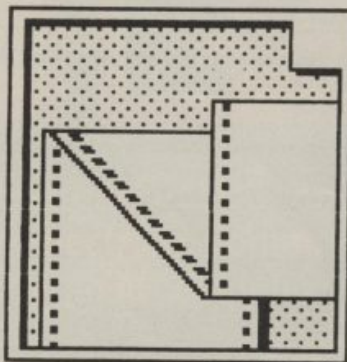
COPYDESK

Input your text here, using either the program's word processor or existing View or Wordwise files, and watch it wrap automatically round your graphics. Use different fonts, too.



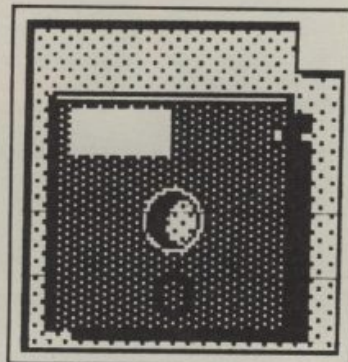
PAGE MAKE-UP

Define the format for your page and construct it from the catalogue of panels you've built up. Some panels are provided ready-made for you to experiment with.



PREVIEW AND PRINT

Preview a reduced representation of your completed page on screen, approve it, and send it to your printer using one of the built-in printer-drivers – you can write your own, too.



ADMINISTRATION

Set up the program to suit your system configuration, format disks, integrate graphics from most Mode 4 programs, and further manipulate Fleet Street Editor files.

FLEET STREET EDITOR

Issue No. 1

January 1986

GIVES YOU WORDS ... AND PICTURES

In any way you wish - together

or separately ...



If you find yourself in the newsheet hotseat...

Fleet Street Editor is the personal publishing package you must have.

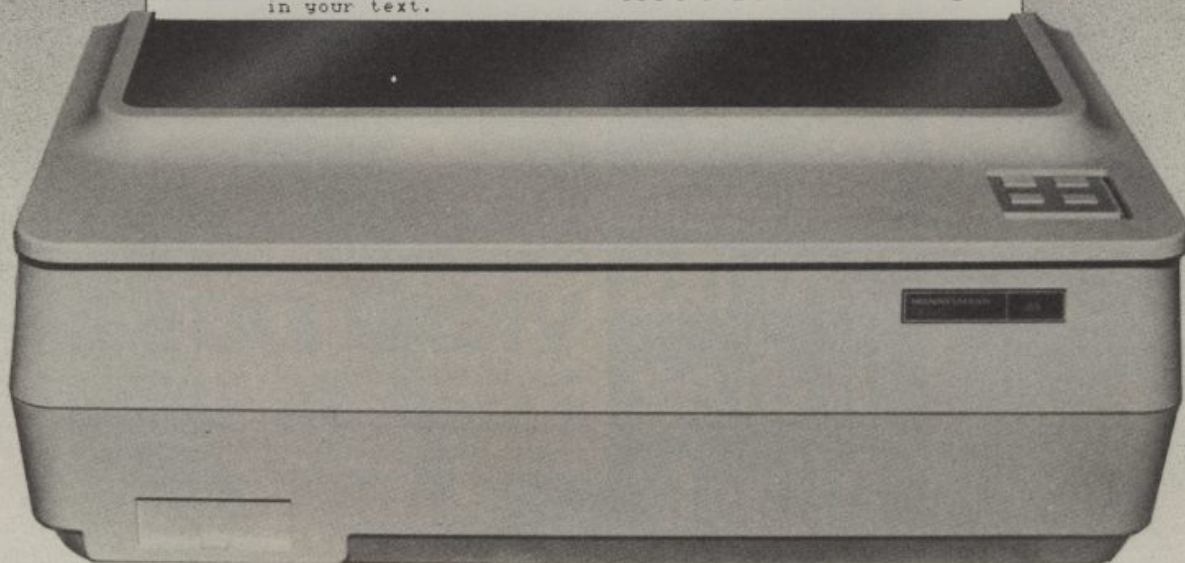


You can use text in many ways: regular, **bold**, **inverse** and, of course, with fancy

All this, and more, can be done in this one package - with nothing extra to buy!

Headlines & Titles
in your text.

Mirrorsoft



THE FIRST EDITION

Publication: January 23rd 1986

The minimum equipment you need to become a FLEET STREET EDITOR is:

- * BBC Model B with disk interface
- * 40 track single-sided disk drive
- * Dot matrix printer capable of 640 dot bit image mode and true descenders
- * Monochrome monitor or TV

You can configure the program to any type of drive combination via the Administration department.

FLEET STREET EDITOR is supplied on two disks - one containing the program and one containing the graphics library. These are formulated in different ways for different drive configurations, so take care when ordering or buying FLEET STREET EDITOR that it matches your current system. Upgrades are available.

The registration card supplied in the back of the manual, when completed and returned to us, will ensure you receive details of new software designed to enhance your FLEET STREET EDITOR.

Complete the coupon and return it to us for a detailed brochure or to place a firm order. FLEET STREET EDITOR should also be available from good software stockists everywhere.

ORDERS

Please tick

I would like to order FLEET STREET EDITOR. ☐

My disk system is as follows:

I enclose my cheque No. _____ for £39.95 OR
Please debit my Access/Visa account no.

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Signature _____

Please allow 21 days for delivery

INFORMATION

Please tick

Please send your detailed brochure on
FLEET STREET EDITOR ☐

Name _____

Address _____

Post code _____

MIRRORSOFT LTD, FREEPOST BS4382, Paulton,
Bristol BS18 5BR

MIRRORSOFT LTD FREEPOST BS4382, Paulton, Bristol BS18 5BR (no stamp needed)

THE ERROR

FORWARD WITH BRITAIN

COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the C+VG IDEAS CORP penthouse offices there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition thanks to Mirrorsoft.

If you produce a computer related magazine at your school, or at your local computer club, or even if you just produce your own fanzine along with a few friends, you should enter the C+VG Fanzine of the Year competition.

Winners will get a really neat bit of software from Mirrorsoft, a neat bit of hardware from Kumana plus a trip around the Daily Mirror HQ in London.*

The software is **Fleet Street Editor**, a terrific package which enables you to write, layout and print your own magazine all with just the aid of a trusty BBC.

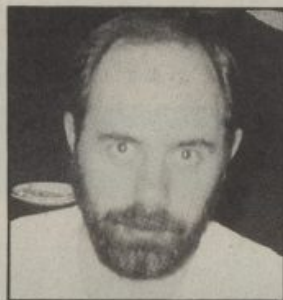
Fleet Street Editor is a mixture of a word processor, graphics package and design utility all wrapped into one. And it's just what every budding magazine editor needs to produce a high quality product...

The package includes all the major "departments" that any magazine or newspaper needs to operate — the graphics library, the copy desk, the design studio, page make up and, of course, printing.

Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition —



Drunks in drag hijack a bus

which is April 16th 1986.

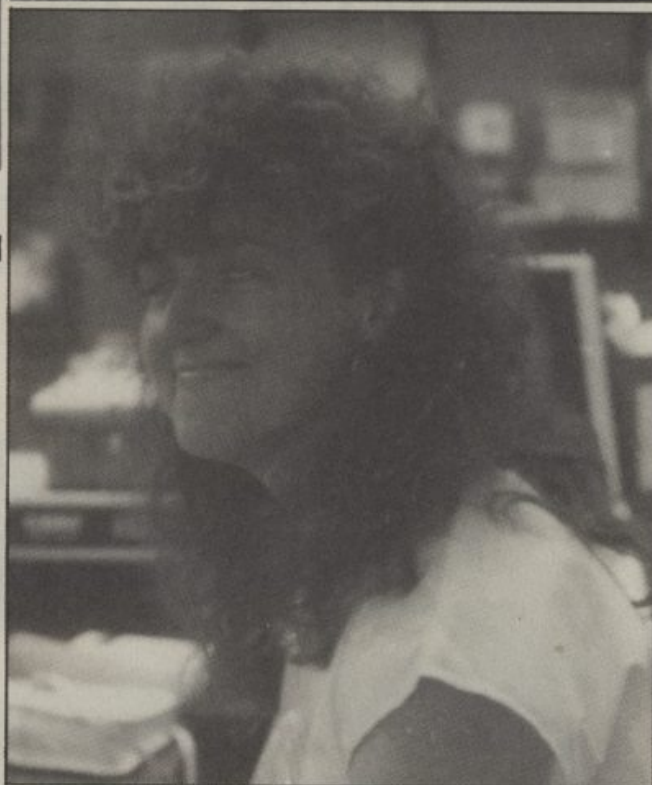
We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the C+VG Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of C+VG, and representatives of Mirrorsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!

*Subject to availability

WORLD EXCLUSIVE



VICAR EATS TART

Father Dezmund O'Herlihy — age 56 — of Nether Wallop was admitted to casualty last evening after surviving a horrifying ordeal at the village fête.

The incident occurred after the judging of the "Christmas Edibles" entries. Father O'Herlihy awarded first prize to Edith Crunch and proceed to consume the entire 12inch diameter pie.

"I didn't think anyone would mind," the stunned vicar was

heard to groan as he was wheeled away from the furious crowd.

Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.

Father O'Herlihy has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.

Here's a brief look at the things you'll be able to do with Mirrorsoft's terrific **Fleet Street Editor** package.

- **GRAPHICS LIBRARY:** A collection of illustrations, symbols, and typefaces which can be incorporated into your own work.
- **STUDIO:** A drawing package on which the art provided in the Graphics Library has been produced. You can also use it to modify existing art, either from the Graphics Library or

from collections you have created yourself, or create your own.

- **COPYDESK:** A simple word processor for entering text on to a page panel and wrapping it around any graphics you may have already created for that panel.
- **PAGE MAKE-UP:** Defining the format you want your page to take and constructing the page from the panels you have created.

- **PREVIEW AND PRINT:** Provides a reduced representation of your completed page on screen and enables you to send the page to your printer.
- **ADMINISTRATION:** The 'housekeeping' department. This is where you set the program up to suit your particular equipment, prepare blank disks for use, and integrate graphics created under another program or system.

C+VG/MIRRORSOFT FLEET STREET EDITOR COMPETITION

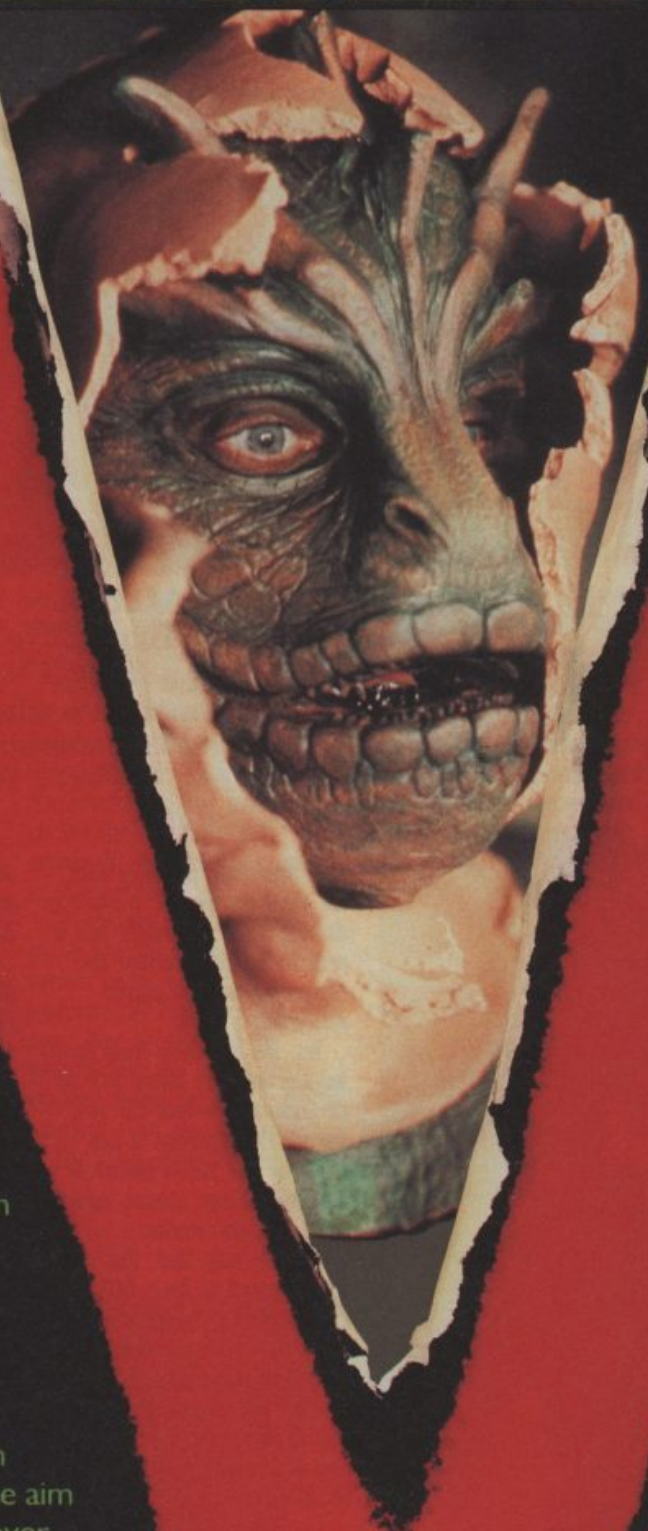
Name

Address

Age

Title of magazine

Category (tick box) SCHOOL ☐ CLUB/USER GROUP ☐ INDEPENDENT ☐



V The T.V.
science fiction
series invades your
home computer.

Earth is visited by
seemingly human
aliens...

These reptiles soon
reveal their ultimate aim
however...to take over
Earth and enslave its
population...

SPECTRUM 48K

£7.95

SPECTRUM 48K

ocean

Ocean Software is available from selected branches of
WHSMITH, John Menzies, WOOLWORTH,
LASKYS, Rumbelows, Greens.
Spectrum Shops and all good software dealers.
Trade enquiries welcome.

V ...Your
mission as
resistance leader
Michael Donovan is
to seek and destroy
their Mother Ship
using all the skills
and weaponry at
your command.

All-action, multi-level
Arcade game for your
Spectrum & Commodore.

COMMODORE 64

£8.95

AMSTRAD

ocean

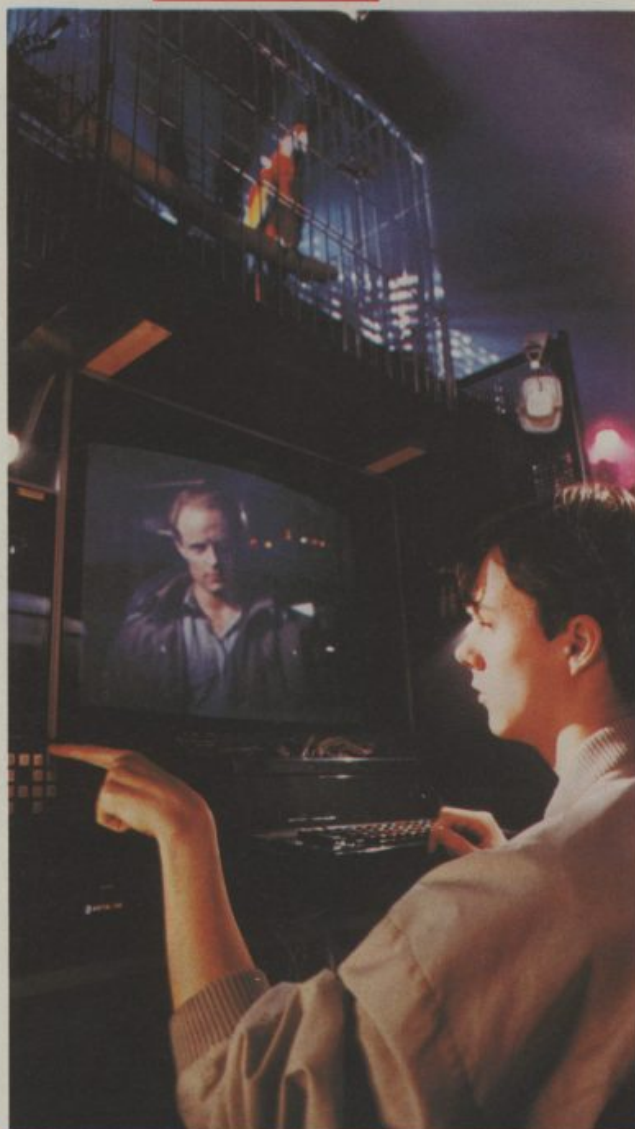
Ocean Software Limited.
6 Central Street, Manchester M2 5NS.
Telephone: 061 832 6633 Telex: 669977 Oceans G

© 1983 Warner Bros. Inc. All Rights Reserved

PERILS OF PLASTIC MAX



Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.



Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutter to humanise his computer-generated plastic perfection, is back.

Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, corny jokes, wit and wisdom.

And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilva due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Grosman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so fast they are

over and lodged in the viewer's mind before they realise what has happened.

The Blipverts have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Breughel and Mahler, a couple of heavies, they realise his potential as a TV star.

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilva's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.



Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 210th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer genius that created Max have that and neither are going to help.

There are also security guards to contend with and two assassins who are hunting Edison.

The player takes the role of the Maxhunter, a computer program written by Carter's girl

friend, and "injected" into the computers which control Network 23's offices.

Maxhunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return.

The team given the task of

bringing Max to the computer is Manchester-based Binary Designs.

Andy Hieke, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.

As a bonus for completing the game, you get to see Max and hear him speak.

Says Andy: "We would like

the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."

And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more pezzazz, fizz, razzamatazz, and other words with lots of Zs in them.

It's hard to be perfect but I try"

As Max mania spreads, a whole series of spin-offs from the series is about to appear.

And so you don't miss out on all the fun C+VG and Quicksilver have grabbed a few of the goodies as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.

The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.

And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max



Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.

1) On what floor of Network TV's building is the Max Headroom personality generator kept?

2) What is the Maxhunter?

3) Name the creator of the Blipverts?

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell

C+VG/QUICKSILVER MAX HEADROOM COMPETITION

Name

Address

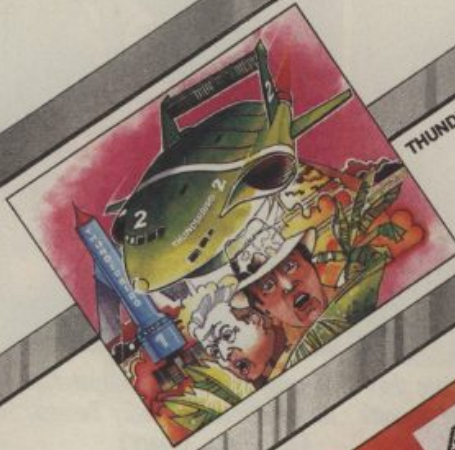
Tick your video type:

VHS ☐ BETA ☐

SET TO STUN... READY TO RUN



DON'T PANIC



THUNDERBIRDS



WILLOW PATTERN



CHICKIN CHASE



FAT MAN SAM



CYLU



MICROCOSM



BOOTY



CHIMERA



STAR DRIFTER

- AMSTRAD
301 CYLU
302 DON'T PANIC
303 BOOTY
306 CHIMERA
310 WILLOW PATTERN
313 THUNDERBIRDS
SPECTRUM
304 CHIMERA
308 WILLOW PATTERN
308 THUNDERBIRDS
311 CHICKIN CHASE
315 COMMODORE
305 CHIMERA
309 WILLOW PATTERN
312 THUNDERBIRDS
316 CHICKIN CHASE
318 MICROCOSM
- BBC
317 MICROCOSM
319 STAR DRIFTER
321 FAT MAN SAM
- ATARI
307 CHIMERA
314 THUNDERBIRDS
ELECTRON
320 STAR DRIFTER

SUPER SILVER RANGE

MAIL ORDER

Please state name of game, code number and quantity required. Enclose crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: ***FREEPOST FIREBIRD, WELLINGTON HOUSE,
UPPER ST. MARTIN'S LANE, LONDON WC2H 9BR.**

*No stamps required.

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



£3.95
EACH

IDEAS CENTRAL



TIR NA NOG

To make Cuchulainn invisible go to Lon Liath and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects.

The stone tablet will read W,N,E,N,E,7. Follow these direction and drop the spade.

You will receive half a torc the other half being in the ice cave. When you put them together you will become invisible. Thanks to Andrew Watts of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **Skyfox**.

Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map.

When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When on tanks, don't bother using missiles, save them for the planes.

Be ready to expect tanks or planes when using autopilot as you usually fly straight past

them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions, one general tip is to stock up on missiles before taking the planes and mothership.

Stock up on fuel, shields and missiles before flying through the cloud layer to fight planes or motherships.

BARRY MCGUIGAN

One more for the sport fanatics — **Barry McGuigan's Boxing** from Bradford Barter of Croydon, who tells us how to reach Rank 13.

Cannonball Corby: Punch him in the face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Rameiz: Pedro is very easy to beat. Just keep hitting him till he falls.

John 'Kid' Cutter: Have two furious rounds with John and then let your guard down and

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

POKES

let him punch you. This zaps his endurance and not yours.

Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joystick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick: Very easy. Same as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two.

Help

Who can help Richard Mills of Kent who bought *Monty on the Run* nearly two months ago and has been stuck in 'the sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick, but Otiss couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

The first two levels are fairly easy, but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel too fast down the slope and will skid across the glass and over the edge.

If you get this far on your

first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key



©1985 JERRY PARIS

continued from page 45

after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dramites, go up in lift two firing all the time, this should destroy them all.

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wisewood will spells Bane, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlyn which you will need later on. Explore the wood to collect the Missile spell, the sickle the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with Missile — collecting further spell as you go. After completing Wisewood and the Vaults, Merlyn will tell

you where to go next.

It seems most people had no problems with Wisewood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the teapot room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dodge the skeleton and go through the rear door, grab the spell, dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the chalice. Go left and then through the front right to the pool room. Kill the skeleton and dip the chalice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chalice into the fountain to obtain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Leyrod spell, take both of these. A word of warning here — make sure that you avoid all spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the last rune and the other the Missile spell and Evil Eyes. Use the Bane spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A leycube will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wisewood. Strike the stones with the Leyrod to reveal the Leycubes. Pick up Merlyn's Seal and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II**. Keep one workman with you and leave the other running around, this man will 'take out' the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workman together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

From E. Nieland of Holland here are some passwords for **Hacker**, and **System 1500** on the CBM 64.

First of all, **Hacker**. The log on code is Australia. Passwords for Security checks are: Level 1 Magma Ltd. Project.

Level 2: AXD-0314479

Level 3: Hydraulic

Level 4: Australia

On **System 1500** you will find the following telephone numbers useful.

6723427, 4935429,

7464460, 2297629,

3634017, 9307269,

3481408, 7239293,

9527001, 3634017.

8004310 with Password Arcles 01012129765858 with Password Pip537

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat modes. **Thing on A Spring**: When the title screen is one hold down T,H,I,N,G, back arrow and Inst/Del If the borde goes grey, you have unlimited oil.

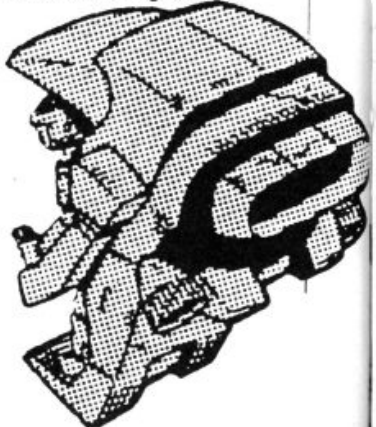
Frak: When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15 seconds.

Quo Vadis: The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes. Poke 24709,234 Poke 24710,234. Then type SYS 3488 to start the game.

Your knight will not die when his energy reaches zero but lava pits will kill him.

Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.



cascade CASSETTE

50

50 COMPUTER GAMES ON ONE CASSETTE

YOURS FOR £9.95

including FREE Watch and Postage

AMSTRAD CPC 464

Avoid the rockets and anti-aircraft guns and DYNAMITE the dam, only the most skillful pilots succeed. NEMESIS a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 includes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

- | | | | |
|-------------------------|---------------------|--------------------|------------------------|
| 1. Maze Eater | 13. The King's Orb | 25. Trucking | 38. Hopping Harbert |
| 2. Cyclones | 14. Play Year | 26. Rally 2000 | 39. Dynamite |
| 3. Handicap Golf | 15. Cards Night | 27. Sitting Target | 40. Timebomb |
| 4. Rush Hour Attack | 16. Creepy Crawley | 28. Nemo | 41. Day at the Races |
| 5. Royal Rescue | 17. Hangman | 29. Space Ship | 42. Lunar Landing |
| 6. Star Trek | 18. Pentose Bet | 30. Jet Flight | 43. Space Mission |
| 7. Wholly | 19. Foreman Rescue | 31. Dragon Maze | 44. Rats |
| 8. Attacker | 20. 3D Maze | 32. Intruder | 45. Motorway |
| 9. Fighter Command | 21. Colony 9 | 33. Inferno | 46. Dungeons Adventure |
| 10. Draughts | 22. Backgammon | 34. Ghosts | 47. Space Pad Rescue |
| 11. Evasive Action | 23. Solis | 35. Fantasy Land | 48. High Rise |
| 12. Noights and Creases | 24. Yarns | 36. Space Base | 49. Craps |
| | 25. Three Card Brag | 37. Planets | 50. Exchange |

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING - a realistic flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade - all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user-defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch... it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.



FREE calculator watch with every Cassette 50
EXPRESS DELIVERY-ORDER NOW!
ONLY £9.95

Name _____
Address _____
Post Code _____
Country _____ CVG 1/85

PLUS

SPECIAL FREE WATCH OFFER...



FREE
20 KEY, MULTIFUNCTION CALCULATOR WATCH

with every order for a Cassette 50

- Normal 12 and 24 hour time mode
 - Calendar mode
 - Calculator mode
 - Alarm mode
- WORTH OVER £10**



SPECTRUM 16k/48k or +

'Incredibly frustrating!' - that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

- | | | | |
|-------------------|----------------|------------------|---------------------|
| 1. Muncher | 13. Microtrap | 25. Laser | 39. Nim |
| 2. Ski Jump | 14. Motorway | 26. Alien | 40. Voyager |
| 3. Basketball | 15. Labyrinth | 27. Cargo | 41. Sketch Pad |
| 4. Frogger | 16. Skittles | 28. The Race | 42. Blitz |
| 5. Breakout | 17. Race Track | 29. The Skull | 43. Fishing Mission |
| 6. Crusher | 18. Ski Run | 30. Orbit | 44. Mystical |
| 7. Star Trek | 19. Tanks | 31. Munch | 45. Diamonds |
| 8. Marston | 20. Solar Ship | 32. Bawls | 46. Galaxy Defence |
| 9. Knockout | 21. Ten Pins | 33. Raiders | 47. Cypher |
| 10. Alien Attack | 22. Cars | 34. Field | 48. Jetmobile |
| 11. Lunar Landing | 23. Stomper | 35. Draggled | 49. Barrel Jump |
| 12. Maze Eater | 24. Pinball | 36. Space Search | 50. Attacker |
| | 25. Cavern | 37. Inferno | 51. Space Mission |

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette 50, featuring high resolution and user-defined graphics, sprites, sound and music.

