98p MARCH 1986 S$4.60 Dm6 285pta

COMPUTER +VIDEO GAMES

HOW TO SURVIVE URIDIUM

COMBAT GUIDE INSIDE

WIN A SPECTRUM 128 WITH ART STUDIO

EXCLUSIVE: SWORDS AND SCORCERY PLAYERS GUIDE

GAMES FROM ELITE: SNEAK PREVIEWS/TAKE ON KUNG FU MASTER

FREE: SPACE DOUBT POSTER/WIN THE BOGLOIDS GHETTOBLASTER!

Another stunning new arcade conversion from Elite

BOMB JACK

Spectrum-£7.95
Amstrad/Schneider
£8.95 (cass)
£14.95 (disc)
Commodore 64/128-
£9.95 (cass)
£14.95 (disc)

Officially licenced from top Japanese arcade house 'Tehkan'. This enormously succesful worldwide hit features stunningly realistic graphics, combined with simple, addictive and totally absorbing gameplay.

elite

Elite Systems Ltd., Anchor House, Anchor Road, Aldridge, Walsall, West Midlands.
Tel: Consumer Hotline (0922) 55852.

CONTENTS

FEATURES

14 GAMES FOR THE ELITE

32 THE *C+VG* SOFTWARE CHARTS

35 IDEAS CENTRAL

39 ART STUDIO COMPETITION

42 URIDIUM: BRAYBROOK'S GUIDE TO THE UNIVERSE

46 FREE POSTER: SPACE DOUBT

47 THE BOOK OF GAMES

58 AN OFFER YOU CAN'T REFUSE

60 SWORDS AND SORCERY

63 SWORDS AND SORCERY TIPS

69 ADVENTURE NEWS

70 ADVENTURE HELPLINE

74 LORD OF THE RINGS

74 ADVENTURE REVIEWS

85 THE BUGHUNTERS

91 THE ART OF NOISE

93 SPACE DOUBT COMPETITION

95 MAILBAG

98 NEXT MONTH

NEWS + REVIEWS

8 NEWS

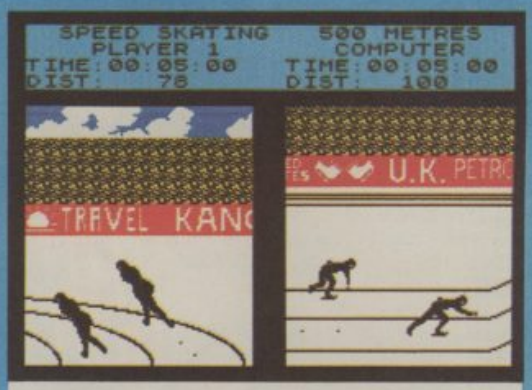
• Tony Takoushi brings you latest on a new martial arts game called Kung Fu Master.

17 REVIEWS

• OK youse guys. Dis Here's de Godfather speekin! If you don't like the Game of the Month then there's sumpthin wrong wid you. No, let me put it another way. If you don't like the Game of the Month there WILL be sumpthin wrong with you. Getta the idea? It's called **Movie** and is all about gangsters and private eyes and shooting — my favourite subjects. There's a few udder games too — like the extremely amusin **Space Doubt** and the excellent **Enigma Force.**

82 ARCADE ACTION

• All the action from the ATE show — where all the hot new games are announced.



WINTER SPORTS/20

WINTER GAMES/20

COMPUTER + VIDEO GAMES POSTAL SUBSCRIPTION SERVICE

By using the special Postal Subscription Service, copies of COMPUTER + VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER + VIDEO GAMES (Subscription Department), Competition House, Farndon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to COMPUTER + VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £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.

TENTS

THIS ISSUE

Greetings illustrious ones! You have just made the purchase that will change your life — for the next 28 days anyway. If you've never grabbed a copy of **C+VG** before — well, where have you been? You don't know what you've been missing! Here's what you'll miss this issue if you decide to buy Practical Frogbreeder instead of the world's best computer games magazine. There's a games player's guide to the hottest game to hit the 64 since **Rambo.** It's **Andrew Braybrook's Uridium** — a fast and furious zapper set to take the charts apart. We've got a special set of maps plus hints and tips on game play straight from the programmer's mouth. There's an exclusive peek into the mystical world of **Swords and Sorcery,** the ultimate *D&D* game for the Spectrum. We've got a map of the first dungeon plus hints written by *S&S* programmer **Mark Simpson.** *S&S* players just can't afford to be without this special guide.

Then there's a peek at some exciting new games from **Elite** — the **Commando** people — who have gone back to the arcades to bring you a computer conversion of **Ghosts n' Goblins** a stunning graphic adventure game.

More adventure in the shape of **Keith Campbell's** special three-way review of **Lord of the Rings,** plus all the hints and tips you could ever want in the shape of the one and only **Adventure Helpline** — often imitated but never equalled. Then there's competitions like the truly meaningful **Movie** gangster quiz. You could win a copy of our Game of the Month. Now there's an offer you **shouldn't** refuse . . .

SPACE DOUBT POSTER/55

BACK TO THE FUTURE/26

RUNESTONE

THE BUGHUNTERS/85

C+VG

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
Marshal M. Rosenthal
ARCADES
Clare Edgeley
SOFTWARE CONSULTANT
Tony Takoushi
PUBLICITY
Marcus Rich
ADVERTISEMENT MANAGER
Louise Matthews
ADVERTISEMENT EXECUTIVE
Mike Corr
PRODUCTION ASSISTANT
Melanie Paulo
PUBLISHER
Rita Lewis
COVER
Hewson Software

. . . and the Bug Hunters
© Jerry Paris

EDITORIAL AND ADVERTISEMENT OFFICES
Priory Court
30-32 Farringdon Lane
London EC1R 3AU
Tel: 01-251 6222

A MESSAGE FROM THE ED . . .

There I was, sitting peacefully with my feet up on the desk watching OTISS trying to get through the 10th level of Uridium when I started hearing these voices in my head. It's not that I'm going crazy or anything — IDEAS CORP fit all their employees with a transistorised communication device. It fits into the back of your neck. It was HIM. The Big Boss. "Tim," he said. We're on first name terms you know (swagger, swagger) "We're going to have to put 3p on the price of *C+VG*." "WHAT!" I thought back at him. Have you ever tried to think exclamation marks? It's very difficult. "Why?," I asked.

"Well, our insurance premium has gone up because of all the damage Big Red has been doing to children's homes, Melissa's clothes bill is pretty high and then there's the cost of keeping that chap Campbell in the penthouse."

What all that means is that your *C+VG* will cost you 98p from this issue. But rest assured *C+VG* will be even better value for money from now on. And we promise to keep Red away from the children's homes! If you want to keep up with what's happening in the wonderful world of computer and video games put an order in for *C+VG* from your newsagent today.

AMSTRAD · COMMODORE

Arcade

YIE AR KUNG FU

If you can master the ten moves, expect the unexpected and FIGHT for your LIFE against the formidable masters of the martial arts you may live to meet them again on the mountain or in the Temple.

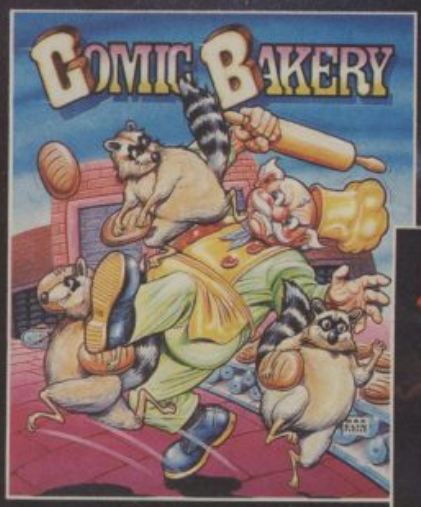
COMIC BAKERY

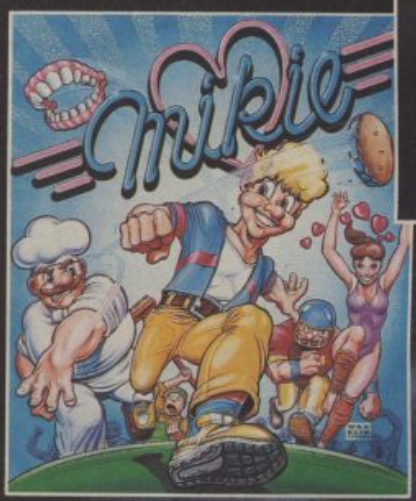
*Panic in the bake-shop
*Fast and furious arcade fun.
*Help Joe the baker defend his loaves from the rascally raccoons.
*Another red-hot Konami cookie!

MIKIE

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?

Killer-byt
fro
Kona





ARCA
HO
SHO

Imagine
the name of the game

Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 669977

E 64 · SPECTRUM 48K

-action

PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you! You return the service with a top spin backhand, then a forward back-spin, the ball bounces high from your opponent's looping, defensive lob...SMASH!...a great shot opens the score...but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.

HYPER SPORTS

Enter the stadium of Konami's No. 1 arcade smash-hit sports simulation.From the finesse and skill of Archeryand Skeet Shooting to the critical timing and brute force of weight lifting – six events to test you to your limit. Hyper Sports – continuing the challenge where 'Track and Field' left off.

AMSTRAD **8·95** EACH

SPECTRUM 48K **7·95** EACH

COMMODORE 64 **8·95** EACH

Imagine Software is available from selected branches of:

Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.

NEWS

The mighty **US Gold** has taken yet another software house under their corporate wing. But this time it's not a company from the other side of the Atlantic. This software house is British and has won *C+VG*'s Software House of the Year Golden Joystick Award for two years running. Yes, it's **Ultimate** — how did you guess?

The two companies have merged and U.S. Gold will now take control of international manufacturing, promotion, marketing and sales of Ultimate Games. The Ultimate people say they are going to concentrate on games development and expect to release at least six new titles for major micros during '86. The association began with the release in January of three Ultimate games, **Pentagram** and **DragonSkulle** for the 64 and **Cyberrun** for the Spectrum.

Does this mean that the supply of good American games is drying up?

What's **Return of the Fist**? The follow-up to the classic **Exploding Fist** that's what. Melbourne House tell us that the Aussie programmers are beavering away on this project even as you read this. The game will be out much later this year. Our martial arts experts can't wait.

Hey boss! Mugsy's back in town — looking for trouble! You remember **Mugsy** the gangster from **Melbourne House** who stunned everyone with his good looking graphics about 18 months

back. Well, he's been away "resting" for a while but now the Melbourne House gang have sprung him and he's out looking for revenge! He's looking even better than when we last saw him and the action — well it's pretty fast and furious. If you want to know more, just keep watching this space — or look out for **Mugsy's Revenge** on the Spectrum — he'll be coming your way soon!

Here's a glimpse of the fastest thing yet seen on the Amstrad. English Software's **Elektra Glide**, already a hit on the Atari and C64 is destined to hit the screens of the Amstrad in March. It'll feature the tunnels, hair-raising bends and neat music of the other version. With two channel sound available on the Amstrad it should sound pretty special. The game will sell for £8.95 on tape with the disk price to be announced.

Prepare for a trip you'll never forget. A trip that takes in all the planets in our Solar System! Martech take a rest from the arcade action to wisk you away through the stars. Their next release will be **The Planets** based on that fascinating Channel 4 TV series starring ace astronomer Heather Couper. The program will apparently allow you to visit each planet in turn, diving down across the surface and gathering information about the planet as you go. Watch this space for more details as we get them.

Picture a bouncing tennis ball, add a touch of hopscotch and what do you get? Gremlin's new Commodore 64 game **Bounder**, that's what.

You control a bouncing tennis ball and move jumping from square to square. Not all the squares are the same, some are set further apart.

Miss the square and end up on what Gremlin describes as mountainous terrain and a life is lost. Extra hazards include lava pools and what appear to be aliens zooming around. Some other squares have question marks on. Land on these and you could gain an extra life or lose one.

C+VG received a preview copy of the game, so changes could be made to the game which goes on sale.

The game is certainly different and difficult. But why, we ask, is it called **Bounder**? Perhaps Gremlin hope it will take the charts by leaps and bounds.

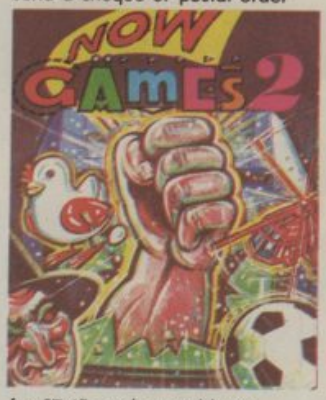
Steve Turner, the man who brought you **Avalon, Dragontorc** and more recently **Astro Clone** is currently working on an exciting new arcade adventure called **Ziggurat**. Steve says the game is a bit like **Gyroscope** — featuring 3D pyramids inhabited by robots and stuff. Like Steve's other games this will be released by **Hewson**.

Meanwhile, watch out for another new release from Hewson, called **Sphinx**, which stars a bunch of Egyptian explorers. Steve's **Ziggurat** will be released for the Spectrum in April and will cost £7.95.

TWISTER
C+VG
COUPON NO.1

Now here's what we call a SPECIAL offer. A whole £1.50 off **Virgin's** mega-collection of hit games for the C64 and Spectrum — **Now Games 2!** The collection normally sells for £8.95 — but the IDEAS Corp executive managed to persuade Virgin to knock some cash off the price after revealing that they had some pictures of the Virgin team dressed up in rabbit suits ...

How do you get in on this wonderful offer? Simple. Just send a cheque or postal order



for £7.45 made payable to Virgin Games Ltd, together with the special *C+VG* Now Games Offer coupon, to Virgin Games, *C+VG* Now Games Offer, 2-4 Vernon Yard, Portobello Road, London W11 2DX.

What do you get on the tapes? The C64 version has Airwolf, Chuckie Egg 2, Tir Na Nog, Cauldron and World Cup II. The Spectrum version has Airwolf, Tir Na Nog, Cauldron, Chuckie Egg and World Cup. Don't delay. Get your coupon in TODAY!

C+VG/VIRGIN
NOW GAMES OFFER

Name .....

Address .....

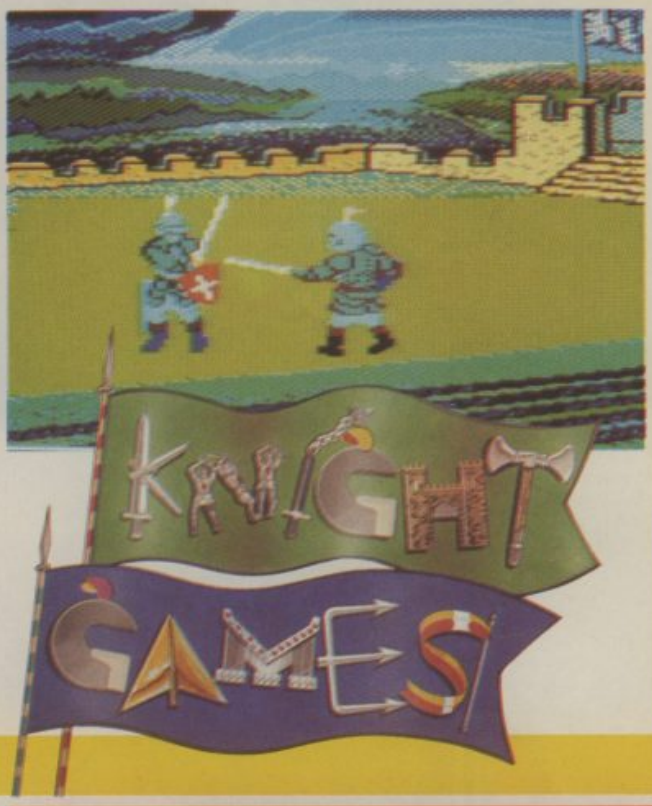
.....

I enclose a cheque/PO for

.....

I enclose .....tokens

Machine owned .....



Ever wondered what it was like to take part in a medieval tournament? You know, jousting, archery and all that. Well now English Software will put you in the picture with a neat twist to all those sport simulations. **Knight Games** is a sort of Ye Olde Daley's Supertest.

Instead of all those mundane athletic events, you get to chance your arm at sword fighting, axe duels, archery, quarterstaff contests to name but a few. You can take part in eight different events in all on your Amstrad or C64.

The Amstrad version will be out at the end of February at £8.95 while C64 owners will have to wait until March.

Chocs away, chaps. That absolutely spiffing wizard of the air, **Biggles**, is all set for take off in a new computer game from **Mirrorsoft**.

The game will be based on the exploits of W E John's hero in a film due for release this spring.

Details of the game are still vague at the moment but Mirrorsoft says it will be a multi-part game and load in several sections.

The Biggles film is to be given a Royal premiere.

Here's looking at you! C64 owners who have everything will go over the rainbow when they get their hands on the **Print Technik Video Digitiser** which was used to create these neat pictures of Hollywood Greats like Humphrey Bogart, Ingrid Bergman and Judy Garland.

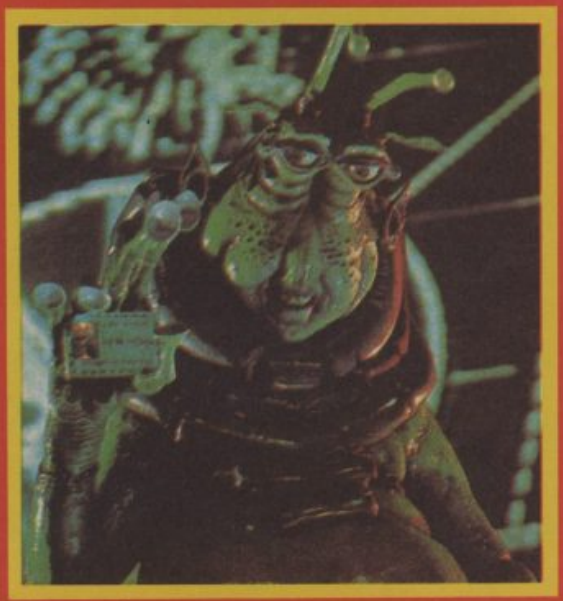
One obvious application of the video digitizer is to produce digitized pictures for use in tutorials and simulations — or even adventure games. Pictures are displayed on the 64's screen using four colours — black, white, and two shades of grey — but any of these colours can be changed to make a more colourful picture.

The digitizer takes 4 seconds to produce a 256 by 256 point image, of which any 160 by 200 point section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitize shots from old movies — or the latest pop videos!

The Print-Technik Digitizer costs £149.95 (inc VAT). You'll need a Commodore 64 or 128 with disk drive. A version for cassette-based users will be available shortly. Contact Supersoft on 01-861 1166 for more details.

Mercenary madness has gripped *C+VG*'s readers — and anyone who has played the game will know why! But even as you poor unsuspecting folk are learning how to cope with the Palyars of Targ those cunning people at **Novagen** are working on **Mercenary II**. This will take your solider of fortune off the planet Targ and into the surrounding planetary system.

Novagen boss **Bruce Jordan** says that in this sequel you'll be able to visit two or three nearby planets — where who knows what will be waiting for you! In the meantime Novagen are publishing the **Targ Survival Kit** plus a novel called **Mercenary: Interlude on Targ**. If you can't wait then simply grab a copy of *C+VG* next issue when we'll be bringing you a games player's guide to life on Targ.



Here are a couple of movies to watch out for in '86. First up is **Explorers** a film directed by the **Gremlins** man, **Joe Dante**. It's a sort of **Goonies meets E.T.** and features a group of teenagers who build their own spaceship out of scrap in their backyard.

Explorers starts a cute alien called Wak — destined to become the real star of the show.

Another one to watch out for is a German production called **Enemy Mine**. This is directed by Wolfgang Petersen, who also brought you **Neverending Story** — but don't hold that against him as **Enemy Mine** looks to be a much tougher proposition with some stunning sound effects. The film is set on a intersteller cruiser which travels from planet to planet carrying out mining operations — and gets tangled up with some aliens.

• CONTINUES ON PAGE 11 ▶

SHE'S COMING

TWISTER

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**

Available from Feb. 19th on selected machines

SYSTEM 3 SOFTWARE, 29 DAVIS HOUSE, HATTON GARDEN, LONDON EC1

TELEPHONE 01-829 4109

NEWS

HOT GOSSIP

BY TONY TAKOUSHI

"How many more joysticks must I break before I can rest Master?" I asked, my features contorted with the pain. "Just flive or more, Glasshopper" he said without emotion.

"But Master. Must I truly rip the sticks in half and chew the fire buttons?" I mumbled, spitting out a mixture of chewed red plastic and teeth.

"Yes. It is vlital trailing for you. Commruter games are damn clever. They never rive up — so neither must you!"

"Ahhhh-sooooo." I gurgled.

A few hours later, armed with this vital piece of information, I slipped in my false teeth and sat down to play the latest and greatest US Gold release, **Kung-Fu Master**.

Kung-Fu Master is the officially licensed and very tasty conversion of the hit arcade game of the same name. It's available now for the Commodore 64 and comes on cassette or disk at £9.95 and £14.95 respectively.

The game casts you as the Kung-Fu Master out to rescue your beloved from the clutches of the evil wizard. You have to travel through five floors of his danger ridden temple to reach her. Each floor is represented by a passage way. You can move freely left to right or vice-versa.

Along the way some real mean henchmen try to stop you reaching the stairway at the end of the passage which takes you to the next floor.

As a Kung-Fu Master you can defend yourself with deadly kicks or punches.

The range of moves is impressive. You can kick or punch high or low to the left or right. You can also leap straight up or sideways while delivering a kick. You can toggle between kicks and punches by pressing the space bar. Sounds complicated but in fact this control system works very well.

The player can start the game on any of the five levels and in either one or two player mode.

The play screen shows two gauges, one for your strength, one for your opponent's. The more hits you take the more strength you lose and you'll lose one of your three lives if the guage hits zero.

There is also a time/bonus counter so the quicker you clear a floor the higher your end of wave bonus.

There are three main types of henchmen. Tall purple-clad coolies who are punch fodder — they present no real problem. A short green-man, like the Green Yamo from **Bruce Lee**, who is a real pain. And a dart-throwing Chinaman who looks like Des O'Connor gone wrong.

Timing is all important. It takes a little while to get the true feel of the game but when you have, boy-oh-boy are you HOOKED.

You can put together some beautiful, speedy combinations as you are attacked from both left and right and high and low on the upper floors.

Coupled with this action is a catchy, rhythmic, backing tune that only stops to create a lovely thwacking sound when you hit your opponents.

The ability to choose which of the five floors you wish to play is very nice for those special practice sessions.

Yes there are only five levels, but **Kung-Fu Master** is no pushover. The levels are hard and VERY skillful.

Too much is made of a game having dozens of screens to work through these days. Five action packed, skilful screens are truly worth more than most others offering ten times that — Glasshopper!

Once you've grasped the basic timing of the game those dreaded guardians at the end of each floor will pose the next problem.

They do their darndest to stop you reaching the stairs and the next level behind them.

Each guardian has a special attacking quality. On the first floor he wields Chucks and batters you senseless if you stand too far away from him. To beat him, stay close to his body and hit him with punches.

The guardian on level two is mean. He throws a scythe-like boomerang at you which must be dodged as you deliver a barrage of body blows to drain his energy.

Level three has a huge guardian — twice your size. I leave this gem for you to crack.

Four and five just get worse, but in the nicest, challenging possible way!

The higher levels also feature falling vases, energy sapping butterflies, fire-breathing dragons, exploding balls (mind the debris), little glow-worms (well, that's what I call them!) and head-butting little green men (honest!).

In themselves they present a small challenge but the mix of attack from both sides and at different heights really makes for a truly awesome battle.

Kung-Fu Master will be available from February 3rd.

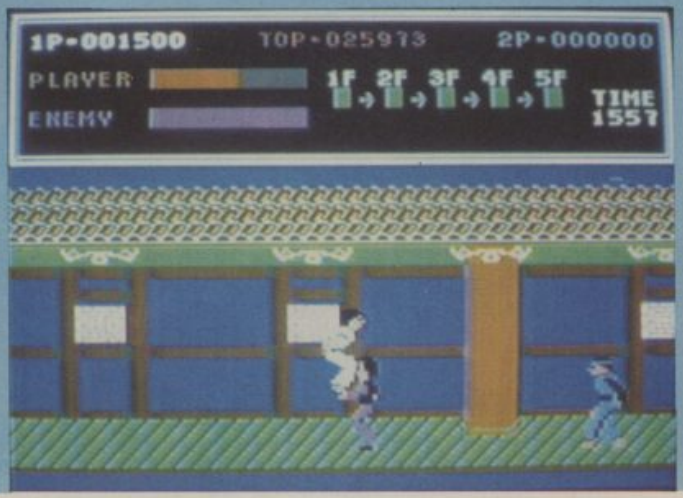
But bear this in mind. If you are thinking of buying this game then remember it is very, very, very hard to put the joystick down ... unless you've just had to eat it, of course!

☐ Cast your mind back to September and the Personal Computer World show and you'll recall that **Eugene Evans**, the original computer whizz-kid, was jealously guarding an Atari ST running one of the first bits of games software for this mega-machine. He wasn't giving anything away about the game, called **Brataccus** from his new company called Psygnosis — something about computer magazines being nasty to him in the past. Still, now the game is completed and **C+VG** managed to get a peek at it.

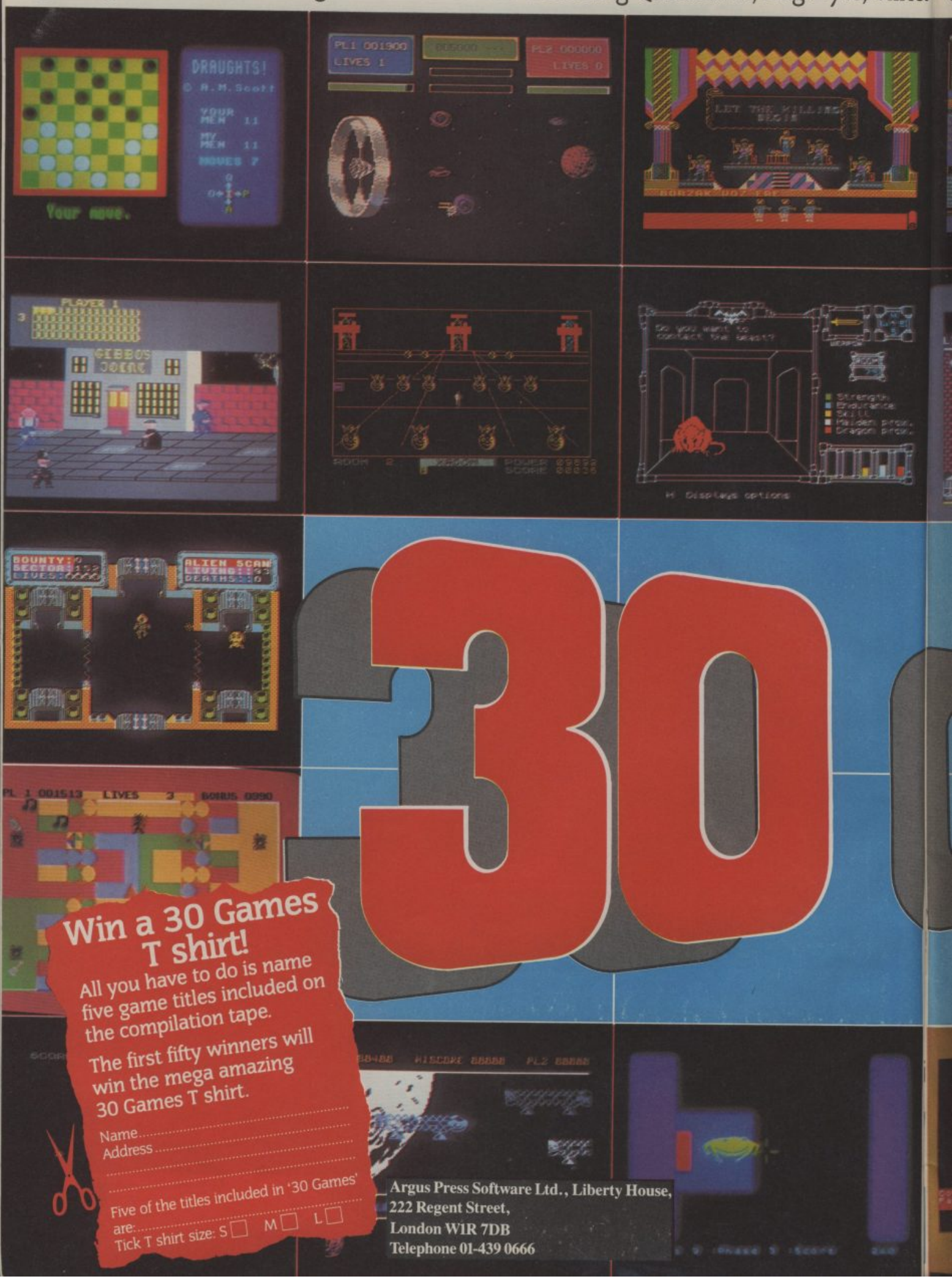
Brataccus is probably the first bit of home grown games software — sorry, "interactive video" — for the ST. It's also available for the Apple Mac and Commodore's Amiga. Software for machines a cut above your normal home micro. But with the ST's price dropping who knows ...

Meanwhile, back at the game. The instruction manual begins with an odd bit of pretentiousness in the shape of a quote from John Ruskin which reads: "All works of taste must bear a price in proportion to the skill, tastes, time, expense and risk attending their invention and manufacture. These things called dear are, when justly estimated, the cheapest. All this just to rub the fact in that the people behind **Brataccus** think it's the bee's knees.

☐ Just a quick glimpse of **Martech's** C64 version of **Zoids** in preparation for our review next issue. This version of the game featuring your favourite mechanoid robots has been considerably enhanced — and, dare we say it, looks and plays better than the Spectrum original. Watch out for our Player's Guide next ish.



30 great games from leading software houses including Quicksilva, Bug Byte, Mind



Win a 30 Games T shirt!

All you have to do is name five game titles included on the compilation tape.

The first fifty winners will win the mega amazing 30 Games T shirt.

Name.....

Address.....

.....

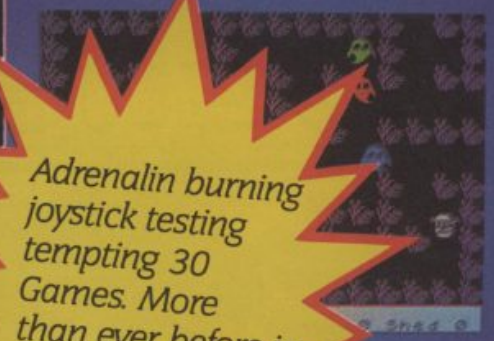
.....

Five of the titles included in '30 Games' are:.....

Tick T shirt size: S☐ M☐ L☐

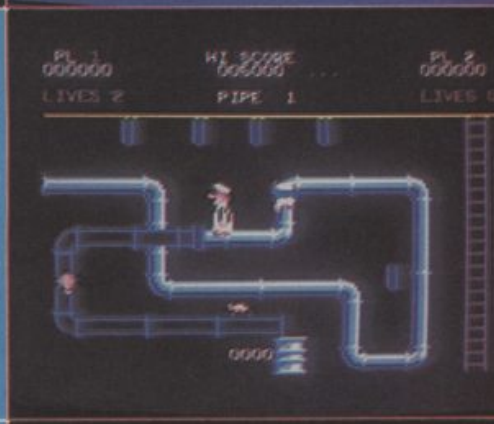
Argus Press Software Ltd., Liberty House,
222 Regent Street,
London W1R 7DB
Telephone 01-439 0666

nd Games, Lothlorien, Argus Press Software, Taskset, New Generation and Terminal.



Adrenalin burning joystick testing tempting 30 Games. More than ever before in one pack on two tapes: **only**

£9.95



GAMES

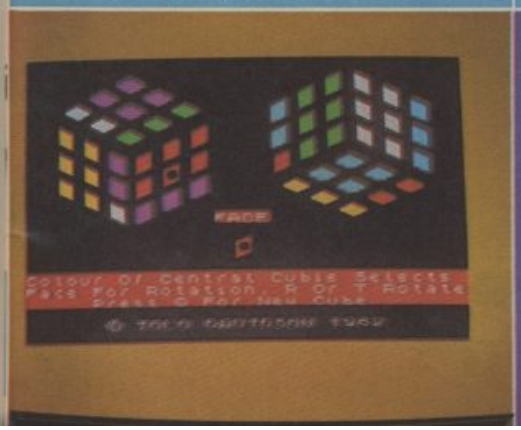
Mail Order

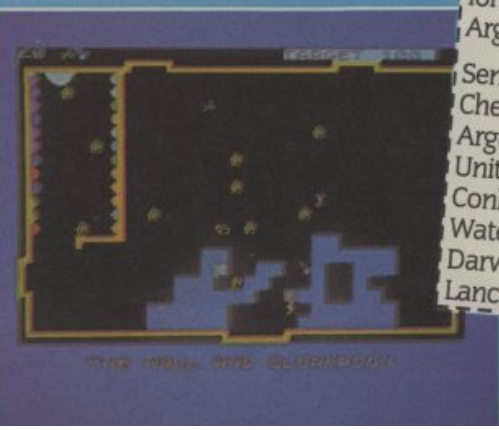
Please rush me ..... copies of 30 Games at £9.95 each (price includes postage and packaging).

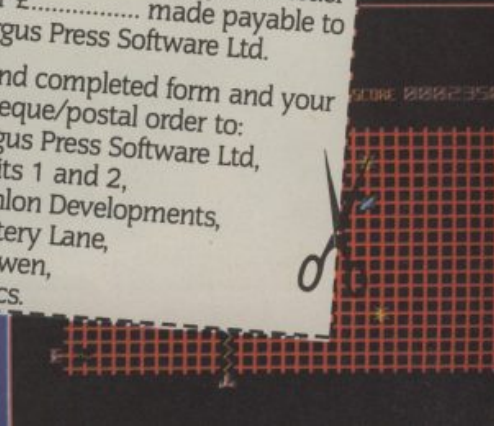
Machine: Commodore 64.....
Spectrum.....
(please tick)

I enclose a cheque/postal order for £..... made payable to Argus Press Software Ltd.

Send completed form and your Cheque/postal order to:
Argus Press Software Ltd,
Units 1 and 2,
Conlon Developments,
Watery Lane,
Darwen,
Lancs.







Elite

EXPLODING IN

Top Secret...Top Secret... C+VG presents an exclusive glimpse of some new games from Elite, the people who brought you Commando and Frank Bruno's Boxing.

The games include the arcade favourites Bombjack and Ghost 'n' Gobblins. And there's also that cartoon smash Scooby Doo.

So read on for the latest information on games from and for the Elite.

Following the success of *Commando*, the number one game at Christmas, Elite is poised to shoot up the software charts this spring with new conversions of arcade hits, *Bomb Jack* and *Ghost'n'Goblins*.

And despite what you've read in other magazines, Elite still plans to release its computer cartoon adventure, **Scooby Doo in the Castle Mystery** for the 48K Spectrum.

Hitting the shops first will be *Bomb Jack* for the Commodore 64, Spectrum and Amstrad. *Bomb Jack* has been around in the arcades for approaching two years and it's surprising nobody has snapped up the rights from Tehkan before now.

The game is simplicity itself. But at the same time it's extremely addictive and challenging — as the game's long life in the arcades proves.

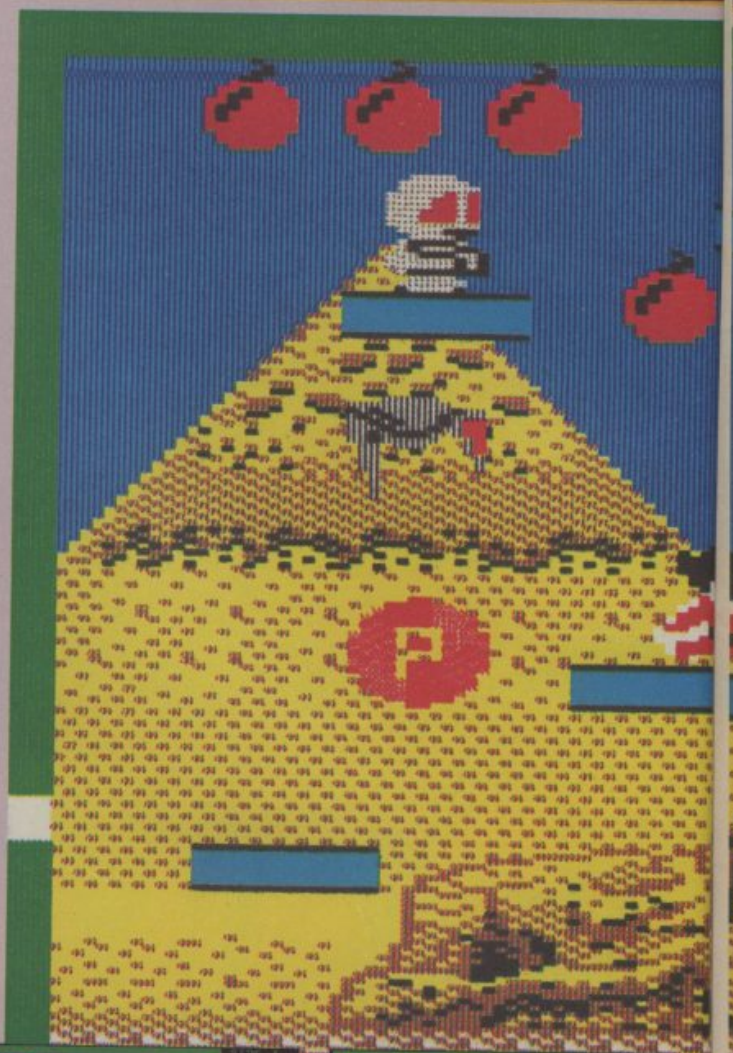
The idea is for Jack, a jolly masked and caped character, to leap around the screen collecting bombs, avoiding enemies and piling up the points.

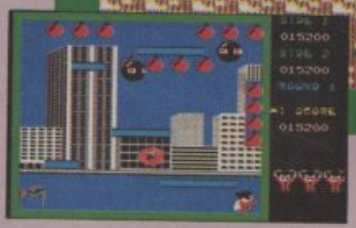
Jack can collect the bombs in any order, but if he follows the correct sequence — indicated by flashing bombs — extra points can be obtained. And if you can get the power ball — the ball with a P on it — you can defeat all your enemies.
the Greek-looking temple, castle and a cityscape.
original. There are four screens, the settings being the pyramids, the Greek-looking temple, castle and cityscape.

The screen shots shown here are from the Commodore 64 version and are almost complete. The main differences from the finished version is that the moving sprites — except Jack — will be slightly smaller.

Once the four screens have been completed, the sequence is repeated but with increased difficulty.

Ghost'n' Goblins should be released by the end of March, again





N TO ACTION

The knight has five kinds of weapons to destroy the attackers.

But let these gruesome creatures touch you and you are once again unclothed. If touched again you turn into a skeleton and collapse into a pile of old bones.

Scooby Doo in the Castle of Mystery will be released in April, says Elite boss Steve Wilcox, but it will be different from the version which has been heavily advertised.

Elite's programmers found that having created the very impressive cartoon graphics, there was not enough memory left in the 48K Spectrum to make the game playable.

But, says Steve, the idea of a Scooby game is too good to drop completely and work has had to start all over again.

Right, here's your chance to get in on the explosive action of Elite's **Bomb Jack** with this exclusive offer in Computer+Video Games.

In the shops **Bomb Jack** will cost you £7.95 on the Spectrum, £8.95 on the Amstrad and £9.95 on the Commodore 64.

But if you send the token on this page to Elite you'll get £2 off the price of the game for your machine.

Send you cheque or postal order plus the token to Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW.

for the Commodore 64, Spectrum and Amstrad.

Those who've played the Capcom game in the arcades know it has a vast amount of screens — so many infact that the makers say very few people have completed the game.

Elite's version will take a selection of the best screens from the game, which is packed with the walking dead graveyards and many other nasties.

The game starts at the edge of a graveyard where a princess — tending the wounds of a knight — is abducted by a messanger of Hades. The knight, dressed only in his undies, sets off to rescue the princess.

But to rescue her the knight must pass through six gates guarded by Satan's generals to reach Hell itself. Demons attack the knight as he progresses.

As the knight sets out on his mission he almost immediately stumbles on a suit of armour. Then it's into the graveyard where the undead rise from the ground and close in our valiant hero.

C+VG/ELITE BOMB JACK OFFER

Name _____

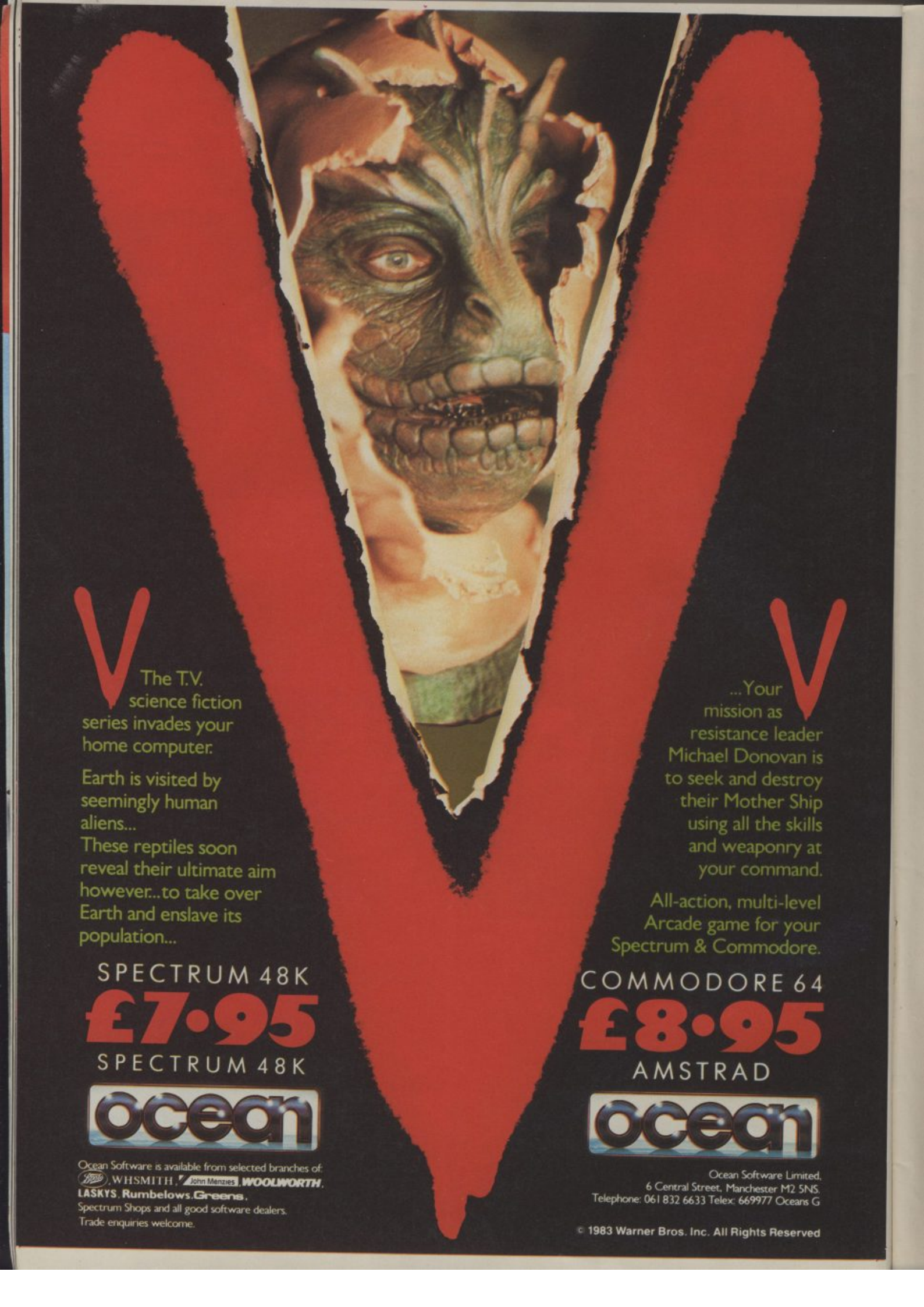
Address _____

_____

_____

I enclose a cheque or postal order for _____

Machine owned _____


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
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 is available from selected branches of: WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers.
Trade enquiries welcome.
Ocean Software Limited,
6 Central Street, Manchester M2 5NS.
Telephone: 061 832 6633 Telex: 669977 Oceans G
© 1983 Warner Bros. Inc. All Rights Reserved

KEY

Graphically great or do the graphics grate — these marks put you in the picture and let you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud and crystal clear? Or does the noise from your micro sound as though you've got your head stuck in a bucket of mud?