- | | | | |
|-----------------------|-----------------------|--------------------|------------------|
| 1. Maze Eater | 13. Boggles | 26. Overtake | 38. Black Hole |
| 2. Galactic Attack | 14. Pentose | 27. Sitting Target | 39. Dynamite |
| 3. Space Mission | 15. Ski Jump | 28. Smash the | 40. Do Your Sums |
| 4. Lunar Landing | 16. Hangman | 29. Space Ship | 41. Derby Dash |
| 5. Plasma Belt | 17. Jet Bones | 30. Jet Flight | 42. Space Search |
| 6. Star Trek | 18. Thin Ice | 31. Phaser | 43. Universe |
| 7. Radar Landing | 19. Orbiter | 32. Intruder | 44. Rats |
| 8. Attacker | 20. Motorway | 33. Inferno | 45. Tanker |
| 9. Galactic Dog Fight | 21. Force Field | 34. Ghosts | 46. Parachute |
| 10. Poison Attack | 22. Nim | 35. Submarines | 47. Jet Mobile |
| 11. Evasive Action | 23. Tunnel Escape | 36. Rocket Launch | 48. High Rise |
| 12. Noights & Crosses | 24. Barrel Jump | 37. Planets | 49. The Force |
| | 25. Cannonball Battle | 50. Exchange | |

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack - or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user-defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast-paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK - you'll need fast reactions to beat the invaders in this all-time favourite - or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spaceship. Everyone has a favourite game on Cassette 50. With fifty classic and original games featuring user-defined graphics, sound effects and increasing levels of play.

VIC-20

Will it be BALLOON DODGERS, or the prizewinning DUSTMAN DAN? Play these and 40 other fabulous games - including many automatic double loaders - on your unexpended 3.5K VIC-20. And with an 8K or 16K expansion cartridge you can choose from 8 additional games like STARTREK or SKULL CASTLE. Special effects user-defined graphics, super sound and music.

ORIC 1

Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE - a thrilling 2-player game featuring high speed graphics.

APPLE

Cassette 50 gives you 50 great games to choose from including a classic STARTREK and BLAZING INFERNO.

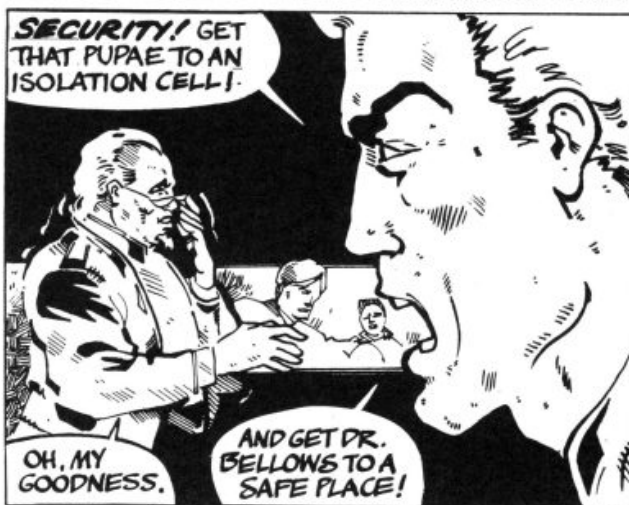
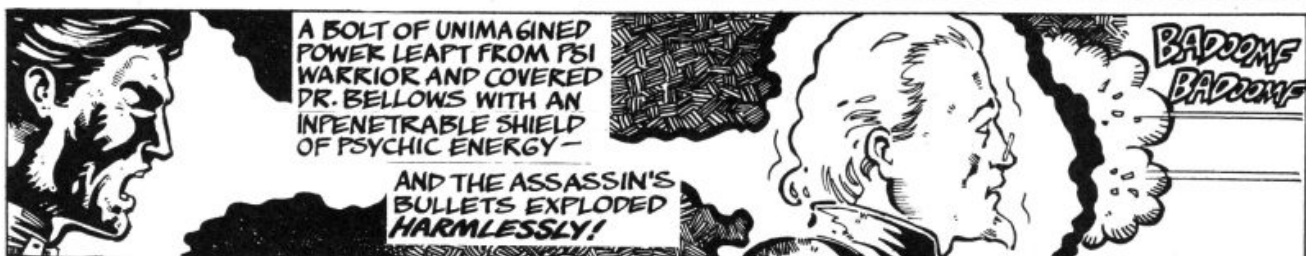
Postage FREE in U.K. Add £1.00 for overseas orders. Free watch and tape will be despatched within 14 days. I enclose a cheque/£ made payable to postal order for Cascade Games Ltd. or through any Post Office by TRASCASH (Giro No. 655 6655) For even faster ordering when charging to Access, Barclaycard and Trustcard Visa use our 24 hour service. (0423) 504663.

☐ VISA No. _____
☐ COMMODORE 64 ☐ ATARI ☐ ORIC 1 ☐ BBC A/B
☐ SPECTRUM ☐ VIC 20 ☐ ZX 81 ☐ APPLE
☐ AMSTRAD ☐ ATMOS ☐ DRAGON ☐ ELECTRON

Cascade Games Ltd., 1-3 Haywra Crescent, Harrogate, North Yorkshire, HG1 5BG, England. Telephone: (0423) 504663. Registered Number 1755554

PSI WARRIOR

AT A MEETING OF THE PSI SECURITY COUNCIL, DR. BELLAWS, WHILE UNVEILING HIS PLANS FOR THE DESTRUCTION OF THE PSI CREATURES, BECOMES THE TARGET FOR A PUPAE ASSASSIN'S BULLET!



THE No.1 HIT



**NOW
AVAILABLE
FOR
SPECTRUM 48K
AND
AMSTRAD
CPC 464**

**THE ACTION-PACKED
COMBAT
SIMULATION**



Amstrad Screen

**ENEMY PLANES ATTACK ▶
SUDDENLY WITH DEADLY
FORCE**

◀ **OUT OF YOUR COCKPIT WINDOW
AS YOU SWOOP DOWN TO TAKE
OUT SOME TANKS**



Spectrum Screen

'SKYFOX' is the most realistic awe-inspiring combat simulation you've ever seen on your computer. 'SKYFOX' special features include –

- ▶ **AIR TO AIR & AIR TO GROUND COMBAT**
- ▶ **3D SCROLLING FLIGHT SIMULATION**
- ▶ **15 SCENARIOS** (from training mission to massive invasion)
- ▶ **5 SKILL LEVELS** (from cadet to ace of the base)
- ▶ **AUTO PILOT FEATURE FOR LAUNCH & ENEMY SEARCHES**
- ▶ **ON BOARD & BASE TACTICAL-COMBAT COMPUTERS**
- ▶ **CONTINUOUS LASER CANNONS**
- ▶ **HEAT-SEEKING & GUIDED MISSILES**
- ▶ **JOYSTICK & KEYBOARD CONTROLS**

• GET SKYFOX NOW •

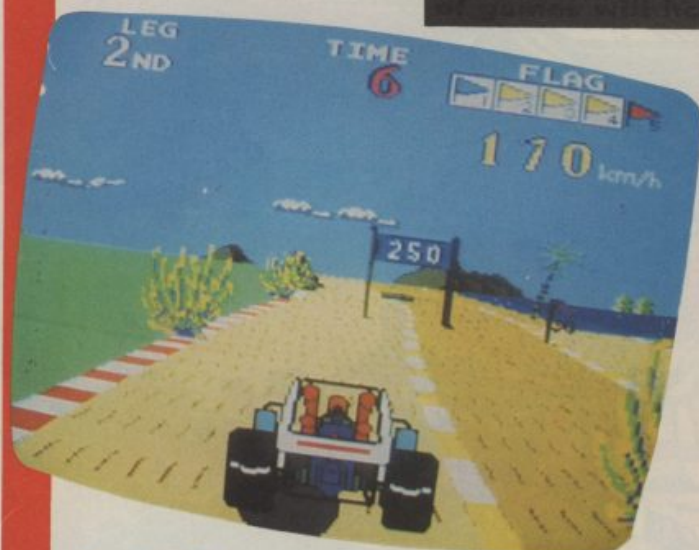
Available from all good software retailers – if its not there, please order it – or in case of difficulty send your crossed cheque/P.O. made out to **Ariolasoft U.K. Ltd.**, including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.

▶ **SKYFOX** – Spectrum Cassette **£8.95** ▶ **SKYFOX** – Amstrad Cassette **£9.95**

UK orders only. Prices include P&P. Please allow 28 days for delivery.

ariolasoft 
HIGH PERFORMANCE PROGRAMS

★ ARCADE



● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got nerves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the sign to GO. Accelerator hard down, into top gear and I careered round the track. Careful driving doesn't enter into this race against time — it's a suicide run; at best you'll end up in the drink, at worst you can only crash. Console yourself with the fact that the buggy is very resilient and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Pole Position*.

The aim to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's amusing for starters — split second decisions and a steady hand still count for a lot, but how can you take it seriously when you have to leap boulders and gates and run over coloured marker flags?

The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through,

but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will pick up extra points if you successfully negotiate those with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to tilt the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for those at the same time, as they are only wide enough for one.

The manufacturer, Tatsumi, obviously believes in the maxim 'the bigger, the better' as *Buggy Boy* is a Goliath amongst arcade machines — larger than *TX-1* with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the sit-down cabinet certainly beats an upright and makes you feel you're getting your money's worth.

● METAL CLASH

A double-jointed, kicking, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of Metal Mickeys.

In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Perhaps its his rather sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Clunk! Metal connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with your opponent — whether it's a small floating droid or another robot as large as yourself.

Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must chase your victims over



the space station. That means keeping your chappie above ground as long as possible.

The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one battle, but passers by are not averse to aiming the odd kick in your direction, and if you receive too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebud pink one.

It's quite a challenge. The first person to kick his



DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of martial art simulations. Granted it's still hard to foot combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.



● TANK

It's a welcome change to descend from space and, with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mode it is nevertheless an action packed game.

Starting point is from the deck of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. Your mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungles and at almost every junction there lurks a posse of enemy tanks.

With guns blazing you disembark to be met by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy tanks are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building, you can pop out, fling a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage, your sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.



● CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

Your brief — to fly into enemy territory and pick up 32 hostages. And if that sounds simple, wait for the snag. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is at the heli-pad. As soon as the blades are whirring you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately enter the war zone. Enemy cannons do their utmost to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to bomb the ground and put those out of action before their shots reach your flying space. Later on when there are more of them, packed closer together, it becomes a bit of a headache.

Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them

down in flames if you are an accurate machine gun operator and fast on the joystick.

The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point, if the hostages are strafed by gun first you can hear them screaming — in agony? I wasn't impressed by that touch — it's a bit too realistic for fun.

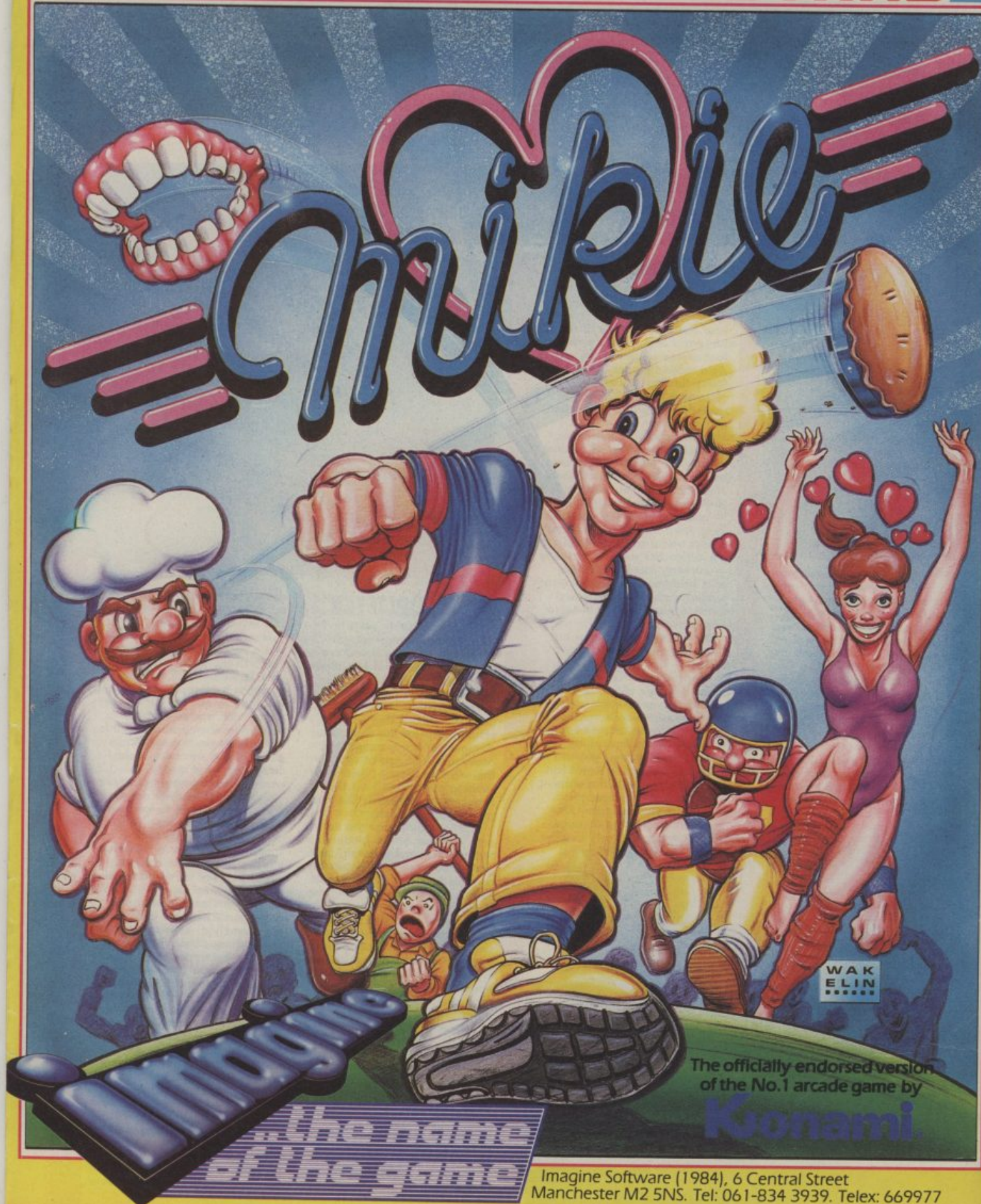
The next step is to land close by, at which point they will automatically run to the chopper and climb in. Now the journey back to the heli-pad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are realistic and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns, you are given a head-on view and it is then that you can use your bombs. Those are most useful if it is possible to hover for greater accuracy. Of course, if you hang around too long, you are likely to be blown up — a risky manoeuvre.

Further screens include rescuing people from caves and burning warships.

Sega's *Choplifter* is packed with action and is accompanied by a pacy, rousing jingle. Definitely a must, but not for the faint-hearted.

SPECTRUM • C64 • AMSTRAD



SPECTRUM 48K

7.95

SPECTRUM 48K

Mikie plays a knockout frantic farce in the classroom, locker room and the high school cafeteria. Hip-zap, door attack, throw balls and pies...but can you make him hand his love letter to his girl-friend?

MIKIE — He's the hottest cookie in school!

Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 669977

8.95

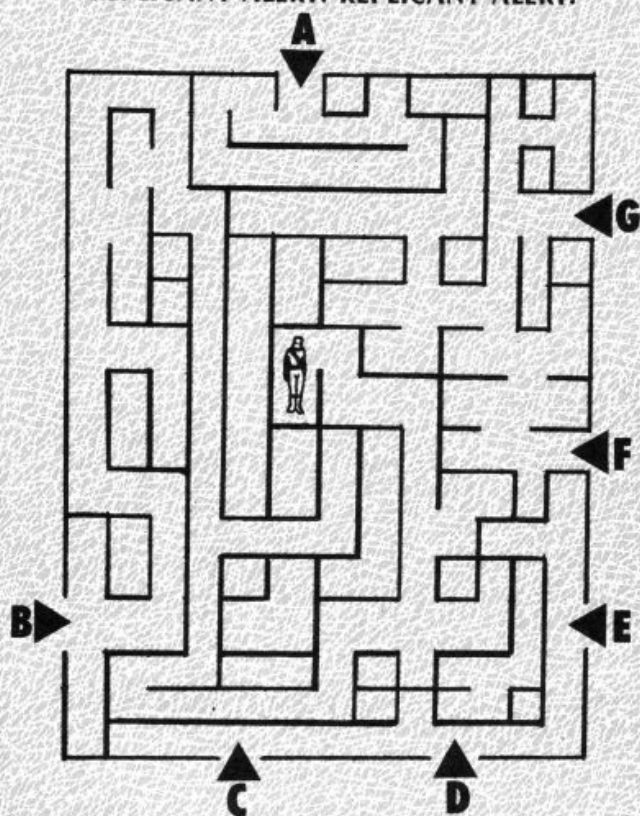
AMSTRAD

Imagine Software is available from selected branches of: WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.

BLADE RUNNER



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRL are giving away a 14inch Phillips colour TV/monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or *Tau Ceti* on the Spectrum, a complex game combining elements of *Elite*, *Impossible Mission* and *3D Tank Duel*. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

NAME _____

ADDRESS _____

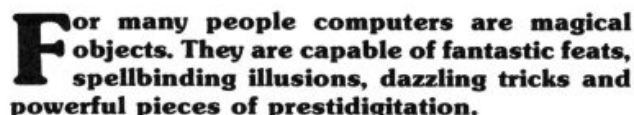
ROUTE _____

Please tick which game you would like.

Bladerunner CBM 64 ☐ Tau Ceti Spectrum ☐

Send your entry to *Bladerunner/Tau Ceti Competition*, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is 16th February and the editor's decision is final.



Now conjuror David Hambley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.

And the computer which co-stars in David's act is none other than the humble Spectrum.

So successful has the computer act been that David — nicknamed The Micro Wizard by the Magic Circle — has produced a collection of Spectrum tricks which he hopes will soon become commercially available.

Called *The Magic Box*, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.

He has also written a 40,000 word booklet to accompany the package.

David, 31, recently visited C+VG's discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glam of the software world are frequently entertained, to give a private show of his micro magic.

And, very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.

David became interested in magic when he was a young lad and before long he was performing card tricks at school. At 16 he entered the Magic Circle's Young Magician of the Year competition and shortly afterwards turned semi-professional.

In August 1984 he turned fully professional. "I had to," he said, "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work, David has appeared on television programmes such as

Pebble Mill at One, Video and Chips and the Book Programme.

In 1982 David bought a Sinclair ZX81 to help run his business accounts and bookings.

As his self-taught programming skills developed, David hit on the idea of using the computer to perform simple tricks.

The result was that later in 1982 he published what is thought to be the world's first book on magic and the micro-computer called *Computer Magic with the ZX 81*. "It sold





THE MICRO



fairly well," said David, "but at that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and

hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining."

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of C+VG's staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

TWENTY-ONE CARD TRICK

Amaze your friends with some marvellous micro magic.

Magician David Hambley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter.

Three rows of cards will be displayed on the screen, all face up with seven cards in each row.

Your "victim" then has to

choose one of the cards and memorise it without telling the magician. He then is asked to press key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

```

10 REM THE 21 CARD TRICK
20 CLEAR 1: GO SUB 490
30 LET a$="AH AD 7C 6C 8H 3D 2
H "
40 LET b$="KC 5H 6H JD 9D 9C 7
H "
50 LET c$="AH 2D 7D JC 9D 4C 9
H "
60 FOR q=1 TO 3
70 CLS : PRINT " INK 4:"
SIMPLY THINK OF A CARD."
80 PRINT AT 5,5: FLASH 1: INK
2:1: FLASH 0: " : INK 1:a$
90 PRINT AT 10,5: FLASH 1: INK
2:2: FLASH 0: " : INK 1:b$
100 PRINT AT 15,5: FLASH 1: INK
2:3: FLASH 0: " : INK 1:c$
110 PLOT 53,144: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
120 PLOT 53,104: INK 0: DRAW 16
7,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
130 PLOT 53,64: INK 0: DRAW 167
,0: DRAW 0,-24: DRAW -167,0: DR
AW 0,24
141 FOR z=53 TO 197 STEP 24: PL
OT z,144: DRAW 0,-24: NEXT z
151 FOR z=53 TO 197 STEP 24: PL
OT z,104: DRAW 0,-24: NEXT z
161 FOR z=53 TO 197 STEP 24: PL
OT z,64: DRAW 0,-24: NEXT z
170 PRINT AT 19,5:"ENTER WHICH
ROW IT IS IN"
180 LET z$=INKEY$
190 IF z$="1" THEN LET d$=b$+a
$+c$: GO TO 230
200 IF z$="2" THEN LET d$=a$+b
$+c$: GO TO 230
210 IF z$="3" THEN LET d$=b$+c
$+a$: GO TO 230
220 GO TO 180
230 LET a$=d$(1 TO 3)+d$(10 TO
12)+d$(19 TO 21)+d$(28 TO 30)+d$
(37 TO 39)+d$(46 TO 48)+d$(55 TO
57)
240 LET b$=d$(4 TO 6)+d$(13 TO
15)+d$(22 TO 24)+d$(31 TO 33)+d$
(40 TO 42)+d$(49 TO 51)+d$(58 TO
60)
250 LET c$=d$(7 TO 9)+d$(16 TO
18)+d$(25 TO 27)+d$(34 TO 36)+d$

```

```

(43 TO 45)+d$(52 TO 54)+d$(61 TO
63)
260 NEXT q
270 CLS : LET y=10: LET x=0
280 INK 3: LET t$=" YOUR CARD I
S....."
290 GO SUB 360
300 LET t$=b$(10 TO 11)
310 PLOT 151,79: INK 0: DRAW 0,
41: DRAW 26,0: DRAW 0,-41: DRAW
-26,0
320 FOR x=7 TO 11: PRINT INK 2
: FLASH 1:AT x,19:"UUU": NEXT x
330 PAUSE 50: FOR x=7 TO 11: PR
INT AT x,19: " : NEXT x
340 PRINT AT 7,19: FLASH 1: INK
1:1:AT 9,20: INVERSE 1: INK 3:
t$!AT 11,19: INVERSE 0: INK 2:t$
350 PRINT AT 20,0:"PRESS ANY KE
Y TO CONTINUE." : PAUSE 0: CLS :
GO TO 10
360 REM *****
370 LET base=PEEK 23606+256*PEE
K 23607
380 FOR c=1 TO LEN t$
390 LET c$=CODE t$(c)
400 LET address=base+B*cde
410 FOR r=0 TO 15 STEP 2
420 POKE USR "s"+r,PEEK address
430 POKE USR "s"+r+1,PEEK addre
ss
440 LET address=address+1
450 NEXT r
460 PRINT AT y,x+c-1:CHR$ 162:A
T y+1,x+c-1:CHR$ 163
470 NEXT c
480 RETURN
490 REM *****
500 RESTORE 550: FOR n=1 TO 5:
READ t$
510 FOR f=0 TO 7
520 READ a: POKE USR k$+f,a
530 NEXT f: NEXT n
540 RETURN
550 DATA "u",87,155,87,155,87,1
55,87,155
560 DATA "h",0,0,54,62,28,8,0,0
570 DATA "c",0,0,8,28,62,28,8,0
580 DATA "c",0,0,28,42,62,42,8,
0
590 DATA "s",0,0,8,28,62,54,8,0

```


JJB SOFTWARE SERVICE

ATARI	CASS	DISK	COMMODORE	CASS	DISK
RESCUE ON FRACTALUS	7.30	11.10	SUPERMAN	7.30	
TAPPER	6.50		BLADERUNNER	8.95	
SEVEN CITIES OF GOLD		11.10	GREAT AMERICAN ROAD RACE	7.50	
RED MOON	5.00		PINBALL CONST. SET		11.10
MERCENARY	7.30		MAIL ORDER MONSTERS		11.10
MURDER ON THE ZINDERNUF		11.10	RACING DESTRUCTION SET		11.10
BALL BLAZER	7.30	11.30	EXPLODING FIST	7.30	11.10
GREAT AMERICAN ROAD RACE	8.10	11.10	SEVEN CITIES OF GOLD		11.10
PINBALL CONSTRUCTION SET		11.10	ELITE	11.00	13.20
MUSIC CONSTRUCTION SET		11.10	RUPERT AND THE TOYMAKER	7.30	
KENNEDY APPROACH	7.30	11.20	FRANK BRUNOS BOXING	5.75	10.50
ARCHON	8.75	11.10	LITTLE COMPUTER PEOPLE	7.30	
ONE ON ONE	7.30	10.70	BLOCKBUSTERS	6.50	
CHOP SUEY	6.50	9.50	KENNEDY APPROACH	11.50	14.30
MR DO	7.75		SKY FOX	7.45	9.70
BLUE MAX 2001	7.75		MONTY ON THE RUN	7.00	9.50
M.U.L.E.	8.95	11.10	SPY VS SPY II	7.30	11.20
HACKER		11.20	TERRORMOLNOS	5.75	
AMSTRAD			MSX		CART
EXPLODING FIST	7.30		YIE AR KUNG FU II	(new)	12.30
BEACH HEAD	7.30		HYPER RALLY	(new)	12.30
FRANK BRUNOS BOXING	6.50	10.70	BOXING	(new)	12.30
DUN DURACH	7.30		SOCCER	(new)	12.30
MORDONS QUEST	5.00		GHOSTBUSTERS	9.30	
JUMP JET	7.30		BOULDERDASH	5.95	
A VIEW TO A KILL	8.00		TIME PILOT		12.30
ALIEN 8	7.30		LE MANS	7.50	
BOULDERDASH	7.30		DECATHLON	9.30	
ROBIN OF SHERWOOD	7.30		BEAMRIDER	8.75	
LORDS OF MIDNIGHT	8.00	11.20	THE HOBBIT	11.00	
HIGGINS SNOOKER	7.00	10.00	PINBALL	5.75	
ARCHON	9.50		THE WRECK	11.00	
BBC			RIVER RAID	8.85	
DAMBLUSTERS	6.00		SORCERY	7.00	
JUMP JET	6.50		SPECTRUM		
COMBAT LYNX	6.50		INTERNATIONAL KARATE	5.00	
SCRABBLE	11.20		SPY HUNTER	6.35	
MONOPOLY	11.20		FIGHTING WARRIOR	6.50	
THE HOBBIT		15.50	ONE ON ONE	6.50	
ALIEN 8	7.75		FRANK BRUNOS BOXING	5.20	
DESIGNERS PENCIL	9.50		INTERNATIONAL BASKETBALL	4.80	
GREMLINS	6.00		FAIRLIGHT	7.25	
SPIDERMAN	6.00		UNDERWURLE	7.25	
RED MOON	5.20		TERRORMOLNOS	6.50	
ELITE	11.00	14.00	YIE AR KUNG FU	6.50	

Please state name, address, title and micro clearly with order.
Postage included UK. Overseas add £1 per order.
Send s.a.e for software list. Cheques/POs payable to:

J.J.B. SOFTWARE SERVICE
14 Lorraine Crescent, Darlington,
Co. Durham DL1 5TF
TEL (0325) 288102

LORD TOFF



His Knee Drops can really put a guy's nose out of joint.