VALUE

Is the game really worth an arm or a leg to buy. Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play — and still be anxious for more. Or will you give up after a few minutes?

C+VG HIT

Don't miss this if you've any sense. This is C+VG's way of telling you this game is the BUSINESS.

GAME OF THE MONTH

The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones included in this Key plus originality. Technical excellence also counts for a great deal and, as we all know, programmes are getting more and more from their machines as each month passes.

But, above all, the absolutely vital ingredient is FUN. If it's not fun, we don't want to know.

MOVIE

● **Machines:** Spectrum/Amstrad
Supplier: Ocean
● **Price:** £7.95 (Spectrum) £8.95 (Amstrad)

The neon light outside the IDEAS CORP security HQ flickered fitfully as I sat gazing out of the window and the rainswept street. The private eye business had been slow since I'd solved the case of the Maltese Porcupine.

I noticed a shadow in the street below. Suddenly it threw something up at the window — my window! The glass shattered and an object crashed down on my desk.

Brushing the shattered glass aside I picked out a cassette — a computer cassette. It showed no anti-social tendencies. Like going BOOM! when I touched it. So I pulled my trusty Spectrum from my shoulder holster and loaded up the tape.

That's when my world changed. After the pretty ordinary loading screen disappeared I found myself in the real life world of a 50s private eye!

My job is to locate a gangster HQ and discover a tape. Simple. But once you get inside the maze-like collection of rooms and streets you'll find a whole bunch of hit men waiting to rub you out.

Like any really good gangster "movie" there's a couple of good looking broads involved. Two identical twin sisters to be exact. Not quite identical — one is a goodie, the other is downright evil. The good sister will lead you to the tape. The evil sister will lead you into a trap!

You'll find useful items lying around as you explore — like a useful equaliser — gun to you — in the third room you come to.

You'll also come across bombs which you can throw around — and booby traps which could blow you up.

The whole game is icon-driven. Which means you have to use your joystick or keyboard to select which feature or action you want to access.

You can pick up or drop items, use the "speech-bubble" to communicate with other characters via the keyboard, throw things, pause or abort the game — and even decide to punch someone.

It's important to examine each room carefully. There might just be something useful hidden on that desk top or on the floor. Don't disregard anything.

Some of the baddies can be avoided by some careful footwork or with a well aimed punch. Only use your gun in moments of severe danger. You only get one life — so use it wisely.

The rooms are drawn in Ultimate style forced perspective 3D. Only one colour per room — but each room is packed with intricate details.

The vocabulary is a bit limited but sometimes you can have interesting conversations. Don't spend too much time chatting-up the girls!

Movie is a brilliant game. It has atmosphere with a capital 'A'. Catch it when it comes to a shop near you!

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

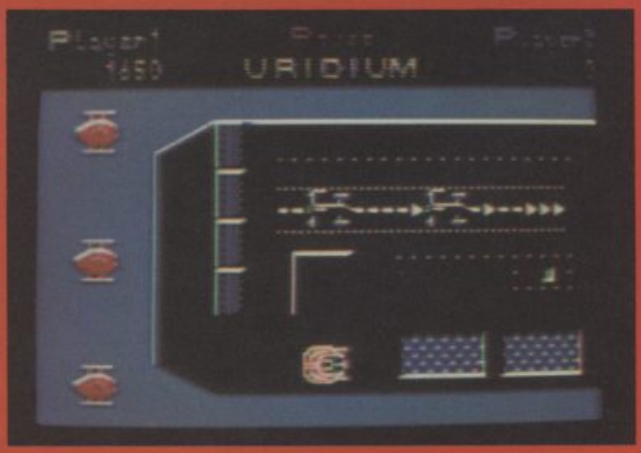
URIDIUM

● **Machine:** CBM64
● **Supplier:** Hewson
● **Price:** £8.95 (tape) £12.95 (disc)

A game hasn't caused such a stir in the *C+VG* office since the arrival of *Exploding Fist!* Andrew Braybrook's *Uridium* is simply the best 64 game we've seen since *Fist*. It's good looking, sounds great and the action comes thick and fast.

You'll find more details about the game elsewhere in this issue — but if you're a 64 owner and you don't rush out and grab this game, there's no hope for you.

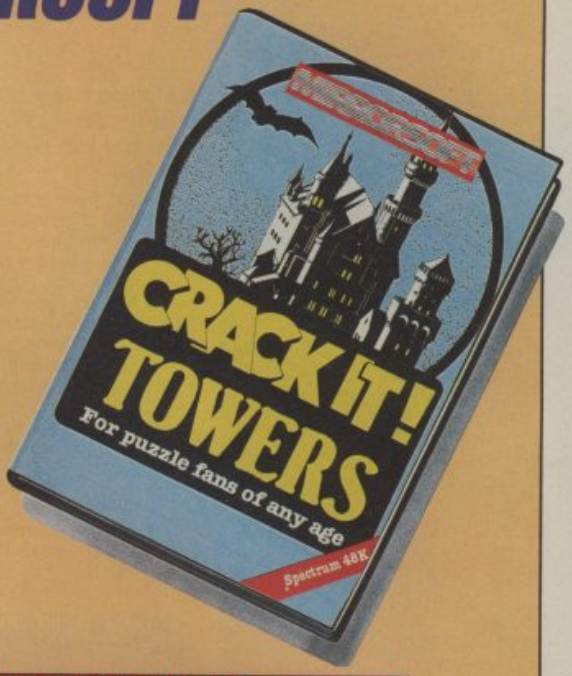
You won't drop your joystick for days after you've loaded *Uridium* into your 64.



● **Graphics** 10
● **Sound** 10
● **Value** 10
● **Playability** 10

● CONTINUES ON PAGE 20 ▶

PRING INTO ACTION
WITH MIRRORSOFT



SPITFIRE 40

"GRIPPING STUFF!" – Computer Gamer

"FLYING THE MIRRORSOFT SPITFIRE IS A JOY" – Commodore User

"DEFINITELY THE BEST FLIGHT SIMULATOR ON THE AMSTRAD" – Amtix!

Amstrad tape £9.95
Spectrum 48K and 128K tapes £9.95/£12.95
Commodore 64 tape/disk £9.95/£12.95

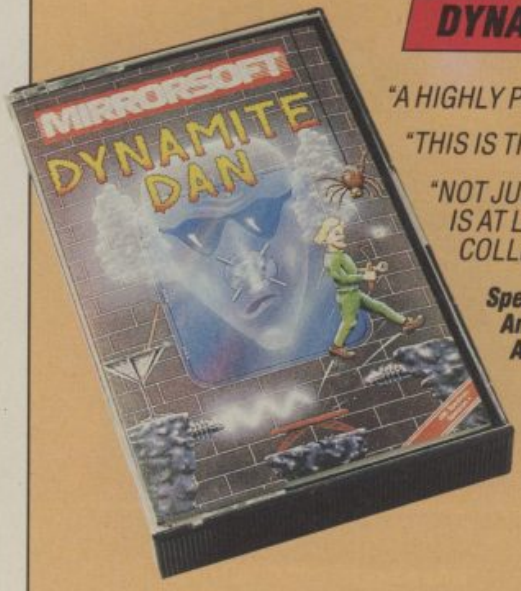
CRACK-IT TOWERS

Solve the puzzles and discover the magic secret. But watch out for:
– Oswald the Rubber-Necked Duck
– Jim the Jellyfish
– Albert the Alien
– The Ugly Bug
and a few more besides!

Spectrum 48K tape £9.95
BBC/Electron tape £9.95/BBC disk £12.95

AND IF YOU STILL HAVEN'T MET...

DYNAMITE DAN



"A HIGHLY PLAYABLE, FUN, AND ADDICTIVE GAME" – Crash (94% Smash)

"THIS IS THE ONE PLATFORM GAME THAT YOU MUST GET" – Amtix!

"NOT JUST ANOTHER MINER SURROGATE AND IS AT LEAST AS ESSENTIAL TO YOUR COLLECTION" – Popular Computing Weekly

Spectrum 48K tape £6.95
Amstrad/C64 tape £7.95
Amstrad disk £12.95/C64 disk £10.95

Available from leading software stockists everywhere
Mail order and catalogues from:

MIRRORSOFT

Purnell Book Centre, Paulton, Bristol BS18 5LQ

UNITSOFT DISTRIBUTION

ALL GAMES GUARANTEED IN STOCK

5% DISCOUNT & FREE SECURICOR DELIVERY ON ORDERS OVER £40.

NOW! EASY ORDERING WITH OUR NEW FREEPOST ADDRESS.

COMMODORE		TICK	SINCLAIR		TICK	MSX		TICK
Commando	6.70		Commando	5.95		Road Fighter	12.95	
Rambo	6.70		Deathwake	5.95		Hyper Rally	12.95	
Fight Night	7.50		Zoids	5.95		Soccer	12.95	
Little Computer People	7.50		Mikie	5.95		Ping Pong	12.95	
Young Ones	5.95		Enigma Force	7.50		Boxing	12.95	
Zorro	7.50		Zorro	5.95		Yie Ar Kung Fu II	12.95	
Skool Daze	6.25		Transformers	5.95		Yie Ar Kung Fu	11.95	
Outlaws	7.50		Cosmic Wartoad	5.95		Tennis	11.95	
Goonies	7.50		Yie Ar Kung Fu	5.95		Golf	11.95	
Yabba Dabba Doo	5.95		Panzadrome	5.95		Track 'n' Field I	11.50	
Mercenary	7.50		Lord of the Rings	11.20		Track 'n' Field II	11.50	
Back to the Future	7.50		International Karate	4.50		Hypersports I	11.50	
Revs	11.20		3 Weeks in Paradise	7.50		Hypersports II	11.50	
Enigma Force	7.50		Winter Games	5.95		Athletic Land	10.95	
Ball Blazer	7.50		Back to Skool	5.20		Time Pilot	10.95	
Arc of Yesod	6.70		Arc of Yesod	7.50		Super Cobra	10.95	
Gyroscope	6.70		Tomohawk	7.50		Sky Jaguar	10.95	
Crazy Comets	5.95		Saboteur	6.70		Kings Valley	10.75	
Transformers	6.70		Roller Coaster	5.95		Circus Charlie	10.75	
Quake One	7.45		Sweevo's World	5.95		Antarctic Adventure	10.75	
Bounder	7.50		Impossible Mission	5.95		Monkey Academy	9.95	
Rock 'N Wrestle	7.50		Surfchamp	7.50		Mopi Ranger	9.95	
Superman	7.50		Gyroscope	5.95		Comic Bakery	9.95	
Critical Mass	7.50		Gunfright	6.70		Knightlore	7.50	
Korons Rift	7.50		Artstudio	11.20		Alien 8	7.50	
Dragon Skulle	7.50		Battle of the Planets	7.50		Boulderdash	5.95	
Nightshade	7.50		Elite	11.20		Ghostbusters	8.95	
Scalectrix	7.50		Critical Mass	6.70		Le Mans	7.50	

FOUR NEW GAMES

NO STAMP REQUIRED

NAME

ADDRESS

POSTCODE

TELEPHONE

* UK ONLY

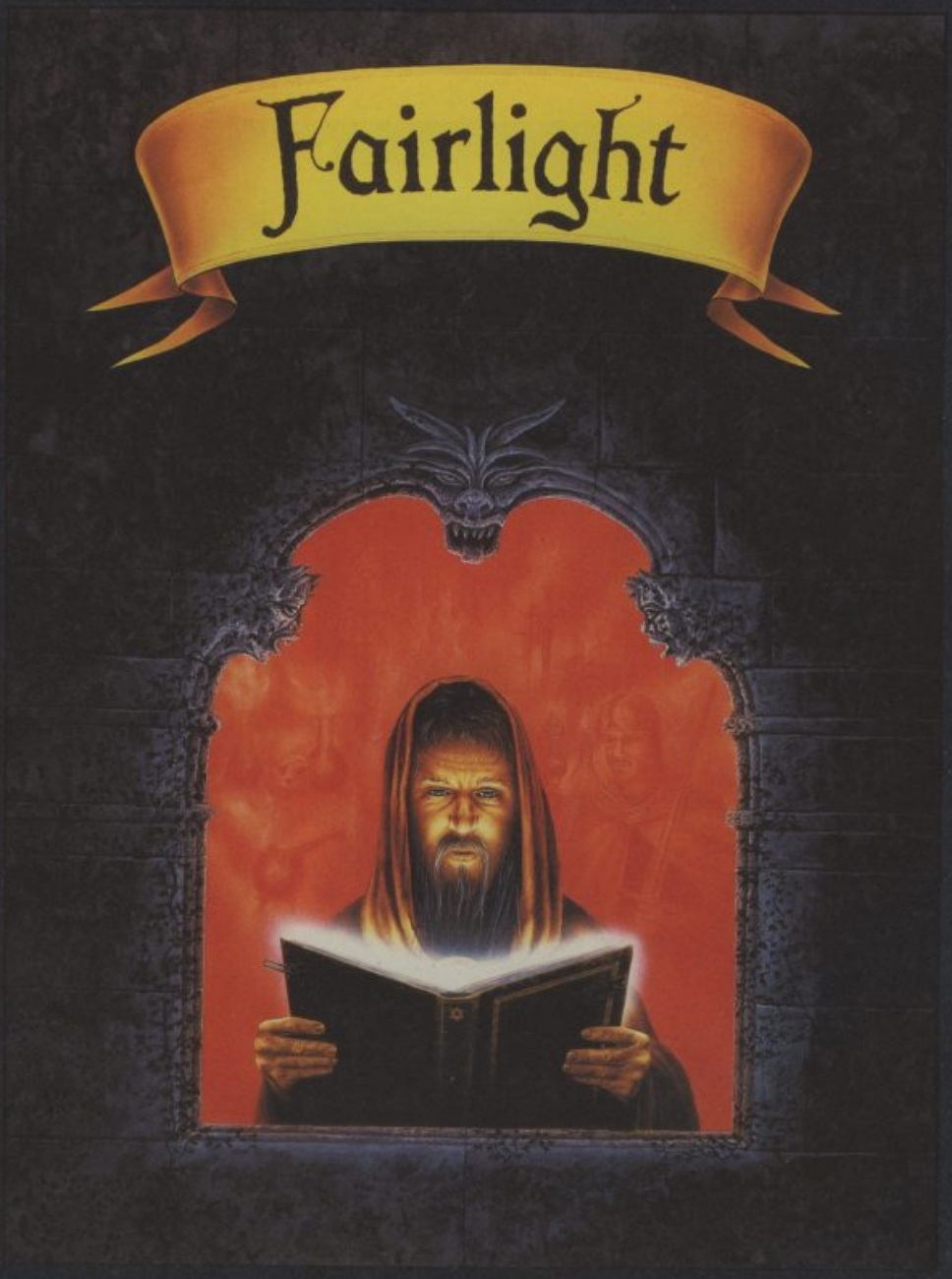
Send order to:

UNITSOFT, FREEPOST, GLASGOW G1 4BRC.

48K Spectrum

NOW! C64/128 AND AMSTRAD/SCHNEIDER VERSIONS

Chronicles of the Land of Fairlight
1. a Prelude: the Light Revealed



By Bo Jangeborg
(author of 'The Artist')

"Maybe *the* game of the year!"
Your Spectrum, November 1985
". . . one of the most sophisticated games the Spectrum has ever seen."
". . . one of the ten best programs ever made for the Spectrum."
Popular Computing Weekly, October 1985.
". . . the best arcade adventure of the year."
Your Spectrum, November 1985

THE EDGE

12/13 Henrietta Street, Covent Garden, London WC2E 8LH Tel: 01-240 1422/7877 Telex: 892379

WINTER GAMES v WINTER SPORTS

- **Machines:** Spectrum/C64
- **Supplier:** U.S. Gold
- **Price:** £7.95
- **Machines:** Spectrum/Amstrad
- **Supplier:** Electric Dreams
- **Price:** £8.95

Can *Winter Games* on the Spectrum be as good as the C64 version? And what's this — another contender in the computer Winter Olympics called Winter Sports? C+VG's reviewers waxed their skis, watched a couple of *Ski Sundays* on BBC2, and prepared to go on the piste for a battle royal between these two snowbound sports simulations!

First let's take a look at the events you get in both packages.

Winter Games gives you Figure Skating, Free Skating, Speed Skating, Hot Dog acrobatic stunt ski-ing, Ski-Jumping, Biathlon and Bobsled.

Winter Sports gives you three sorts of ski-ing, Slalom, Giant Slalom and Downhill, plus Ice Hockey, Speed Skating, Ski-Jumping, Bobsled and the Biathlon.

First we have to say that the figure and free skating events in *Winter Games* are pretty pathetic on the Spectrum version reviewed. The skating figure is simplistic and the backgrounds boring. The good news is that you don't have to bother with these two events unless you want to compete in everything for an overall score.

The quality of the games improve by leaps and bounds once you've got over the skating. The ski-jump, hot dog, biathlon, bobsled and speed skating events have similar graphics to the C64.

My favourite event is the Biathlon — a combination of cross country ski-ing and rifle-shooting. The idea is to complete a cross country course in the quickest time — at the same time hitting as many targets as possible along the way. The *Winter Games* version has a "pulse" feature which measures how tired your skier is getting.

You must wait until you pulse rate has dropped to around 80 before attempting to shoot at targets. Otherwise the cross hair sight goverened by your pulse rate will be jumping up and down across the target at an impossible speed! You can make sure your pulse isn't racing by ensuring your ski-ing action between rifle shooting sections is as smooth and controlled as possible.

Next best event is the Bobsled — extremely difficult to do right and featuring some excellent graphics. You see a plan view of the course with a marker showing your position on — or off — it.

Hot Dog ski-ing is, to say the least, different and challenging. Speed skating is a bit like those bike racing events in other sports simulations. You've got to get the rhythm right to be any good. Ski-jumping is fun too.

If the figure and free skating are a disappointment in *Winter Games* then the Ice Hockey feature in *Winter Sports* is equally unattractive. The teams are matchstick men and the game itself is too simplistic to be challenging. Much too easy to score goals against a computer opponent.

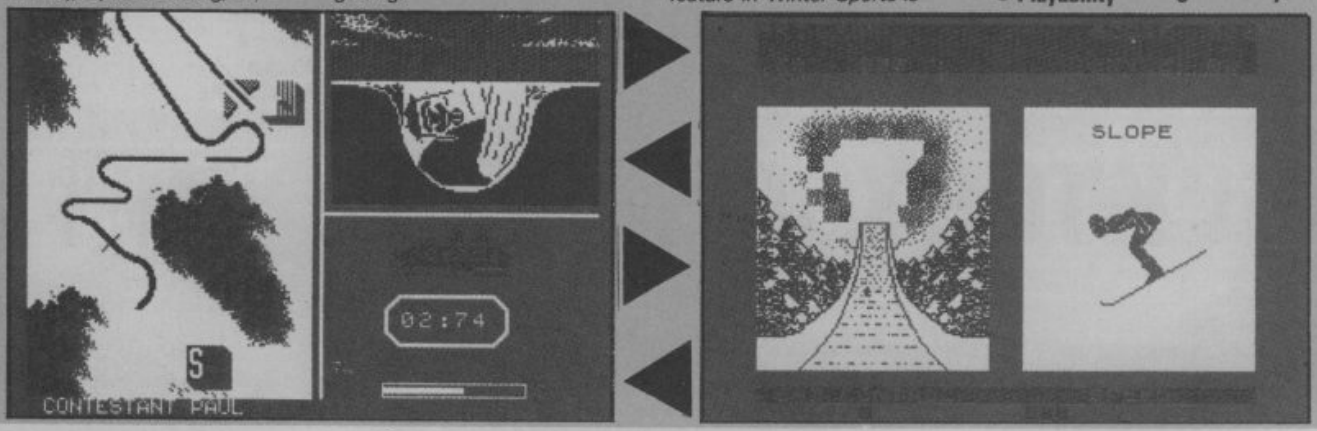
Up to four players can compete in *Winter Games*, two in *Winter Sports*. Both games give you high score tables, but only *Winter Games* has the useful practice mode for events.

So which package gets the gold? For our money the *Winter Games* conversion just has the edge on presentation and playability — despite the naff skating bits.

Winter Sports comes a close second, however, because it features straight ski-ing games.

How can you have winter sports without downhill ski-ing? Excuse me while I go back to waxing my skis...

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



RASPUTIN

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £2.99

There's no disputin' that *Rasputin* is a good lookin' game. And at the price it's a real bargain. But when you play this Ultimate-clone you'll have to be pixel perfect when you're moving about, otherwise you'll end up going no where fast!

Meanwhile, back to the scenario. The spirit of evil old Rasputin, once main-man at the Russian Czar's winter palace, has risen from the multi-dimensional abyss and wants to bring chaos to the world.

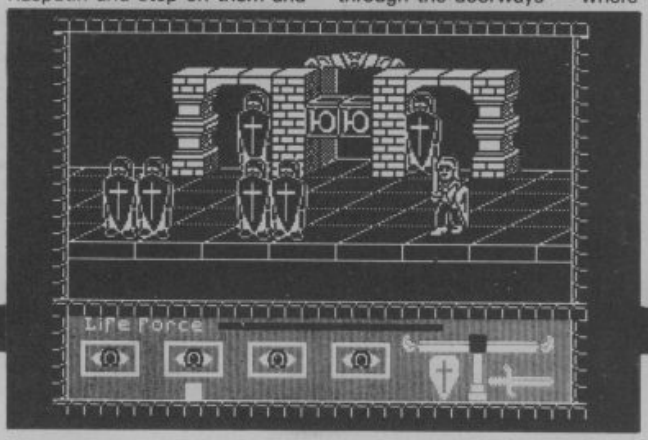
Your job is to enter this multi-dimensional domain and find the Jewel of the Seven Planets. To reach the jewel you have to neutralise the eight spells that have been cast by Rasputin.

To do this you have to enter the courtyard of the darkside and enter the world of the Seven Planets. You are armed only with a sword and shield which have limited lives. Find the stones with the mark of Rasputin and step on them and you will absorb the power of the stone.

You begin on a 3D catwalk dotted with doorways protected by vicious guards. You can either sneak or fight your way through the doorways — where you'll find one of several amazing looking 3D "castles" inhabited by odd creatures.

Some of these screens are quite stunning in their complexity. You have to watch you don't fall from the catwalks or castles — you plummet downwards only to be rescued by a little fluffy cloud which carries you back to where you started from. But the more you fall the more life-force you lose.

Rasputin isn't an easy game to play. You'll need to spend some time on the game to get the most out of it. It's graphically excellent — but game control leaves something to be desired.



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

ZOIDS

- **Machine:** Spectrum
- **Supplier:** Martech
- **Price:** £7.95

The battle against the mighty Red Zoids begins with this, the best game from Martech so far.

It's another icon driven game — but don't be misled into thinking that your don't need all your arcade skills to beat the game. Fast reactions and quick thinking are essential if you are to succeed in your quest to rebuild the Blue Zoid's super weapon, Zoidzilla.

The basic idea of the game is to use your skills to locate the different parts of Zoidzilla, hidden under enemy City Domes, rebuild the mighty machine then seek out the Red Zoid's leader, Redhorn the Terrible, and destroy him.

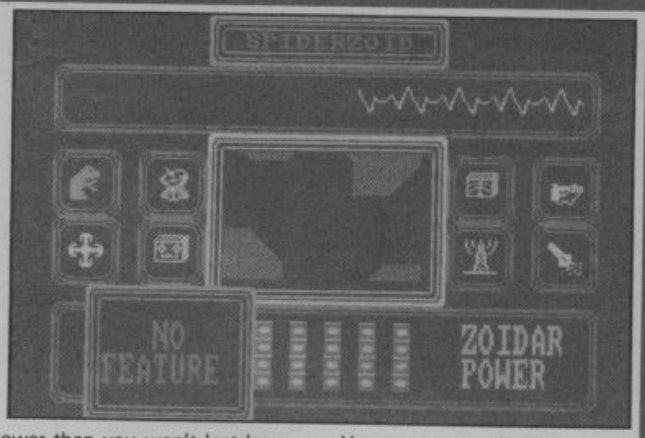
Once you've loaded the game you'll see your Spiderzoid's control panel. You begin in a relatively simple Spiderzoid — but as you find bits of Zoidzilla your machine is upgraded and becomes more powerful.

The panel consists of various control icons plus a main view screen which shows various map views of your surroundings depending on which mode your Zoid is operating in. This main screen is your main link with the outside world. You do have a radio link with your home base which is activated by moving your flashing cursor to the appropriate icon.

Above the icons and main screen is an ECG waveform readout which represents your Zoidthought. As you are supposed to have merged minds with the Zoid this is pretty important.

The game uses a nice windowing technique to report any other messages relevant to the player. The same applies when you decide to launch an attack on a Blue Zoid building with your onboard missiles — or if the Reds are attacking you!

Each Red city has a power plant, a mine where more Zoids are manufactured and a radio beacon. All these must be knocked out and the city domes searched for bits of Zoidzilla and the all important Zoidar Power Pods. If you don't get hold of



power then you won't last long. You'll also find these inside destroyed Slitherzoids.

It's a good idea to call down an attack from your base on the power plant to begin with. This means power will be diverted from the City Dome shields and you'll be able to attack them with your Zoid's missiles.

Don't bother to waste your missiles before the power station has been hit. It takes about 30 seconds for your base to send a message — in the meantime watch out for enemy attacks and keep moving.

Once you've destroyed a city dome scan the wreckage using your onboard scanner.

You must scan all debris — otherwise you could miss something improtant. Four of the cities don't have any bits of Zoidzilla — but they may have essential power supplies for your Zoid.

Zoids is one for those of you who like a game that lasts. This one will keep your interest for some time to come. If you're not into thinking games or want instant success steer clear — or try Martech's *Crazy Comets*!

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

BACK TO SKOOL

- **Machine:** Spectrum
- **Supplier:** Microsphere
- **Price:** £6.95

It seemed Microsphere didn't want us to review this game. Requests for a review copy fell on deaf ears. Still we went out and bought a copy to find out if Microsphere could follow their mini-hit of last year, *Skooldaze*.

At first glance *Back to Skool* looks very familiar.

But exploring further into the game you discover there's a bit more to *Back to Skool*. The scenario goes like this. You managed to steal your school report during the last days of term and spent the whole holiday forging teachers' signatures to make yourself look really smart, sweet and helpful. All you've got to do is get the report back to the Headmaster's safe without anyone finding out.

All the old teachers featured in *Skooldaze* are back, plus the bullies, swots and other pupils you came to love in the original game. You can change the names of all the characters if you wish, at the start of the game.

In *Back to Skool* you aren't limited to the interior of your school like the first game. You can actually get out into the playing fields or pay a visit to the nearby girls' school to let the odd mouse cause chaos. Mice and frogs play a big part in this sequel!

Like *Skooldaze* you must avoid getting too many lines — given by the teachers and the Head if you're found doing something you ought not to be. Get over 10,000 and you're expelled.

Also, like *Skooldaze*, the teachers speak to you in speech bubbles — when they give lines or ask questions.

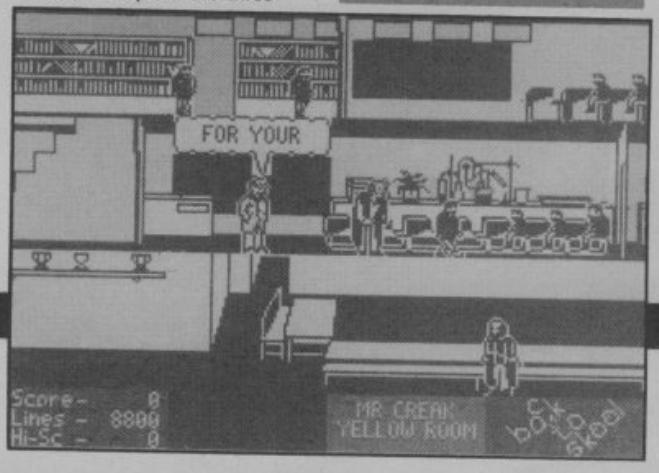
You can explore the three floors of both schools at will.

You are armed with a catapult — and can find other "weapons' by searching through desks in both establishments. Water pistols and stink bombs are useful.

The graphics are not bad and the animation of the characters is pretty good — although the game does tend to stop dead for a couple of seconds when instructions — which appear in the box at the bottom of the screen — appear.

There's more to *Back to Skool* than meets the eye. If you were a fan of *Skooldaze*, you'll enjoy this follow-up.

- **Graphics** 7
- **Sound** 6
- **Value** 9
- **Playability** 8



THE DEVIL'S CROWN

- **Machine:** Amstrad
- **Supplier:** Probe Software
- **Price:** £7.99 cassette/£13.99 disk

Avast there, me hearties. Dare you brave the mysterious depths to search for *The Devil's Crown?*

Legend tells of a sunken pirate ship containing this awesome treasure, guarded by pirate ghosts, killer fish and other nameless horrors.

Your watery quest is to find the crown and the seven jewels removed from it and hidden round the wreck.

Easy? Don't believe it. Around the wreck are various flashing objects. Each must be replaced with a solid equivalent. Then the flashing jewel is revealed — which also must be replaced by a solid jewel.

The graphics are clear, sharp and colourful. Not a gem of a game, but good fun for arcade adventure fans.

- **Graphics** 8
- **Sound** 6
- **Value** 7
- **Playability** 8

cascade CASSETTE 50

PLUS SPECIAL FREE WATCH OFFER...

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 skilful 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
2. Cyclone
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. StarTrek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bat
18. Fireman Rescue
19. 3DMaze
20. Colony 5
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

(Supplied on cassette, compatible with 664 and 6128 when used with cassette player and suitable leads.)

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 realtime 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 rouletto 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

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
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski-Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. 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
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
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 spacecraft. 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 unexpanded 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.

FREE *calculator watch with every Cassette 50*

EXPRESS DELIVERY-ORDER NOW!

ONLY £9.95

Name _____

Address _____

_____

_____ Post Code _____

Country _____ CVG 3/86

Postage FREE in U.K. Add £1.00 for overseas orders.
Free watch and tape will be despatched within 28 days.

I enclose a cheque/postal order for £ _____ made payable to Cascade Games Ltd.

or through any Post Office by TRANSCASH (Giro No. 655 6655)
For even faster ordering when charging to Access, Barclaycard and Trustcard Visa use our 24 hour service. (0423) 504663.

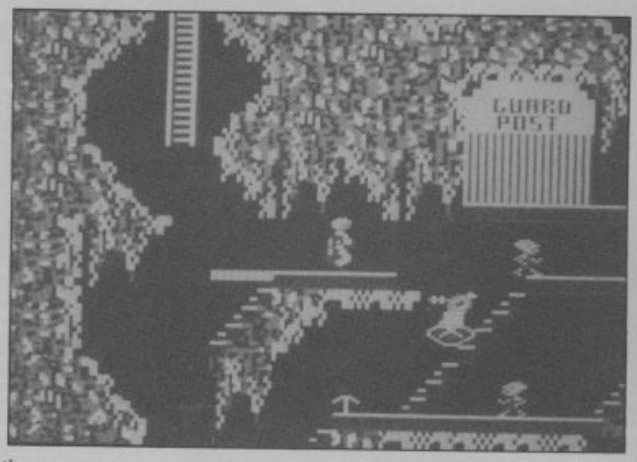
ACCESS VISA No. _____

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*

DOCTOR WHO AND THE MINES OF TERROR

- **Machine:** BBC (version reviewed), Spectrum, Commodore, Amstrad
- **Supplier:** Micropower
- **Price:** £14.95 cassette: Rom Cassette £18.95



My, my! What a huge package! Looking rather like an exaggerated videocassette holder, this game demands attention! This is the follow-up to *Castle Quest*, and bears similarities, though the "MP4 Scrollerama" system has regressed to the standard of JCB (alias "Judder").

The ROM went in without too much bother, except having to bend all the legs inwards so they'd stay in the damned holes! And the program loaded beautifully with no trouble at all. A quite masterful title screen appeared and the BBC played the well-known theme tune.

This is another game with piles of instructions to wade through. Unfortunately, you won't get far unless you do just that. Skipping the German, French and Spanish, I eventually found out what was going on . . .

Cutting through the waffle, here is the mission, you have to go into the mines, stop the aliens mining something-or-another, disable the instrument-of-death-and-destruction, and whip the plans so the Master can't make another one.

K9 has now changed into a moggie. No ordinary moggie, though. This one turns into a pink bubble when it moves! Of course, this frightful creature plays an integral part in solving the game, so — as much as the idea appeals — you can't hurl him off a cliff. Indeed, the Doctor, under my inept control, fell over a good number of cliffs. Micropower describe the game as "Brain to brain combat". I feel "Brain to spikey rock impact" would be more apt . . .!

The scrolling is pretty abominable. It isn't flickery as such, but not a patch on *Castle Quest*. The graphics are colourful, and while you can see what everything is, 'okay" is the only adjective that really fits . . .

Fairly complicated instructions can be given to the Sphinx (cat), and as it is invisible to the nasties, it can be pretty handy.

In the game's favour, it is very big, and will take a long time to solve. It has been thoroughly planned and represents an impressive challenge.

Hindrance is provided (initially) by track-driven things which look vaguely like a cross between a dalek and a Panzer. Actually playing the game is pleasant enough. Timing jumps is frustration itself, but satisfying when achieved.

After a VERY short time I found myself not particularly caring what fate the Master had in mind for the universe. If you like games of this ilk, though, you will probably love it.

Doc Who fans will buy the game and may be disappointed. Of course, they could be extremely satisfied. Ask the dealer for a demo before you decide.

Graphics	6
Sound	6
Value	4
Playability	3

BARRY McGUIGAN WORLD BOXING CHAMPIONSHIP

- **Machine:** Amstrad
- **Supplier:** Activision
- **Price:** £9.99

Boxing is a disgusting, degrading sport. It should be banned. Violence for sport and entertainment. How low can you get?

All very true. But boxing also happens to be extremely exciting. I love it. Even when Boomboom Bertie and Werewolf Brown had laid me flat on my back with a cruel series of uppercuts.

Barry McGuigan World Championship Boxing offers you the chance to take on 19 exotically named boxers including the mighty McGuigan.

Each fighter has an endurance level ranging from weak to mighty, also various stamina, strength and agility levels. There is also pre-fight training which allows you to build on the individual boxer's strengths to compensate for weaknesses.

The boxing action is seen from the side. The fighting and range of punches is much the same as other boxing games available and is quite satisfying.

For Amstrad owners wanting a boxing game, it's a straight choice between *Barry McGuigan* and *Frank Bruno's Boxing* from Elite. We think *Frank* just has the edge.

Graphics	8
Sound	7
Value	7
Playability	8

REPTON 2

- **Machine:** BBC
- **Supplier:** Superior Software
- **Price:** £9.95 (Cassette), £11.95 (Disc)

Not content with the success of the original *Repton*, Superior Software has come up with a sequel which fairly bursts from the screen in a riot of skill, colour and excitement.

In style it is very similar. The change only becoming apparent as you play.

You are stunned right from the start by the astonishing "voice" which talks to you as the game is loading — real sci-fi horror stuff! It's just about understandable if you don't look at the words as they are reproduced on the screen, and turns out to be not the bogeyman about to leap out at you from your computer, but a preview of a forthcoming speech package from Superior.

The sound continues to impress all the way through the game, with distinctly above-average, even tuneful, music. It's a fitting accompaniment to the quality of the game itself.

You are in a maze, hunting for diamonds as big as yourself. There are 1,634 of them, and you must get them all before you can complete the game. You also have to collect earth, 4,744 pieces of it, kill all 18 monsters lurking in the maze, use all the 64 transporters which whisk you off to different parts of the maze and collect 42 jigsaw puzzle pieces.

Apart from monsters, there are other hazards — falling meteors and boulders, spirits, and evil-looking skulls which kill at a touch. One of the many problems of *Repton* is that you can't kill monsters directly — you must arrange for boulders to fall on them, not an easy matter.

Great cunning and deviousness is required. The only way to get rid of the spirits is to trick them into cages, where they turn into diamonds.

Some diamonds are hidden in safes, and to open them you must find the combination key. Trickier still, you have to plan your route most carefully, ensuring that you don't get cut off by falling rocks, or block off a section containing a vital diamond, transporter, key or jigsaw piece.

If you allow a boulder to seal off a passage containing so much as one diamond, you cannot complete the game.

The graphics are smooth and very colourful, and the game as a whole is demanding and absorbing.

Graphics	9
Sound	9
Value	8
Playability	10

▶ CONTINUED FROM PAGE 22

● CONTINUES ON PAGE 26 ▶

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:-

Discount Video, 21 New Green Street, South Shields, Tyne & Wear. Mobile Video, 11 Etterby Street, Stanwix, Carlisle. KK Stationers, Simgold Ltd., 187 Edgware Road, London W2, Tel. 723 1436. Tomorrows World Hu.. Computers, 24 Boundary Road, Hove, East Sussex, Tel. 0273 412591. Canvey Software, 76 Lincoln Way, Canvey Island, Essex SS8 9SL, Tel. 0268 695355. Software City Centres Ltd, 382 Kings Road, London SW3 5UZ. Tel. 01 352 9220. Alton Computers, Top Ten Shopping, 62 High Street, Alton, Hants GU34 1ET, Tel. 0420 87998. Geerings of Ashford Ltd, 80 High Street, Ashford, Kent TN23 1EP, Tel. 0233 33366. Electronequip, 36–38 West Street, Fareham, Hants Tel. 0329 230670. Club Computers, 6 Evans Yard, Bicester, Oxfordshire, Tel. 0869 248600. Computer Plus (Sittingbourne), 65 High Street, Sittingbourne, Kent, Tel. 0795 25677. Giles Sports Toys and Cycles, 1 Alvescot Road, Carterton, Oxon, Tel. 0993 842396. Gamer, 71 East Street, Brighton, East Sussex, Tel. 0273 728681. Solent Micro Systems Ltd., 25 Bargates, Christchurch, Dorset BH23 1QD, Tel. 0202 470468. Alan Sinclair 9–11 Church Street, Basingstoke, Hampshire RG21 1QG, Tel. 0256 472231. Pentos Bookselling Group, T/A Hudsons Bookshop, 14/16 Bold Street, Liverpool L1 4DS, Tel. 051 708 6861. Soft-Centre, 2 Bruntsfield Place, Edinburgh, Scotland, Tel. 031 3484. Stockton Software, 14 West Row, Stockton on Tees, Cleveland, Scotland, Tel. 0642 606166. Softcentre, 35 Churchill Square, Brighton BN1 2EP, Tel. 0273 776576. Video Solent Ltd., 6A Fryern Arcade, Winchester Road, Chandlers Ford, Hants SO5 2DP, Tel. 04215 67428. Miles Better Software, 221 Cannock Road, Chadsmoor, Cannock, Staffordshire WS11 2DD. Tel. 05435 3577. Micro Anvika, 224 Tottenham Court Road, London W1, Tel. 636 2547 McDonalds Stores Ltd., 70 Oxford Street, London W1N 9FD, Tel. 01 636 2877. Northwich Home Computers, 79A Witton Street, Northwich, Cheshire, Tel. 0606 47883. Thetford CB & Micros, 21 Guildhall Street, Thetford, Norfolk, Tel. 0842 6164[illegible] Roundabout Bookshop, 368 Mare Street, Hackney, London E8 1HR. Tel. 01 985 8148.

BARRY McGUIGAN WORLD BOXING

BACK TO THE FUTURE

- **Machine:** CBM64
- **Supplier:** Electric Dreams
- **Price:** £9.95

You've seen the film, read the book, got the stickers out of your favourite breakfast cereal — now play the game!

Martin Walker's computer translation of the blockbuster movie bravely attempts to capture the charm and spirit of the film.

All your favourite characters are their — Marty, Doc, Biff the bully, Lorraine and, of course, Marty's drippy Dad, George.

The object of the game follows the plot of the film — you, as Marty, must get your future mum, Lorraine, to fall in love with your future Dad, George — otherwise you won't even be a twinkle in anyone's eye. Then you must get Back to the Future and resume your everyday existence helped by the Doc's time-travelling DeLorean supercar.

To get George and Lorraine to fall in love you have to make use of several items which you'll find dotted about the various locations.

You can visit Doc's house, the school, coffee bar and the dance hall. Each location contains something useful. And each item or object has a specific effect on the rest of the characters in the game. You have to discover which does what, and to whom, in order to succeed.

The main screen is divided up into four main areas. There's the main playing screen which shows you the different locations — you begin on the mainstreet of Marty's hometown, Hill Valley. Other locations can be visited by walking up to the doors of the places you want to enter and pushing the joystick up.

On the right hand side of the screen you'll see Marty's family picture. This is your indicator of how well you're doing. Fail to get George and Lorraine together and parts of the picture disappear. Once it's disappeared completely the game is over — and Marty has NO future!

On the left hand side of the screen is a similar picture of Marty — a digitised still from the film. This behaves in a similar fashion to the family

- **Machine:** C64
- **Supplier:** CRL
- **Price:** £8.95

Let's hear it for the crew of the U.S.S. Omnibus! They boldly try to go where only real loonies have been before and often end up out to lunch.

Forget the disappointment of CRL's *Blade Runner* and run along to your local games store for a copy of *Space Doubt*. It's the most fun you'll have with your 64 short of trying to balance it on the end of your nose.

The idea of the game is basically this: You are in control of three astronauts inside the cargo ship Omnibus bound for the planet Niblondis with a hold full of grub for the starving inhabitants.

There you are having a nice, peaceful snooze inside your cryofreezer when suddenly the ships automatic systems thaw you out. An emergency! Bogloids are attacking the ship and threatening your food supplies.

The Bogloids have this unhappy habit of drilling through the hull and bursting into the ship in droves. As the ship has many rooms and corridors you don't really know where the Bogloids will appear. But you do know you've got to stop them reaching your cargo holds and the food.

Once you've been defrosted you must dash for a power-block. These are your only means of defence, and your only means of repairing the gaping holes in the ship. They can be quickly exhausted as you zap the Bogloids — and used up in one go if you use one to mend a hole.

Fortunately power block dispensers can be found dotted around the ship. It's a good idea to make a note where you find them because things start happening extremely quickly once the Bogloids break in. And they aren't vegetarians. They quite like the taste of humans wrapped in space suits — so don't let them get too close!

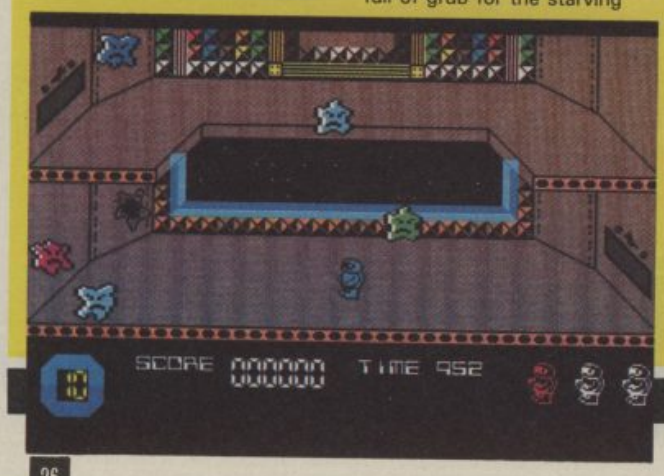
You see a sort of split screen view of two levels of the ship on each screen. You can move betwen levels by using the elevator beams which connect each floor at various points.

These can be reset to go up or down by simply moving your spaceman up to the control panel and pressing the fire button. It takes a bit of practice to jump out of the lifts at the right time. Careful timing is needed unless you want to stay zapping up and down in the beam for half an hour!