ROCK'N' WRESTLE



SHEKHANA COMPUTER SERVICES

SPECTRUM	RRP	OUR PRICE	***SPECTRUM***	RRP	OUR PRICE	***COMMODORE***	RRP	OUR PRICE	***COMMODORE***	RRP	OUR PRICE
ELITE	14.95	11.95	ROLLER COASTER	6.95	5.50	LORDS OF THE RINGS	15.95	12.95	MINI OFFICE	5.95	4.95
STAR OJAKE	5.95	5.95	THREE WEEKS IN PARADISE	9.95	7.50	LORD OF THE RINGS (DISK)	19.95	17.95	LITTLE PEOPLE DISCOVERY KIT	14.95	11.95
SWORDERONS (ELINDOR)	9.95	7.50	WINNER SPORTS	7.95	5.95	BIG DADDY ROCK+WRESTLE	9.95	7.50	COLDOSSUS CHESS 4.0	9.95	7.95
LORD OF THE RINGS	15.95	12.95	CYBER RUN (Ultimate)	9.95	7.50	ELITE	14.95	11.25	SCOOBY DOO	7.95	5.95
FAIRLIGHT	9.95	7.50	GUN FRIGHT (Ultimate)	9.95	7.50	WIZARDRY	9.95	7.50	MASQUERADE (DISK)	14.95	11.95
SHADOWFIRE-TUNER	—	3.99	I. OF THE MASK	9.95	7.50	SUMMER GAMES II (CASS)	9.95	7.50	COMMANDO	9.95	7.50
ROBIN OF THE WOODS	9.95	7.50	SURF CHAMP	12.95	10.99	BEACH-HEAD II	9.95	7.50	INAHOTEL	9.95	7.50
SUPERMAN	9.95	7.50	ROBOT MESSIAH	7.95	5.95	DR. WHO (DISK)	14.95	13.50	DRAGONSKULL (Ultimate)	9.95	7.50
KNIGHTSHADES (Ultimate)	9.95	7.50	MUSSEY'S REVENGE	7.95	5.95	DIARY OF ADRIAN MOLE	17.95	15.50	OUTLAW (Ultimate)	9.95	7.50
FRANKIE GOES TO H'WOOD	9.95	7.50	ANY MASTERTRONICS MAD GAMES	2.99	2.99	SUPERMAN	9.95	7.50	LITTLE COMPUTER PEOPLE	9.95	7.50
ANIMATED STRIP POKER	6.95	5.75	SUPER SLEUTH	7.95	5.95	F. BRUNO'S BOXING	9.95	7.50	SKOOLDAZE	6.95	5.50
KNIGHT LORE	9.95	7.50	ARTIST II	12.95	10.99	F. BRUNO'S BOXING (DISK)	7.95	5.90	BAULBLAZER	9.95	7.50
WAY OF THE EXPLODING FIST	8.95	6.75	***AMSTRAD***			SHADOWFIRE II - ENIGMA FORCE	12.95	9.95	YIE AR KUNG FU	8.95	6.75
BIG DADDY ROCK+WRESTLE	8.95	6.75	FIGHTER PILOT (DISK)	13.95	11.95	DONALD DUCKS PLAYGROUND	9.95	7.50	MUSSEY'S REVENGE	8.95	6.75
GYROSCOPE	7.95	5.95	HIGHWAY ENCOUNTER	8.95	6.75	SUPER ZAXXON	9.95	7.50	THE YOUNG ONES	7.95	5.95
F. BRUNO'S BOXING	6.95	5.25	SUPERMAN	9.95	7.50	BLUE MAX 2001	9.95	7.50	ZOIDS	8.95	6.95
ASTRO-CLONE	7.95	5.95	INTER. BASKETBALL	5.99	4.99	INTERNATIONAL SOCCER	14.95	11.25	MINDSHADOW	9.95	7.50
DR. WHO	14.95	13.50	SPY V SPY	9.95	7.50	ULYSSES GOLDEN FLEECE (DI)	14.95	11.95	RAMBO	8.95	6.75
WHAM THE JUKE BOX	9.95	7.50	RAID (OVER MOSCOW)	9.95	7.50	WORM IN PARADISE	9.95	7.50	KNIGHTRIDER	9.95	7.50
FIGHTER PILOT	7.95	5.90	ARNHEM	9.95	7.95	SABREWOLF	9.95	7.50	RETURN TO OZ	9.95	7.50
WORLD SERIES BASKETBALL	7.95	5.95	DR. WHO	14.95	13.50	LUCIFERS REALM (DISK)	14.95	11.95	ANY MASTERTRONICS MAD GAMES	2.99	2.99
INTER. KARATE	6.50	4.99	FRANK BRUNO'S BOXING	8.95	6.75	AZIMUTH HEAD ALIGNMENT	8.95	7.50	TRANSFORMERS	8.95	6.75
HYPERSPORTS	7.95	6.75	MARSPORT	9.95	7.50	MICKY MOUSE (DISK)	14.95	11.95	GYROSCOPE	8.95	6.75
MONTY ON THE RUN	7.95	5.95	WAY OF EXPLODING FIST	9.95	7.50	UNDERWURLE	9.95	7.50	SCARA BEUS	9.95	7.50
SHADOW OF THE UNICORN	14.95	11.95	CYRUS II CHESS	9.95	7.50	SHADOWFIRE TUNER	9.95	7.50	***COMMODORE C16***		
WORM IN PARADISE	9.95	7.50	SORCERY + (DISK)	13.95	11.50	FIGHTING WARRIOR	9.95	7.50	DAIRY TOMS STAR EVENT	6.95	5.95
THEY SOLD A MILLION	9.95	7.50	LORD OF THE RINGS	15.95	11.95	WINTER GAMES	9.95	7.50	STEVE DAVIS SNOOKER	6.95	5.95
MARSPORT	9.95	7.50	SCOOBY DOO	8.95	6.75	WINTER GAMES (DISK)	14.95	11.25	WORLD SERIES BASEBALL	7.95	6.50
SHADOWFIRE	9.95	7.50	DUN DARACH	9.95	7.50	SPY V SPY II	9.95	7.50	C16 CLASSICS (4 GAMES)	9.95	8.50
INTERNATIONAL BASKETBALL	5.99	4.75	THEY SOLD A MILLION	8.95	6.75	FIGHTER PILOT	9.95	7.50			
IMPOSSIBLE MISSION	7.95	5.95	YIE AR KUNG FU	8.95	6.75	PITSTOP II	9.95	7.50			
SHADOWFIRE II-ENIGMA FORCE	9.95	7.50	FIGHTING WARRIOR	8.95	6.75	WINNER THE POOH (DISK)	12.95	10.99			
BOUNCES (CRISIS 3000)	9.95	7.50	BIG DADDY ROCK+WRESTLE	9.95	7.50	STARION	9.95	7.50			
CRITICAL MASS	8.95	6.75	LORDS OF MIDNIGHT (DISK)	13.95	11.50	MONTY ON THE RUN	9.95	7.50			
ALIEN 8	9.95	7.50	3D BOXING	9.95	7.50	FIGHTNIGHT	9.95	7.50			
BOUNTY BOB	7.95	5.95	3D GRAND PRIX	9.95	7.50	FIGHTNIGHT (DISK)	14.95	11.25			
MINI OFFICE	5.95	4.99	GLEN HODDLE FOOTBALL	9.95	7.50	THE GOONIES	9.99	7.50			
DIARY OF ADRIAN MOLE	9.95	7.50	BRUCE LEE	9.95	7.50	THE GOONIES (DISK)	14.95	11.25			
YIE AR KUNG FU	7.95	5.95	IMPOSSIBLE MISSION	9.95	7.95	ZORRO	14.95	11.25			
SCOOBY DOO	6.95	5.25	MINI OFFICE	5.95	4.99	ANY MASTERTRONIC TITLE	1.99	1.99			
COMMANDO	7.95	5.95	LORDS OF MIDNIGHT	8.95	7.50	QUICK SHOT II - JOYSTICK	—	8.99			
ANY MASTERTRONIC TITLE	1.99	1.99	MONTY ON THE RUN	8.95	6.95	ELITE (DISK)	17.95	14.95			
HOBBIT	14.95	11.25	SCRABBLE	9.95	7.95	CRITICAL MASS	8.95	6.75			
ARNHEM	9.95	7.95	FRIDAY THE 13TH	8.95	6.75	EXPLODING FIST (DISK)	14.95	11.95			
MONOPOLY	9.95	7.50	RAMBO	8.95	6.75	HOBBIT	14.95	11.25			
RETURN TO OZ	9.95	7.95	GYROSCOPE	8.95	6.75	NEXUS	9.95	7.50			
WINTER GAMES	7.95	5.95	COMMANDO	9.95	7.50	PARADROID	7.95	5.95			
BEACH-HEAD II	7.95	5.95	EXPL. FIST FIGHTING WARRIOR (DI)	19.95	17.95	DESERT FOX	9.95	7.50			
DALEY TOMS SUPERTEST	6.95	5.50	HYPERSPORTS	9.95	7.95	THE YOUNG ONES	7.95	5.95			
FIGHTING WARRIOR	7.95	5.95	LORD OF THE RINGS	15.95	12.95	THEY SOLD A MILLION	9.95	7.50			
TERRORMOLNOS	7.95	5.95	***BBC***			RACING DESTRUCTION (DISK)	14.95	11.25			
ARCADE HALL OF FAME	9.95	7.50	GYROSCOPE	8.95	7.50	ARCADE HALL OF FAME	9.95	7.50			
BACK TO SKOOL	8.95	5.50	COMMANDO	9.95	7.95	EUREKA	14.95	4.99			
MINDSHADOW	9.95	7.50	NIGHTSHADE (Ultimate)	9.95	7.50	IMPOSSIBLE MISSION	9.95	7.50			
FRIDAY THE 13TH	8.95	6.75	SPY HUNTER	9.95	7.50	WAY OF EXPLODING FIST	9.95	7.50			
TOMAHAWK	9.95	7.50	WORM IN PARADISE	9.95	7.50	MERCENARY (DISK)	9.95	7.50			
TAU CETI	9.95	7.50	EXPLODING FIST	9.95	7.50	QUAKE MINUS I	12.95	9.95			
SWORDS & SORCERY	9.95	7.50	YIE AR KUNG FU	9.95	7.50		9.95	7.50			
SWEEVO'S WORLD	7.95	5.95									

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST.
CHEQUES/POs PAYABLE TO: S.C.S. DEPT. CVG 4 PO BOX 394 LONDON N 15 6JL. TEL: 01-800 3156. SAE FOR LIST.
PLEASE STATE MACHINE IN YOUR ORDER. * PLEASE RING FOR AVAILABILITY. BARCLAYCARD AND ACCESS HOTLINE RING 01-631 4627 ONLY.
GOODS DESPATCHED SAME DAY - SUBJECT TO AVAILABILITY. COME AND SEE THE LATEST GAMES ON VIDEO FROM BULLETIN 1000

IF YOU WOULD LIKE TO PICK UP YOUR COURTESY SOFTWARE FROM OUR SHOP, PLEASE BRING YOUR COPY OF THIS ADVERT TO: "COMPUCENTRE, UNIT 5, 221 TOTTENHAM COURT ROAD, LONDON W11" (NEAR GOODE ST. STATION). OPEN 6 DAYS A WEEK 9.00AM-18.00PM.

GLADIATOR

IT'S NOT MUCH FUN
BEING A SLAVE...



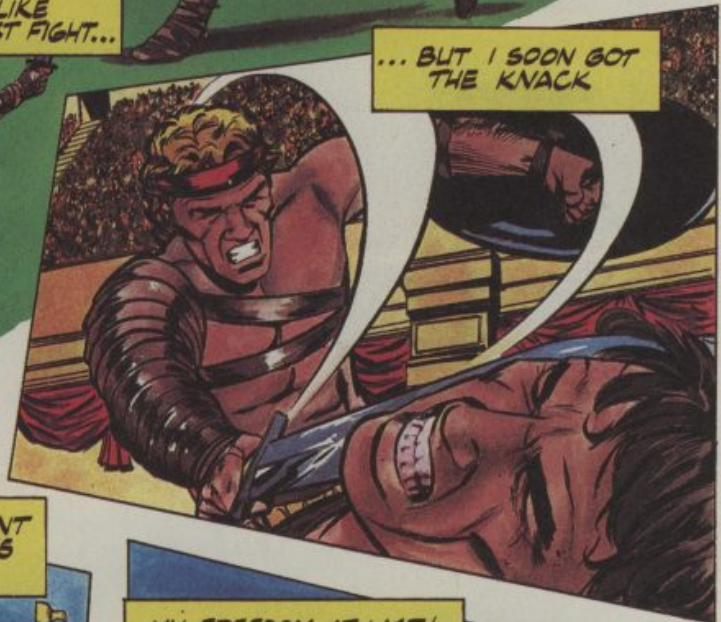
...SO I TRAINED LIKE MAD
TO BE A GLADIATOR



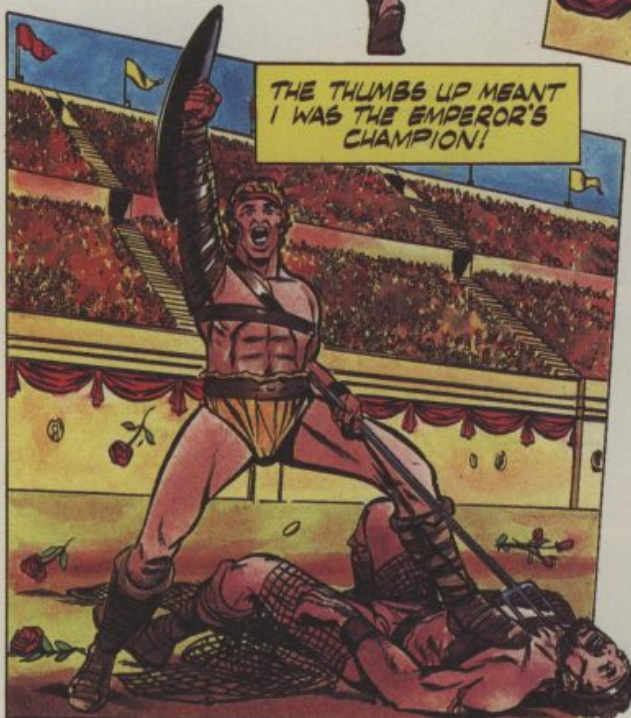
I WAS SHAKING LIKE
A LEAF IN MY FIRST FIGHT...



... BUT I SOON GOT
THE KNACK



THE THUMBS UP MEANT
I WAS THE EMPEROR'S
CHAMPION!



MY FREEDOM AT LAST!
BUT CAN YOU BEAT ME?



Spectrum 48K at £8.95

Choose from
45 weapons and
fight for your freedom

DM
DOMARK

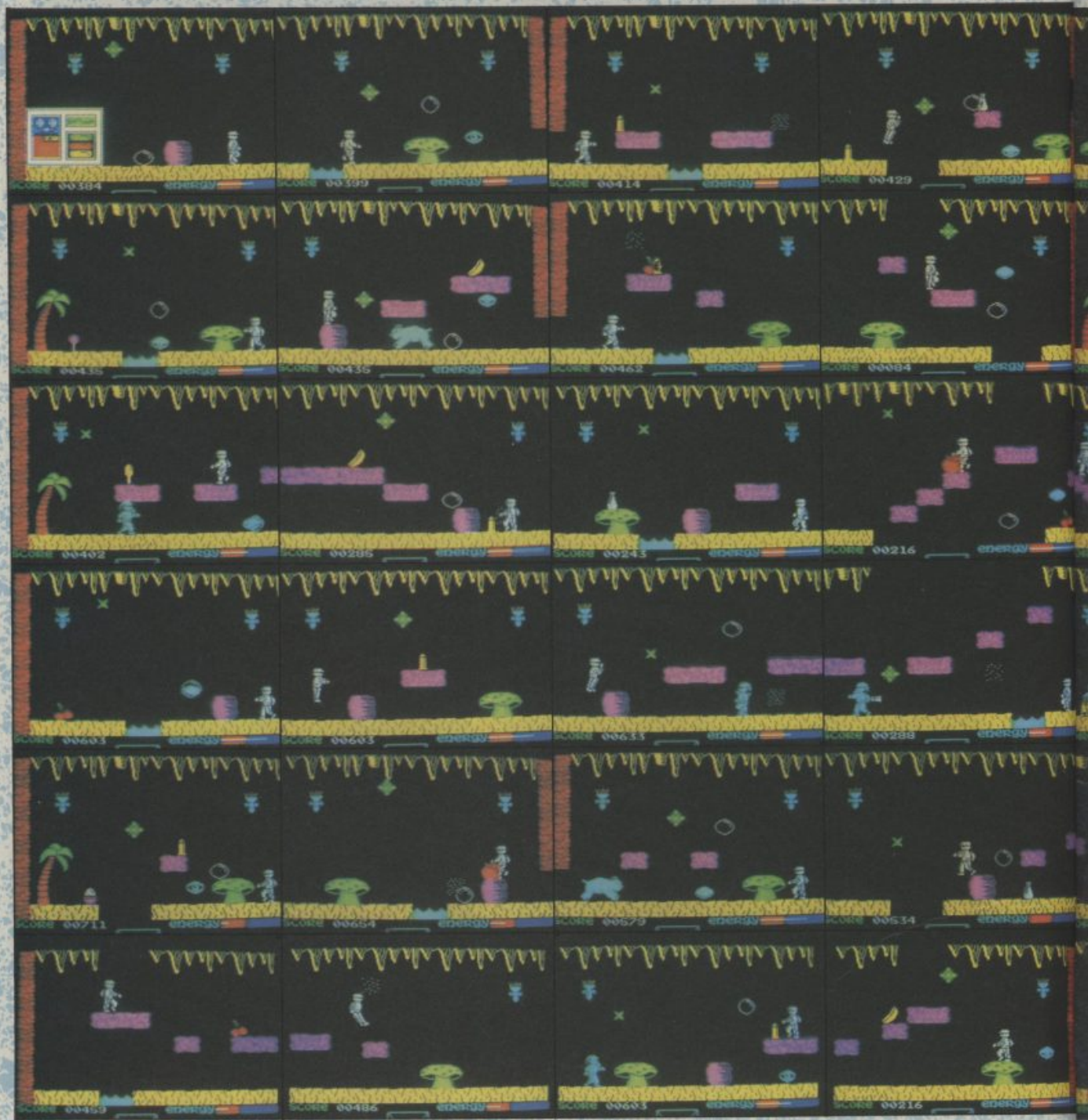
Name _____
Address _____

Write enclosing £8.95 (inc. p+p) to
204 Worple Road, London SW20 8PN
or telephone with your credit
card number on 01-947 5624.

Robot MESSIAH

Are you praying for deliverance from the cunningly complicated caverns in Alphabatim's 152 screen arcade adventure *Robot Messiah*? Fear not! Your faith in *C+VG* is not misplaced.

Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of the game.

These must be collected and then returned to the Master Computer which is found in the caverns.

You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to

work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is

situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

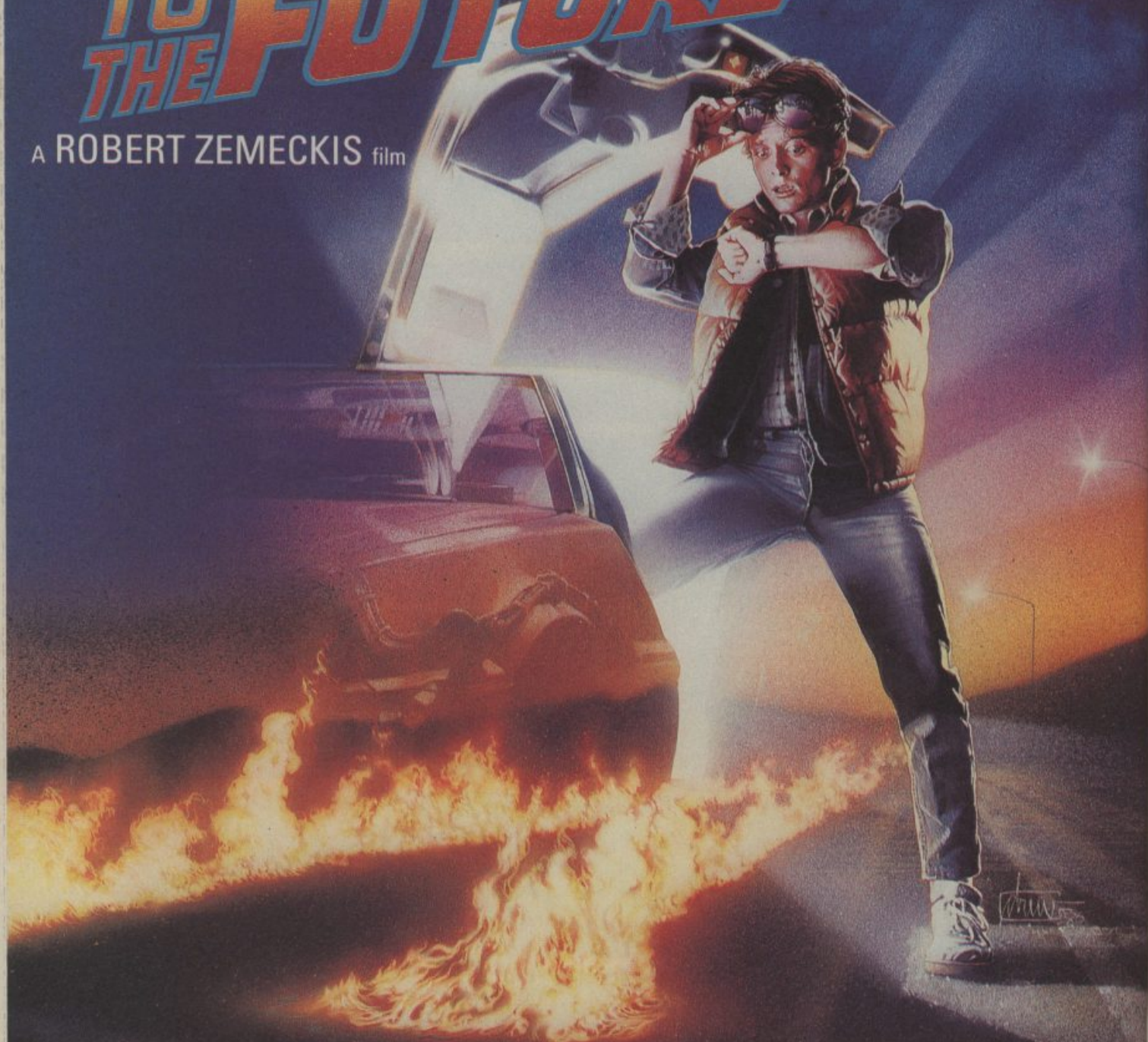
The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.



STEVEN SPIELBERG Presents

BACK TO THE FUTURE™

A ROBERT ZEMECKIS film



THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64
and Amstrad from Electric Dreams Software
31 Carlton Crescent, Southampton, Hampshire
SO1 2EW Tel: (0703) 229694

*Electric
Dreams*

© UNIVERSAL CITY STUDIOS INC.

S O F T W A R E

MEGASAVE FANTASTIC SAVINGS

SPECTRUM

Spy Hunter.....	5.50
Pole Position.....	6.85
Hyper Sports.....	5.95
F.B. Boxing.....	5.25
Exploding Fist.....	6.95
Highway Encounter.....	5.95
Basketball Int. (Elite).....	4.95
Fairlight.....	7.50
Scooby Doo.....	5.25
Monty on the Run.....	5.95
Robin of the Wood.....	7.50
Geoff Capes.....	5.95
Superman.....	7.50
Elite.....	11.25
I of the Mask.....	7.50
Blade Runner.....	6.95
Fighting Warrior.....	5.95
Shadow of Unicorn.....	11.25
Winter Sports.....	7.50
Bounce.....	7.50
Zoids.....	5.95
Impossible Mission.....	5.95
Starquake.....	5.95
Doctor Who.....	11.50
Critical Mass.....	6.75
Sold a Million.....	7.50
World Basketball.....	5.95
3 Weeks in Paradise.....	7.50
Lord of the Rings.....	12.50
Commando.....	7.50
Sir Fred.....	7.50
Back to Skool.....	5.25
Enigma Force.....	7.50
Swords & Sorcery.....	7.50
Mugsy's Revenge.....	5.95
Rock 'n' Wrestle.....	6.75
Tomahawk.....	7.50
Gyroscope.....	5.95
Cyberun.....	7.50
Robot Messiah.....	5.95
Friday the 13th.....	6.75
Wham's Music Box.....	7.50
Saboteur.....	6.75
Roller Coaster.....	5.25
Super Sleuth.....	5.95
Young Ones.....	5.95
Arc of Yesod.....	7.50
Wartoad.....	5.95
Mikie.....	5.95
Yie Ar Kung Fu.....	5.95
Knight Rider.....	5.95

Rambo.....	5.95
Streethawk.....	5.95
Transformers.....	5.95
Never Ending Story.....	7.50
Spitfire 40.....	7.50
Ping Pong.....	5.95
Gladiator.....	6.75
I.C.U.P.S.....	6.75
Spellbound.....	2.99
Finest Hour.....	7.50
Dath Wake.....	5.95
Gun Fright.....	7.50
Pentagram.....	7.50
Nomad.....	5.95
Flintstones.....	5.95
Arena.....	7.50
Winter Games.....	5.95
Thing.....	5.95
Desert Rat.....	7.50
Superbowl.....	7.50
Office Master.....	12.50
McGuigan's Boxing.....	5.95
Zorro.....	5.95
Goonies.....	5.95

COMMODORE 64

Impossible Mission.....	7.75
Shadowfire.....	6.95
Elite.....	11.00
Basketball.....	4.95
Pitstop II.....	7.85
F.B. Boxing.....	5.95
Exploding Fist.....	7.50
Blackwyche.....	7.50
Beach-head II.....	7.50
Summer Games II.....	7.50
Sky Fox.....	7.50
Mercenary.....	7.50
Terrorlinos.....	5.50
Zorro.....	7.50
Zoids.....	6.75
Batalyx.....	7.50
Scooby Doo.....	5.95
Crazy Comets.....	5.95
Karateka.....	8.00
Starion.....	7.50
Monty on the Run.....	7.50
Geoff Capes.....	6.75
Robin of the Wood.....	7.50
Superman.....	7.50

Battle of Britain.....	7.50
Bladerunner.....	6.75
Fighting Warrior.....	5.95
Spy vs Spy II.....	7.50
Nexus.....	7.50
Bounce.....	7.50
Racing Destruction.....	9.75
Pinball Construction.....	8.95
Summer Games I.....	7.50
Winter Games.....	7.50
Mail Order Monster.....	9.75
Night Fights.....	7.50
Goonies.....	7.50
Harvey Smith.....	6.85
Doctor Who.....	11.50
Sold a Million.....	7.50
Comp. People (dk).....	11.50
Ball Blazer.....	7.50
Who Dares Wins.....	5.95
Wizard.....	9.75
Commando.....	7.50
Lord of the Rings.....	12.50
Skool Daze.....	5.25
Enigma Force.....	7.50
Swords & Sorcery.....	7.50
Mugsy's Revenge.....	6.75
Rock & Wrestle.....	7.50
Little Comp. People.....	7.50
Yak's Progress.....	7.50
Friday the 13th.....	6.75
Roller Coaster.....	5.95
Gyroscope.....	6.75
Korons Rift.....	8.00
Young Ones.....	5.95
Elektra Glide.....	6.75
Arc of Yesod.....	7.50
Ping Pong.....	5.95
I.C.U.P.S.....	5.95
Death Wake.....	5.95
Flintstones.....	5.95
Arena.....	7.50
Outlaws.....	7.50
Dragon Skulle.....	7.50
Time Tunnel.....	7.50
Desert Fox.....	7.50
Superbowl.....	7.50
Revs.....	11.25
Hardball.....	7.50
Wild West.....	8.00
Lords of the West.....	7.50
Sci-Fi.....	7.50
Laser Basic.....	15.00

Postage included U.K. Please state which micro. Fast Service.
Send cheque/PO to: MEGASAVE, Dept. CVG, 76 Westbourne Terrace,
London W2

MOLOTOV MICK



Mick's Headbutts will really grab you.
No butts about it!