The graphics are excellent and have an original cartoony feel to them. The sound, provided by CRL's friendly Cyborganist, is fun — a mixture of Close Encounters and James Bond!!

There's no doubt that *Space Doubt* will be a big hit. If it isn't I'll eat my Bogloid — or should that be the other way around?

Graphics	9
Sound	9
Value	9
Playability	10



snapshot.

Also at the bottom of the screen is a clock which tells you how long you've been playing. The quicker you complete the game the more skillful you are.

Just below the main screen as four "character icons". These relate to George, Lorraine the Doc and Biff.

Otherwise they flash white when they come into contact with Marty or each other. These help you keep track of who's doing what and where! Useful for telling when George and Lorraine are together.

Above the main play screen are the "object icons". These represent love poems, a space suit, a cup of coffee, a guitar and a skateboard.

If you've seen the film you'll have a better idea of what effect these objects will have on the characters when you attempt to influence them.

BTF is a nicely presented and cleverly thought out game. But will it capture the imagination of games players currently caught up in all the action *Commando/Rambo* trend? That remains to be seen.

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

- **Machine:** CBM64
- **Supplier:** Melbourne House

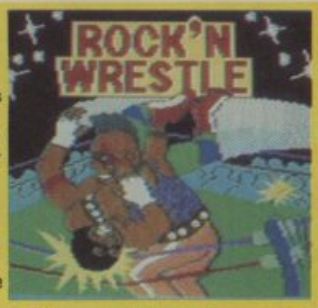
Price: £9.95 (cass) £14.95 (disk)

The only thing missing from this excellent grunt and grapple simulation are the grannies who rush into the ring and bash their least favourite wrestler!

Rock n' Wrestle brought to you by the *Fist* people — captures all the atmosphere and fun of the wrestling ring.

Basically the idea of the game is quite simple. Play a friend or the computer and beat your opponent. Couldn't be easier, right? Wrong! The computer is a tough cookie — and until you learn the ropes you'll end up on the mat more often than not.

There is an amazing selection of 24 moves to cope with! You'll never learn all the moves right away — it'll take several games before you've really got total control over your wrestler. But it's FUN getting to know them all.



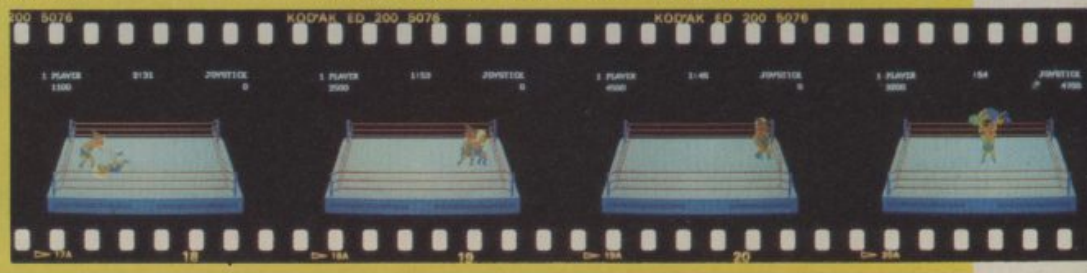
The wrestler graphics are BIG, very attractive and totally convincing. You really take on the character of your chosen wrestler when you play. Sound effects — all the grunts and groans — are terrific, too. But the game could've benefited from some crowd noises to add that extra bit of realism. Instead you get a tinkly little tune which chugs along in the background.

There are ten wrestlers to compete against — or if you're playing a friend, you can choose which of the wrestlers you want to become. Playing against the computer you HAVE to be Gorgeous Greg — something of a disadvantage we felt! And the other wrestlers look like refugees from that odd American group *The Village People* — there's a red indian, a leather man, a cowboy etc, etc. . .

Rock n' Wrestle is an exciting and original game. Not as instant as *Fist* — you'll need to be prepared to spend time learning a whole new way of using your joystick — but a game that will keep you in a headlock for months.

Wrestle a copy from your local software shop now — you won't regret it!

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



STRANGELOOP

- **Machine:** Amstrad
- **Supplier:** Virgin Games
- **Price:** £8.95

What's the best game around for the Amstrad? *Sorcery* that's what. Who created *Sorcery?* The multi-talented Gang of Five at Virgin. And now they proudly present the second best game for the Amstrad. The almost legendary *Strangeloop*. Already a classic on the Spectrum and 64, this game is destined for the same accolade on the Amstrad.

Great graphics, solid sounds and totally addictive game play. Here at *C+VG* we reckon that this is the best version of the game.

What's the idea? Well it's simple really. You have to regain control of a robot factory invaded by a strange alien force. This force is reprogramming all the robots to destroy Earth! You have to defy indestructible robots, brave the dangers of debris filled rooms, penetrate security systems and generally save the world.

You are beamed into the factory with eight lives, a laser with a limited supply of charges and patches to mend holes in your spacesuit caused by the flying bits of metal you'll encounter in the rooms.

You'll find lots of useful items along the way which will help you in your quest — most useful is the jet cycle which enables you to fly and reach the places even a pint of lager couldn't. Your main aim is to reach the control room and stop the factory manufacturing any more nasty evil robots.

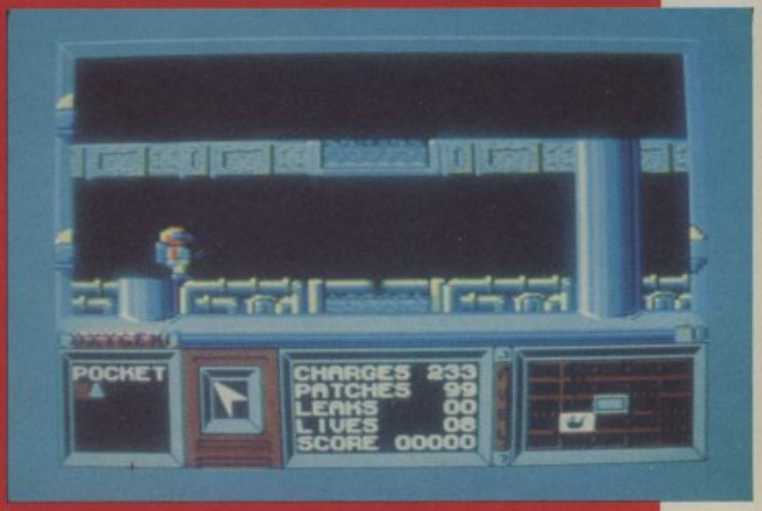
The screen shows you an overall view of your position. In the bottom right hand corner you see a map of the rooms closest to your current position, plus readouts on your laser charge status, number of patches left, plus objects you are carrying in your pockets. You find these objects along the way and some will be extremely useful.

Any punctures your suit receives will be automatically repaired as long as you are carrying a patch. You can carry a maximum of 99 but you'll find extra first aid boxes as you go.

You can use your laser to blast the deadly swarm — but don't go over the top. There's only a limited supply of extra charges inside the factory.

Make a map as you go if you can. This will help you get more out of the game.

If you got an Amstrad for Christmas then *Strangeloop* is the ideal game to rush out and buy with your Christmas cash. You won't want to play ANY other game for months!



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

● CONTINUES ON PAGE 29 ▶

SHEKHANA COMPUTER SERVICES

Present the latest officially licensed games from...

elite

SPECTRUM
Cass.£7.95
COMMODORE 64
Cass.£9.95 Disc.£14.95
AMSTRAD
Cass.£8.95
Disc.£14.95

SHEKHANA COMPUTER SERVICES
Present the following special offers to C&VG readers

★★★SPECTRUM★★★	RRP	OUR PRICE
BOMB JACK	7.95	5.95
ELITE	14.95	11.95
COMMANDO	7.95	5.95
LORD OF THE RINGS	15.95	12.95
FAIRLIGHT	9.95	7.50
BACK TO SCHOOL	6.95	5.50
SPY HUNTER	7.95	5.90
MIND SHADOW	9.95	7.50
SUPERMAN	9.95	7.50
NIGHTSHADE (Ultimate)	9.95	7.50
DIARY OF ADRIAN MOLE	9.95	7.50
TOMAHAWK	9.95	7.50
SWORDS AND SORCERY	9.95	7.50
SWEEVO'S WORLD	7.95	5.95
WAY OF EXPLODING FIST	8.95	6.75
BIG DADDY ROCK 'N' WRES.	8.95	6.75
BATTLE OF THE PLANETS	9.95	7.50
CYBERUN	9.95	7.50
GUNFRIGHT	9.95	7.50
GYROSCOPE	7.95	5.95
F. BRUNO'S BOXING	6.95	5.25
SOUTHERN BELLE	7.95	5.95
HUGSY'S REVENGE	7.95	5.95
ARTIST II	14.95	12.95
FIGHTER PILOT	7.95	5.90
BLOCKBUSTERS GD. RUN	9.95	7.95
PING PONG	7.95	5.95
MONTY ON THE RUN	7.95	5.95
PITFIRE 40	9.95	7.50
WORM IN PARADISE	9.95	7.50
THEY SOLD A MILLION	9.95	7.50
SKYFOX	9.95	7.50
RAMBO	7.95	5.95
SUPERBOWL	9.95	7.50
GOONIES	7.95	6.50
LEGEND OF AMAZ. WOMEN	7.95	6.50
TURBO ESPRIT	8.95	6.75
IMPOSSIBLE MISSION	7.95	5.95
SHADOWFIRE II (ENIGMA F.)	9.95	7.50
SABOTEUR	8.95	6.75
CRITICAL MASS	8.95	6.75
DAY OF THE TIGER	9.95	7.50
STRIKE FORCE HARRIER	9.95	7.50
WEST BANK	7.95	5.95
BOUNTY BOB	7.95	5.95
THE ART STUDIO (OCP)	14.95	11.95
DIE AR KUNG FU	7.95	5.95
THE YOUNG ONES	7.95	5.95

★★★SPECTRUM★★★	RRP	OUR PRICE
*MOVIE	7.95	5.95
DESERT RATS	9.95	7.50
*COMIC BAKERY	7.95	5.95
WINTER GAMES	7.95	5.95
BEACH-HEAD II	7.95	5.95
B. McGUIGAN'S BOXING	7.95	5.95

★★★COMMODORE★★★	RRP	OUR PRICE
BOMB JACK		
BOMB JACK (d)	9.95	7.50
LORD OF THE RINGS	14.95	11.95
LORD OF THE RINGS (d)	15.95	12.95
ROCK 'N' WRESTLE	19.95	17.95
SUMMER GAMES II (c)	9.95	7.50
KUNG FU MASTER	9.95	7.50
KUNG FU MASTER (d)	9.95	7.50
BOUNDER	14.95	11.95
*FAIRLIGHT	9.95	7.50
URIDIUM	9.95	7.50
PARADROID	8.95	7.50
SUPERMAN	7.95	5.95
F. BRUNO'S BOXING	9.95	7.50
*EIDOLON	7.95	5.90
*STAR QUAKE	9.95	7.95
SHADOWFIRE II (ENIGMA F.)	9.95	7.50
TEMPLE APSHAI (d)	9.95	7.95
HARD BALL	14.95	12.95
HARD BALL (d)	9.95	7.50
ELITE	14.95	11.95
ASYLUM	14.95	11.95
INTER. SOCCER	9.95	7.50
PS15 TRADING COMPANY	14.95	11.95
WORM IN PARADISE	9.95	7.95
LEGEND OF AMAZ. WOMEN	9.95	7.50
LEGEND OF AMAZ. WOMEN (d)	14.95	11.95
LUCIFER'S REALM (d)	14.95	11.95
AZIMUTH HEAD ALIGNMENT	8.95	7.50
SUPERBOWL	9.95	7.50
WAY OF THE TIGER	9.95	7.50
STRIKE FORCE HARRIER	9.95	7.50
KENNEDY APPROACH (c)	14.95	11.95
HITCHHIKERS GUIDE	—	29.95
NIGHTSHADE	9.95	7.50
*V	8.95	6.75
WINTER GAMES	9.95	7.50
WINTER GAMES (d)	14.95	11.95
SPY V. SPY II	9.95	7.50

★★★COMMODORE★★★	RRP	OUR PRICE
SKY FOX (c)	9.95	7.50
TIME TUNNEL	9.95	7.95
TIME TUNNEL (d)	14.95	11.95
PITSTOP II	9.95	7.50
FIGHTER PILOT	9.95	7.50
SPITFIRE 40	9.95	7.50
CLUEDO	12.95	10.95
SCALEXTRIC	9.95	7.95
FIGHTNIGHT	9.95	7.50
FIGHTNIGHT (d)	14.95	11.95
CRITICAL MASS	8.95	6.75
SABOTEUR	8.95	6.75
*TURBO ESPRIT	8.95	6.75
B. McGUIGAN BOXING	9.99	7.50
ANY MASTERTRONIC TITLE	1.99	1.99
QUICK SHOT JOYSTICK	—	8.99
ELITE (d)	17.95	14.95
THE GOONIES	9.95	7.50
OUTLAW	9.95	7.50
HOBBIT	14.95	11.95
KORONIS RIFT	9.95	7.95
RAMBO	8.95	6.75
ROLLER COASTER	7.95	5.95
ACE	9.95	7.95
DESERT FOX	9.95	7.50
LITTLE COMP. PEOPLE (d)	14.95	11.95
THE YOUNG ONES	7.95	5.95
THEY SOLD A MILLION	9.95	7.50
RACING DEST'TION (d)	14.95	11.95
ARCADE HALL OF FAME	9.95	7.50
EUREKA	14.95	4.99
IMPOSSIBLE MISSION	9.95	7.50
WAY OF EXPLODING FIST	9.95	7.50
MERCENARY	9.95	7.50
DRAGONSKULL	9.95	7.50
YIE AR KUNG FU	8.95	7.50
F15 STRIKE EAGLE	14.95	11.95
MINI OFFICE	5.95	4.99
BALL BLAZER	9.95	7.50
COLOSSUS CHESS 4.0	9.95	7.95
KERMIT	9.95	7.95
MASQUERADE (d)	14.95	11.95

★★★AMSTRAD★★★	RRP	OUR PRICE
BOMB JACK	8.95	6.75
BOMB JACK (d)	14.95	12.95
ELITE	14.95	12.95
ELITE (d)	17.95	15.95
SPY V. SPY	9.95	7.50
*STARQUAKE	9.95	7.50
CRITICAL MASS	8.95	6.75
SABOTEUR	8.95	6.75
TURBO ESPRIT	8.95	6.75
SKYFOX	9.95	7.95
DESERT RATS	9.95	7.50
HITCH-HIKERS GUIDE	—	24.95
BEACH-HEAD II	9.95	7.95
GOONIES	9.95	7.50
SORCERY + (d)	13.95	11.50
LORD OF THE RINGS	15.95	12.95
WINTER GAMES	9.95	7.95
SUPER BOWL	9.95	7.50
SWORDS AND SORCERY	9.95	7.95
THEY SOLD A MILLION	9.95	7.50
YIE AR KUNG FU	8.95	6.75
BOUNDER	9.95	7.95
BIG DADDY ROCK 'N' WRES.	9.95	7.50
LORDS OF MIDNIGHT (d)	13.95	11.50
LASER BASIC	14.95	12.95
COMMANDO	9.95	7.50
3D GRAND PRIX	9.95	7.95
B. McGUIGAN'S BOXING	9.95	7.95
IMPOSSIBLE MISSION	9.95	7.95
RAMBO	8.95	6.75
MINI OFFICE II (d)	19.95	17.95
MINI OFFICE II	14.95	12.95
LORDS OF MIDNIGHT	8.95	7.50
WAY OF THE TIGER	9.95	7.95
SCRABBLE	9.95	7.95

★★★BBC/ELECTRON★★★	RRP	OUR PRICE
BOMB JACK (BBC)	9.95	7.95
COMMANDO (BBC)	9.95	7.95

★★★BBC/ELECTRON★★★	RRP	OUR PRICE
YIE AR KUNG FU (BBC/ELEC)	9.95	7.50
BRUCE LEE (BBC)	9.95	7.95
EXPLODING FIST (BBC)	9.95	7.95
*LORD OF THE RINGS (BBC)	15.95	12.95
STRIKE FORCE HARRIER	9.95	7.95
HOBBIT (d)	17.95	15.95
BLOCKBUSTER'S GD. RUN	9.95	7.95

★★★ATARI★★★		
KORONIS RIFT (d)	14.95	12.95
DIARY OF ADRIAN MOLE	9.95	7.50
TIGERS IN THE SNOW	14.95	11.95
WORM IN PARADISE	9.95	7.50
ZORRO	9.95	7.95
ZONE X	9.95	7.50
ASYLUM	9.95	7.95
SPY HUNTER	9.95	7.50
STRIP POKER	9.95	7.50
BALLBLAZER	9.95	7.95
ASYLUM (d)	14.95	11.95
SUMMER GAMES I (d)	14.95	11.95
MERCENARY	9.95	7.50
MERCENARY (d)	12.95	9.95
KING OF THE RING	9.95	7.95
GREAT AMERICAN R.R.	9.95	7.95

★★★MSX★★★		
ALIEN 8	9.95	7.95
NIGHTSHADE	9.95	7.95
THE HOBBIT	14.95	11.95
KNIGHTLORE	9.95	7.95
YIE AR KUNG FU	14.95	12.95

★★★COMMODORE C16★★★		
BOMB JACK	7.95	6.50
COMMANDO	7.95	6.50
KUNG FU KID	6.95	5.95
THAI BOXING	6.95	5.95
AIRWOLF	6.95	5.95

MAIL ORDER
For Mail Order: All prices include p&p in U.K. Europe add £1.00 per tape, elsewhere at cost. Cheques and P.O. payable to: S.C.S., Dept. CVG2, P.O. Box 394, London N15 9JT. Tel: 01-800 3156. S.A.E. for full list.

PERSONAL CALLERS
For personal callers: Please bring along a copy of this advert for above discounts, to "Compucentre", Unit 5, 221 Tottenham Court Road, London W1P 9AF (near Goodge St. station). Open six days a week 10.00-18.00pm

CREDIT CARDS
Barclaycard and Access hotline ring 01-631 4627 only. Credit card orders despatched same day — subject to availability.

ARENA

- **Machine:** Spectrum
- **Supplier:** Lothlorien
- **Price:** £9.95

The year is 2027. The world has become a very different place. An annexed area of Sweden has been designated a battle area. And, as champion of England, you enter this arena to defend your country's honour.

You command you own tank plus five slaves, each with a limited amount of ammunition. Loss of the tank in this war game, spiced with arcade action, will prove disasterous.

A battle field map occupies, the main screen. The tanks are displayed as cursors which can be moved around. A radar icon flashes if the enemy is encountered.

If you're into shoot outs which need an extra bit of brain input, this could be the one for you.

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

BATTLE OF THE PLANETS

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

Don't expect to see any of the G-Force stars of the TV cartoon series *Battle of the Planets* once you've loaded in Mikro-Gen's latest release. What you can expect is an addictive and action packed space shoot-em-up in the *Elite* tradition.

The G-Force maybe conspicuous by their absence — but what you get are some really fast and smooth vector graphics, exciting action and a touch of strategy to spice things up.

Zoltar's space invasion fleets surround each planet and are beaming down landers which will eventually destroy the planets — unless you can get to them first.

You have to clear the skies around each planet of alien craft and then zap down to the planet's surface — via Star Wars style space stations — where you'll find the heavily armed lander-tanks waiting to do battle.

Destroy them. Rendezvous with repair and fuel craft on the surface and then it's back to space to find a stargate and a quick trip onto the next planet.

The G-Force ship is equipped with long range indicators which flash up icons on your view screen. These show alien craft, space stations and stargates. Learn which is which — quickly! — and you are half way to a big score.

The icons also show the position of these various objects — so you'll soon learn how to reach them. Your ship also has various equipment when you can check on by calling up status reports which appear in a window at the left hand side of the screen. On the right is a readout of your score — plus an indicator which tells you which key to press to call up the status reports.

Your ship is armed with a limited supply of neutron torpedoes and a laser. The laser can overheat if you use it too much and will cut out on you if you're not careful. Some of the enemy craft — in space and on the surface — can take varying amounts of punishment before they are destroyed. Some also can avoid your torpedoes. Replenish torpedoes at repair ships.

The graphics are the fastest and smoothest vector style yet to be seen on the Spectrum. No jerky movements as the alien craft or landers move across the screen.

One minor criticism. The explosions are a bit wimpish. The craft detonate into a bubble which makes a silly popping noise! Apart from that little gripe the game is pretty good.

Elite fans who want to give up trading for a while and have a decent zapping session should grab a copy of Battle of the Planets today!

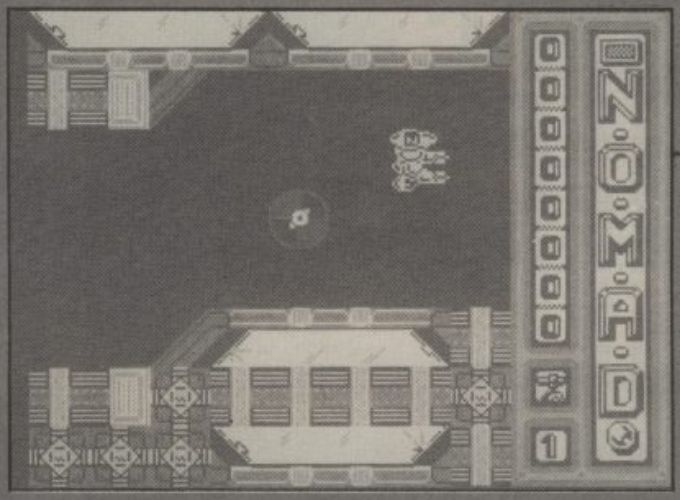
Anyone who enjoys fast space shoot outs can't fail to like Mikro Gen's first venture into arcade action — a mixture of *Elite* and *3D Tank Battle*.

Take off after it.

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

N.O.M.A.D

- **Machines:** Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum) £8.95 (Amstrad)



This release scraped out just before Christmas and after our deadlines — but hopefully it won't get swamped in the mass of pre and post Xmas games releases.

N.O.M.A.D is a strategic shoot-out that shouldn't be missed! The story — and what game would be the same without one — behind the mayhem goes like this.

TALOS, a man-made asteroid, spins through space on a deadly mission. Party of an intergalactic criminal network, headed by the evil Cyrus T. Gross, a predator of the Free World.

In a final attempt to destroy Gross, the rulers of the Free Worlds have called in the NEMESIS organisation — humanoid and robotic freebooters. They have assigned NOMAD 471 (Nemesis Organisation Mobile Attack Droid) to penetrate Gross' world which is protected by his army of Robothugs, and destroy his barbaric lifestyle for ever.

The player's role is to guide *N.O.M.A.D.* through the four sections of Capital City towards Gross's inner sanctum, and the final showdown. Battling against banks of magnetrons, missiles — which appear from hidden silos — and heat guns all the way!

N.O.M.A.D is a tough little chap and armed with a couple of tasty blasters. He moves through the corridors of the city knocking out the guns and avoiding evil Robothugs and other nasties.

You get a plan view of the area of the city you inhabit, which is more likely than not packed with guns or magnetic walls which slow down your metallic mate.

You'll come across various sneaky switches set in the corridor walls. *N.O.M.A.D.* can open and close these by running across them. Some maybe useful in opening gateways to other areas of the city. Others may not be so helpful!

N.O.M.A.D. suffers from inertia — which means you have to watch how you move. He won't stop instantly but carries on until he's worked off a bit of speed. It isn't a good idea to go charging into an unknown screen — so you'll have to learn how to control old *N.O.M.A.D.* to best advantage before really getting into the game.

Knock out all hazards as you go. It's worth going back to clear screens of guns and nasties because if you lose a life, you get transported back to the start point of the zone you've reached. The guns and other horrors don't reappear however, so you'll have a clear run back to the point where you were wiped out — with a better idea of what's waiting for you.

Wall mounted guns look deadly — by using *N.O.M.A.D.'s* eight point turning circle you can sneak up on them and blast them with a diagonal shot.

You get points for blasting things — which register on a neat "mileometer" score readout on the right hand side of the screen.

Graphics are attractive, the sound is good and game play totally addictive. Rush out and find *N.O.M.A.D.* — before it finds you!

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

▶CONTINUED FROM PAGE 27

● CONTINUES ON PAGE 30 ▶

MASTER OF MAGIC

- **Machine:** CBM64
- **Supplier:** Mastertronic
- **Price:** £2.95

If you're a 64 owner avidly awaiting the conversion of *Swords and Sorcery*, why not while away the time with the *Master of Magic?* This is the latest excellent release on Mastertronic's mid-price M.A.D. label.

Master of Magic takes you into a magical underground world where you battle strange creatures in a quest to find the lost amulet of immortality — and regain your own freedom!

This is a menu-driven, graphic interactive adventure in true *D&D* style.

The game screen is divided up into four main areas. Top left of the screen is a plan view of your immediate surroundings. You see the corridor or cavern that you currently inhabit plus any objects or monsters in the same area.

Selecting RUN allows you to move about the dungeon until you come across something you wish to examine or pick up or when something or someone attacks you. Then you zap back to the menu and pick the option you need to deal with the situation.

Options on the menu change as you move through the adventure.

When the game begins you are armed only with some spells. These only work if you have enough mind power to operate them.

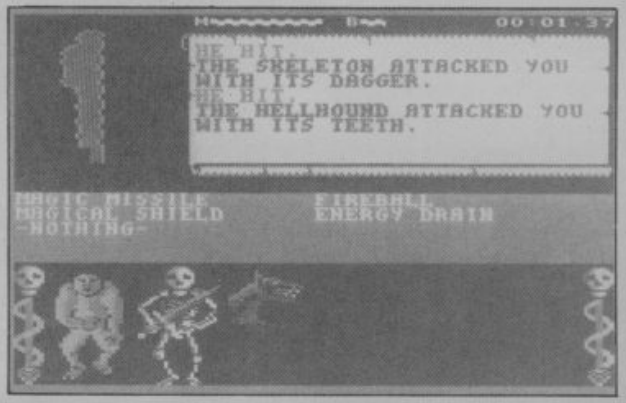
Get a weapon as soon as you can by killing off an Orc or skeleton using magic. Then hang onto your magical powers — fight using weapons as much as possible.

Below the option screen is another full screen window which shows in detail objects you encounter during your quest. Like the monsters, staircases, objects etc. If you manage to kill a monster a very satisfying red DEAD stamp appears across the graphic!

Master of Magic might not appeal to adventure purists — but anyone who's dabbled in *D&D* will get hooked pretty quickly and arcade addicts will find there's enough instant action to keep them happy, too.

Master of Magic is quite simply tremendous value and extremely addictive. Once you've entered Thelric's realm you won't really want to escape.

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



HARVEY SMITH SHOWJUMPER

- **Machine:** CBM64
- **Supplier:** Software Projects
- **Price:** £7.95

With a flick of a riding crop, a quick dig of the spurs and a cry of Gee Up, Harvey Smith canters into the show ring, the latest in a seemingly never-ending list of "names" only too eager to endorse a computer game.

Nothing wrong with that, of course. It helps sell the game, or so the software house hopes. But one can't help thinking that the majority of these "names" have never been near a computer.

So let's forget about Harvey's "involvement" and look at Software Project's offering.

Showjumper offers a selection of 12 courses for you to tackle. Up to six riders may compete against each other over a selection of 12 courses. Joystick control enables you to make the horse walk, canter, gallop, jump and turn.

For anybody who is into showjumping, the game should prove very entertaining.

- **Graphics** 7
- **Sound** 6
- **Value** 8
- **Playability** 7

COSMIC WARTOAD

- **Machine:** Spectrum
- **Supplier:** Ocean
- **Price:** £7.95

It's not often that you get a game made exclusively for one computer these days — but Denton Designs and Ocean have come up with an exclusive for the Spectrum in *Cosmic War-toad*.

True to DD's style, the game is slickly presented with nice graphics and sound. Nice looking screens and good packaging complete the picture. But when it comes to game play. Well, it's basically a shoot-up with frills.

The usual elaborate Denton scenario comes with the game. And it goes like this. The Queen of the Cosmic Wartoads has been captured by the Rygellian Slime Beasts — deadliest enemy of her race — and transformed into a human female. Only the Slime Beasts know why.

She awaits her fate beneath a galactic guillotine in the Slime King's Lair. The player takes on the role of a heroic Cosmic Wartoad. You must battle across the Rygellian time-void, and dismantle the tortuous guillotine before it turns the Queen into prime cuts.

To complete the task you need to acquire a Cosmic Tool Kit. These eight items are scattered throughout the time vacuums of the Rygellian time void. They include incredibly useful items such as an Intergalactic Whisk, 3M Megawatt Light Bulbs, and a Death Ray Smutt Gun.

To travel, the player must pass through the time grid windows which contain various breeds of "nasties". Within these time grid windows Cosmic Willy — a tadpole! — comes to the player's aid. By acting as a cursor he enables the player to select which time node he wishes to occupy.

You start the game with a view of the "time-grid". You move the tadpole cursor to the zone you wish to visit and hit the fire button. Then you enter into a shoot-up with the alien creatures which inhabit that particular "node".

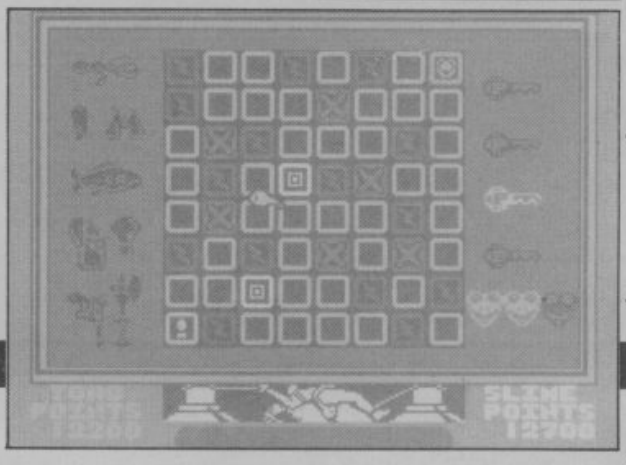
On each combat screen you get a "balance of power" readout which shows how you are doing in comparison to the enemy creatures. Let it creep too far in the enemy's favour and you'll lose a life.

Clear a screen and you open up more of the "time grid" — in similar fashion to *Starion*.

You can only move your Wartoad to directly adjacent "nodes" although there are eight linked nodes which allow you to beam around the time grid more easily once you have liberated them.

Ultimately — although the game is extremely well presented and documented — it gets repetitive and boring. Some nice ideas well executed — but let down because there's not much of a game in evidence.

- **Graphics** 9
- **Sound** 7
- **Value** 6
- **Playability** 5



▶ CONTINUED FROM PAGE 29

THERE ARE JOYSTICKS
AND THERE ARE

EUROMAX
JOYSTICKS

EUROMAX TURBO
★ Top and bottom fire buttons.
★ Extremely responsive and positive.
★ Built to last.

96% ZZAPP RATING

96% ZZAPP RATING

EUROMAX ARCADE
★ Rated by 'BIG K' as 'The cheapest stick one can get really enthusiastic about'.
★ Positive micro switched action.
★ Fully self-centering.

97% ZZAPP RATING

EUROMAX COMP PRO
★ Top U.K. micro switched joystick.
★ Very responsive.
★ Highly rated by 'Crash'.

EUROMAX ELECTRONICS LTD.

Freepost
Pinfold Lane, Bridlington,
North Humberside YO16 5XR, England.
Telephone: 0262 601006/602541 Telex: 527381 EMAX G.

Ask you local computer store for details on full range or phone us direct

ACCESS ACCEPTED

FORGET THE REST — GET THE BEST

USE EUROMAX JOYSTICKS

SUITABLE FOR ALL POPULAR MICROS
THE U.K.'S LEADING QUALITY BRAND.

Please send me further details of the Euromax Joystick range.

NAME.....

ADDRESS.....

.....

.....

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.

● MARCH

TOP 30/ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	2	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS, EL	Imagine	8
2	1	**Commando**	SP, CO	Elite	8
3	4	**Winter Games**	SP, CO, AM	Epyx/US Gold	11
4	3	**Rambo**	SP, CO	Ocean	8
5	6	**Formula One Simulator**	SP, CO, AM C1	Mastertronic	20
6	10	**BMX Racers**	SP, CO, C1	Mastertronic	22
7	5	**They Sold a Million**	SP, CP, AM	Hit Squad	10
8	9	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	11
9	19	**Rockman**	SP, CO, C1	Mastertronic	7
10	11	**Action Biker**	SP, CO, C1, AT	Mastertronic	22
11	8	**Finders Keepers**	CO, AM, MS	Mastertronic	22
12	NE	**Bounder**	CO	Gremlin Graphics	1
13	21	**Tutti Frutti**	C1, AT	Mastertronic	4
14	12	**Spellbound**	SP, AM	Mastertronic	5
15	14	**Koronis Rift**	CO, AT	Activision	2
16	13	**Elite**	SP, CO, BB, EL	Acornsoft/Firebird	22
17	32	**Hypersports**	SP, CO, AM, BB, MS	Imagine	16
18	7	**Way of the Exploding Fist**	SP, CO, AM BB	Melbourne House	22
19	15	**Now Games 2**	SP, CO	Virgin	6
20	17	**Transformers**	SP, CO, AM	Ocean	6
21	18	**Big Mac**	CO, C1	Mastertronic	3
22	NE	**Kung Fu Kid**	C1	Gremlin Graphics	1
23	RE	**Caves of Doom**	SP, CO, AM	Mastertronic	6
24	22	**Saboteur**	SP	Durell	10
25	20	**Arcade Hall of Fame**	SP, CO	US Gold	9
26	RE	**Tomahawk**	SP, CO	Digital Integration	7
27	30	**Critical Mass**	SP, CO	Durell	4
28	37	**One Man and His Droid**	SP, CO, AM C1	Mastertronic	2
29	35	**Daley Thomson's Super Test**	SP, AM	Ocean	17
30	33	**Steve Davis Snooker**	SP, CO, AM, BB, C1, EL, QL	CDS	10

AMSTRAD/TOP 10

1	**Formula 1 Simulator**/Mastertronic
2	**They Sold a Million**/Hit Squad
3	**Finders Keepers** /Mastertronic
4	**Yie Ar Kung Fu**/Imagine
5	**Computer Hits (10)**/Beau Jolly
6	**Grand Prix 3D**/Software Inv.
7	**Soul of a Robot**/Mastertronic
8	**Caves of Doom**/Mastertronic
9	**Hypersports**/Imagine
10	**Tornado Low Level**/Vortex

SPECTRUM/TOP 10

1	**Winter Games**/Epyx/US Gold
2	**Commando**/Elite
3	**Rambo**/Ocean
4	**Yie Ar Kung Fu**/Imagine
5	**Spellbound**/Mastertronic
6	**Saboteur**/Durell
7	**Tomahawk**/Digital Int.
8	**D. Thompson's S.T.**/Ocean
9	**Elite**/Firebird
10	**Formula 1 Simulator**/Mastertronic

C64/TOP 10

1	**Bounder**/Gremlin Graphics
2	**Koronis Rift**/Activision
3	**Commando**/Elite
4	**Rambo**/Ocean
5	**Last V8**/Mastertronic
6	**Winter Games**/Epyx/US Gold
7	**Kik Start**/Mastertronic
8	**Action Biker**/Mastertronic
9	**Little Comp. People**/Activision
10	**Critical Mass**/Durell

C16/TOP 8

1	**Tutti Fruitti**/Mastertronic
2	**Big Mac**/Mastertronic
3	**BMX Racers**/Mastertronic
4	**Formula 1 Simulator**/Mastertronic
5	**Rockman**/Mastertronic
6	**Kung Fu Kid**/Gremlin Grap.
7	**Squirm**/Mastertronic
8	**Vegas Jackpot**/Mastertronic

BBC/TOP 8

1	**Yie Ar Kung Fu**/Imagine
2	**Way of the Exploding Fist**/MH
3	**Strike Force Harrier**/Mirrorsoft
4	**Repton 2**/Superior
5	**Nightshade**/Ultimate
6	**Gyroscope**/MH
7	**Dr Who & Mines of T.**/Micropower
8	**Citadel**/Superior

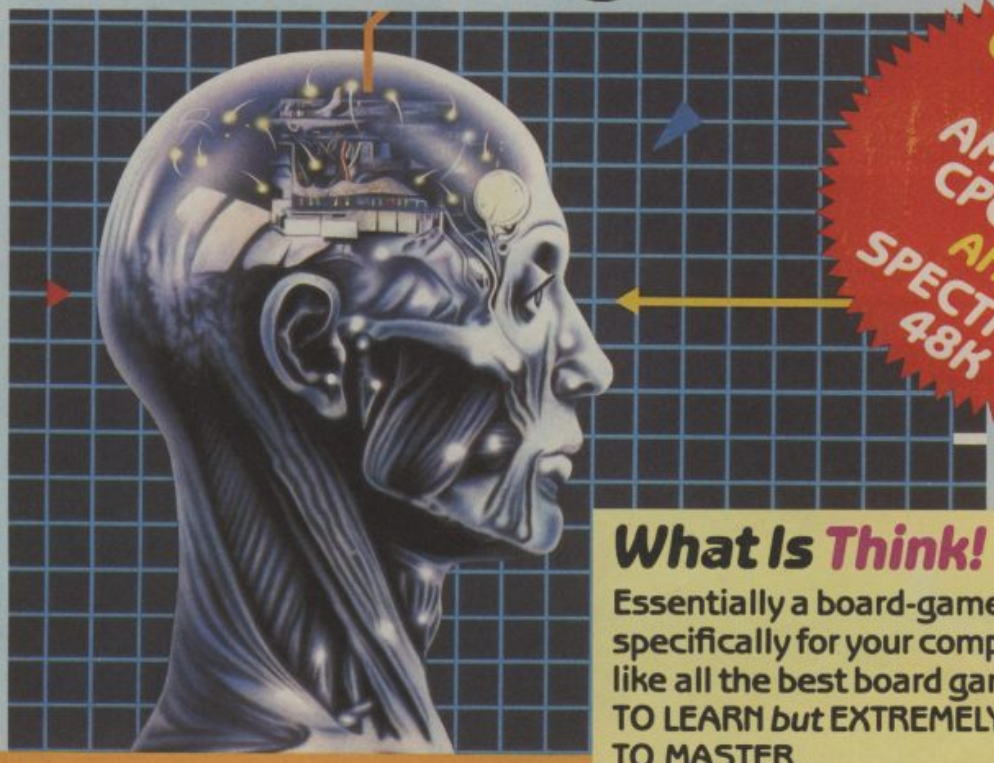
MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE

COMPILED BY GALLUP

THINK!

A supreme test of logic and strategy



OUT NOW ON AMSTRAD CPC 464 AND SPECTRUM 48K

What Is Think!

Essentially a board-game designed specifically for your computer, which, like all the best board games, is EASY TO LEARN *but* EXTREMELY DIFFICULT TO MASTER.

Played on 6 × 6 grid, THINK! will provide hours of fun and frustration for all ages –

THINK! features:–

! Instant replays ! Icon-driven menu
! Play the computer or a friend
! Joystick or keyboard control

THINK! Variations:–

★ **TUTORIAL THINK!**
a practice mode where the computer analyses and advises on your moves

★ **SPEED THINK!**
each player has a limited time to make each move

★ **BLITZ THINK!**
each player has a limited time to complete all their moves

★ **PROBLEM THINK!**
the computer will set some fiendish problems for you to solve or you can set up your own grids for the computer or a friend to solve.

"... It is a simply wonderfully addictive and ingeniously designed game ..."
Popular Computing Weekly

TIGRESS DESIGNS

Available from all good software retailers – *if it's not there, please order it – or in case of difficulty, send your crossed cheque/PO made out to* ***Ariolasoft UK Ltd.****, including your own name and address to* ***Suite 105-106 Asphalte House, Palace Street, London SW1E 5HS.***
THINK! *Spectrum 48K cassette* **£7.95.** *Amstrad cassette* **£8.95.** *UK orders only. Prices include P&P. Please allow 28 days for delivery.*

ariolasoft
HIGH PERFORMANCE PROGRAMS

LEGEND OF THE AMAZON WOMEN

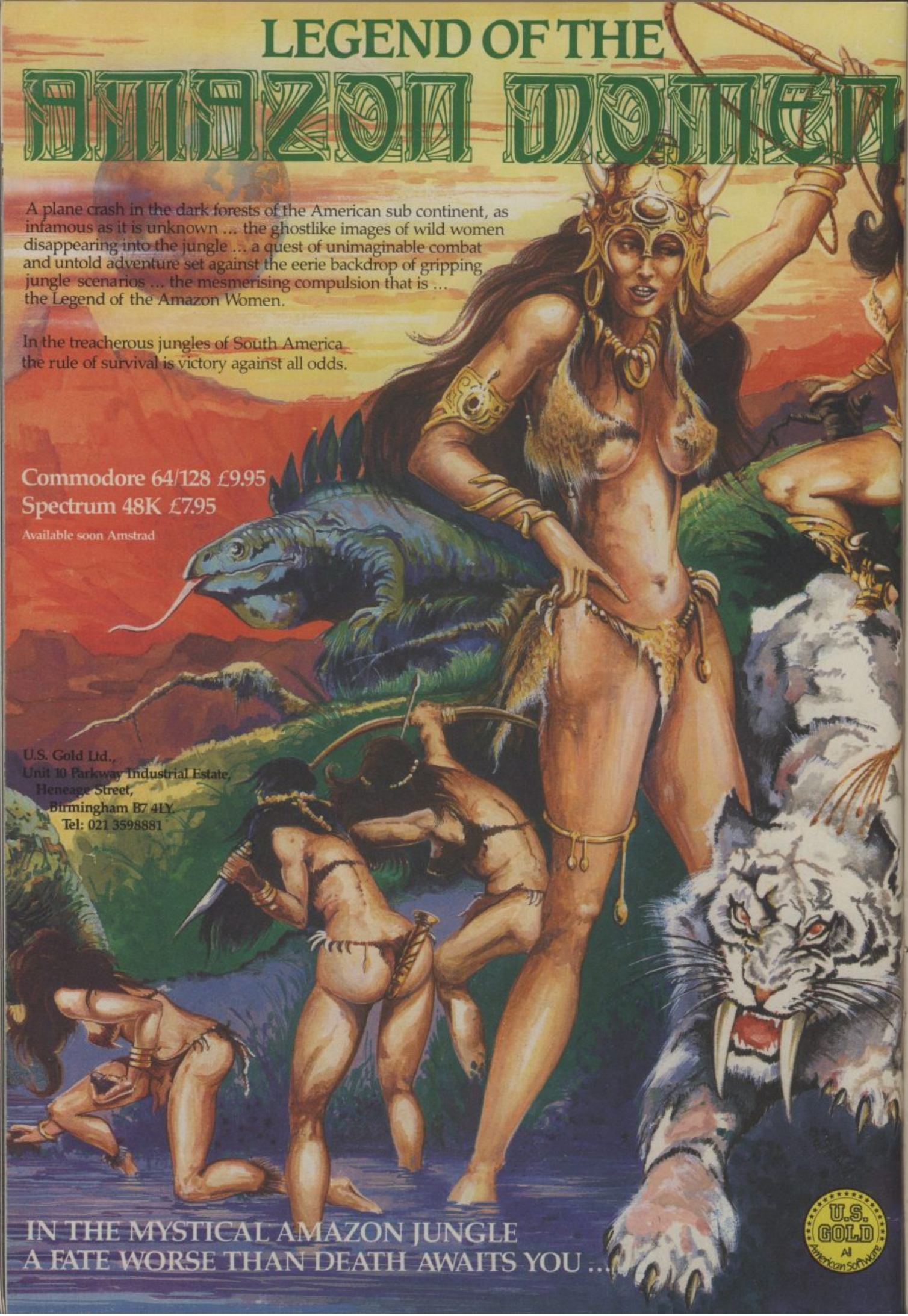
A plane crash in the dark forests of the American sub continent, as infamous as it is unknown ... the ghostlike images of wild women disappearing into the jungle ... a quest of unimaginable combat and untold adventure set against the eerie backdrop of gripping jungle scenarios ... the mesmerising compulsion that is ... the Legend of the Amazon Women.

In the treacherous jungles of South America the rule of survival is victory against all odds.