ROCK'N' WRESTLE



FREE WITH

SUPER VALUE

MATCH

F.A.CUP FACT FILE

A unique collection of 31 colour cards
together with a super plastic wallet to keep
them in.

Each card features one of the biggest stars in
England and Scotland - and on the reverse
you'll find facts, figures and fun stories to
fascinate you.

**YOUR FIRST SIX CARDS - PLUS WALLET - FREE
WITH THE JANUARY 25TH ISSUE**

It's a really original free gift that no fan will
want to miss.

PLUS

Great colour posters of the top players.
Match Facts - the world's greatest results
service.

On-the-ball features and news stories.

Don't miss out - place and order with your
newsagent for Britain's most sought-after
football weekly.

Only 42p

JANUARY 25TH ISSUE - ON SALE NOW



DEAR BUG HUNTERS

A NOTE FROM YOUR EDITOR:

Even if he does consider himself to be an ace reporter, that wimp **Rik Link** has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he gave me some cock-and-bull story about entering the **Recreation Room** disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, he's got nothing to report.

Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rik's column.

Introducing an international element to the proceedings. I'm proud to present a super-fast **TURBO LOADER** for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that:

L is the new **LOAD** command, S is the new **SAVE** command, V is the new **VERIFY** command.

These work in exactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to **LOAD** and **SAVE** this program, it'll take about 70 seconds, using the new commands, these operations only take

about ten seconds!

Hopefully you won't be hearing from me next month. Rik Link reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. He'd better!!

```
0 REM SUPER FAST LOADER FOR THE CBM 64
1 REM BY LUC PYCKE
2 LP=0:CVG=50000:POKE646,2:POKE53280,1:P
OKES3281,1
3 PRINTCHR$(147):PRINT:PRINT"PLEASE WAIT"
...:PRINT:PRINT
10 FORI=CVGTOCVG+496:READA:LP=LP+A:POKE
I,A:NEXT
20 DATA169,91,181,8,3,169,195,181,9,3,96
,32,113,0,280,4,201,95,240,3,76,231
30 DATA167,32,115,0,201,83,240,11,201,76
,280,16,201,86,280,21,76,8,175,38
40 DATA115,0,32,280,195,76,174,167,32,11
5,0,32,228,196,76,178,167,32,115,0
50 DATA38,227,196,76,174,167,0,0,0,0,0
0,0,0,0,0,0,83,85,80,69,82,77,79
60 DATA78,32,54,52,13,0,0,0,0,0,0,0,0
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
70 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
80 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
90 DATA249,32,56,288,32,183,286,32,125,1
96,32,145,196,165,185,28,105,1,202
100 DATA32,177,196,162,8,185,172,0,32,17
7,196,162,8,200,192,5,234,208,282,160
110 DATA0,162,8,177,187,196,183,184,3,16
9,32,202,32,177,166,162,8,205,198,187
120 DATA208,237,169,2,133,171,32,145,196
,132,32,177,196,132,215,162,7,234,177
130 DATA172,32,177,196,162,3,230,172,208
,4,230,173,202,202,169,1,197,174
140 DATA165,173,229,175,184,231,234,165
,215,32,177,196,162,7,136,208,246,200
150 DATA132,192,88,24,169,0,181,180,2,76
,147,232,160,0,132,192,173,17,208,61
160 DATA239,141,17,208,202,208,253,136,2
08,250,120,96,160,0,169,2,32,177,196
170 DATA162,7,136,192,9,208,244,162,5,19
8,171,208,238,152,32,177,196,162,7
180 DATA136,208,287,202,202,96,133,189,6
```

```
9,215,133,215,169,8,133,163,6,189,165
190 DATA1,41,287,32,211,196,162,17,234,9
,8,32,211,196,162,14,198,163,208,233
200 DATA96,208,208,253,184,8,169,11,202
,208,253,133,1,96,162,0,44,162,1,164
210 DATA3,165,84,134,10,136,187,132,195
,133,196,32,212,225,32,253,196,32,122
220 DATA25,76,116,144,32,97,197,165,171
,201,2,240,8,201,1,208,283,165,185
230 DATA80,10,173,60,3,133,195,173,61,3
,133,196,32,80,287,32,228,255,240,251
240 DATA32,44,168,164,183,280,11,136,177
,187,217,65,3,208,208,152,208,285,132
250 DATA44,32,210,285,173,62,3,56,237,6
0,3,8,28,101,195,133,174,173,63,3,101
260 DATA196,80,237,61,3,133,175,32,118,1
97,165,189,69,215,5,144,280,4,169,255
270 DATA133,144,76,169,285,32,175,197,20
1,0,280,289,133,171,32,221,197,145
280 DATA178,200,192,192,208,286,280,45,3
,217,197,32,221,197,196,147,208,2
290 DATA145,195,209,195,280,2,134,144,69
,215,133,215,230,195,208,2,230,196
300 DATA165,195,197,174,165,196,289,175
,144,221,32,221,197,32,125,196,200,132
310 DATA92,88,24,169,0,181,160,2,76,187
,258,32,23,246,32,183,198,132,215,169
320 DATA7,181,6,221,162,8,32,280,197,38
,189,165,189,201,2,208,285,160,9,32
330 DATA21,197,201,2,280,289,196,169,20
8,234,32,221,197,136,208,246,96,169
340 DATA8,133,163,32,280,197,38,189,234
,234,234,196,163,208,244,165,189,96
350 DATA169,16,44,13,220,240,251,173,13
,221,142,7,221,72,169,25,141,15,221
360 DATA104,74,74,96,0,255
370 IFPC=>83794THENPRINT"ERROR IN DATA!"
:STOP
380 PRINT:PRINT"L = LOAD","PRINT"S = SA
VE":PRINT"V = VERIFY":PRINT
390 SYS CVG:END
```

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of **ATTACK OF THE MUTANT CAMELS** and a stripped-down **PSYCHEDELIA** - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the **LLAMASOFT** name and logo by **ARIOLASOFT**, a mutually-agreed experiment to apply **ARIOLASOFT**'s marketing expertise to one of **JEFF MINTER**'s individually-styled games epics-

£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as **MATRIX**, **REVENGE OF THE MUTANT CAMELS**, **SHEEP IN SPACE** and **ANCIPITAL** - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -

£9.45 on 2 tapes, £11.95 on disc

COLOURSPACE: The **COLOURSPACE** software is a development of Jeff's **PSYCHEDELIA** programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy **COLOURSPACE**, creating a dazzling kaleidoscope of flowing chromatic patterns.

Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

★ BBC - at £7.95 on tape

★ ATARI 8-bit (including HE130) - £7.50 on tape

★ ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of **ZARJAZ** effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

LLAMASOFT

ZARJAZ SOFTWARE

THE SOFTWARE CHART



Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

● FEBRUARY

TOP 30 / ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	—	Commando	SP, C64, AMS	Elite	—
2	21	Elite	SP, C64, AMS, BBC	Firebird/Acornsoft	8
3	—	They Sold a Million	SP, C64, AMS	Hit Squad	—
4	1	Way of the Exploding Fist	SP, C64, AMS	Melbourne House	8
5	—	Yie Ar Kung Fu	SP, C64	Imagine	—
6	7	Formula One Simulator	C64	Mastertronic	8
7	—	Winter Games	SP, C64	US Gold	—
8	—	Computer Hits (10)	C64	Beau Jolly	—
9	—	Rambo	SP, C64	Ocean	—
10	8	Finders Keepers	SP	Mastertronic	8
11	—	Back to Skool	SP, C64	Microsphere	—
12	—	Beach-head 2	SP, C64	Access/US Gold	—
13	—	Little Computer People	SP	Activision	—
14	17	Monty on the Run	SP, C64	Gremlin Graphics	4
15	—	Tomahawk	SP, C64	Digital Integration	—
16	18	BMX Racers	SP, C64	Mastertronic	8
17	—	Action Biker	SP	Mastertronic	8
18	2	Frank Bruno's Boxing	SP, C64	Elite	8
19	—	Arcade Hall of Fame	SP, C64	US Gold	—
20	—	International Karate	SP, C64, AMS	System 3	—
21	—	Fight Night	C64	US Gold	—
22	—	Last V8	SP	Mastertronic	—
23	—	Saboteur	SP	Durell	—
24	3	D. Thompson's Super Test	SP, C64	Ocean	8
25	—	Robin of the Wood	BBC	Odin	—
26	—	Gyroscope	SP, C64	Melbourne House	—
27	16	Impossible Mission	SP, C64	Epyx/US Gold	4
28	—	Rockman	SP	Mastertronic	—
29	6	Fighting Warrior	SP, C64	Melbourne House	8
30	—	Vegas Jackpot	SP	Mastertronic	—

AMSTRAD/TOP 10

1	They Sold a Million/Hit Squad
2	Grand Prix 3D/Software I
3	Formula 1 Simulator/Mastertronic
4	Finders Keepers/Mastertronic
5	Soul of a Robot/Mastertronic
6	Yie Ar Kung Fu/Imagine
7	Nonteraqueous/Mastertronic
8	Chiller/Mastertronic
9	Raid/US Gold
10	Way of the Exploding Fist/MH

SPECTRUM/TOP 10

1	Elite/Firebird
2	Commando/Elite
3	Back to Skool/Microsphere
4	D. Thompson's S.T./Ocean
5	Monty on the Run/Gremlin G.
6	Saboteur/Durell
7	Tomahawk/Digital Int.
8	Int. Karate/System 3
9	Way of the Exploding Fist/MH
10	They Sold a Million/Hit Squad

C64/TOP 10

1	Winter Games/US Gold
2	Commando/Elite
3	Rambo/Ocean
4	Last V8/Mastertronic
5	Little Comp. People/Activision
6	Fight Night/US Gold
7	Summer Games 2/Epyx/US Gold
8	They Sold a Million/Hit Squad
9	Who Dares Wins 2/Alligata
10	Monty on the Run/Gremlin Grap.



Frank Bruno's Boxing Number 18.



Spy vs Spy creeps upwards.

MACHINE KEY

SP = SPECTRUM
C64 = COMMODORE 64
AMS = AMSTRAD
BBC = BBC
AT = ATARI
ELEC = ELECTRON
ENT = ENTERPRISE

COMPILED BY GALLUP

ROCK'N WRESTLE

Rock'n Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 25—including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Rock'n Wrestle—the challenge begins here!

Available for Spectrum £8.95, C64 and Amstrad £9.95.



from **MELBOURNE HOUSE**



AVAILABLE FROM THESE DEALERS:

Robinson Ltd., 89 High St., Huntingdon. Jones Computers Ltd., Canterbury Computer Centre, 56/57 Palace Street. Star Video, 138 High Rd., Beeston, Nottingham. Lansdown Computer Centre, 1 Lansdown Crescent, Bournemouth, Dorset. Gamer, 71 East Street, Brighton, East Sussex. Helston Computer Centre, Helston Arcade, 22 Coiurge St., Helston, Cornwall. Electron Equip, 36-38 West Street, Fareham, Hants. North Notts. Computer Centre, 37A Outram St., Sutton-in-Ashfield, Nottingham. Softcentre, 2 Brunsfield Place, Edinburgh, Scotland. Miles Better Software Ltd., 221 Cannock Rd., Chadsmore, Cannock, Staffordshire. Posi-Ton Computing, 15 Central Precinct, The Market, Llanelli, Dyfed. Northwich Home Computers, 79A Witton Street, Northwich, Cheshire. Mighty Micro, 268 Wilmslow Rd., Fallowfield, Manchester. Topsoft Computer Software, 3 Hambledonian Yard, Stockton, Cleveland. P&H Electronics Ltd., Radio House, 22/24 Guildford Rd., Bagshot. Patrick McNulty & Sons, 24/26 Belmore Street, Enniskillen, Northern Ireland. Long Eaton Software Centre, 91 College St., Long Eaton, Nottingham. Fidget Computerware, 150 Desborough Rd., High Wycombe, Bucks. The Micro Workshop, 12 Station Approach, Epsom, Surrey. KK Stationers, 187 Edgware Road, London W2. Trowbridge Computer Shack, 8 Timbrell Street, Trowbridge, Wilts. Computers Plus, 65 High Street, Sittingbourne, Kent. Alan Sinclair, 9-11 Church Street, Basingstoke, Hampshire. Business Information Systems, Swan Square, Bridge St., Haverfordwest, Dyfed. Adrians Records, 36 High Street, Wickford, Essex. Sweetons Bookshops Ltd., 48 Fishergate, Preston, Lancs. Stockton Software, 10 South Road, Norton on Tees, Cleveland. Computer Centre, 17 Campbell Street, Belber, Derbyshire.

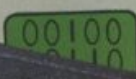
The COMPLETE

PART 1

SPECTRUM

All you want to know about the world's best-selling computer

A Database
Publication

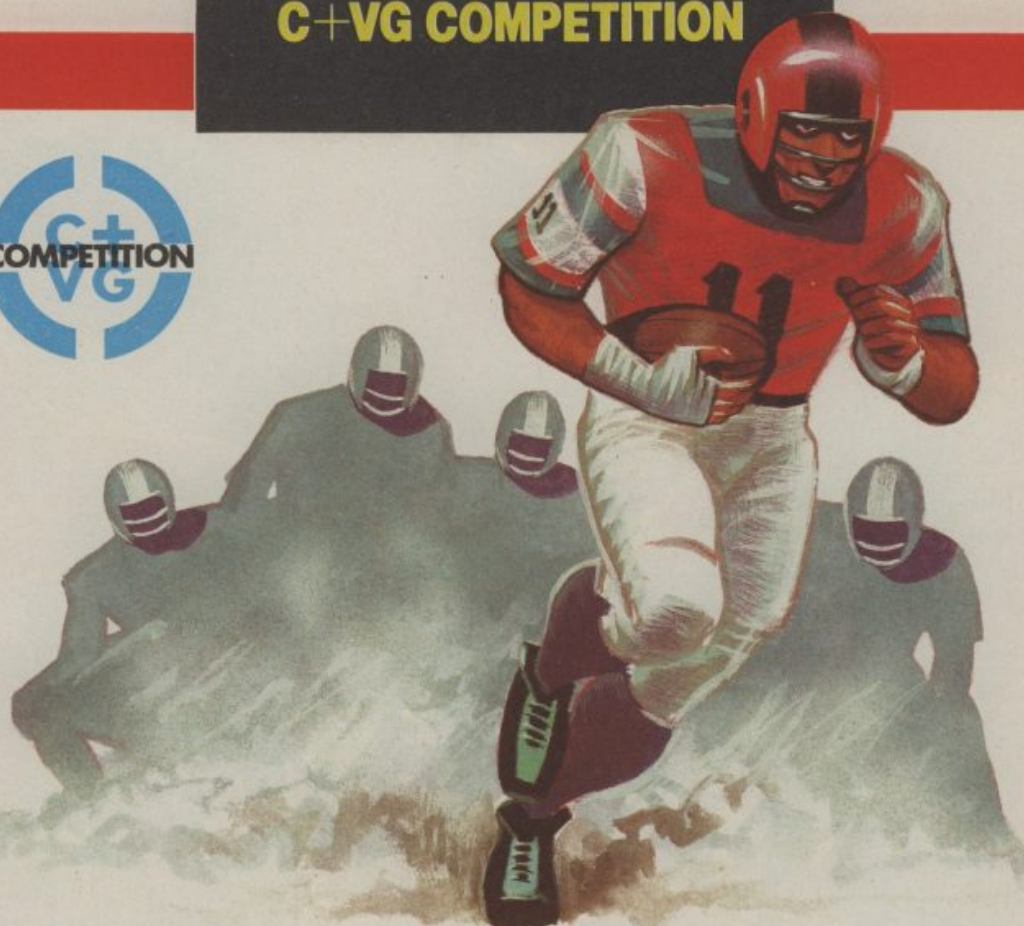


**AT LAST! The partwork more than 2 million
Spectrum owners have been waiting for!**
PART 1 NOW ON SALE AT YOUR NEWSAGENTS

In six monthly parts

£1.50

C+VG COMPETITION



It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action, C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

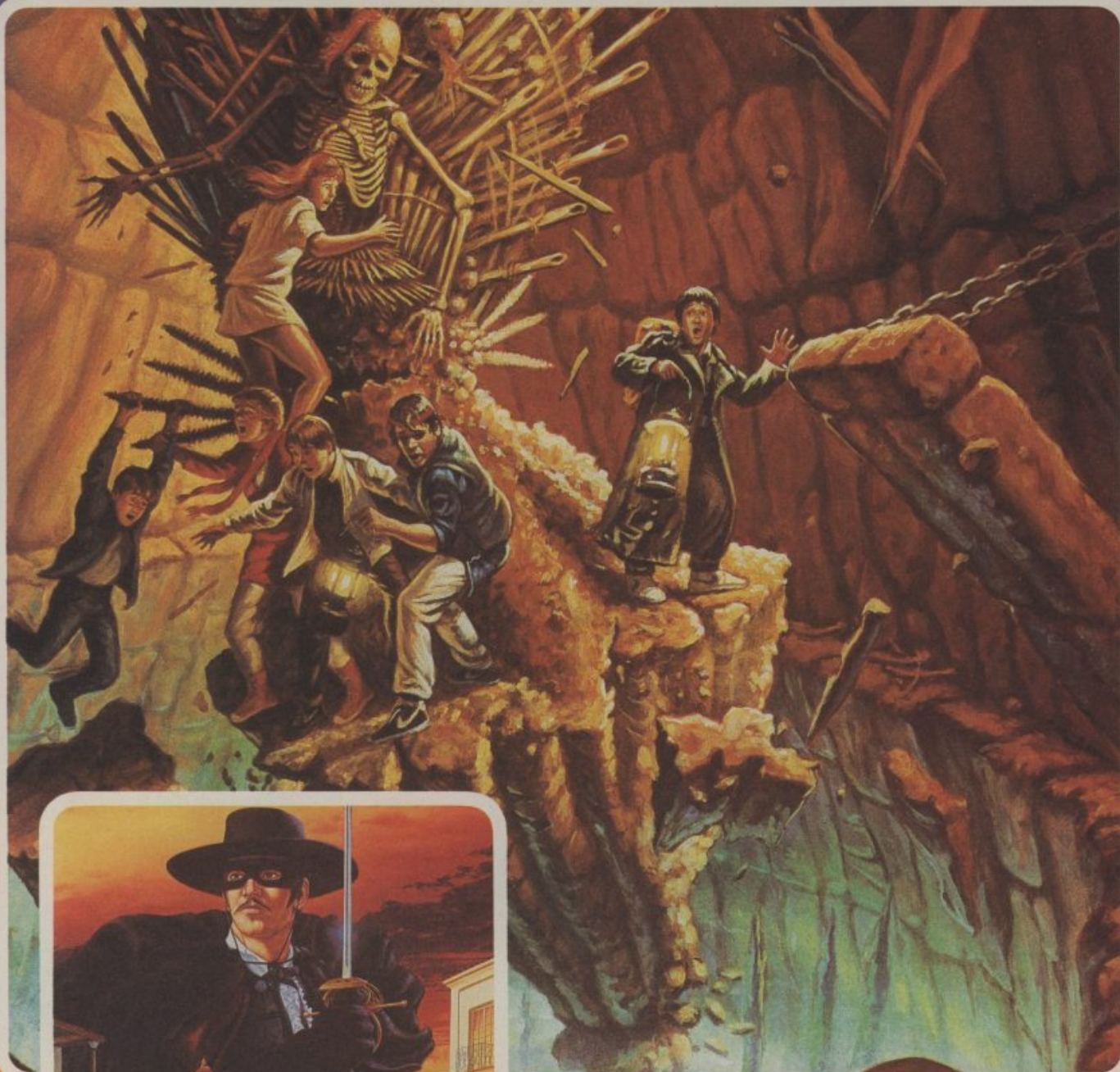
All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington _____
 New York _____
 Dallas _____
 Miami _____
 New England _____
C+VG/IMAGINE SUPERBOWL COMPETITION
 Name _____
 Address _____

Tick your make of computer and sweatshirt size
 Spectrum ☐ Amstrad ☐ CBM 64 ☐ Small ☐
 Medium ☐ Large ☐



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



The return of the legendary crusader - skilfully
fencing through screens of mystery and danger!

Zorro



Datasoft is a registered trademark of Datasoft Inc. Zorro is a registered
trademark of Zorro Productions © 1985 Zorro Productions.
The Goonies is a trademark of Warner Bros. Inc. © 1985 Warner Bros. Inc.
All rights reserved. © Warner-Tamerlane Publishing Corp. and Reilly
Music Corp. All rights reserved. Used by permission. © 1985 Datasoft Inc.

From the
RICHARD DONNER
Production

THE

Based on the Story
by
STEVEN SPIELBERG

GOONIES

Exciting Multiscreen Action and Adventure!



COMMODORE 64	DISK	£14.95
AMSTRAD	CASS	£9.95
ATARI • BBC		
SPECTRUM 48K	CASS	£7.95

Datasoft



COMMODORE 64 • ATARI • SPECTRUM 48K • AMSTRAD • BBC

ADVENTURE

NEWS

WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the Adventure Reviews section on a regular basis.

Steve is hardly a stranger to C+VG readers. His name first appeared in the November 1983 issue, in connection with an apparently immovable horse in Scott Adams' *Ghost Town*.

Desperate and heart-rending letters from Steve, for help with *Ghost Town*, regularly fell upon the C+VG doormat.

So critical did I diagnose his condition to be, that only the most drastic treatment could be considered — I sent him my home phone number, which he used late at night when the malaise gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to

report, in the March 1985 issue.

Steve has written reviews from time to time, and his most recent contribution to C+VG was a feature on mapping in the December *Book of Adventure*, in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

ORCSBANE

C+VG reader Nick Walkland was planning a new adventure 'Fanzine' called *Orcsbane* for some time and wrote to warn me about it. Before I could catch the postman and tell him to push off, he had slipped a copy through the C+VG letter box!

I therefore felt obliged to leaf through it in a rare moment of idleness, and my first impression was how thick it seemed for a mere 50p. I soon discovered that was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by 'Rob'. The C+VG

Adventure Club comes bottom of Rob's list — '... this isn't worth the paper it's printed on ... he has the best Adventure Corner in any British magazine, and the worst club effort ...' However, Nick, the Ed., intervened to add: 'Actually, the C+VG Club works out for the postage only ... I don't know whether to feel insulted or complimented!

The first issue of *Orcsbane* contained 28 pages (32 if you count the extras!), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpline, a number of feature articles, and a well-drawn cartoon strip featuring 'Shermlock Shomes'.

There is artwork throughout, which breaks up the fairly dense text — making it more digestible, and a zany streak of humour running through it's pages, which gives it a nice 'clubby' atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the next bi-monthly-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 4ZH.

THE DECEMBER BOOK OF ADVENTURE

Did you spot the deliberate mistakes? Deliberate? Well, er ...

WHERE WAS BUCKAROO?

We referred to a sneak preview of *Buckaroo Banzai* on page eight of the supplement. That was the dreaded Metcalfe's wishful thinking — space limitations prevented the preview from appearing! But to make up for it, read all about *Buckaroo* — plus a few other games that have not appeared in the UK — in this issue!

VILLAGE OF LOST SOULS

In the review of this BBC Adventure, we omitted to mention that it is available by mail order only from the publishers, Magus, 4 Toronto Close, Durrington, Worthing, W. Sussex BN13 2TD, price £9.95 including postage and packing.

MAIL BAG

Dear Keith,

I own a TI994/A and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module *Return To Pirate's Isle*. It is great, the only one with 'stunning graphics' for the Texas.

Do you know if Adventure International are planning to convert any of Scott Adams games, especially the Questerobe series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain *Emerald Isle* and *Dungeon Adventure* from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures?
Ian Goodsall,
Norwich.

Keith's Reply:

Many companies do not support a machine until a minimum number of units have

been sold in the UK, in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit, Level 9 is unique in producing very quickly, conversions of their software for almost every micro that has a significant following.

There are no plans at present for Enterprise versions of the Questerobe series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for Mordon's Quest in an Enterprise format. That is one not to be missed, and is available now!

Dear Keith,

While we thank Jim Douglas for his review of our game, *Village of Lost Souls* in the December Adventure Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function

as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause.

Martin Moore and Glen McCauley,
Magus,
Worthing.

Keith's Reply:

Jim's Beeb is stuffed to overflowing! He has *Wordwise*, *Graphics* and *Printmaster* (all from Computer Concepts), *Micronet*, *Viewdata* (for bulk uploading to Prestel), *Prestel* (Acorn), *AMX Mouse* and *DFS* (Acorn). That's all he can think of for the moment, anyway!

Dear Keith,

We would like to thank Paul Coppins for his excellent review of our adventure — *Project X The Micro Man* (C+VG November). We were pleased to

see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

Project X was written using Gilsoft's *Quill* and *Illustrator* in conjunction with a new product from Gilsoft called *The Patch*. We were able to use this prior to its launch due to the fact that we know the author Phil Wade.

We are now working on a sequel to *Project-X*, and will send you a copy as soon as it's complete.

Jon Lemmon and Tim Kemp,
Compass Software,
Norwich.

Keith's Reply:

Ah, if we could but always play a game right to the end in time for a review! But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel, and I hope we get the credits right next time!

ADVENTURE

HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP!

Got a problem?
Don't suffer in
silence. Write to
Keith Campbell's
Adventure
Helpline,
Priory Court,
30-32 Farringdon
Lane, London
EC1R 3AU.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the **Fourth Protocol**. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch **Ideas Central** for tips on the strategy to adopt.

Meanwhile, the latest pleas come from L. Bailey of Egremont in Cumbria, who wants to know how to enter CECOM's files stored at Blenheim, and from Sean Connolly of Holywell, who asks: "What is the answer to Sir Anthony's question?"

Mark Rendle of Chessington is seeking Arka the dwarf, so that he can kill him, and thus finish off **Greedy Dwarf** as well. Dwarf followers — where is he?

Philip Baydell of Westerham in Kent, is still battling **El Diablero** a year after he was recommended it by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the coyote, where he should dip the twig, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry.....!

"Tell Catface of Bexley he isn't paranoid," says Ruth Bingham. She has the same problem as him, in Arthurian **Eureka**, and is wondering if she might be able to use the cloak at the marsh.

"A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc.", *Hello, wait for it.* "But if you could find a nano-second or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of caves in the abysmal **Invincible Island**?" writes Mark Hardwidge of Tonypandy. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time, you know!" he adds, in the worst possible taste.

Jason Nicholls has 100,000

things he would like to say when the genie says to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in **The Magic Mountain**, where else?

James Smith was stuck up the loft in **Terrormolinos**, unable to escape. A silly problem this. An example of poorly thought out commands. What James needed was the word **DOWN STEPS** — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear".

Can anyone tell Stuart Elflett (see News from Afar) where to find the Red Jewel in **Ring of Power**?

John Macciocci's main mission in life at present, is the electrifying **Mission 1**. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is a fence, and this time the came is **Upper Gumtree**. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy, despite crossing her palm with silver and giving her a teacup. "I find Upper Gumtree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making **Riddler's Den** live up to its name! He thinks that the plinth and the mouthwash will help him to get past the fallen gargoyle with the sore throat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mouse in **Sphinx**, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire! Write to me c/o the Helpline, and I will pass your letters on to Ann.

Just while he was trying to get the Aramaic phrase book, a tree fell on Toby Blake's head.

He tried his hand at getting hold of the jester's hat, only to find himself fizzled into a pile of bath salts!

Of course, he was playing **Quest for the Holy Grail**, and this dotty game is sending him potty! Who can help him with a translation and a laugh?

NEWS FROM AFAR

The "points bug" in **Castle of Terror** has a counterpart in **Pub Quest**, so writes Stuart Elflett from Toogoolawah. In case you're not quite sure, Toogoolawah is, of course, in Australia. "Keep moving west then east, and your score will climb," says Stuart!

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of Jamie Osborne of Western Australia, and he sent me a copy. With its own Helpline, the top adventures for unsolved problems down under at the moment are: **Thermonuclear Wargames**, **Asylum**, **Hulk**, **Valkyrie 17**, and **Institute**. **Asylum** comes in for a full page in Australian **Commodore Review**, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from **VIDEO GIOCHI** (Video Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici," which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, **Wishbringer** from Infocom, a list of "super-adventurers" — a sort of Hall of Fame, a selection of readers adventure problems, and hints.

It's all very like our own adventure scene.

The current games troubling readers are similar, too, featuring **Zork**, **Aztec Tomb**, **Golden Baton**, **Planetfall**, and **Zim Sala Bim**.

But there is one section that intrigued me: **Piccolo dizionario dei sinonimi**. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

T-SHIRT ROLL OF HONOUR

T-shirts for interesting letters and extra-helpful hints, go to: Mark Renshaw of St. Helens, Robert Arnold of Whitchurch, Bryn Lucas of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

ADVENTURE

CLUES



Credits this month for contributing to the clues, from Toby Blake of Inverness, Tony Norris of Woking, Jason Nicholls of Bradford, Stuart Ellett of Queensland, Steve King of Poole, Bryn Lucas of Colchester, Reiner Wald of Bonn, Alan Maudlin of Peterborough, and others whose names got buried under a pile of readers letters.....!

Get a spear and have a break, To find the Drac's heart-piercing stake.

CASTLE OF TERROR:

Go and open the iron door, and get Boris to kill the guardian for you, or use his gun to do the deed yourself.

FANTASIA DIAMOND:

To purchase a boat, take statuette from banquet hall, and have a good feast, but don't go upstairs!

EUREKA ARTHURIAN:

Check the Sultan's jacket to sleep in Sultan's style, Look at Sultan's fireplace to escape with treasure pile.

BIM: ZIM SALA

You need to summon help to escape from the willow!

BORED OF THE RINGS:

In the circular passageway is a wall that can be chopped down. After hacking the electrician to pieces and getting the fuse, try and kill the hypochondriac. Close all the doors, ten on each side, using the silver card, to get a present from the footsteps.

ASYLUM 2 (TRS-80):

Say something to get past the tramp.

PUB QUEST:

Cut the ropes to free the skeleton, for missiles to defeat the scaly thing. Wear gloves, get fungus — goodbye slug!

FROM ANDROMEDA: MESSAGE

VALKYRIE 17:

Unlock and open the door with the key. It's at the dead end, S and W of the pit. Be shadowed to canyon by crab, then shout! Then check north of rockpool.

JEWELS OF BABYLON:

Code for the ripped note: A-I B=N E=U F=M G=D H=E I=V K=S L=O M=K N=A P=G O=D R=B S=H T=R U=T V=W W=L X=P Y=P. Code for the singed note: A=M C=R D=B G=D I=O U=E W=S X=N Y=T Z=Y, and then read it backwards!

SHERLOCK:

You need the lathe retaining bracket from the industrial estate, before getting on the train.

HAMPSTEAD:

GOOD BYTE

SPECTRUM		
GAME	RRP	OUR PRICE
THINK.....	7.95	5.95
REALM OF THE IMPOSSIBILITY.....	8.95	6.70
BLADE RUNNER.....	8.95	6.70
SKY FOX.....	8.95	6.70
SPITFIRE 40.....	9.95	7.45
"V".....	7.95	5.95
STREET HAWK.....	7.95	5.45
KNIGHT RIDER.....	7.95	7.45
B.MAC BOXING.....	9.95	7.45
BATTLE OF THE PLANETS.....	9.95	7.45
SIR FRED.....	9.95	7.45
3 WEEKS IN PARADISE.....	9.95	7.45
SURF CHAMP.....	11.95	8.95
PANZADROME.....	7.95	5.95
INT. KARATE.....	8.50	4.25
RAMBO.....	7.95	5.95
ELITE.....	14.95	11.20
LORD OF THE RINGS.....	15.95	11.50
SWEETV'S WORLD.....	7.95	5.95
FRIDAY THE 13th.....	8.95	6.70
NOW GAMES 2.....	8.95	6.70
CRITICAL MASS.....	7.95	5.95
SUPERBOWL.....	7.95	5.95
TAU CETI.....	9.95	7.45
STAR QUAKE.....	7.95	5.95
SOUTHERN BELLE.....	7.95	5.95
YIE AR KUNG FU.....	7.95	5.95
GOLD RUN.....	7.95	5.95
EXPLODING FIST.....	7.95	5.95
THE FORCE.....	9.95	7.45
EVIL CROWN.....	9.95	7.45
ARENA.....	9.95	7.45
BACK TO SKOOL.....	8.95	5.20
GUN FRIGHT.....	9.95	7.45
CYBERUN.....	9.95	7.45
ZODS.....	7.95	5.95

COMMODORE 64		
GAME	RRP	OUR PRICE
SPY HUNTER.....	9.95	7.45
KAISER.....	7.95	5.95
URIDIUM.....	8.95	6.70
SPACE CLOUT.....	8.95	6.70
CAUSE OF CHAOS.....	8.95	6.70
WILD RIDE.....	8.95	5.20
"V".....	8.95	6.70
STREET HAWK.....	8.95	6.70
KNIGHT RIDER.....	8.95	6.70
BOUNDER.....	9.95	7.45
MIND SHADOW.....	9.95	7.45
KORONIS RIST.....	9.95	7.45
NIGHT SHADE.....	9.95	7.45
OUTLAWS.....	9.95	7.45
MERCENARY.....	9.95	7.45
MUGSY'S REVENGE.....	9.95	6.70
SCARABEUS.....	9.95	7.45
FRIDAY THE 13th.....	8.95	6.70
SUPERMAN.....	9.95	7.45
ENIGMA FORCE.....	9.95	7.45

THE MUSIC STUDIOS		
GAME	RRP	OUR PRICE
ELEKTRA GLIDE.....	14.95	11.20
ZORRO.....	8.95	6.70
ZODS.....	9.95	7.45
GOONIES.....	9.95	7.45
WORM IN PARADISE.....	9.95	7.45
LITTLE COMP. PEOPLE.....	9.95	7.45
GERRY THE GEM.....	7.95	5.95
BLADE RUNNER.....	8.95	6.70
REVS.....	14.95	11.20
"Z".....	9.95	7.45
WINTER GAMES.....	9.95	7.45
SABRE WOLF.....	9.95	7.45
UNDERWURLE.....	9.95	7.45
ELITE.....	14.95	11.20
RAMBO.....	8.95	6.70
STARION.....	9.95	7.45
S.T.S.T.....	8.95	6.70
SCALETRIX.....	12.95	8.70
FIGHT NIGHT.....	9.95	7.45
ROCK 'N' WRESTLE.....	9.95	7.45

AMSTRAD		
GAME	RRP	OUR PRICE
"V".....	8.95	6.70
STREET HAWK.....	8.95	6.70
KNIGHT.....	8.95	6.70
SPITFIRE 40.....	9.95	7.45
SKYFOX.....	9.95	6.70
TAU CETI.....	9.95	7.45
ELITE.....	14.95	11.20
FRIDAY THE 13th.....	8.95	6.70
WHO DARES WIN II.....	8.95	6.70
ROCCO.....	8.95	5.50

MSX		
GAME	RRP	OUR PRICE
KNOCKOUT.....	7.95	5.95
HYPER RALLY.....	14.95	11.20
PING PONG.....	14.95	11.20
ROAD FIGHTER.....	14.95	11.20
TENNIS.....	14.95	11.20
YIE AR KUNG FU II.....	14.95	11.20
HYPER SPORTS III.....	14.95	11.20

QUICKSHOT II NOW ONLY £8.50

ALL PRICES INCLUDE P&P

GoodByte offers some of the most competitive prices for software available. If you don't see the game you require listed, please ring for the most up-to-date news on releases and back catalogue files on 01-731 4807.

PLEASE NOTE IF OUR ORDER EXCEEDS £50 YOU GET 10% FURTHER DISCOUNT

SEND CHEQUE/P.O. TO

GOODBYTE
UNIT 10-11
IMPERIAL STUDIOS, IMPERIAL ROAD
LONDON SW9 (TEL: 01-731 4807)

L.A. BRUCE



Bruce's Armlocks can really spin you out.

ROCK'N WRESTLE



NEW!!!
LOW COST
SHORT TERM FINANCE
NOW AVAILABLE

Compumart Mega Deals

Best Price for ATARI HARDWARE in the U.K.

Atari 130XE Computer

£119.⁹⁵
+ £3 p&p

Atari 1050 Disk Drive

(with FREE Home File Manager, Payoff
Adventure, Demo Disks & 10 FREE
Blank Disks)

£129.⁹⁵
+ £3 p&p

Atari 1027 Letter Quality

Printer (with FREE Atari Writer)

£145.⁰⁰
+ £3 p&p

Atari 130XE, 1050 Disk Drive
& 1027 Letter Quality Printer

(with FREE Home File Manager, Payoff
Adventure, Demo Disks, Atari Writer
& 10 Blank Disks)

£350.⁰⁰
+ £5 p&p

Goods despatched - SAME DAY - PARCEL POST
12 Month Warranty - ANY PRODUCT FOUND TO BE DEFECTIVE WITHIN 12 MONTHS OF
PURCHASE WILL BE REPLACED - FREE OF CHARGE

CONTACT US NOW FOR THE LATEST
PRICES + AVAILABILITY OF ALL
ATARI PRODUCTS

Please send cheques/postal orders to:
Compumart, (Dept CV)
71 Gracedieu Road, Loughborough
Leics. LE11 0QF

Best Prices for BLANK DISKS in the U.K.

Top Quality 5 1/4" Bulk Packed Disks
(Hub-Ringed and in White Envelopes with a Lifetime Warranty)

FREE!!! Plastic Library Case worth £2
when you buy 10 Disks

FREE!!! Perspex Disk Storage Box worth
£10 when you buy 50 Disks

10 — 5 1/4" Single Sided/Double Density
Blank Disks (with FREE case) £9.⁹⁵
+ £1 p&p

10 — 5 1/4" Double Sided/Double Density
Blank Disks (with FREE case) £13.⁹⁵
+ £1 p&p

50 — 5 1/4" Single Sided/Double Density
Blank Disks (with FREE Storage Box) £49.⁹⁵
+ £2 p&p

50 — 5 1/4" Double Sided/Double Density
Blank Disks (with FREE Storage Box) £69.⁹⁵
+ £2 p&p

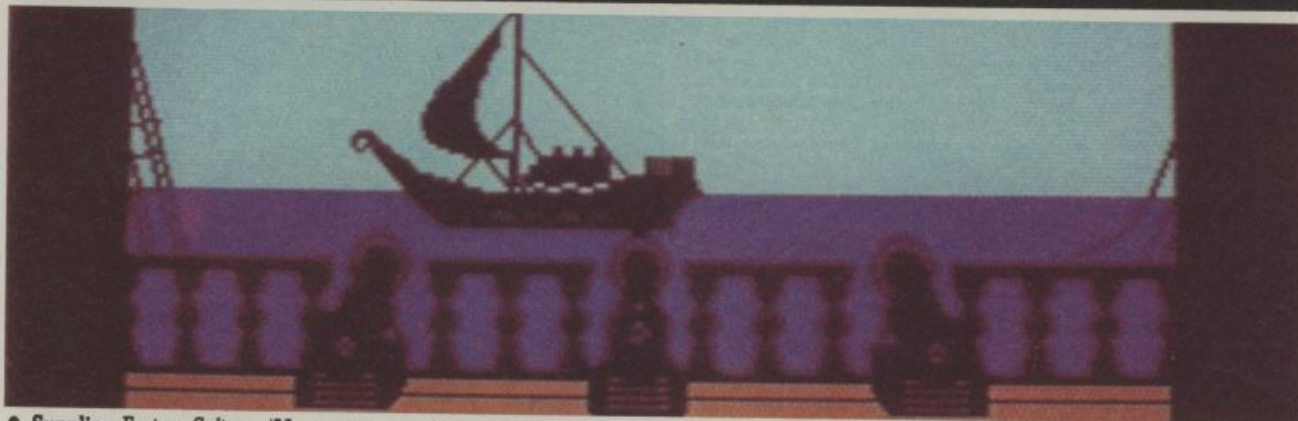
GOODS DESPATCHED - Same day 1st Class Post
MONEY BACK GUARANTEE - If you are not completely
satisfied with your purchase we will either exchange
your disks or give a FULL REFUND - that's the
Compumart Guarantee

Compumart...Computer...Compur
0509-262259
HOTLINE...HOTLINE...HOT

ADVENTURE

REVIEWS/1

SEAS OF BLOOD



- **Supplier:** Fantasy Software/AI
- **Machine:** Commodore 64, Spectrum 48k, Amstrad
- **Price:** £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

AI's Adventure System, using split screen text and in-memory graphics, is now familiar to many adventurers. It was used to create *Gremlins* and *Robin of Sherwood*, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel *Banshee*, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands SAIL (direction).

You can leave the ship to go pillaging on land — should you sight it! Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghoulies, and ghosties. Some of these attack, rather to my disappointment, zapped me right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program

enters a combat mode in which the lower half of the screen depicts two dice and displays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer 'fights' based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Sailing the seas can be interesting, for as well as finding land to explore, there are wrecks

to be plundered and respectable ships to be burned and looted, not to mention skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a zombie? Aha, and there's 'the traditional red-herring in there somewhere, too' Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the mountain top!

Keith Campbell

● Vocabulary	8
● Atmosphere	8
● Personal	8

WINNIE THE POOH

- **Supplier:** US Gold/Sierra
- **Machine:** Commodore 64, Disk
- **Price:** £14.95

Unashamedly a game for kiddies, *Winnie the Pooh* is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-

known Winnie the Pooh tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position.

Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kanga is neat and tidy, so if you come across a broom... And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over,

without being an exact repetition.

There are hazards too. If Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short text narratives, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be

discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoony style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children not yet into full-blown adventure games.

Keith Campbell

● Vocabulary	N/A
● Atmosphere	8
● Personal	10

REVIEWS/2

SOULS OF DARKON

- **Supplier:** Taskset
- **Machine:** Amstrad, Commodore 64, Spectrum
- **Price:** £7.95, cassette

The brief background story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say as much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyway, with trees and mushrooms, not to mention a log hut complete with woodman, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the

picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type **LOOK** for a list of exits and objects. There are three facilities for **HELP**. One is to simply type the word, but more often than not you will be referred to the other two methods: **LEGEND** and **VOCAB**. The latter is simply a list of the valid words, whilst **LEGEND** may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

There are a couple of characters to be found early in the game — a toiling woodman, and a guide. Both seem rather wooden, for I have not found a way to make them listen yet, let alone engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then

continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

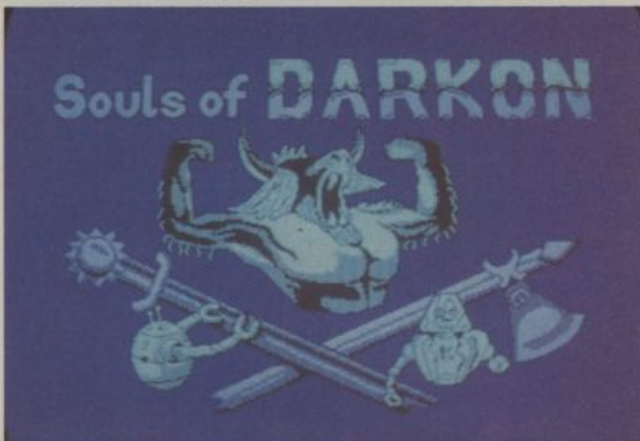
There seems to be a glitch or two with the replies, as when having typed **GO OUT** to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing

LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

Keith Campbell

● Vocabulary	6
● Atmosphere	7
● Personal	6



BUCKAROO BANZAI

Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.

The revelation that a Scott Adams game named **Buckaroo Banzai** has been on release in the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and possibly somewhat hurt that they haven't been privy to this secret.

Buckaroo Banzai is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US

during 1984, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant ex-neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectroids — a race of aliens who threaten the entire world.

Disposing of this menace in the film, Buckaroo is about to set off on a well-earned holiday,

only to have his plans disrupted. Before they left, the Lectroids planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.

Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to..." And this is where you take over — the adventure now starts.

From the Yoyodyne office in Trantham, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain rests your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is fond of the shack as a location, have you noticed? First there was the grass shack in **Pirate**, followed by the all-important Radio Shack (surely a double entendre for TRS-80 owners?) in **Ghost Town**. Next, chronologically, is the **Buckaroo** shack, making three, but Scott's shack makes yet another comeback in **Questprobe Three**, right next to the tar-pit.

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do

you fit them together?

Meanwhile, on a different tack, a spot of digging must be called for — Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

The version of **BB** that I played was in Sagaplus format on a Commodore 64 disc, available at present only in the States. Will it be seen over here? I spoke to Mike Woodroffe of Adventure International UK. "We're waiting for the film," he explained. "It's sitting over here in cans, waiting for Thorn-EMI to release it!"

However, there are some doubts about the future of **BB** in the UK. I asked Scott how the film was received in the US. "It was released during the '84 Olympics," he explained. "Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going to the movies! But it did develop a sort of cult following, rather like *Rocky Horror*."

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing **Buckaroo Banzai**, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

Keith Campbell



THE ULTIMATE GAMES FOR THE COMMODORE 64



Sabre Wulf, Underwulde and Nightshade are available on the Commodore 64 at £9.95 inc. VAT



Firebird Software Wellington House Upper St Martin's Lane London WC2H 9DL

MAIL ORDER

Please state name of game and numbers required. Enclose crossed cheque/P.O. made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

* FREEPOST FIREBIRD, Wellington House, Upper St. Martin's Lane, London WC2H 9DL



Firebird is a Trade Mark of British Telecommunications plc.

SPECTRUM TITLES

SOFTWARE

THE DRIVE-IN	£2.75
CODENAME MAT	£3.75
LINKWORD FRENCH	£2.50
LINKWORD GERMAN	£2.50
MAGNETS (EDUCATIONAL)	£1.95
THE BULGE	£5.95
PENETRATOR	£2.95
SURVIVAL (EDUCATIONAL)	£1.95
SMALL BUSINESS ACCOUNTS	£3.00
HUNTER KILLER	£2.95
UNDERWORLD	£4.95
SCRABBLE	£3.00
AUSTERLITZ	£8.75
ARNHEM	£7.75
WATERLOO	£8.75
DESERT RATS	£8.75
THEIR FINEST HOUR	£8.75
TINY TOUCH 'N GO (typing tutor)	£4.00
EUREKA	£3.50
DOOMDARK'S REVENGE	£4.95
LORDS OF MIDNIGHT	£4.95
VALHALLA	£3.50
SHERLOCK	£5.50
PSYTRON	£2.95
HAMPSTEAD	£4.95
ABERSOFT FORTH	£4.95
HORACE GOES SKIING	£1.00
BRAXX BLUFF	£1.95
PROJECT FUTURE	£2.95
SYSTEM 15.000	£2.95
PYJAMARAMA/AUTOMANIA	£5.95
STOP THE EXPRESS	£2.95
CONFUZION	£2.95
TERRAHAWKS	£2.95
HURG	£4.95
WAR OF THE WORLDS	£4.95
SELECT 1 (12 games)	£3.95
XAVOIR	£2.95
HIGHWAY CODE PROGRAM	£2.95
GET SET (EDUCATIONAL)	£2.95
NUMBER FUN (EDUCATIONAL)	£2.95
FAIRSHARE (EDUCATIONAL)	£2.95
PAT THE POSTMAN	£2.95
GHOSTBUSTERS	£4.95
ASTRONOMER II	£8.75
ANDROID ONE	£1.95
ANDROID TWO	£1.95
CYCLONE	£2.95
T.L.L.	£2.95

BACKPACKERS GUIDE	£2.95
KOKOTONI WILF	£2.45
CRAZY CAVERNS	£1.95
NIGHTFLITE	£2.45
SHADOWFIRE	£5.45
DAY IN THE LIFE	£2.95
RUNES OF ZENDOS	£2.95
SUBTERRANEAN STRYKER	£1.95
DRAGONTORC	£4.95
MONOPOLY	£8.75
THE ARTIST	£11.75
BRIDGE PLAYER II	£8.75

PACKS

Please quote pack contents in order

*VU CALC, VU FILE, VU3D	£5.95
*SHIP OF DOOM, PLANET OF DEATH, ESPIONAGE ISLAND, INCA CURSE, EMBASSY ASSAULT, REVERSI	£5.95
*BACKGAMMON, 4D ARCADE ADVENTURE, BIORYTHMS, REVERSI, DEVILS OF THE DEEP, MANIC MINER	£5.95
*SMALL BUSINESS ACCOUNTS, COLLECTORS PACK, CLUB RECORD CONTROLLER	£5.50
*COSMIC CRUISER, BC BILL, PEDRO, ZZOOM, ZIP ZAP, ALCHEMIST	£3.95
*WAR GAMES, INC. DREADNOUGHTS, PANZER ATTACK, RED BARRON, PARAS	£5.95
*SPORTS PACK INC. SNOOKER, ON THE OCHE (DARTS), OLYMPICS, ST. ANDREWS GOLF, DERBY DAY, WORLD CUP FOOTBALL	£5.95
*POOL, DUNGEON MASTER, TRANSYLVANIAN TOWER, INVINCIBLE ISLAND, THE MAGIC ROUNDABOUT, TIMEBOMB	£4.95
*WINGED WARLORDS, OTHELLO, SPECTRUM SAFARI, CATERPILLAR, GERMAN IS FUN, LEAPFROG	£4.95
*SPACE RAIDERS, TRAXX, HUNGRY HORACE, CATERPILLAR, SPELLBOUND, PLANETOLDS	£4.95
*IT'S THE WOOLUF, THE ISLAND, HALLS OF THE THINGS, ROMMELS REVENGE, DUNGEON MASTER, INVASION BODY SNATCHERS	£5.95
*CATTLE I.Q. TEST, SURVIVAL, MAGNETS, CHESS TUTOR, FORTH, FLIPPIT	£7.95
*EXTERMINATOR, SPELLBOUND, MISSION	

IMPOSSIBLE, DIMENSION DESTRUCTORS, ARMAGEDDON, POOL	£5.95
*FREEZE BEES, CYBER RATS, BRAIN DAMAGE, SPACE STATION ZEBRA, THE ISLAND, RUNES OF ZENDOS	£6.45