Commodore 64/128 £9.95
Spectrum 48K £7.95

Available soon Amstrad

U.S. Gold Ltd.,
Unit 10 Parkway Industrial Estate,
Heneage Street,
Birmingham B7 4LY.
Tel: 021 3598881



IN THE MYSTICAL AMAZON JUNGLE
A FATE WORSE THAN DEATH AWAITS YOU ...

U.S. GOLD
All American Software

I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

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.

BACK TO SKOOL

You boy! Sit up and pay attention. What's that magazine you're reading under the desk? *Computer + Video Games*, eh? Lucky for you, boy. If it had been any other than that highly esteemed journal, you'd have been in detention for a week.

What's that? It's got hints and tips on Back to Skool. Well don't keep them to yourself. Read them out to the whole class.

Safe: The key to the safe is round the neck of the girls' headmistress. She hates frogs. Put the frog in a cup in the girls' kitchen so you can knock it down on her head.

Remember the bike. Frogs are kept in the locked science lab storeroom. Combination letters are held by the masters. Get them drunk. Sherry is in the headmistress' cupboard which is only unlocked when she is sure all the boys are back in school. Fill water pistol by jumping up to bottle. Put sherry in school cup and use catapult to knock sherry onto masters.

Stink bombs: Head will open window if you drop one when he is near.

Caretaker: If you knock him out with a conker fired from catapult out of top window of school you can get by him.

Bike chained to conker tree: A four number combination has to be written on blackboard to release it. Each master knows one number. Soak them with water by knocking water-filled cups with catapult while they are under them.

Water pistol and stinkbombs: They are hidden in desks. Remember there are desks in the girls' school as well.

Water: makes flowers grow.

Mice: Catching them is fun. Letting them go in the girls' school is even funnier.

Lines: If you get lots of lines be extra nice to your girlfriend.

Study door: Only the head can open it — you'll have to jump up to reach the safe.

HACKER

Are you hooked on Hacker, the Activision game which gives you no instructions or help? Don't despair, Ideas Central is to the rescue with these hints and tips from David Keep, of Purley.

Pressing U at a city sends your robot to the surface. C summons a spay and D will return the robot to the tunnel — but only after the spay has offered his two items for sale.

If the country is in darkness, pressing I allows you to operate.

When in a city you can travel around to greet the spy by pressing the right key or turning the joystick to the right. If the spy walks past, turn a little to the left. Do not do this in Russia as the spy will then refuse to trade with you.

Don't panic if you lose your "blip" as you will still have several minutes on line.

Avoid all satellites as these will hamper your progress. But if you are caught these are the answers to the security questions. 1) Magma, Ltd. (Check you insert the correct spaces and punctuation.) 2) AXD-0310479. 3) Hydraulic. 4) Australia.

Australia also serves as the log on word. And, says David, he believes Australia, Texas is the log-on word for the Commodore 64 version and it stops the satellites.

The locations of the various items found in the game are as follows:

Money (already present); Chronograph (France); Emerald Scarab (Egypt); Statue of Tutankhamen (Egypt); Deeds (France); Stocks and Bonds (New York); Cultured Pearls (Hong Kong); 35mm camera (Hong Kong); Jade Carving (China); Beatles' Album (Great Britain).

David has also included the route he travelled and the items offered in various countries for information.

1) France — money. 2) Egypt — Chronometer. 3) Greece — Emerald Scarab. 4) Russia — Satue of Tutankhamen. 5) New York — Deeds. 6) Hong Kong — Stocks and Bonds. 7) China — Cultured Pearls. 8) Brazil — 35mm Camera. 9) Great Britain — Jade Carving. 10) San Francisco — Beatles' Album.

MERCENARY

Simon Stokes, of Birmingham, has completed Mercenary, Novagen's excellent game.

When the game starts, he says, buy the Dominion Dart spaceship — or steal it if you can — and travel to location 09-06. Destroying any buildings on the way will incur the wrath of Palyar or the Mechanoid races.

When you reach that location use the elevator to go down to lower levels where there are several types of doors.

Explore the rooms and collect any items — you can only carry one at a time. To find other rooms you may have to find other elevators on the planet. These are at 09-06, 09-05, 81-35, 11-13, 03-00 and

Continues on Page 36

03-15 (pass holders only).

By searching the city and beyond you will find other powerful vehicles, one of which allows you to fly to the Palyar Colony Craft orbiting at 65,000 feet. Objects found can be dropped in specific rooms in the craft to gain large amounts of credits — Mechanoid (interview room), Winchester (laboratory), armaments (armoury), catering supplies (kitchen), 12939 supply (conference room), medical supplies (infirmary), energy crystal (power room), gold (exchequer), large box (stores).

Simon also has some general hints. Save your position to tape or disk, he says, before making any drastic decision. Climb to a high altitude and look down on the city for a better idea of where you are going. Explore beyond the city.

CITADEL

The quest for the five crystals in Superior Software's Citadel on the BBC should be a little easier following this help from Steven Brown, of Ripley.

Crystal one: In the room above the Main Hall.

Crystal two: In the witch's house. To get it you must kill the witch. Collect green skull from top of West Tower. Get trampoline to bounce on top of witch's house. Go down chimney. Jump over cauldron and the skull with drop in. Now go to pink object and put it in cauldron. Do the same with grey object from pyramid and then the witch will die. You can then go to the hole to get the crystal.

Crystal three: This is down the well in the lab. First get ice crystal from the cellar. Go to East Tower where water is. This will have frozen and you can get key. Get into Well Wheel and throw the switch. Fetch cannonball from the mountains and gunpowder from the screen above the Arena. Go down the well to the second screen and go right. Walk into cannon and it will fire the ball through the wall. Go and get the crystal.

Crystal four: Find it in the central tower. First go to screen to the right of tower and throw switch. Go to top of East Tower and jump off left side and fall diagonally onto the Top of the Castle. Get killed by monk.

Again fall diagonally and you will land on the wall. Go to the left and throw the switch. Move to screen left of Central Tower, get in the lift and when it reaches the highest point jump to the right. You will land higher up the Central Tower. Go through door and take crystal.

Crystal five: Get the Egyptian Head from bottom of the well and take it to the Pyramid. To get into the Pyramid move up until you're level with top snake. Walk into Pyramid. Find route through the Pyramid to the entrance. Then go down and drop the head. This will stop the mummies chasing you.

Go back and get other head from above the Prison by using the trampoline. Put this head in the other mummy screen, two screens below the first one. Go to Temple. To get past Wolf Guardian get the chicken from the Freezer. Drop into the kitchen fire to cook until it's red. Take it across the Ocean to the Temple. The chicken will disappear. Keep moving right past the Star Point to the other side of the island to the screen where a multi-coloured ball stops you. Take the green statue back to the Pyramid and go to the bottom of the tomb. Stand on the middle of the tomb and the last crystal will appear.

Rob Millar from Nth Yorkshire has sent in a few hints and tips for the game is to collect all the objects in the maze. Two things will hamper your progress — the force field and fuel, although there are a number of fuel cans scattered around.

In the maze you will find some silicon chips which, when taken back to the central processor, will disable the force field. The number of force fields goes from 0 — 31 and are numerically placed in the top left hand corner of the maze. The chips are random.

There are also ten teleport chambers and ten keys. Each will take you from any chamber to a specific chamber. If a transport key is sued, always carry another, incase you are transported to an enclosed area.

The key to the maze goes like this —: Fuel=F; Object=O; Silicon Chip=18; Force Field=27; Refuel at Base Unit=X; Return to Base Unit=+; Teleport=t; Key=K. Each key has a certain name and these can be found by pressing F7 key. One other problem you may come across is the speed at which the fuel runs out, so, here is a quick Poke to be used only if you have a reset button.

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 gettting 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 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.

THREE WEEKS IN PARADISE

Has Mikrogen's Three Weeks in Paradise turned into Paradise Lost for you? Don't despair. Michael Stokes, of Wakefield, offers the following assistance.

Get the bill can from the screen with the frog and flip-flop from the trading post. Go to the olde geyser and jump at the vine on the right. Quickly run under the water. Go onto the sand and press Enter when next to the crab. You can now collect the crab's pincer. Take this to the right of the screen where Herbert is kept and press Enter. You can now get past the two lions.

Now get the two sticks the crocodile screen and take them to the red thing in the temple where all the swords are on the wall. Press enter and the fire will start. Get the bellows and press Enter. You can now get the hot ashes. Keep the bellows and go to the witch doctor. Press Enter and the storm cloud will produce lightning. Use the bellows to blow the cloud to the hut which will burn down allowing you to collect the seashell.

Take the shell to the well, go down and press Enter under the drop to fill it up. Move to the right and press Enter to climb back out of the well. Go to the place where Herbert is held and press Enter by the fire and you'll have Herbert.

NEW!!! LOW COST SHORT TERM FINANCE NOW AVAILABLE

Compumart

Mega Deals

See us at the ATARI COMPUTER SHOW
7-9 March Novotel London

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

Best Prices for BLANK DISKS in the U.K.

Top Quality 5¼" 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 — 5¼" Single Sided/Double Density Blank Disks (with FREE case)	£9.95 + £1 p&p
10 — 5¼" Double Sided/Double Density Blank Disks (with FREE case)	£13.95 + £1 p&p
50 — 5¼" Single Sided/Double Density Blank Disks (with FREE Storage Box)	£49.95 + £2 p&p
50 — 5¼" 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.

Please send cheques/postal orders to :
Compumart, (Dept CV)
71 Gracedieu Road, Loughborough
Leics. LE11 0QF

Compumart.... Compu... 0509-262259 ...HOTLINE... HOT...

J R SOFTWARE

5 Brookes Court Baldwin Gardens London E C 1
Telephone: 01-242 5409

All orders despatched immediately

SPECTRUM	JR Price
BATTLE FOR PLANETS	7.40
SIR FRED	7.40
3 WEEKS IN PARADISE	7.40
INT. KARATE	4.75
SABOTEUR	6.60
CRITICAL MASS	5.95
SUPERBOWL	5.95
WORM IN PARADISE	7.40
FRIDAY 13th	6.60
COMMANDO	5.95
TAU CETI	7.40
THE FORCE	7.40
CYBERUN	7.40
GUN FIGHT	7.40
SUPERMAN	7.40
LORD OF THE RINGS	11.75
BACK TO SKOOL	5.15
SWEEVO'S WORLD	5.95
SKY FOX	6.60
ENIGMA FORCE	7.45
BOUNCE	7.45
THINK	5.95
REALM OF IMPOSS.	6.60
SPITFIRE 40	6.60
"V"	5.95
STREET HAWK	5.95
KNIGHT RIDER	5.95
SURF CHAMP	8.50
JERRY THE GEM	5.90
COSTA CAPERS	5.90
I.C.K.U.P.S.	6.60
HALLEY'S COMET	6.60
ARTIST II	11.00
ROLLER COASTER	5.20
THE OCP ART STUDIO	9.90
TWISTER	5.50
BACK TO THE FUTURE	7.40
TURBO ESPRIT	6.60
WEST BANK	5.90
YIE AR KUNG FU	5.90
BOMB JACK	6.60

COMM. 64	JR Price
NIGHT SHADE	7.40
OUTLAWS	7.40
DRAGON SKULLE	7.40
RACING DEST. SET	9.60
MERCENARY	7.40
FRIDAY 13th	6.60
WORM IN PARADISE	7.40
COMP PEOPLE	7.40
THE FORCE	7.40
GERRY THE GEM.	5.95
BLADE RUNNER	6.60
REVS	11.25
"Z"	7.40
SUPERMAN	7.40
ENIGMA FORCE	7.40
ELECTRA GLIDE	6.60
ZORRO	7.40
ZOIDS	6.60
URANIUM	6.60
SPACE DOUBT	6.60
CAUSE OF CHAOS	6.60
"V"	6.60
STREET HAWK	6.60
COMIC BAKERY	6.60
BOUNDER	7.45
SABOTEUR	6.60
SUPERBOWL	7.40
LORD OF THE RINGS	11.75
I.C.K.U.P.S.	6.60
FAIRLIGHT	6.60
ROCK 'N' WRESTLE	7.40
GLADIATORS	7.40
DOOMDARK'S REVENGE	7.40
ANY F'BIRD S SILVER	3.50
BOMB JACK	7.45
TWISTER	5.50
DESERT FOX	7.40
DOCTOR WHO	11.30
MAX HEADROOM	7.40

AMSTRAD	JR Price
"V"	6.60
SPITFIRE 40	7.40
SKYFOX	6.60
TAU CETI	7.40
ELITE	11.30
FRIDAY 13th	6.60
WORKING BACKWARDS	11.20
ATARI	
SMASH HIT 4	6.60
ELECTRA GLIDE	6.60
REALM OF IMPOSS. (D)	9.80
JUMP JET	6.60
FIGHTER PILOT	7.40
SPY V. SPY	7.40
ZONE X	7.40
KING OF THE RING	7.40
MSX	
SKY JAGUAR	11.00
HYPER RALLY	11.00
ROAD FIGHTER	11.00
YIE AR KUNG FU II	11.00
HYPER SPORT II	11.00
COMPUTER HIT 6	5.70
C16	
TAI BOXING	4.45
WORLD BASEBALL	5.20
CLASSICS	7.45
AIR WOLFE	5.95
STAR EVENTS	5.95
GULLWING FALCON	5.20
TORPEDO RUN BOLD	4.99
GRANDMASTER CHESS	7.80
GAMES PACK (1 OR 2)	5.60
KUNG FU KID	5.20
JETBRIX	5.20
BBC	
COMMANDO	7.40
FLEET STREET EDITOR	3.00
COUNT DOWN	6.70
EXPLODING FIST	6.90
ANY F'BIRD S SILVER	3.50

Telephone orders taken. Special offer: Comp Pro Joystick £13.50. Konix Speed King £9.80. Both joysticks have one year guarantee. * If game released.

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

J R SOFTWARE, Dept. CVG3, 5 BROOKES COURT, BALDWIN GARDENS, LONDON EC1

MICRO MAIL

for commodore deals

1541 Disk Drive for Vic 20/C, 16/CBM, 64/CBM 128	£139.95
1570 Disk Drive — seven times faster for CBM 128	£189.95
CBM 128 with free C2N recorder (worth £44.95)	£269.95
CBM 64 compendium with holiday vouchers (worth 250.00)	£189.95
MCS-801 matrix printer (will do graphics)	£99.95
1541 Disk Drive/MPS-801 printer pack	£199.95
MCS-801 seven-colour printer ** was £399.00 **	£199.95
1541 Disk Drive/Seiko wrist terminal for 64/128	£179.95
CBM 128 computer/1571 Disk Drive pack	£439.95
Star SG10C NLQ dot-matrix printer	£249.95
1520 four-colour printer/plotter	£49.95
1900 colour monitor — 80 columns	£289.95
Ferguson RGB/Video/TV monitor	£219.95
Blank disks with plastic library case:	
10 single-sided double-density	£13.95
10 double-sided double-density	£16.95

★ All hardware supplied with plug and tested prior to despatch
★ Credit card orders welcomed
★ Finance arranged
★ Free carriage on orders over £20
★ All prices include VAT

Please send cheque/postal order to:

GORDON HARWOOD computers

MICRO MAIL, 69/71 HIGH STREET
ALFRETON, DERBY DE5 7DP
Tel: (0773) 836781 * 24 hours credit card hotline *

BARGAIN SOFTWARE

Dept. CVG 3, Unit 1, 1 Esmond Road, London W4 1JG

Phone orders welcome. Ring 01-995 2763

Quickshot II £5.95

Orders over £30 deduct 10%

SPECTRUM	RRP	Our Price
SUPERBOWL	9.95	7.40
SKY FOX	8.95	6.70
BOUNCES	9.95	7.40
SUPERMAN	9.95	7.40
"V"	7.95	5.90
STREETHAWK	7.95	5.90
KNIGHT RIDER	7.95	5.90
GERRY THE GEM	7.95	5.90
SHOW JUMPING	9.95	7.40
ENIGMA FORCE	9.95	7.40
SIR FRED	9.95	7.40
BATTLE OF THE PLANETS	9.95	7.40
COMMANDO	7.95	5.90
B. McGUIGAN'S BOXING	7.99	5.95
LORD OF THE RINGS	15.95	11.90
THINK	7.95	5.90
3 WEEKS IN PARADISE	9.95	7.45
TURBO SPORT	8.95	6.70
YIE AR KUNG FU	7.95	5.90
ROLLER COASTER	6.95	5.20
SWEEVO'S WORLD	7.95	5.90
SABOTEUR	8.95	6.70
COSMIC WARTOAD	7.95	5.90
GUNFRIGHT	9.95	7.45
TOMAHAWK	9.95	7.45
MOVIE	7.95	5.90
ROCK 'N' WRESTLE	8.95	6.70
TRANSFORMERS	7.95	5.90
INT. KARATE	6.50	4.90
WINTER GAMES	7.95	5.90
GLADIATOR	7.95	5.90
TWISTER	7.50	5.45
FRIDAY 13TH	8.95	6.70
MIKIE	7.95	5.90
ELITE	14.95	11.20
THEY SOLD A MILLION	9.95	7.40
ARCADE HALL OF FAME	9.95	7.40
NOW GAMES II	8.95	6.70
BACK TO THE FUTURE	9.95	7.45
WEST BANK	7.95	5.90
N.O.M.A.D.	7.95	5.90
RAMBO	7.95	5.90
TAU CETI	9.95	7.45
BACK TO SCHOOL	6.95	5.20
ROBIN OF THE WOOD	9.95	7.45

COMMODORE 64	RRP	Our Price
DOOMDARK'S REVENGE	9.95	7.45
SPACE DOUBT	8.95	6.70
CAUSE OF CHAOS	8.95	6.70
URIDIUM	8.95	6.70
"V"	8.95	6.70
STREET HAWK	8.95	6.70
KNIGHT RIDER	8.95	6.70
ELECTRA GLIDE	9.95	7.45
SUPERBOWL	9.95	7.45
ZOIDS	8.95	6.70
YIE AR KUNG FU	8.95	6.70
KUNG FU MASTER	9.95	7.45
ROCK 'N' WRESTLE	9.95	7.45
BOUNDER	9.95	7.45
TIME TUNNEL	9.95	7.45
DRAGON SKULLE	9.95	7.45
THE EIDOLON	9.99	7.45
ELECTRA GLIDE	8.95	6.70
HUNCHBACK THE ADVENTURER	7.95	5.90
KORONIS RIFT	9.95	7.45
DESERT FOX	9.95	7.45
SUPERBOWL	9.95	7.45
HARDBALL	9.95	7.45

AMSTRAD		
CODE NAME MAT	8.95	3.99
BOUNTY BOB STRIKES BACK	9.95	4.49
COMMANDO	8.95	6.70
SOLD A MILLION (4 top games)	9.95	7.45
SPY V. SPY	9.95	7.45
YIE AR KUNG FU	8.95	6.70
ZOIDS	8.95	6.70
GLADIATORS	9.95	7.45
ELITE	14.95	11.20
BATTLE OF THE PLANETS	9.95	7.45
3 WEEKS IN PARADISE	9.95	7.45
SUPERBOWL	9.95	7.45
SUPER SLEUTH	8.95	6.70
BOUNCES	9.95	7.45
TAU CETI	9.95	7.45
"V"	8.95	6.70
STREET HAWK	8.95	6.70
KNIGHT RIDER	8.95	6.70
SKYFOX	9.95	7.45

ALL PRICES INCLUDE P&P. OVERSEAS ORDERS PLEASE ADD £1 PER TAPE

SEND S.A.E. FOR FULL LIST: PLEASE STATE MACHINE

MEGASAVE FANTASTIC SAVINGS

SPECTRUM

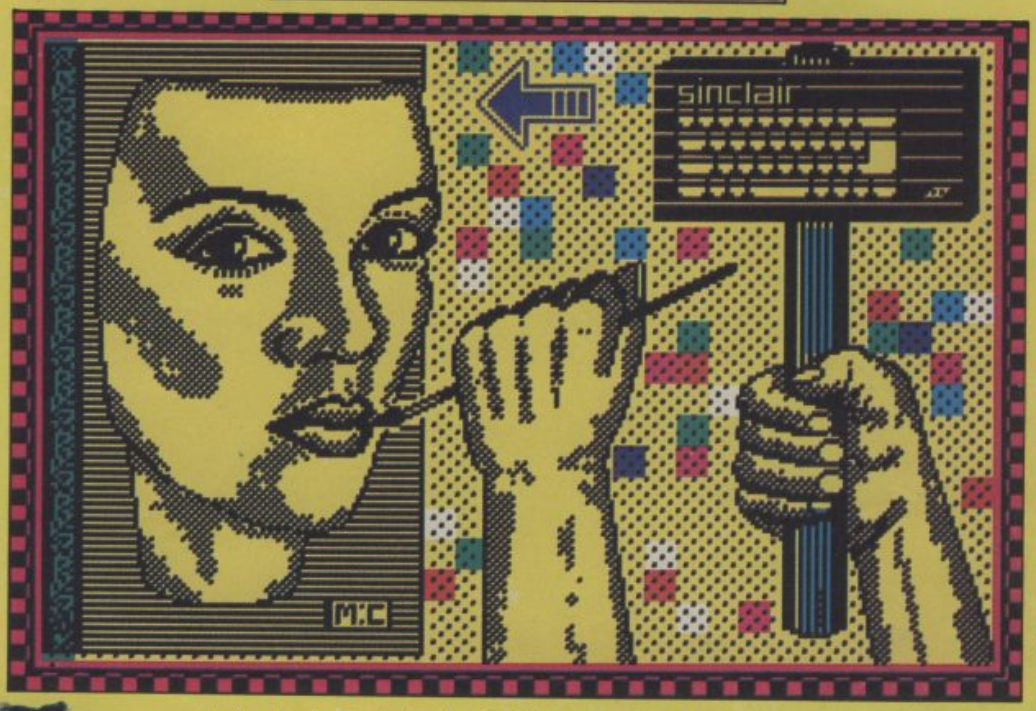
Spy Hunter.....5.50
F.B. Boxing.....5.25
Exploding Fist.....6.95
Highway Encounter..5.95
Basketball Int. (Elite)4.95
Fairlight.....7.50
Robin of the Wood..7.50
Geoff Capes.....5.95
Superman.....7.50
Elite.....11.25
Blade Runner.....6.95
Fighting Warrior.....5.95
Winter Sports.....7.50
Bounce.....7.50
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 Paradise7.50
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
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
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
Spitfire 40.....7.50
Ping Pong.....5.95
Gladiator.....6.75
I.C.U.P.S.....6.75
Finest Hour.....7.50
Dath Wake.....5.95
Gun Fright.....7.50
Pentagram.....7.50
Nomad.....5.95
Flintstones.....5.95
Winter Games.....5.95
Desert Rat.....7.50
Superbowl.....7.50
McGuigan's Boxing..5.95
Zorro.....5.95
Goonies.....5.95
Art Studio.....12.50
Benny Hill.....5.25
Turbo Esprit.....6.75
V.....5.95
Hunchback Adv.....5.95
Laser Basic.....12.50
Vectron.....5.95
Back to the Future...7.50
West Bank.....5.95
Sky Fox.....6.75
Movie.....5.95
Amazon Woman.....5.95
Battle Planets.....7.50

COMMODORE 64

Impossible Mission..7.75
Elite.....11.00
Basketball.....4.95
Pitstop II.....7.85
F.B. Boxing.....5.95
Exploding Fist.....7.50
Beach-head II.....7.50
Summer Games II....7.50
Sky Fox.....7.50
Mercenary.....7.50
Terromolinos.....5.50
Zorro.....7.50
Zoids.....6.75
Batalyx.....7.50
Karateka.....8.00
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
Summer Games I.....7.50
Winter Games.....7.50
Night Fights.....7.50
Goonies.....7.50
Harvey Smith.....6.85
Doctor Who.....11.50
Sold a Million.....7.50
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
Koronis 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
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
Laser Basic.....12.50
Bounder.....7.50
V.....6.75
Hunchback Adv.....6.75
Back to the Future...7.50
Uridium.....6.75
Kung Fu Master.....7.50
Law of West.....7.50
Amazon Woman.....7.50
Battle Planets.....7.50
Nightshade.....7.50
Spaced Out.....6.75
Cause of Chaos.....6.75
Wild Bride.....5.25

Postage included U.K. Please state which micro. Fast Service.
Send cheque/PO to: MEGASAVE, Dept. CVG, 76 Westbourne Terrace, London W2

C+VG COMPETITION



Art for art's sake — that's always been C+VG's motto. And here's something to whet your palate — or perhaps in this case, palette — if you've ever had designs on being the owner of a Spectrum 128K computer.