YOUNG LEARNERS & EDUCATIONAL PACKS

*BRAINTEASER PACK INC. RIDDLE OF THE SPHINX, FIRST MOVES, SNAFFLE, WORD WIZARD	£5.95
*6-10 YEAR OLDS PACK INC. SUM SCRUNCHER, ROBOT RUNNER, WILD WORDS, A.B.C. LIFT-OFF	£5.95
*4-8 YEAR OLDS PACK INC. COUNT ABOUT, LUNAR LETTERS, HOT DOG SPOTTER	£4.95
*MR T'S TELLS THE TIME, MR T'S MEETS HIS MATCH, MR T'S SIMPLE SUMS	£7.50
*MR T'S NUMBER GAMES, MR T'S SHAPE GAMES, MR T'S MEASURING GAMES	£7.50
*ROSE SOFTWARE PACKS INC. INTERMEDIATE ENGLISH 1, INTERMEDIATE ENGLISH 2, INTERMEDIATE MATHS 1, INTERMEDIATE MATHS 2	£5.95
*YOUNG LEARNERS 1 INC. ABACUS, TELLING TIME, SHOPPING, SNAKES	
*YOUNG LEARNER 2 INC. ANGLES, TABLES, DEDUCE CAPACITY, PRIMARY ARITHMETIC	£5.95
*FIVE TITLES, INC. TRIGONOMETRY, EQUATIONS & INEQUALITIES, GEOMETRY, FRENCH VOCABULARY, PHYSICS	£6.95

PERIPHERALS

CURRAH SPEECH & SOUND	£19.95
SINGLE PORT INTERFACES	£7.95
QUICKSHOT II JOYSTICK	£7.95
COMMODORE JOYSTICKS	£5.00
DK'TRONICS KEYBOARDS	£27.95 (£2.00 p&p)
ALPHACOM 32 PRINTERS	£29.95 (£2.00 p&p)
SAGA EMPEROR KEYBOARDS	£39.95 (£2.00 p&p)
SAGA ELITE KEYBOARDS	£74.95 (£2.00 p&p)
DK LIGHT PEN	£17.95
KEMPSON CENTRONICS INT.	£37.95
SEIKOSHA GP50s	£69.95 (£2.00 p&p)

Mail Order Offer Only — P&P, 70p Software, 70p Peripherals (unless otherwise stated), 70p per tape overseas, £2.50 per pack overseas

COMMODORE 64 TITLES

SOFTWARE

MYCHESS II	£5.25
CEASER THE CAT	£3.95
HERO	£4.95
ZIMSALA BIM	£4.95
MOTOCROSS	£3.95
SUICIDE STRIKE	£3.95
JUICE	£3.95
HARERAISER	£2.95
PENETRATOR	£3.25
ASSEMBLER 64	£3.25
STELLAR 7	£3.95
J.S.W.	£4.25
GOODNESS GRACIOUS	£2.95
HAMPSTEAD	£4.95
ROCK 'N BOLT	£4.95
HUNCHBACK II	£4.95
INTERNATIONAL FOOTBALL	£4.95
JACK ATTACK	£3.95
AGENT U.S.A.	£3.95
HEATHROW A.T.C.	£4.25
CAD CAM WARRIOR	£4.95
64 BASIC PROGRAMMING COURSE	£4.95
CHEMISTRY BY LONGMAN 'O' LEVEL CSE	£4.95
PSYTRON	£2.95
FORT APOCALYPSE	£3.95
LORDS OF MIDNIGHT	£4.95
SHADOWFIRE	£5.25
PYJAMARAMA/AUTOMANIA	£5.95
SELECT 1	£3.95
SPY V SPY	£4.95

VALHALLA	£2.95
LOGO	£5.95
PILOT	£5.95
SIMON'S BASIC	£20.00
EUREKA	£2.95
EASY SCRIPT	£12.50
EASY FILE	£12.50
INTRO TO BASIC PT. 1	£5.00
QUO VADIS	£2.95
FIRE QUEST	£2.95

EDUCATIONAL TITLES BY COMMODORE

JUST £1.50 EACH	
PATHFINDER	
SPIRATES & SNOWMEN	
HUMPTY DUMPTY	
FACE MAKER	
GET READY TO READ	
MATCHMAKER	
LET'S COUNT	
GERMAN	
GEOGRAPHY	
COMPUTER STUDIES	
PATRICK MOORE'S ASTRONOMY	
FRENCH	
KNOW YOUR OWN I.Q.	
HISTORY 20th CENTURY	
PHYSICS	

WORDS WORDS WORDS	
BBC MASTERMIND	
ROB CARRIERS MENU PLANNER	

COMMODORE CARTRIDGES

JUPITER LANDER	£2.50
OMEGA RACE	£2.50
LE MANS	£2.50
PINBALL SPECTACULAR	£2.50
CLOWNS	£2.50

PACKS

*AZTEC, ANCK, MR ROBOT	£4.95
*MR T'S NUMBER GAMES, SHAPE GAMES, MEASURING GAMES	£6.50
*MR T TELLS THE TIME, MEETS HIS MATCH, MR T'S MONEY BOX	£6.50

PERIPHERALS

COMMODORE JOYSTICKS	£5.00
VIC 20 PADDLES (PAIR)	£9.95
PROGRAMMERS REF GUIDES	£5.00
CURRACH SPEECH 64	£17.50
QUICK SHOT II's	£7.95
WICO TRACKER BALLS	£14.95

P&P: Software orders 70p, Peripherals 70p. Overseas add 75p per tape and £2.00 per pack.

Please state machine and pack contents

LOGIC SALES LTD

6 MIDGATE, PETERBOROUGH, CAMBS PE1 1TN

Telephone: (0733) 49696

ADVENTURE

REVIEWS/3

WORM IN PARADISE

- Supplier: Level 9
- Machine: All formats
- Price: £9.95

With *Worm* ends the saga of the colonists of Eridani, which started with their journey in the *Snowball*, led by Kim Kimberley. After her survival in *Return to Eden*, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent right wing bureaucracy in which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and full of fragrant flowers. Its walls, festooned with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one way or another, Reveline will bring you to your senses, and you will find yourself in the city of Enoch.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosey type — eventually something will click, and (if you

were sensible enough to play it) memories from *Snowball* will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

Worm in Paradise is the first product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of Interlogic, and Infocom system. *Worm* has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible; full sentence and multiple complex commands are accepted, such as EXAMINE ALL BUT THE TATTOO. When I first tried EXAMINE EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The Silicon Dream trilogy is now complete, having spanned the evolution of Level 9's Adventure System from the original 2-work input, text only format in *Snowball*, through the introduction of graphics in *Return to Eden*, to this smooth and flexible new form of presentation.

Here is science-fiction-based political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

● Vocabulary	9
● Atmosphere	10
● Personal	9

SNOW QUEEN

- Supplier: St Bride's
- Machine: Spectrum 48k
- Price: £8.95

Elation was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supposedly

inseparable pair of Gerda and Kay, two frightfully nice kids. A decidedly freaky goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obnoxious, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Queeny appears, grabs Kay, and whisks him off to her pad in the mountains.

As Gerda, your daunting task in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing 'the proper thing' — ie returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now

where can it be?" the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palace.

The *Snow Queen* probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

Jim Douglas

● Vocabulary	7
● Atmosphere	8
● Personal	6

BOOKS

- THE SPECTRUM ADVENTURER
- Mike Gerrard
- Duckworth £3.95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game himself, knowing that people who have

finished it are two a penny, having bought the whole solution.

On the other hand, I suppose people who have been genuinely frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In *The Spectrum Adventurer*,

Mike Gerrard provides 100% solutions, including complete maps, for four games: *Valhalla*, *Snowball*, *Twin Kingdom Valley* and *Urban Upstart*. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. *Valhalla* is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the maps appear as appendices at the back of the book.

As one would expect with

Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make my life a bit easier.....

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.

Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

ADVENTURE CREATORS

THE GRAPHIC ADVENTURE CREATOR

- Incentive Software
- Amstrad CPC464, 664, 6128
- Cassette £22.95; Disk £24.95

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and user-friendly piece of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, preceded by its reference number, on a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is pressed with no text in the input field. The up and down cursor control keys are used to scroll the list against the arrow to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed. This can be edited if it exists, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to start is shown, and this is followed by its weight.

Validation is carried out on the data as it is entered. For

example, when you add a new room, for example, you are asked the connections, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from being entered, and a message tells you why.

This error message, when I first encountered it, led me to the horrific discovery that the direction must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be E, then E must be included as a verb. I also concluded that the verb list, or at least a verb to be used elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to be long-winded and type GO EAST, those words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: Local, applying to a specific location; Low Priority; and High Priority. These are entered in a form resembling a high-level computer language: IF (VERB 6 AND NOUN 1 AND CARR 5) DROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 5 CTR 0 + 20 CSET 0 MESS 15 SET 2 WAIT END

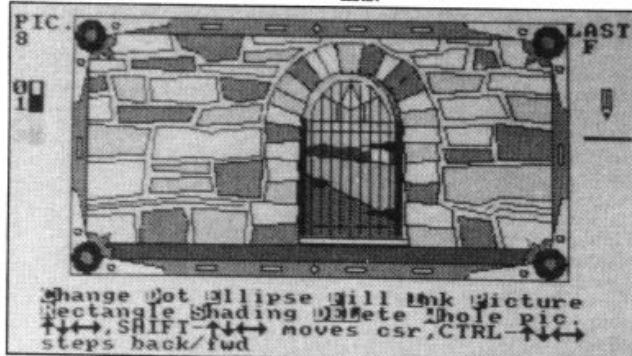
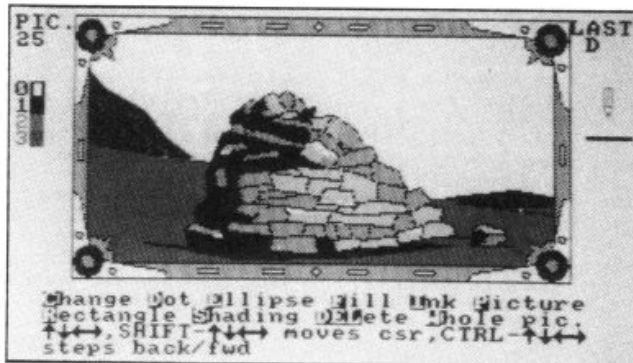
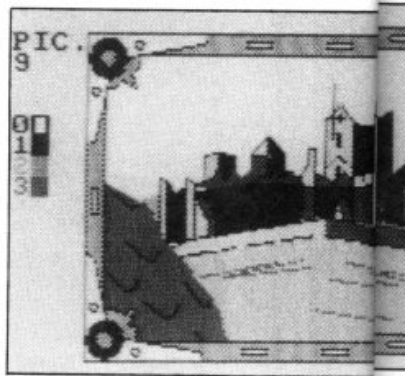
Not difficult, but there are keywords and a syntax here which must be learned if the utility is to be used effectively. To build up a plot, there are 255 markers and 127 counters available for use in the condition lists.

Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user having to keep a careful handwritten list of everything as he enters it.

Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required,

FILL. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

Pictures are thus very easy to create, and each is associated with a room number, using the room option. Once done, the



tapping the COPY key twice effectively breaks the current line and starts a new one.

A 'pen' to the right of the window moves up and down, indicating by contact with the 'paper' beneath it, whether DRAW is on or off.

A choice of four colours is offered, and any four can be selected, with shades of combinations of any two of those four also available. An area enclosed by lines is filled with colour by first selecting the colour or shade required, positioning the cursor inside the area, and then pressing F to

picture will automatically display when the player enters that location, and it is very fast in doing so.

For those wishing to create a text-only adventure, the provision of graphics is optional, and to protect the sensibilities of the text-adventure player faced with a graphics adventure, when running the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and an appropriate message will be displayed when an error is encountered, to help

C+VG ADVENTURE

GENESIS

debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markets and counters. After viewing these, the game may be continued from the point at which it was left.

When complete, the game created can be saved to disk or tape, and the saved version will run independently from the utility.

You will need to study the

though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing data.

I put it way ahead of the Quill.

- CRL Group PLC
- Amstrad CPC 464/664
- £9.95

The Genesis Adventure Creation System consists of a suite of three programs. TEXTURE is the text editor, the business part of the package, in which the adventure is created. DEPICTER is the graphics and sound creator. CLONER is the module used to save the adventure created on to tape and in a playable form.

The Text editor is operated from a series of menus, which always occupy the top half of the screen. The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/edit area. Upon selecting one of the options from the main menu, a sub-menu replaces it

without the screen completely clearing. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details, I was nowhere near to understanding how the utility is supposed to be used to create an adventure, let alone have the beginnings of one up and running.

The main menu screen is displayed in 80 character mode, and is none too easy on the eyes. Presented in unfriendly words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: Obj.Status list, and Def.Objects. If in doubt, it is usually helpful to consult the manual.

Unfortunately, the manual does not make easy reading either — the size of the text is microscopic. After borrowing my grannie's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with an example or two, rather than a lot of verbose technical waffle.

Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number, I was dismayed to discover that I had to give it a name quite separate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Bytes used' started to be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment. My input had either been soaked up, or ignored — I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that,

I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself.

Things seem incredibly complex for a utility that is supposed to make adventure creation easier than programming! For example, the ACTION for a TAKE command is entered as:

```
CALL <30>:
(OBST(CARRIABLE,OB1)=01
MSG<17,1> FINISH:
(OBLC(OB1) PLOC1) MSG<9,1>
FINISH:
(OBST(CARRY,OB1 0)
MSG<8,1> FINISH:
COPY<1,OBST(CARRY,OB1)>
CALL<39>FINISH:
```

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful:

Graphics are created on an entirely separate program, DEPICTER, and although I fared a little better using this, I found it was heavy going, and I failed to produce a picture. The sound feature also offered a challenge, but one that I soon abandoned.

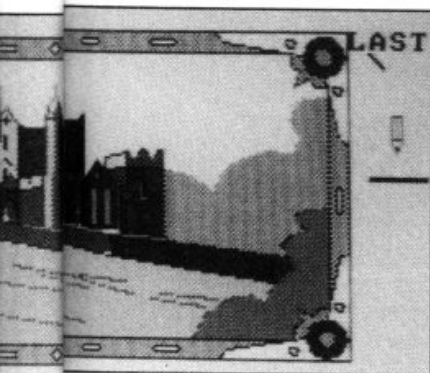
Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility.

To create the fully playable version is fiddly to say the least. First, data must be saved from the CLONER module, and then to the same tape must be added saved data from both the text and graphics editors.

Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers for professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility.

I therefore conclude that Genesis fails in its objective — to simplify the task of creating an adventure game.

Next month in the Adventure Reviews section, Keith Campbell and the team will be taking a long, hard look at the long awaited Lord of the Rings adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and Jim will be telling you just 28 days from now. Don't miss this mega-review in C+VG in your shops from February 16th.



manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it,

COMPARISON TABLES

GAS	INCENTIVE	CRL
● Price (cassette)	£22.95	£9.95
● Price (disk)	£24.95	n/a
● Manual	6/10	2/10
● Ease of Data Entry	9/10	1/10
● Condition/Action syntax	7/10	2/10
● Graphics	9/10	5/10
● Sound	n/a	3/10
● Saving program	10/10	1/10
● Print option	Yes	No
● Play within utility	Yes	No
● Markers/counters	255+127	50
● Overall ease of use	9/10	2/10

**LOOKING FOR A BARGAIN?
WEEK AFTER WEEK
LOOK NO FURTHER —
AT THESE PRICES
EVERY DAY IS SALE DAY**

e.g. C64	SPY VS SPY	£5.00
C64	COMBAT LYNX	£5.00
C64	SHERLOCK	£5.00
SPECTRUM	BRIDGE PLAYER 2	£4.00
SPECTRUM	KONG STRIKES BACK	£3.00
BBC	EDDIE KIDD	£4.00
AMSTRAD	FOREST AT WORLDS END	£4.00
VIC 20	TOM THUMB	£3.00

THIS IS A SAMPLE OF OUR SUPER SAVER PRICES

We stock 15,000 tapes and disks covering the following machines. Atari 400/800, Atari 2600, Amstrad, BBC, Commodore 16 and 64, Dragon, Electron, MSX, Oric, Spectrum, Texas, 99/4A, Vic 20, ZX81. Plus: Games Machine Supplies also available.

Stockists of Hardware, Software, Consumables, Books, Magazines and all computer requirements.

Free mail order.

Send s.a.e. to:

J.B. SOFTWARE
P.O. Box 247, Birmingham B11 3SD
Hotline 021 236 1976
(Ansaphone outside of working hours)

**MIDLAND COMPUTER
LIBRARY
A SUBSIDIARY OF PLATINUM GOLD**

- * OVER 4,000 different titles available for hire for the COMMODORE, SPECTRUM, BBC, AMSTRAD, ATARI and MSX computers.
- * ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- * HIRE PRICES from onlay 60p INC P&P.
- * 20% DISCOUNT off all purchase software.
- * FREE CATALOGUES.
- * FREE HINTS AND TIPS.
- * FAST RETURN OF POST SERVICE (if reserves are given).
- * ALL GAMES manufactures ORIGINALS with full documentation.
- * OVER 6,000 satisfied members.
- * EUROPEAN members welcome.
- * LIMITED PERIOD ONLY FREE MEMBERSHIP.
- * Fully computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who know what the word service means. Backed by our own software company and programmers.

MIDLAND COMPUTER LIBRARY CVG
28 COLLEGE STREET, WORCESTER WR1 2LS
TEL: 0905 611072

Please rush me my free catalogue stating machine.

Name

Address



**FLYING
EAGLE**



His Turnbuckle Fly will show you the ropes.

**ROCK'N
WRESTLE**



**ARCADE INTERNATIONAL SOFTWARE
BEST DISCOUNTS IN BRITAIN**

SPECTRUM	RRP	Our Price	COMIC BAKERY	RRP	Our Price
COMIC BAKERY	7.95	5.75	COMIC BAKERY	8.95	6.75
COMMANDO	7.95	5.75	WINTER GAMES	9.95	7.25
SUPERMAN	9.95	7.25	SCOOBY DOO	7.95	5.75
ELITE	14.95	10.50	NIGHTSHADE	9.95	7.25
ENIGMA FORCE	9.95	7.25	SUPER BOWL	9.95	7.25
RAMBO	7.95	5.95	OUTLAWS	9.95	7.25
THUNDERBIRDS	3.95	2.95	DRAGONSKULLE	9.95	7.25
WILLOW PATTERN	3.95	2.95	DEATH WAKE	7.95	5.75
TRANSFORMERS	7.95	5.75	FIGHT NIGHT	9.95	7.25
SUPERBOWL	9.95	7.25	YIE AR KUNG FU	8.95	6.75
CYBERGUN	9.95	7.25	HARD BALL	9.95	7.25
WANTED GUN FRIGHT	9.95	7.25	STREET HAWK	8.95	6.75
PENTAGRAM	9.95	7.25	BALLBLAZER	9.95	7.25
WINTER SPORTS	9.95	7.25	MERCENARY	9.95	6.95
STREET HAWK	7.95	5.75	PING PONG	7.95	5.75
PING PONG	7.95	5.75	"V"	0.00	0.00
YABBA DABBA DOO	7.95	5.75	ANY MASTERTRONIC TITLE	1.99	1.75
BIG DADDY ROCK & WRESTLE	8.95	6.75	REUS	14.95	10.50
THEY SOLD A MILLION	9.95	7.25	PITSTOP II	10.95	7.95
BACK TO SCHOOL	6.95	5.25	SUMMER GAMES II	9.95	7.25
ROLLER COASTER	6.95	5.25	EXPLODING FIST	9.95	7.25
HALL OF FAME	9.95	7.25	ROCK & WRESTLE	9.95	7.25
DEATH WAKE	7.95	5.75	ZORRO	9.95	7.25
SUPERMAN	9.95	7.25			
SCOOBY DOO	7.95	7.25			
ANY MASTERTRONIC TITLE	1.99	1.75			
YIE AR KUNG FU	7.95	5.75			
DR WHO	14.95	10.50			
WINTER GAMES	7.95	5.75			
DESERT RATS	9.95	5.75			
ARGONAUTICA	7.95	5.75			

C16

ROCKMAN	1.99	1.75
LAS VEGAS	1.99	1.75
13 M.X. RACERS	1.99	1.75
FORMULA 1	1.99	1.75
TUTTI FRUITTI	1.99	1.75
SPECTIPEDE	1.99	1.75
SQUIRM	1.99	1.75

C.16 titles in stock. Please phone for price.

COMMODORE 64

COMMANDO	9.95	7.25
RAMBO	8.95	5.95
ELITE	14.95	10.25
THEY SOLD A MILLION	9.95	7.25
ROLLER COASTER	7.95	5.75
TIME TUNNEL	9.95	7.25
HALL OF FAME	9.95	7.25
DESERT FOX	0.00	0.00
YABBA DABBA DOO	7.95	5.75

AMSTRAD

STARSTRIKE II	7.95	5.75
ROLLER COASTER	8.95	6.75
YABBA DABBA DOO	8.95	6.75
RAMBO	8.95	5.95
COMIC BAKERY	8.95	6.75
ANY MASTERTRONIC TITLE	1.99	1.75
WINTER GAMES	9.95	7.25

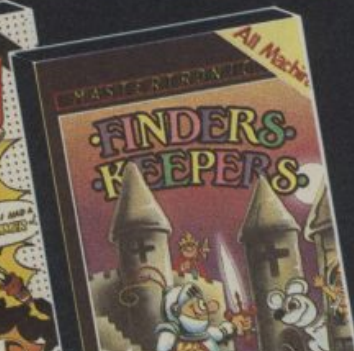
(All prices include post and packaging. Overseas orders please add £1 per tape).
If the game you require is not listed, please phone 01-471 8900, 9.30 to 5.00;
01-519 1540, 6.30 to 9.30 evenings.

Remember our prices are hard to beat. Send cheque/PO to:

ARCADE INTERNATIONAL SOFTWARE
Unit 202, Shopping Hall, Murtle Road, East Ham, London E6
Telephone: 01-471 8900



★ Spectrum
★ Amstrad
★ Commodore
64/128
Computer Owners



**SEE HOW YOU SAVE WITH
MR.SOFTWARE "BONUS" PRICES**

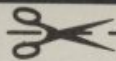
	Title	Shop Price	Bonus Price	You Save
SPECTRUM	Shadow of the Unicorn	14.95	11.45	£3.50
	Elite	14.95	10.95	£4.00
	Fighting Warrior	7.95	5.95	£2.00
	Spy v Spy	9.95	6.95	£3.00
	Tau Ceti	9.95	6.95	£3.00
	Frank Bruno's Boxing	6.95	3.95	£3.00
	Monty on the Run	7.95	5.95	£2.00
	Way of the Exploding Fist	9.95	6.95	£3.00
	Critical Mass	8.95	5.95	£3.00
C-64	Quake	7.95	5.95	£2.00
	International Karate	6.50	4.50	£2.00
	Who Dares Wins II	7.95	5.45	£2.50
	Monty on the Run	9.95	6.95	£3.00
	Winter Games	9.95	7.95	£2.00
	Way of the Exploding Fist	9.95	6.95	£3.00
	Spy V Spy II	9.95	5.95	£4.00
	Elite	14.95	11.45	£3.00
	ACE	10.95	7.95	£3.00
AMSTRAD	Lords of Midnight	9.95	6.95	£3.00
	3D Grand Prix	8.95	6.95	£2.00
	Battle of Britain	9.95	7.95	£2.00
	Marsport	9.95	6.95	£3.00
	Match Day	8.95	6.45	£2.50
	Souls of Dakron	9.95	6.95	£3.00

A subscription of just £5.00 will bring you six magazines a year through the post. Each magazine is packed with reviews of all the latest software, reader's game playing tips, competitions to enter, our reviewer's personal choices and a summary of how the other magazines rate the new releases.

Every new subscriber to the magazine gets a 24-page review of some of the more popular utilities — such as word processing software — and hardware including joysticks and Spectrum interfaces.

Subscribers to the magazine can phone our 24 hour Hotline for up to the minute news of the latest releases. A three minute recording, updated weekly, details the new titles and their prices. Credit card holders may order by phone too!

You can order from our substantial range as and when you like. There are no minimum order requirements — you don't *have* to buy anything at all. When you do order we do our best to despatch your goods within a week — often quicker.



CODE: 45

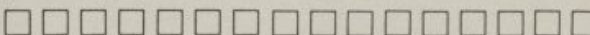
My computer is a: ☐ Spectrum ☐ Spectrum + ☐ Amstrad ☐ Commodore 64/128

I wish to subscribe to your magazine for the next 12 months and take advantage of the "Free Game" offer, for which I enclose £5 plus 75p post & packing for the free game. The game I would like is:-

☐ Finders Keepers (All machines) ☐ Spellbound (Spectrum only) ☐ The Last V8 (C-64 only) ☐ Chiller (Amstrad only) ☐ Chequered Flag (Spectrum Only)

Note: If you would like to order some of the games shown in the panel above, list them on a separate piece of paper and add the total cost to your payment.

I enclose a cheque/postal order no _____ value £ _____
or
please charge my Access/Visa Card No _____



I understand that if I am not fully satisfied with the goods, I may return them within fourteen days for a full refund of the cost of the games and the Magazine subscription.

Name (BLOCK CAPS) _____

Address _____

* **Export Customers:** We welcome orders from all parts of the world, please note the following subscription and postage rates outside UK: Europe – Subscription £7.00. Post £2; U.S.A. and Middle East – Subscription £9, Post £3; Australia, Far East and South Africa – Subscription £12.00, Post £4. Please note that all Magazines are despatched by Air Mail postage to keep you right up to date.



MR.SFTWARE LIMITED
KELVIN HOUSE, TOTTERIDGE
AVENUE, HIGH WYCOMBE,
BUCKS HP13 6XG
(0494) 450751

This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be put upon by bands of straggling orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings**. Following the weary traveller in **Dun Darach**, entertaining the yuppies in **Hampstead** and tackling the problems in **Fairlight**; ... I have searched the hinterlands hi & lo, conversed with drunkards and bards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be **FREE** with the February issue of **Sinclair User** (that mad mania of generosity must have really affected the editor).

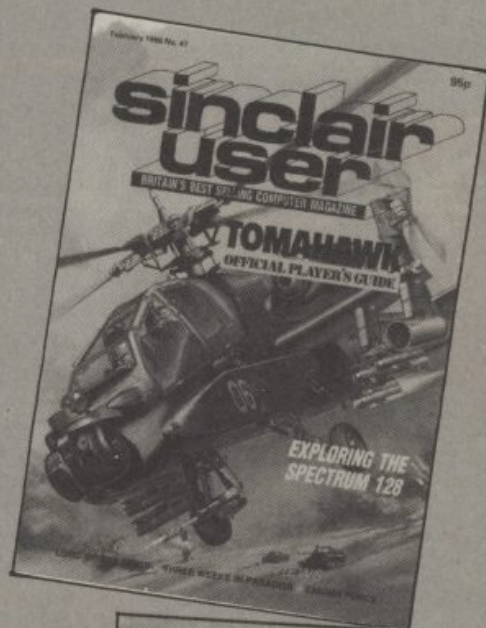
Rumour has it that the assorted elves, dwarves and trolls that also work on the magazine have been busily beavering away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Fu** from Imagine, and that temptress from the east **Twister** — **Mother of Charlotte**, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128**, an extensive **Official Players'**

Guide to the helicopter simulation **Tomahawk**, and an impressive competition, not for the feint hearted, featuring the high sport of **Gladiators**.

Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the **February** issue of **Sinclair User**.



Gordo Greatbelly

GORDO GREATBELLY, LANDLORD



P.S. The February issue of **Sinclair User** including **Gordo Greatbelly's Book of Adventure** is on sale **Jan 18th**.



BIG RED © COPYRIGHT 1985 JERRY PARS.

Dear Newsagent

Please reserve me a regular copy of COMPUTER + VIDEO GAMES, otherwise I'll have to send my friend Big Red round!!

Name _____

Address _____

BAD BARNEY TROUBLE



Barney's Clothes Line will really choke you up.

ROCK'N WRESTLE



ROMANTIC ROBOT present

56K Spectrum extension? Instant back-up of any program?
Joystick & video interfaces? YES! All this & even more with
NO1 SPECTRUM MULTIPURPOSE INTERFACE

Multiface one

Version '86

UNPRECEDENTED - UNPARALLELED - UNBEATABLE
at £39.95!

*Internal 8K ROM and 8K RAM open new concepts in Spectrum computing: 100% reliable saving of anything, anytime and onto all types of peripherals with extra 8K at user's disposal and with a full peek & poke facility covering the entire 56K.
MULTIFACE ONE does not take any part of Spectrum RAM & does not need any additional software. Just push a button to freeze a program, save it and restart from the same point next time. Peek/poke facility and 8K RAM (say with a monitor disassembler) are also ideal for studying, modifying, developing programs.

*Menu-driven with prompts & one-touch commands: 1) Push button 2) Select function: exit/return/save/poke 3) Input name 4) Save to: tape/cartridge/wafer/opus/beta

*Extremely powerful & efficient compressing for fast re-loading & using minimal room on cartridges, tapes, wafers, disks. A 7K screen can be compressed to a few hundred bytes, the whole RAM into a few K (depending on a program).

*Option to save a full 24-line screen only

*Pressing the button & return can restart a "crashed" computer

*Through extension bus for connecting other peripherals

*User friendly, fully error trapped, simply magic

*Users must ensure the copyright laws are not infringed

Expand your Spectrum to 56K and stretch its capabilities even further with

Multiface one ESSENTIAL SPECTRUM COMPANION

I enclose a cheque/PO for £ _____ (UK & Europe orders please add £1 overseas £2)

or debit my No _____

Name _____ Card expiry _____

Address _____

Please send me (tick as applicable):

TRANS-EXPRESS cartridge	£9.95 <input type="checkbox"/>	tape (for m'drive)	£ 7.95 <input type="checkbox"/>
disk (Opus Discovery)	£9.95 <input type="checkbox"/>	wafer (Rotronics)	£ 9.95 <input type="checkbox"/>
MUSIC TYPEWRITER	£7.95 <input type="checkbox"/>	with supplement	£ 9.95 <input type="checkbox"/>
WRIGGLER Spectrum tape	£4.95 <input type="checkbox"/>	or cartridge	£ 6.95 <input type="checkbox"/>
WRIGGLER Amstrad tape	£7.95 <input type="checkbox"/>	or disk version	£ 11.95 <input type="checkbox"/>

TRANS-EXPRESS

The software way of transferring Spectrum software. 4 utilities for m'drive, 2 for wafadrive, 2 for Opus Discovery. Invaluable for cartridge/disk maintenance & automatic transfers. Highly professional, user-friendly, versatile and comprehensive. An ingenious piece of software!

***** Features ***** Performance PCN

TOP SOFTWARE AT BOTTOM PRICE

Wiggler

'One of the best games for any machine I've seen for very long time.'

'Wiggler is a totally original game.' CRASH SMASH STAR GAME PCN

'Great game, good music, well recommended.' What Micro

'The graphics and sound are excellent and the game is totally addictive.'

'10/10 value & playability, 9/10 graphics & sound.' C&V Games

'This is a great game.' CAS 'Well worth buying.' ZX C & Crash

'If you've any sense you'll order your copy now.' PCN 'A WINNER' PCW

!NOW FOR AMSTRAD!! SPECTRUM version at Xmas PRICE!

MUSIC TYPEWRITER

Complete Spectrum music system for writing, editing, playing, printing & storing music. Its real notation graphics and ease of use make it an ideal educational tool. Great fun to play with & a lot to offer in serious use (transposing, dot matrix printout etc).

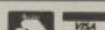
A very professional piece of programming, easy to use, excellent screen presentation, error trapping & helpful prompts. If you're interested in music and own a computer then get it!

ZX Computing

MIDI compatible with MIDI MUSICIAN package
New overlay for Spectrum + Now at Xmas price!

ROMANTIC ROBOT 77 Dyne Road London NW6 7DR

24 hrs



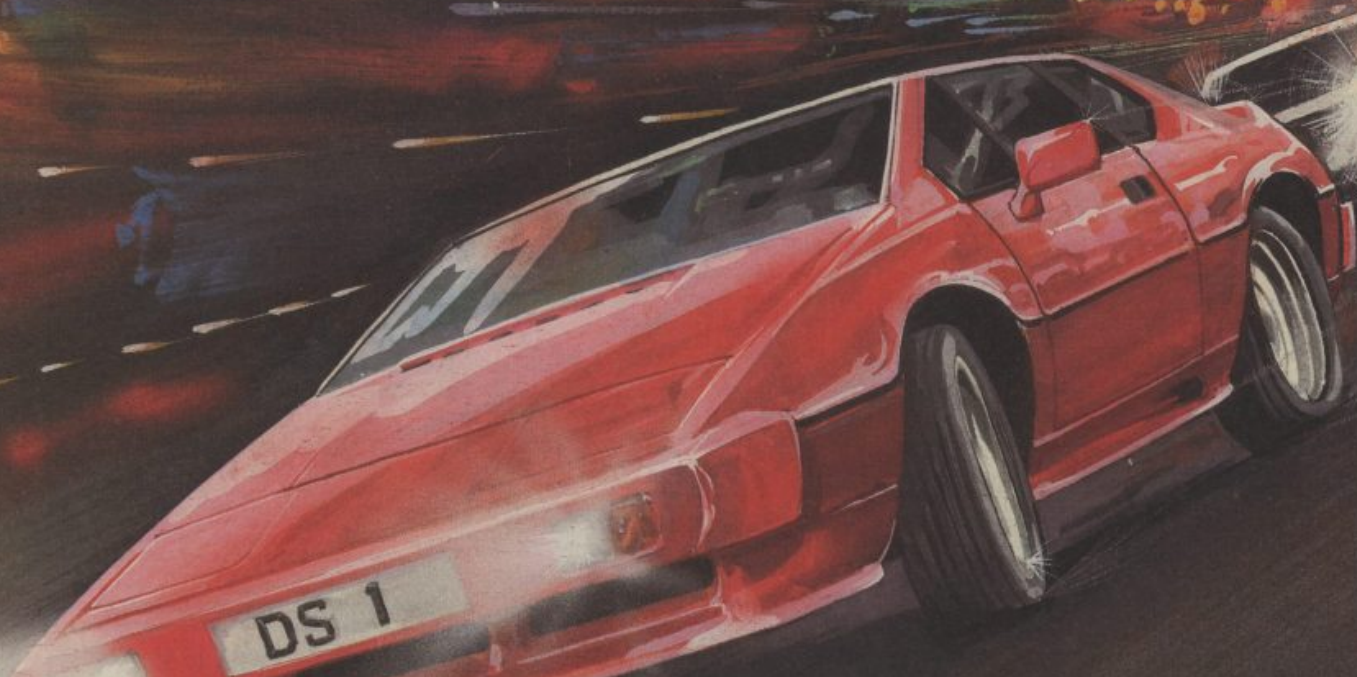
orders 01-625 9463



turbo esport

DURELL

software getting harder



With Technical Assistance from Lotus Cars Ltd.



ARMED VAN SIGHTED ON EAST 28th



BY MIKE RICHARDSON



HIT-CAR CLOSING IN!



NEW YORK MAP

Spectrum and Amstrad
R.R.P. £8.95

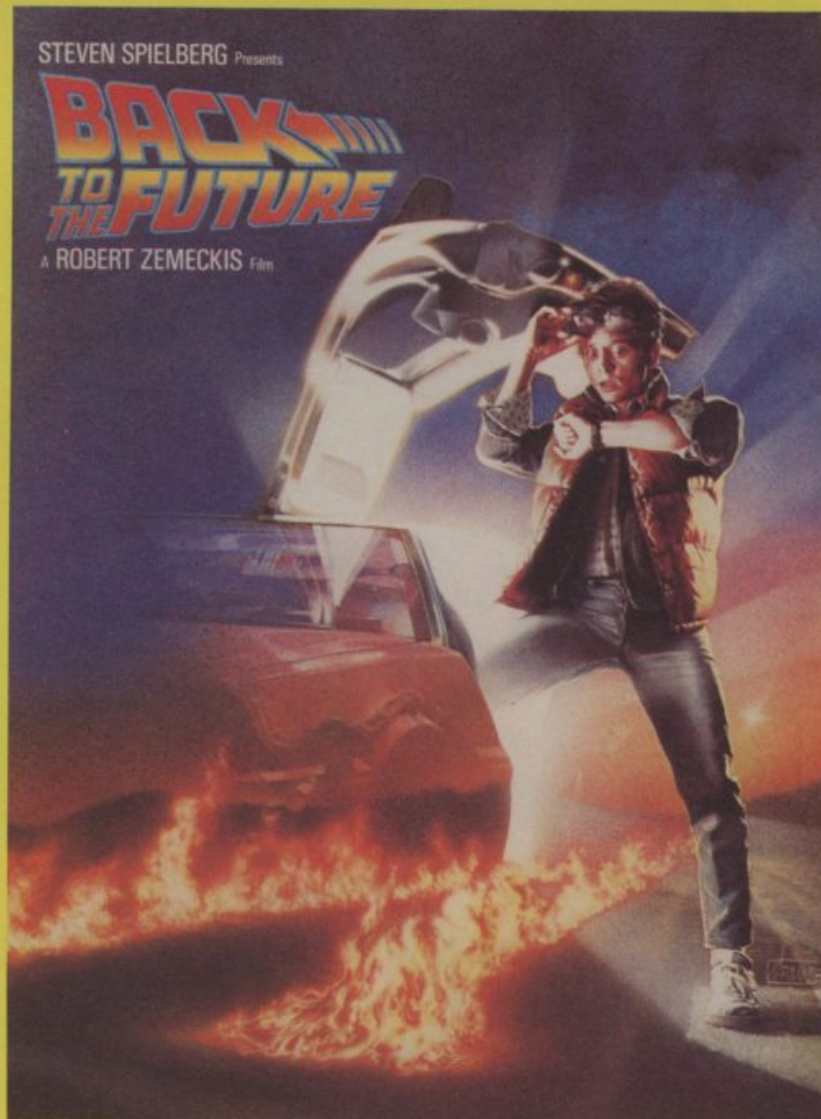
DURELL sales dept.
Castle Lodge, Castle Green, Taunton TA1 4AB

DURELL COMPETITION

Entry Coupon

Cut out this coupon and send it with a completed entry form included with any of the new Durell games.

C+VG COMPETITION



WANTED: FILM DIRECTORS!

Fancy yourself as a film director? Course you do. Well thanks to **Electric Dreams**, the people bringing you the **Back to the Future** game, you could become the next Steven Spielberg. Those extremely extravagant Dream people, not satisfied with the prizes they gave away in **C+VG** last issue, want you to win a JVC video camera plus all the add-ons that will turn you into a movie mogul. Make your own sci-fi films to equal **Star Wars** or simply take moving pictures of you and your mates being very silly. An amazing prize for one of our amazing readers.

And 10 runners-up will get one of our special Big Red t-shirts which make even the puniest person look like Conan the Barbarian, plus a giant movie poster.

THE PRIZE

What you'll win if we choose your poster as the winning entry is an amazing JVC Camcorder. It's a camera that does everything bar make the tea for you in the mornings. It uses special mini C-type video tape and is completely self contained. No heavy battery packs to carry around. You simply stick in a cassette and away you go. You can even playback what you've shot directly from the camera to your TV.

What do you have to do to win? It's really pretty simple. Just pick your favourite film and create a poster for it. You could even pick your favourite book that you think should be made into a movie and begin the advertising campaign early!

You can paint or draw the poster — it can be any size you like. But remember it's got to come through the post undamaged.

Once you've completed your masterwork attach the special **C+VG** coupon to it and rush it off to your nearest postbox addressed to Computer and Video Games, Movie Poster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th and normal **C+VG** competition rules apply.

C+VG/ELECTRIC DREAMS MOVIE POSTER COMPETITION
Please fix this coupon to your entry

Name _____

Address _____

T-shirt size Med ☐ Large ☐ (tick box)

A number one arcade hit for your computer



COMMODORE
64/128

*The ONLY martial
arts game YOU ever
really wanted.*

TAPE DISK
£9.95 £14.95



Travel through the
wizards temple to rescue
the fair maiden, beware
the weapon wielding
hench-men, defeat the
deadly guardian of the
five floors.

U.S. Gold Limited,
Unit 10, Parkway Industrial Centre, Heneage Street,
Birmingham B7 4LY. Tel: 021-359 8881



C+VG COMPETITION



FOOTBALL TRIVIA

If you're not chanting C+VG right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

Rothmans Football Quick Quiz, published for the Spectrum by Eastbourne based Holt Saunders, is a must for all avid soccer fans.

Quick Quiz consists of 1,000 questions on British, European and international soccer, with subjects ranging from famous goals to trivia.

The questions were written by Peter Dunk,

sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world.

And thanks to the people at Holt-Saunders, we've got 25 copies of the *Quick Quiz* as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?

- A 3
- B 4
- C 5
- D 6

2) Which was the last second division team to win the FA Cup?

- A West Ham United
- B Southampton
- C Sunderland
- D Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?

- A Rummenigge
- B Breitner
- C Hrubesch
- D Fischer

4) Who was the football league's leading scorer in 1983-84?

- A Treavor Senior (Reading)
- B Ian Rush (Liverpool)
- C Kerry Dixon (Chelsea)
- D Keith Edwards (Sheffield United)

5) Which of the following countries have never beaten England?

- A Peru
- B Chile
- C Mexico
- D Norway.

Send your answers, together with the coupon printed below, to

Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is December 16th and the editor's decision is final.

C+VG/ROTHMANS FOOTBALL QUICK QUIZ

NAME _____

ADDRESS _____

ANSWERS

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____



HALL OF FAME

HOTSHOTS

Searchlight beams danced around the *Computer + Video Games* offices. Sirens wailed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the *C+VG* November Hot Shot of the Month title on *Monty on the Run*, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer, of Sible Hedingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400

and 800 to 600. Graham Archer conceded defeat.

● The Hot Shot game for February is Elite's *Commando* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



FEBRUARY HOTSHOTS

Name: _____

Address: _____

My score on *COMMANDO* was: _____

Date: _____

Witnessed by: _____

HI-SCORES

DALEY THOMPSON'S DECATHLON

- 1 Steven Mallon, Barrow-in-Furness — 2,174,089
- 2 Chris Scott, Worthing — 1,985,163
- 3 Andrew Blood, Hartshorne, Staffs — 1,592,421
- 4 B Lucas, Leicester — 544,147
- 5 Darryl Hulme, Barnsley — 543,444
- 6 Paul Managhan, Fishguard — 498,639
- 7 Scott Worley, Gosforth, Newcastle — 486,336
- 8 David Dishon, Edinburgh — 381,345

BRUCE LEE

- 1 Mike Rudge, Wolverhampton — 12,967,315
- 2 Mike Stratton, Ayr — 6,780,000
- 3 Ian Teasdale, Hillingdon — 5,483,975
- 4 Andrew Williams, Bormborough — 5,206,360
- 5 Peter Heasman, Duston, Northampton — 4,680,375

SPY HUNTER

- 1 Andy Cooper, Sedgley — 3,232,075
- 2 Barry McNeill, Airdrie — 1,998,975
- 3 David Johnstone, Bowness — 973,085
- 4 Richard Lee, Leicester — 260,300

THE WAY OF THE EXPLODING FIST

- 1 Mark Saunders, Wandsworth — 931,230
- 2 Declan Kiernan, Co Wicklow — 111,400
- 3 Andrew Marriage, Stanford-le-Hope — 93,750

DALEY THOMPSON'S SUPERTEST

- 1 Corey Brunt, Sheffield — 194,883
- 2 Matthew Wheeler, Southampton — 119,260

FEBRUARY HI-SCORES

Name: _____

Address: _____

Name of game: _____

I scored: _____

Machine: _____

T-shirt size (S,M,L): _____

Witnessed by: _____

MAKE MONEY WITH YOUR MICRO!

you could earn over £50 per week-in your spare time-and
you don't need any special programming skills...

Send 17p stamp for details to: MICRO ENTERPRISE CLUB, P.W. PROMOTIONS, P.O. BOX 21, MANCHESTER M16 8EA.

VICIOUS VIVIAN



You'll get a real kick out of his
Knee Drop.

ROCK'N WRESTLE



ADVERTISEMENT INDEX

Arcade Software.....	80	Llamasoft.....	63
Ariolasoft.....	49	Logic Sales.....	76
Cascade.....	47	Matrix.....	29
Compumart.....	72	Match Weekly.....	61
Cut Price Software.....	89	Melbourne House.....	29, 61, 65, 72, 80, 85, 89, 92, 93, 98
Database Publications.....	66	Megasave.....	61
Databyte.....	26	Micro-Ads.....	92
Domark.....	57	Microsell.....	93
Durell.....	6, 84	Micro-Dealers.....	91
Electric Dreams.....	60	Midland Computer Library.....	80
Elite Systems.....	IFC	Mikro-Gen.....	97
Firebird.....	36, 44, 75	Mirrorsoft.....	38-39
G.B. Microland.....	22	Mr Software.....	81
Goodbye.....	72	M.O.D.....	OBC
Gremlin Graphics.....	7, 95	Ocean Software.....	10-11, 41, 99
Imagine.....	34, 52	Rainbird.....	16
JB Software.....	80	Romantic Robot.....	83
JJB Software.....	58	Silica Shop.....	33
JR Software.....	29	System 3.....	25
		Thorn EMI.....	12-13
		U.S. Gold.....	17, 28, 68, 86
		Unitsoft.....	27

CUT PRICE SOFTWARE

SPECTRUM	OUR RRP PRICE	COMMODORE	OUR RRP PRICE	AMSTRAD	OUR RRP PRICE
Elite	14.95 11.00	Elite	14.95 11.00	Exploding Fist	9.95 7.45
Shadow of the Unicorn	14.95 11.20	Superman	9.95 7.45	Starion	9.95 7.45
Impossible Mission	7.95 5.90	Spy vs Spy II	9.95 7.45	Scrabble	9.95 7.45
Winter Sports	9.95 6.95	Nexus	9.95 7.45	Superman	9.95 7.45
Starquake	7.95 5.90	Winter Games	9.95 7.45	Frank Bruno Boxing	8.95 6.70
Monty on the Run	7.95 5.90	Summer Games II	9.95 7.45	Sorcery 4	
Rambo	7.95 5.90	Monty on the Run	9.95 7.45	disk only)	13.95 10.20
Bounces	9.95 7.45	All Ultimate	9.95 7.45	Beach-head	9.95 7.45
Superman	9.95 7.45	All U.S. Gold	9.95 7.45	Marsports	9.95 7.45
Shadowfire II	9.95 7.45	All Activision	9.99 7.50	Amstrad Disks	12.95 10.00
All U.S. Gold	7.95 5.90	All Ariolasoft	9.95 7.45	Warlord	8.95 6.70
All Ultimate	9.95 7.45	All Beyond	9.95 7.45	Raid over Moscow	9.95 7.45
Exploding Fist	8.95 6.70	Shadowfire II	9.95 7.45	All Ultimate	9.95 7.45
Fighting Warrior	8.95 6.70	Rambo	8.95 6.70	Devils Crown	9.99 7.50
Robin of the Wood	9.95 7.45	Daley's Supertest	7.95 5.90	Sorcery	8.95 5.00
Sworders Shadow	9.95 7.45	Quake Minus One	9.95 7.45	Transact	29.95 5.99
Yie Ar Kung Fu	7.95 5.90	Starion	9.95 7.45	Invasat	29.95 5.99
Dr Who	14.95 12.95	Lit. Com. People (d)	14.99 12.99	Codename Mat II	8.95 6.70
Friday the 13th	8.95 6.95	Lord of the Rings	15.95 12.95	Spy vs Spy	9.95 7.45
Lord of the Rings	15.95 12.95	Revs (d)	14.95 10.00	Sold a Million	9.95 7.45
			17.95 12.95	Glen Hoddie's Soccer	8.95 6.50

Free game with every order over £20.00: Spectrum: Bicycle Works or Braxx Bluff.

Commodore: Boulderdash. Amstrad: Flight Path 127 or Harrier Attack

P&P included. Overseas orders add 75p per tape.

Make cheques payable to C.P.S. Visa/Access orders welcome by phone.

CUT PRICE SOFTWARE, 4 Slacksbury Hatch, Harlow, Essex CM19 4ET
Tel: (0279) 24433 (24 hr ansaphone)

In the great February issue of ...

COMMODORE User

New computer owners start here

If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox*, *Rock and Wrestle* (please Melbourne House) *Zoids* (please Martech) and *Yie Ar King Fu*. Plus reviews of all the latest games under development including a sneak view of 'V' and several others.

Epyx

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of *Summer Games II*, *Winter Games*, *Impossible Mission* and *Pitstop*. Not to be missed if you want to find out what games to look out for next year.

Free

on the front cover of next month's issue **PLAY BETTER** — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have **GOT TO GET THIS FREE SUPPLEMENT**.

All this plus your letters, lots of competitions, peripherals reviews, the best adventure column in the business, Gallup Top Twenty games chart, and all the games gossip in *Hot Shots*.

To avoid disappointment order your copy from your local newsagent now. **ON SALE JAN 26.** A giveaway at 95p.

Programmers!

Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus *Computer Magic* — short programming tricks for your 64.



● MICRO RETAILERS

ASK YOUR LOCAL EXPERT

Every month selected computer specialist shops will be listed in your favourite magazine. If you want to buy anything you've seen in the magazine, go and see your nearest specialist.

AVON

SOFTWARE PLUS

12 York Street
Bath 0225 61676

BERKSHIRE

BRACKNELL COMPUTERS

44 Broadway
Bracknell 0344 427317

SOFTWARE CITY

47 Cheap Street
Newbury
Berks RG1 45BX 0635 31696

DERBYSHIRE

FIRST BYTE COMPUTERS

10 Main Centre
London Road
Derby 0332 365 280

DORSET

DENSHAM COMPUTERS

329 Ashley Road
Parkstone
Poole 0202 737493

ESSEX

ESTUARY PERSONAL COMPUTERS

318 Chartwell North
Victoria Circus Shopping Centre
Southend on Sea 0702 614131

H. REYNOLDS

79 Orsett Road
Grays 0375 5948

MINNIE MICRO COMPUTER CENTRE

11/12 Eastern Esplanade
Southend
Essex 0702 615809/62033

HAMPSHIRE

RAM ELECTRONICS

106 Fleet Road
Fleet 02514 5858

HEREFORDSHIRE

HONEYSETT COMPUTERS

17 Union Street
Hereford HR1 2BT 0432 279404

KENT

ANIROG COMPUTERS

29 West Hill
Dartford
Kent 0322 91649

CANTERBURY SOFTWARE CENTRE

9 The Friars
Canterbury 0227 453531

KENT MICRO COMPUTERS

57 Union Street
Maidstone
Kent 0622 52784

MICROWAY COMPUTERS

39 High Street
Rainham
Kent 0634 376702

MODATA COMPUTERS LTD

30 St John's Road
Tunbridge Wells 0892 41555

LEICESTERSHIRE

DIMENSION COMPUTERS LTD

27-29 High Street
Leicester 0533 57479

LINCOLNSHIRE

MKD COMPUTERS

24 Newlands
Lincoln 0522 25907

LONDON

ARCADE SOFTWARE

Unit 202, Shopping Hall
Myrtle Road
East Ham
London E6 01-471 8900

GAMES WORLD

129 King Street
Hammersmith
London W6 01-741 4467

LOGIC SALES

19 The Broadway
The Bourne
Southgate
London N14 01 882 4942

SHEKANA COMPUTERS

221 Tottenham Court Road
London W1 01-800 3156

SOFTWARE CITY

382 Kings Road
London SW3 5UZ 01-352 9220

SOFTWARE STORE

35 London Road
London SW17 01-685 1476

VIC ODDENS

6 London Bridge Walk
London SE1 01 403 1988

VIDEO WORLD

Rentals
282 Harrow Road
London W2 01-289 3102

MANCHESTER

BUDGET SOFTWARE CENTRE

51 Fennel Street
Manchester M4 3DY 061-834 2808

MERSEYSIDE

BLUE CHIP COMPUTERS

77 Allerton Road
Liverpool L18 2DA 051-722 3037

MIDDLESEX

INNOVATIONS, COMPUTER & VIDEO

9 Harmondsworth Road
West Drayton
Middlesex UB7 9JS 0895 420457

STAFFORDSHIRE

MICROTRONICS

27a Market Street
Tamworth
Staffs 0827 51480
Tatung Einstein Specialist

SUFFOLK

COMPUTER MAGIC

24 Crown Street
Ipswich
Suffolk MBX 91999 2473

SURREY

SOFTWARE CITY

14 Thames Street
Kingston
Surrey KT1 1PE 01-541 4911

WARWICKSHIRE

OEM COMPUTER CENTRE

Rugby Micro Centre
9-11 Regents Street
Rugby 0788 70522

WEST MIDLANDS

MBC COMPUTER CENTRE

17-19 Lichfield Street
Wolverhampton 0902 29907/29021

YORKSHIRE

THE COMPUTER CENTRE

26 Anlaby Road
Hull
North Humberside 0482 26297

JUST MICRO

22 Carver Street
Sheffield S1 4SS 0742 752732

LOOK & SEE

45 Belmont Bridge
Skipton 0756 60078

MICRO BYTE

36 County Arcade
Leeds 0532 450 529

MICRO FUN

11 Sheffield Road
Barnsley 0226 207063

MICRO FUN

Unit 12
The Guardian Centre
Rotherham 0709 60000

RECORDMANIA

14 Davy Gate Centre
York 0904 33993

RECORDMANIA

Units 5/6, In-Shops
Market Cross
Selby 0757 700988

YORK COMPUTER CENTRE

7 Stonegate Arcade York 0904 641862

DEALERS: If you would like to see your shop included in this new service, please call 01 251 6222 EXT 2461

● MICRO RETAILERS

ATARI 400/600/800/800XL/XE

Why not compliment the greatest home computer on the market by obtaining membership with **MIDLAND GAMES LIBRARY**.

The greatest, biggest and best Atari library on the market. An ideal present for old and new Atari owners.

MIDLANDS GAMES LIBRARY: The company who over three years ago first conceived the idea of a software library.

Now over 1,300 titles on disc, cassette and Rom (games, business, educational and utilities). Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Over 1,500 very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast, efficient and friendly service. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities. Now introducing original software written by existing members. Send large s.a.e. to:

MIDLAND GAMES LIBRARY

48 Readway, Bishops Cleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programmes are originals with full documentation

LOOK ATARI OWNERS

Are you having difficulty finding suitable software to purchase. If so, then look no further. We have available one of the largest selections of both U.K. and American titles for sale. Games and Utilities for all ages. If you would like further information please send s.a.e. to:

CHARWOOD PRODUCTS

30a Warwick Avenue, Quorn,
Loughborough, Leicestershire LE12 8HD
Tel: 0509 412604



You'll learn the drill with Abdul's
Pile Driver.

ROCK'N WRESTLE



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 four games free. Around 1,000 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm-10pm or weekends.

LOW ATARI PRICES

1050 DISC DRIVE £131.90 post free

130 XEs £127.90 post free

130 XEs+1050 Drive £257.90 post free

Antic and Analog magazines available

BEST QUALITY DISCS

Unlabelled S.D./S.S. £11.95 for 10 post free

£99.95 for 100 post free

Memorex S.D./S.S. £16.50 for 10 post free

D.D./S.S. £14.95 for 10 post free

Memorex 3 1/2" discs S.S./D.D. Boxes of 10 £28.92

TRADE ENQUIRIES INVITED FOR ALL THE ABOVE

GAMES & SOFTWARE CLUB

Dept. C&VG, 35 Tilbury Road, Thorneycroft

Sunderland SR3 4PD. Tel: 0783 286351

LISTING SERVICE for BBC and Electron Users. Also Screendumps, Wordwise, View. S.A.E. or phone Scorpisoft, Dept C&VG2, 18 Dragon Drive, Liverpool L35 3QW. 051-427 2091.

LIVERPOOL. Full First Division, F.A., Milk and European Cups, Team and Tactics Selections etc. Disc version has 4 Divisions, Transfer Market, Income, Expenditure etc. Cassette: Atari £9.45, spectrum £8.45. Disc: Atari £14.95. P.M. Corbushley, 212 Walmsley Old Road, Bury BL9 6SA, Lancashire.

SPECTRUM 48K originals for sale: 31 in all, including Bruce Lee, American Football, Megahits, Scrabble, Valhalla, Broad Street and Fantastic Voyage. All boxed and at great prices: Ring (0604) 38195 and ask for Jeremy. Only one of each — so hurry!

ATARI 400/600/800 XL XE OWNERS UTILITIES

TAPE CRACKER — REV 2

SIDE A. Will list m/c progs to screen, you edit, download your personalised version with or without m/c knowledge. Hours of fun changing text to leave personal messages on screen. Stuck on an adventure, search for clues.

SIDE B. For the advanced user contains a dis-assembler. All this for only £10 on T.D.K. Tape. Post free.

PINBALL — 48K. 2.5 Pace Age Pinball games on a double-sided tape (order no. D/03) only £6. Post free.

XL FIXER. Will allow you to play games written for 400, 800 on your XL or XE. Tape version £6; disk version £10. Post free.

Games on disk from £2. Games on tape from £3.

Full lists send s.a.e.

Mail order only. Seven days delivery.

STOCKSOFT.

15 Woodbrooke Rd, Birmingham B30 1UE

AMSTRAD Sharp MZ700, games six pack (Warboat, Gladiator, Sharpshooter, Karate Kings, Tugbug, Arrowshot). Priced £2.49 including postage. Cheques and P.O.'s payable to Scott Carey, Pacetapes, 40 Bainton Grove, Clifton, Nottingham NG11 8LG. Please state machine.

FREE MEMBERSHIP SOFTWARE HIRE

● VIC-20 ● COMMODORE 64 ● SPECTRUM

Send an sae for your hirekit to:

VSH (CV), PO Box 65, Nottingham NG1
Please state which micro

SPECIAL DEAL FOR ATARI 400/800/XL/XE OWNERS

No. 1. Hire your first two games FREE from our extensive range of software. Up to the minute releases available.

No. 2. Buy all the latest software titles at best possible prices (new releases available direct from US). Atari hardware and modems now available at discount prices. For further details send s.a.e. to:

CHARWOOD GAMES

30a Warwick Avenue, Quorn,
Leicestershire
Tel: 0509 412604

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

ATTENTION! CBM 64 owners. I want to swap software on disk. Please send your list to Robert Sisk, 1A Maxine Close, Sandhurst, Camberley, Surrey, GU17 8QX. Reply as soon as possible.

ATARI SWAP or for sale 500 games for further information write to Postbox 76, 29952j, Heerjansden, Holland.

A PRISM VTX 500 modem for ZX Spectrum, connects to Prestel Micronet 800 and other view data services. Bargain at only £140 ono call Andy at 01-866 3982 after 5 pm or anytime on weekends.

WANTED COMMODORE 64, exchange for a Spectrum 48K + games. Include Fairlight, Critical Mass, Exploding Fist and many more new titles. Phone Nicholas on 061 973 0052.

SPECTRUM 48K Ferguson Data Recorder, 43 games worth £200. Books, leads etc, still under guarantee. £180 Starion, Exploding Fist, Frank Bruno's Boxing. Phone Melbourne — Derbyshire 2921 still guaranteed. Boxed plus all leads.

COMMODORE 64 1701 colour monitor 1541 disk drive, Binatone data recorder, lots of disk containing over 250 games + books + printer, £550 no offers. Telephone North Thoresby 840666 ring after 7.30pm.

SPECTRUM 48K + for sale still boxed with tape recorder — brand new. Plus software, blank cassettes, Kempston Interface up to date model, Atari joystick, and mags etc, still all boxed — brought last January. Worth at least £250 sell for £150 ono. Telephone Steve (Mevagissey Cornwall).

COMMODORE 64. Software to swap only disk including Winter Games, Jet Set Willy II. Write to Samppa Havisto, Hyhkyrink 10A 70100 Kuopio 10, Finland.

SPECTRUM CLASSICS for sale in one large batch 25 original titles including Sherlock, TLL, Matchpoint and others worth £190, sell for £70. Telephone Carl Brookes on Lymm (Cheshire) 6260.

48K SPECTRUM, ZX Printer with 6 rolls printout paper, tape recorder, Kempster Interface, Stack Light Rifle, 19 games, books. Everything boxed and in good working order. £200 ono. Sutton, Surrey 01 642 0432.

SPECTRUM 48K plus over 50 original tapes worth around £400. Nightshade, Doomdarks, Starstrike, Alien 8. Sell the lot for £150. Tel. (0527) 22451 Redditch.

ATARI! software for sale. 125 games and progs including Donkey Kong I & II, Boulderdash, Pooyan, Bristles, Flip & Flop, Vanguard and more. Will swap for disk drive. Phone Mark on Chichester 782545.

BBC "B" for sale, over £500 worth of software including leads, manuals and a dust cover and joystick. Everything is in excellent condition — bargain at only £275. Also includes cassette recorder with £30. Contact Robert Sweeney, 102 Eskdale Avenue, Northolt, Middx, London.

CBM 64 games to swap disk only large collection to swap. For more information send latest list to N. Bateman, 56 Gorsedale, Sutton Park, Hull, Humberside, HU7 4AT.

ATARI 800 48K + 1010 program recorder + 23 games + joystick, in very good condition. Worth over £400 will sell for £170, call Manswgh on 01-735 8650, evenings.

ATARI 600XL for sale £30, also Atari 1064 RAM Pack £45. All in working order. Telephone Mike 0543 254625.

SPECTRUM + in good condition, new games such as Nightshade, Fighting Warrior, Hypersports etc, loads of mags, amplifier, Kempston Pro joystick interface. Quickshot II, Saisho data recorder. Loads of games all without problem. Worth £640 sell for £200 or swap for CBM64 with tape deck.

COMMODORE 64 software to swap. All the news and some oldies. Send your list to VIP, Postfach 1127, 2160 Stade West Germany. By the way, greetings to S8 ABC, Teh Empire and TBC.

CBM64 SOFTWARE Encounter, Bounty Bob, Zaxxon, Psychodelia, Pitstop cartridges £5 each. Loco, Mr Robot, Manic Miner, Stix £4 each no offers or swaps. Doncaster (0302) 61672 after 6pm.

ATARI 64K 600XL, 1010 Recorder, Trackball, Crackshot, Quickshot 2, many cassettes including Solo Flight, Pitfall II, Pole Position, Computer War, two cartridges; Centipede, Star Raiders. Six books, many books on Atari Basic Programming, including all leads, worth over £400, sell for £250 ono or swap for colour CPC464. Tel. 0532 672723.

T199 GAMES. Mash, Soccer, T.City, Invaders, Munchman, parsec, Wumpus, Car Wars £5 each. B. Rogers, D. Kong, Micro Surgeon £11 each. Super Sketch £30. Manuals included. Phone after 5pm (06977) 2480.

GORGEOUS GREG



The Challenger — staying alive is the challenge!

ROCK'N WRESTLE



SPECTRUM 48K DK Tronics keyboard, programmable joystick interface, Quickshot II joystick, Lightpen and loads of new software including Daley's Decathlon, Daley's Supertest, Spy Hunter, Bruce Lee and lots more. Boxed for £199. Simon Wright, 11 Ashburnham Gardens, Upminster, Essex RM14 1XA.

ATARI ELITE exchange. Swap or sell many titles. Contact Apollo at 105 Upham Road, Swindon SN3 1DP, Wiltshire or telephone (0793) 641537 (after 6pm).

SPECTRUM PLUS 48K, hardly used, still boxed and under guarantee with tape recorder, joystick, joystick interface and lots of software. Cost over £200, sell for £140 ono. Tel. 01-980 5014.

COMMODORE 64 games for sale, International Tennis, Spy Hunter and Pole Position £3 each also Dragon 32 games for sale, Speed Racer, Manic Miner, Frogger etc £3 each. Ring 0734 475187 or write to Andrew, 34 Chiltern Road, Caversham, Reading RG4 7HT.

SPECTRUM 48K LoProfile keyboard music/speech synthesiser interface 2, Quickshot II joystick, data recorder over £200 software magazines, books £140 or swap for CBM64 + C2N data recorder (0582) 699127 after 4pm.

COMMODORE 64 software to swap. Many new titles from Holland, Germany and USA. Write to Jesper, Rasmussen, Røvsingsgade 85 I.T.H 2220 N Denmark or phone 01 832965.

ATARI SOFTWARE wanted to swap (disk only) contact Simon on 0904 225016 after six weekdays.

WANTED CBM64 disk drive with games to swap for a Honda X75 child's scrambler in very good condition (age 12-16). Telephone Nottingham 0602 582474.

ATARI 800 Program Recorder with Dust Covers, Basic Programmers Kit includes Basic Cartridge and Manual, £130 of games software on cartridge and cassette, all for £160 ono. Phone Bishop Auckland 764586.

CHIMERA DIARY

This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A. and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug!' I finally got D.P.A working at 2am and it was truly astonishing, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which

you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler!

DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fear not, because yes, I did have a working version of the program that can be played and completed relatively early in the evening.

My D.P.A method works a treat and there are now no glitches in it at all, and with a man on the screen and an animated object, the speed is ridiculously fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is some sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone, then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off.

CONCLUSION — TUESDAY to THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future.

It helps a great deal to have a good system to work on. I used the Amstrad CPC6128 system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3½ inch format.

I also have a few words of warning to all you budding programmers out there, especially those delving into machine code.

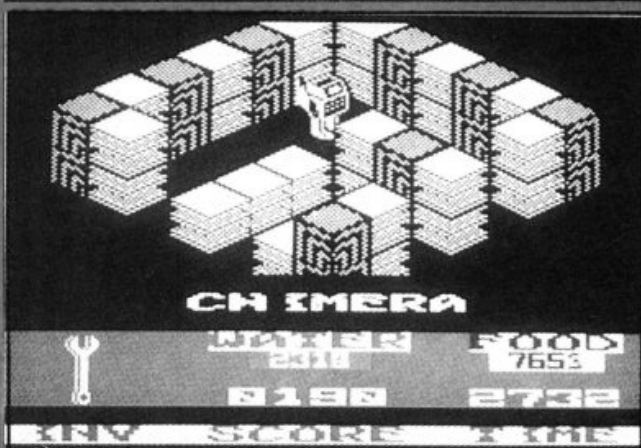
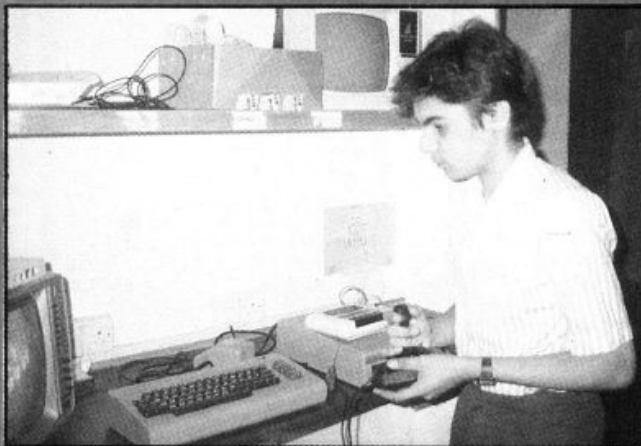
Please pay attention to design. Think about how you

would write a particular program. Think about what might cause you problems. Do comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; do not rely on values that may be lying around.

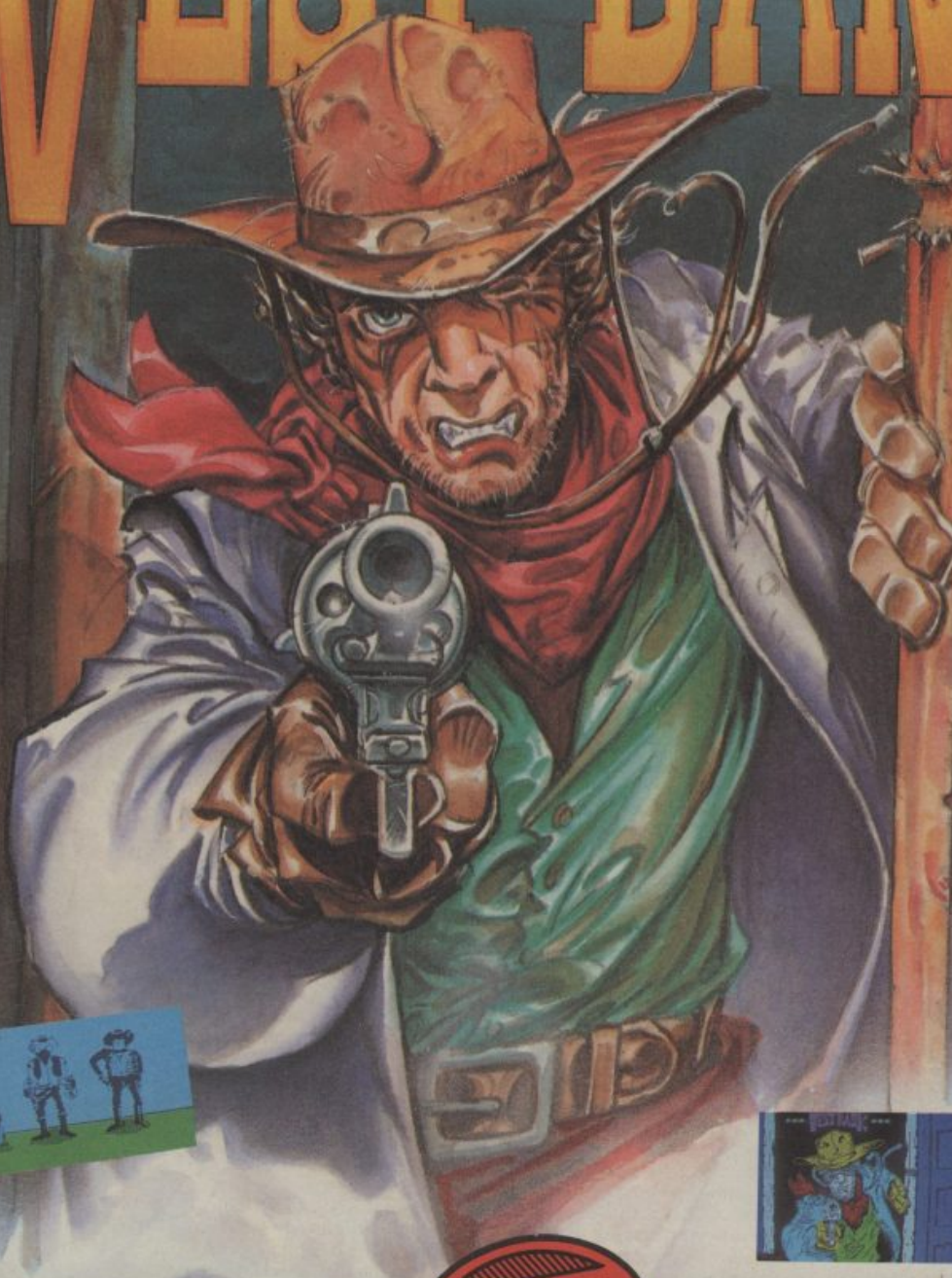
Remember, write with clarity in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimise it for speed afterwards, and only if it is necessary. Do not become a "speed junkie." It is not a prerequisite for games programming.

That's all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like "Nip It in the Bud" by Joe Hubbard!

How should you approach debugging? Simple. You just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee, and look at the listing very, very carefully for half an hour. You'll nearly always find the cluprit. What if you can't? Give up programming and take up tennis or aerobics!!




WEST BANK



£7.95

**AVAILABLE
SOON
Amstrad**

Defend the spoils of the famous gold rush, guard the riches hidden behind the walls of the West Bank. Desperate characters plan and scheme their way to the gold, bloodthirsty gunmen try to blast their way to instant fortune but watch out for the innocent bystanders – a stray shot will harm your reputation for ever. Keep a keen eye on the horizon and your trigger finger poised for action – the law of the West is still the law of the gun.

 **Gremlin
Graphics**
Spectrum 48K

Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON, EC1R 3AU

● I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Sorcery+*. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the *Sorcery One* game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me. Carl Johan Campbell
Perthshire

● I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the poster and your competitions are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg, the C+VG, *Adventure Supplement* and a *Games Book*. The reviews are very good and I liked the bit on *Arcade Action*. I have now asked my local newsagent to reserve me a copy every month. Paul Phillips
Bristol

● I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minnies go over the

top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month.

Why don't you issue an annual questionnaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (December issue).

It is also stupid to compare C+VG with *Crash* because C+VG deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't fair as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it. Steven Hargadon
Strathclyde

● I must congratulate you on your finest issue yet! (Dec 1985). I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb designs and layout. There were dozens of tips and even a sneak review of *Questprobe 3* by Scott Adams! I thought the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an 'Adventure Planner' pad from Print 'N' Plotter Products.

Ever since you have redesigned the magazine it's gone uphill, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well drawn, and the tips and pokes

page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — I, of the *Mask* from Electric Dreams for example, which even shows screen shots in the advert. The specialized articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxes! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue! Christopher Hester
W Yorks

● I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade fanatics. As I am an avid supporter of the coin-operated machines, I would like to see a high score table along with a tips section in your magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally reside in a cafe called Pat's, where the machines cost only 10p. In Pat's there are games like *Ghosts 'n' Goblins*, *Pac-Land*, *Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions.

Gavin Pike
Norwich

● I have been getting you magazine for some time now but all I hear from the *Mailbag* section is complaints from BBC users being starved of great games. Rubbish!

This may be hard to believe, but it's true! U.S. Gold are bring out some great games such as *Bruce Lee*, *Bounty Bob*, *Dambusters*, *Raid Over Moscow* and...wait for it...*Impossible Mission*!

That's not all, Ocean have brought out *Match Day* and Imagine are bringing out *Hyper Sports* and *Yie Ar Kung-Fu*.

Nick Orlando is bringing out *Firetrack* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2*.

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games.

Alan Dooley,
Notts

● I have been wondering why we don't see Miner Willy's face? Is there something special about it that you don't want us to see.

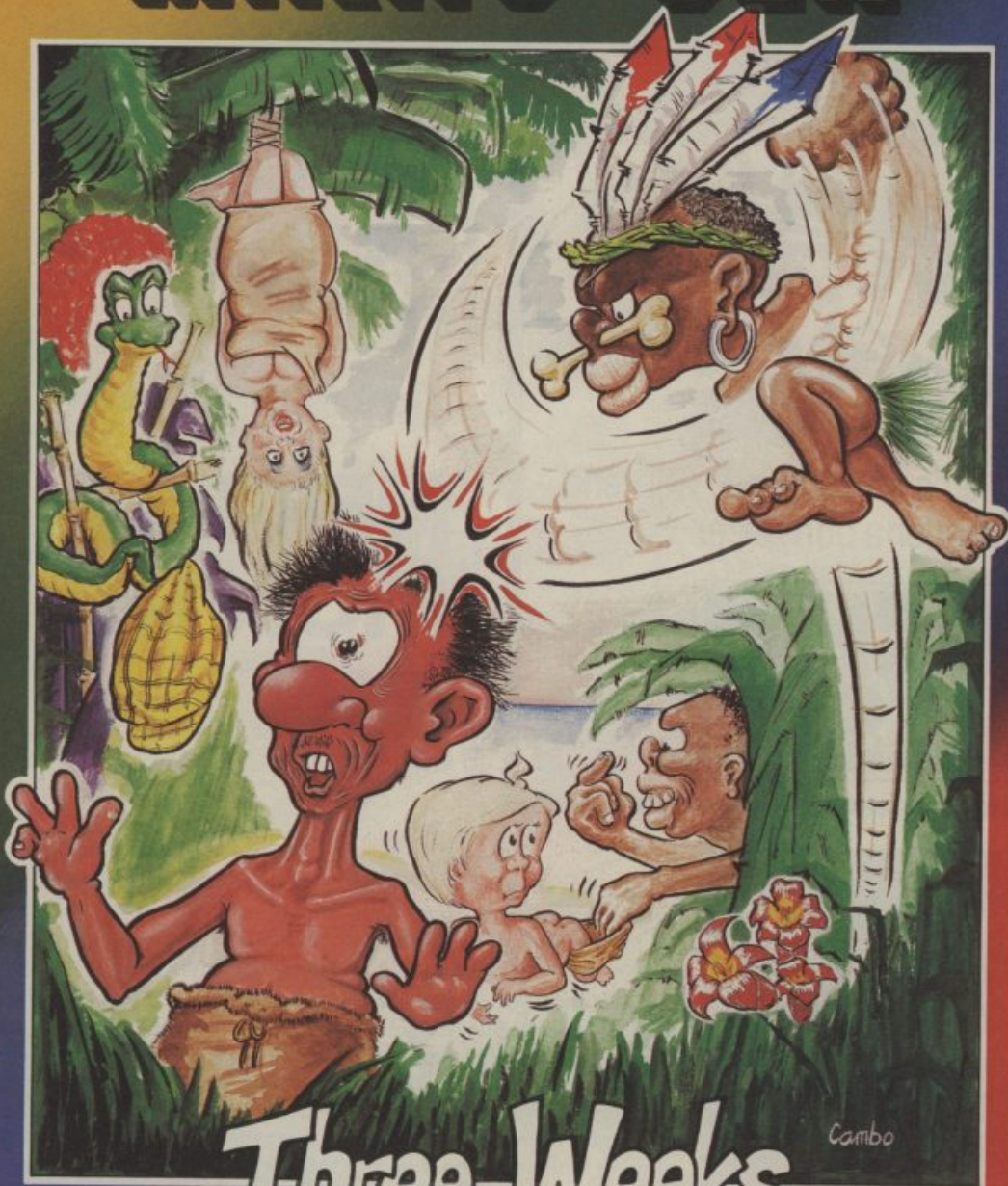
For instance in *Jet Set Willy* he has his face stuck down the toilet, on *Manic Miner* you can only see his boot, on *Perils of Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy II* he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his face? Please!

Lee Henry,
Houghton.
Editor's reply: Are you crazy! Don't you know...?

● I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, price, graphics, sound, software back up, ease of use, add-ons and ability to do 'home grown' programs. Sean McCarthy,
Co Meath

SENSATIONAL SOFTWARE FROM
MIKRO-GEN



Three Weeks *in* **Paradise**

48K SPECTRUM £9.95

Unit 15, The Western Centre, Bracknell, Berkshire
Tel: 0344 427317

MISSOURI BREAKER



The Breaker's *Mad Charge* will send you for a bum steer.

ROCK'N WRESTLE



NEXT MONTH IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from **Elite**. So stop munching those Scooby snacks and get on down to your newsagent to order the March issue of C+VG.

Swords and Sorcery, the ultimate computer conversion of the role-playing game Dungeons and Dragons, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an *exclusive* map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hack a crimson path to the shop that sells you C+VG next month!

C+VG's ace adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too . . .

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes **TOTALLY** irresistible. You won't believe your eyes when you read **MAGNETS**, next ish.

PLUS

The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!

PLUS

We know we've said this before — but next issue we **WILL** take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

ON SALE FEB 16

N.O.M.A.D



ocean

In the vastness of space lies the heart of an Intergalactic Criminal Network. TALOS and at its head the evil CYRUST. GROSS.

A last ditch attempt by the Free Worlds to rid the Universe of this seemingly unstoppable force has called on the services of the

NEMESIS ORGANISATION, a hardened cadre of humanoid and robotic free booters who have assigned NOMAD (Nemesis Organisation Mobile Attack Droid) to penetrate GROSS's heavily armed homeworld and destroy this vile despot once and for all.

Your mission must SUCCEED. You are the NOMAD controller.

SPECTRUM 7-25-AMSTRAD 8-25

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061-832 6633 · Telex 669977

Ocean Software is available from selected branches of WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.

THE HOST IN THE MACHINE



M.U.D

Multi User Dungeon

"MUD leaves conventional adventures for dead" (PCW)

"MUD is the addictive game" (Telelink)

"10 out of 10 on all counts" (What Micro)

It's here - The most talked about computer game in the world. M.U.D is more than Adventure, more than Communication, more than a new way of using your Micro. It's fun, it's addictive, it's challenging, and, if you have a modem, a computer and a phone-line, it's all yours!

Hundreds of people are already playing. This is your chance to join them.

Call the MUD-Line now 01-608 1173

CONFUCIUS is a division of British Telecommunications plc. M.U.D is a trademark of BT/MUSE