Well that's the fantastic top competition prize C+VG's offering thanks to our friends at Rainbird Software, the people behind the *OCP Art Studio*, which is probably one of the best graphics packages available for the Spectrum.

How can you win the 128K? Just read on.

What we want you to do is design, paint or draw a loading screen for your favourite game. And if you have a graphics package for your computer, why not use that to create the screen.

Send your entries — either in the form of artwork or on tape — to Rainbird Arts Studio Competition, Computer + Video Games, 30-32 Farringdon Lane, London, EC1 3AU. The closing date for entries is March 16th and the editor's decision is final.

The two runners-up will each get the OCP Arts Studio package.

The Art Studio caters for the complete novice to the professional designer. Not only is it extraordinarily comprehensive in its facilities but the package is very easy and — above all — fun to use.

Once you've created your image — using either keyboard, joystick or mouse — you can make it smaller, larger, colour it, add different textures, patterns or shades.

Triangles, squares, rectangles and circles are dead easy. And, of course, if you don't like what you get, there's the "undo" facility and you can start again.

Right, get to the drawing board if you want to be in with a chance of becoming a proud owner of a Spectrum 128K.

C+VG/ART STUDIO COMPETITION

Name_____

Address _____

turbo esprit

DURELL

software getting harder

With Technical Assistance from Lotus Cars Ltd.

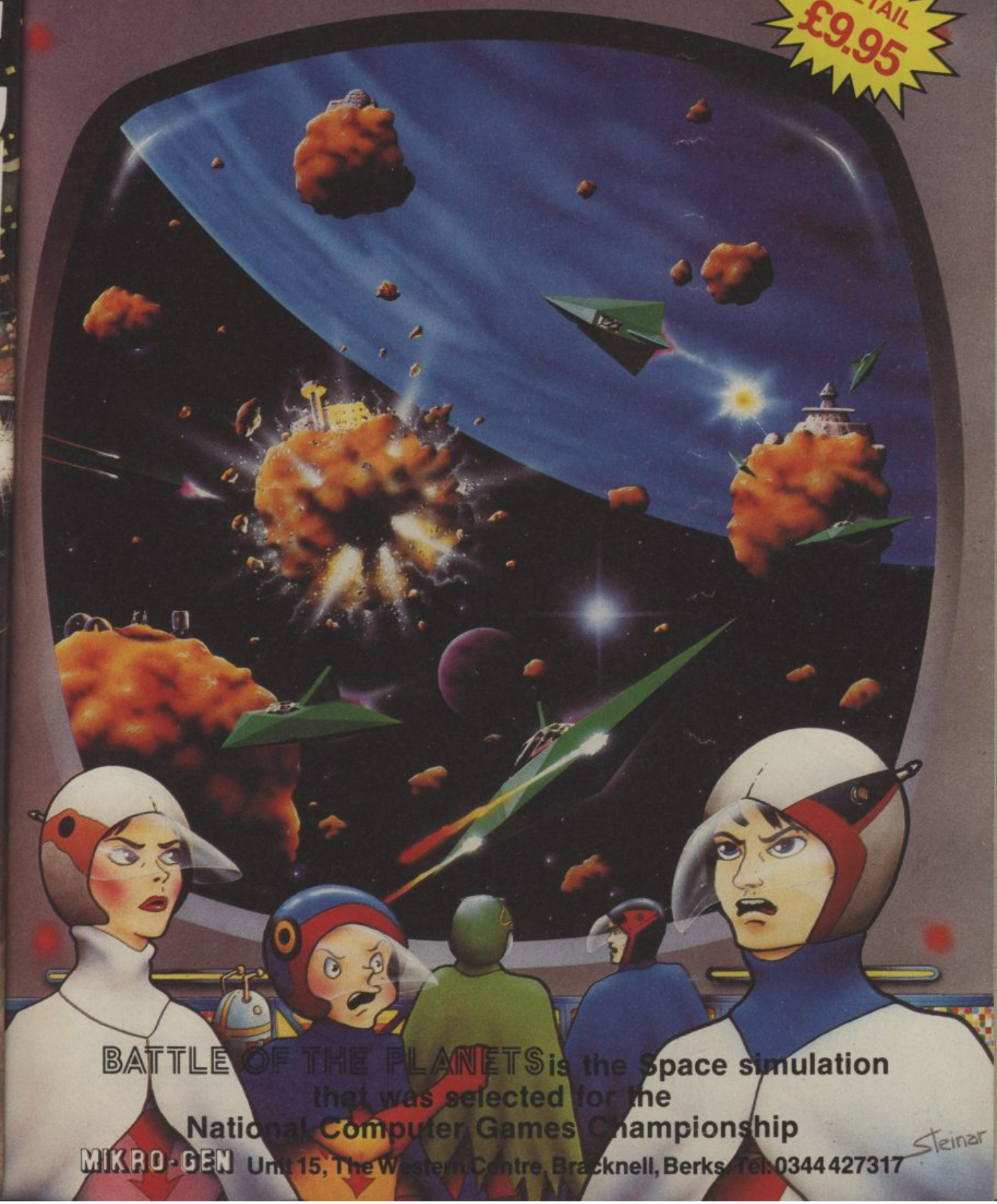
Spectrum and Amstrad
R.R.P. £8.95

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.

BATTLE OF THE PLANETS

RETAIL £9.95



BATTLE OF THE PLANETS is the Space simulation that was selected for the National Computer Games Championship

MIKRO-GEN Unit 15, The Western Centre, Bracknell, Berks. Tel: 0344 427317

Steinar

HOW TO SURVIVE!

So you want to know about Uridium do you? In that case you couldn't have come to a better magazine. As you can see we've provided you with an exclusive player's guide to the game, created by our IDEAS CENTRAL experts, plus hints and tips from the programming genius himself, ANDREW BRAYBROOK. What more could you ask for?

A Manta fighter with armour like Big Red's and firepower which packs a punch like Jackson T. Kalliber, that's what!

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around 16 planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought is seeking out a different metal for its metal convertor.

It's your task to destroy the Dreadnoughts. First you must attack the defensive screen of enemy fighters, then neutralise the surface defences before you land on the Super-Dreadnought's master runway.

Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises.

You are piloting a Manta class Space Fighter which is transported to each Dreadnought in turn. Your fighter reverses out of an interplanetary transporter and begins a low-level strafing run. You must avoid the meteor shields and communications aerials on the superstructure of the Dreadnought.

Fighter defences appear in waves. A bonus is awarded after landing if all ships in a wave are destroyed. You must attack surface features to score bonus points.

Beware of the homing mines which materialise over flashing generator ports — and hunt you down.

When the "Land Now" message appears at the top of the screen, move as soon as possible to the right hand end of the Dreadnought and fly flat over the end of the master runway from left to right.

You will automatically land and pass into the fuel rod

chamber. Here you must select your bonus or "Quit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off, reverse and straf any remaining surface targets as the Super-Dreadnought vapourises.

That about covers the basics of the game. But what you have to remember is that **Uridium** is fast. VERY fast. Don't go rushing into the attack. Take time to master the considerable speed and manoeuvrability of your Manta fighter — and to work out the layout of the Dreadnought decks.

Our flightpath maps will help you — but only on the first few of Dreadnoughts. And they don't take into account the antics of the deadly defence ships which come after you with varying degrees of nastiness.

The waves of defending ships are pre-set. So once you've watched them come at you once you'll get a good idea of their hostility and firepower factors. One crucial point to remember is to NEVER try and fight them from the front. O.K., the odd lucky shot will wipe out an advancing craft — but stealth is the watchword for a big score, so try and blast them from behind.

Perils exist if you choose this technique because you tend to get carried away by the chase and end up crashing into one of the many hazards on the Dreadnought.

In later stages of the game some types of defender ship will chase after YOU. These appear around about the third or fourth Dreadnought. Use the excellent acceleration of your Manta to get you out of trouble — remembering those hazards on deck!

Then there are the mines. These appear from the flashing generator ports. Listen out for a whooshing sound followed by a tell-tale bleeping. This informs you that a mine has been launched and is on your tail. If you are around a generator port when a mine appears try not to be on a diagonal line with it. Mines are deadly on diagonals! They only have a limited life span — so you can dodge them if you manoeuvre around slowly. Don't panic, you'll survive them.

Remember there can only be six moving objects on the screen at one time — so if there's a wave of five ships coming at you there won't be a mine coming to surprise you from behind.

The six objects rule will help you to beat the system. It also affects the firepower of the ships. Say if you've knocked out two out of five, there will be a greater chance of the remaining three ships shooting at you. So DON'T hang around in front of them.

Watch out for the LAND NOW! message which flashes at the top of the screen. Once that appears you can race for the end of the ship, land and get into the sub-game.

Like **Paradroid,** Andy wanted to put something in which gave the player a rest from all the frantic action. This sub-game is simpler than **Paradroid's** — but you'll need pretty quick reactions even so.

What you see is a "pyramid" of twin indicator lights which flash on and off with a bonus score or the word "quit". You have to press the fire button when the indicator with the bonus score inside is lit. This adds to your score. But you must hit a "quit" before the countdown running at the top of the screen reaches zero.

Timing is all important in this part of the game. You have to get into the rhythm of the lights. Try imagining that the light is moving from left to right across the screen and that there's a "false" indicator in the centre. Then you'll soon get into the groove.

Advanced players might like to hang around the Dreadnought's master runway for a while to boost their score. The Dreadnought defences throw more and

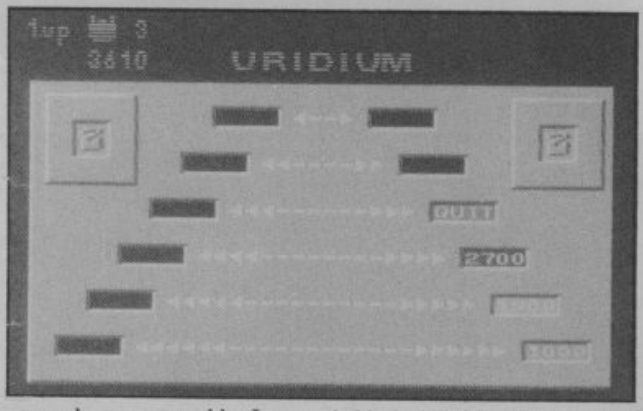
Continued on page 44

URIDIUM

more evil things at you the longer you stay airborne after the LAND NOW! message appears. This is a dangerous tactic — but worthwhile for extra points.

Once you've primed the destruct sequence it's back to the action. Your Manta blasts off the runway on automatic — but you must take control again to loop back over the Dreadnought as it dissolves into space, blasting anything you left behind on the first run.

Andy says there are ships and installations on later levels that you WON'T be able to get until you're on the way back.



Your Manta fighter is extremely manoeuvrable. It can perform neat 180 degree spins with ease. But you must remember to leave enough room behind your ship when you do a 180 flip — as the craft does move backwards a little. There are times when you'll need to get out of tight spots this way. Practice makes perfect!

You can also get your Manta flying on its side — but you must be flying fast enough. Too slow and your ship won't budge! You'll need to fly on your side to get between the odd hazard Andy has built into the Dreadnoughts. And remember the ship has built in intertia — so it won't stop dead or turn immediately.

● Uridium is available now for the C64 and costs £8.95 on tape and £12.95 on disk.

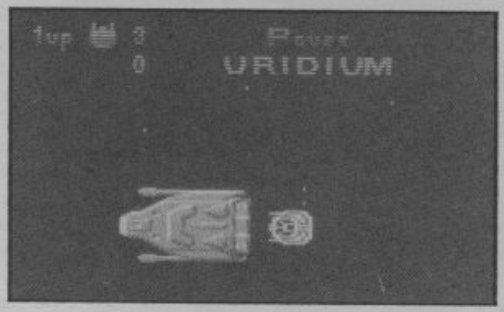
COMPETITION

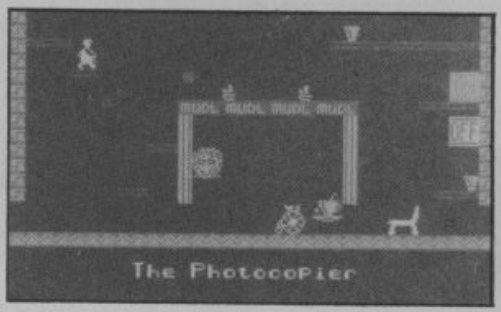
You've marvelled at the maps, gasped at the playing tips — now try to win the game. Or games to be exact. **Hewsons** will present a complete range of their Spectrum, Commodore and Amstrad software to the three winners of *C+VG's* great **Uridium** competition. And 25 runners-up will also get some fantastic **Hewson** software for their computer.

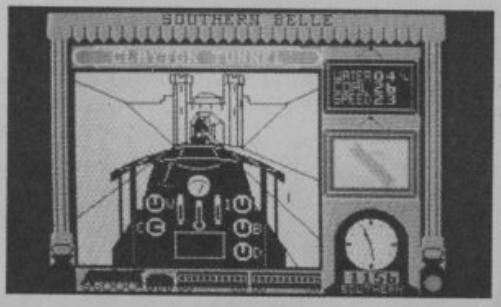
What do you have to do? Design a Super Dreadnought, that's what. Andy's game shows just the top bit of these mega-spaceships. But what does the rest of the ship look like? That's what we want you to tell us.

You can draw or paint the spaceship of your dreams — and, if you're a winner, see it printed in a future issue of *C+VG*. You can send us a blueprint of your Dreadnought, or an artist's impression of the battlecruiser that has sent shivers down the spines of a million alien space-warriors.

Once you've completed your Dreadnought send it to Computer and Video Games, Dreadnought Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember to attach the competition coupon securely to your entry. Closing date for the competition is March 16th.







THE PRIZES

The prizes have been divided up by machine. The Spectrum first prize winner will get the complete range of Hewson games for their machine. These are **Avalon, Dragontorc, Technician Ted, Southern Belle and Astro-Clone.** The C64 winner will get **Paradroid, Lunattack, Heathrow International, Gribbly's Day Out** and **Uridium.** The Amstrad winner will receive **Southern Belle, Dragontorc, Technician Ted, Heathrow International** and **Fantasia Diamond.** We'll throw in a Big Red t-shirt for each winner, too! The 25 runners-up will be able to choose between Spectrum **Astro-Clone,** C64 **Uridium** and Amstrad **Technician Ted** as prizes.

C+VG/HEWSON
URIDIUM
DREADNOUGHT
COMPETITION

Name_____

Address _____

_____

Age_____Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐

Please attach this coupon to your entry.

TURN ON TO URIDIUM

THE ARCADE SPACE COMBAT GAME

Feel your adrenalin pulse as you throw your Manta fighter through its heart stopping sequence of dives, loops and spins. Thunderous rocketry and shattering cannon shells batter your senses. Hard edged metallic graphics assault your visuals. Screaming enemy fighters fracture your nerves.

Cool crew control nips you through the mobile and surface defences of the alien Super Dreadnoughts to the confrontation with Uridium itself.

Uridium by Andrew Braybrook is the stunning sequel to the chart topping Paradroid. Zzap! 64 gold medal winner and Newsfield's Arcade Game of the Year.

For Commodore 64 and 128
Cassette £8.95 Disk £12.95

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

GSH

HEWSON

56b Milton Trading Estate, Milton, Abingdon, Oxon. OX14 4RX

Hewson Consultants Ltd

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

SPACE DOUBT

HUNCHY

LISTING ONE

```
4 POKE56325,255:SYS49152:POKE49664,0:POKE49666,0
5 DIMLE$(25)
10 PRINT"■":POKE53281,0:POKE53280,0:POKE53272,29:POKE53265,PEEK(53265)OR64
11 FORI=54272TO54296:POKEI,0:NEXT:POKE54296,3:POKE54278,0:POKE54277,9
12 POKE54273,31:POKE54276,0
20 V=53248:POKEV,0:POKEV+1,122:POKEV+39,7:POKE2040,200:POKEV+29,127
21 FORI=V+40TOV+45:POKEI,1:NEXT:FORI=2041TO2043:POKEI,206:NEXT
22 POKEV+2,52:POKEV+4,138:POKEV+6,226:FORI=V+3TOV+7STEP2:POKEI,120:NEXT
23 POKEV+43,11:POKE2044,208:POKEV+8,255:POKEV+9,117
24 POKE2045,204:POKE2046,205:POKEV+10,255:POKEV+12,0:POKEV+11,122:POKEV+13,100
25 POKEV+46,6:POKE2047,209:POKEV+14,255:POKEV+15,80
30 POKEV+23,14:POKEV+21,0
50 FORI=1TO25:READLE$(I):NEXT:GOTO800
55 SC=0:LE=1:LI=7:SP=250:BE$=""
60 GOSUB1000:REM**DRAW SCREEN**
100 X=PEEK(V):X=X/8:X=X+2:A=PEEK(1024+X+11*40):IFA=32ANDPEEK(49664)=0THEN400
110 IFPEEK(V+30)AND1THEN400:REM**DEAD**
120 IFPEEK(V)=254THEN600:REM*NEW LEVEL*
130 A=PEEK(197):IFA=12ORA=20THENPOKE54276,129:POKE54276,0
200 GOTO100
400 POKE54276,17:POKE49666,1:FORI=PEEK(V+1)TO255STEP2:POKEV+1,I:POKE54273,I/8
410 NEXT:POKEV,0:POKE54276,0          :BE$="":LI=LI-1
415 IFLI=0THENFORT=0TO1000:NEXT:POKE49666,0:GOTO800
416 GOSUB1020:POKE49666,0
420 POKEV+30,0:POKEV+1,122:POKE49664,0
450 GOTO100
600 POKE49666,1
601 POKE54276,17:POKE54273,130:FORT=0TO650:NEXT:POKE54276,0:POKE54273,31
605 LE=LE+1:SC=SC+80:IFLE=26THENLE=1:GOTO700
610 POKEV+21,0:POKEV,0:GOSUB1000:POKE49664,0:POKE49666,0:GOTO100
700 POKEV+21,0:PRINT"■■■■■■■■■■  WELL DONE YOU HAVE RESCUED ESMERALDA "
710 PRINT"■                 ■BONUS 400":SC=SC+400
720 PRINT"■ ■TRY AGAIN BUT THIS TIME WILL BE FASTER"
730 SP=SP-20:POKE56325,SP
740 FORT=0TO4000:NEXT:GOSUB1000:POKEV,0:POKEV+1,122:POKE49664,0:POKEV+30,0
745 POKE49666,0
750 GOTO100
800 PRINT"■■■■■":A$="                                                    ":POKEV+21,0
801 A$=A$+"HUNCH BACK.GUIDE QUASIMODO THROUGH 25 SCREENS TO RESCUE ESMERALDA."
802 A$=A$+"USE Z - C AND SHIFT TO JUMP.IF YOU WAIT YOU WILL SEE A DEMO OF ALL"
803 A$=A$+" THE SCREENS. "
804 PRINT"      ■■  ■■ ■■  ■■ ■■  ■■ ■■■■■ ■■  ■■ ■■  ■■"
805 PRINT"      ■■  ■■ ■■  ■■ ■■■ ■■ ■■    ■■  ■■ ■■  ■■"
806 PRINT"      ■■■■■ ■■  ■■ ■■■■■ ■■    ■■■■■ ■■■■"
807 PRINT"      ■■  ■■ ■■  ■■ ■■ ■■■ ■■    ■■  ■■  ■■"
808 PRINT"      ■■  ■■ ■■■■■ ■■  ■■ ■■■■■ ■■  ■■ ■■"
809 FORI=1TO200:PRINT"■■■■■■■■■■
```

```
1001 PRINT"■■■
```

WITCH'S BREW

• SPECTRUM

Hubble, bubble, toil and trouble...there's a load of fun brewing for you with this program.

Controlling the witch you must make four spells by collecting various objects — spiders, bats and mushrooms.

When all the objects have been found for one spell a cauldron appears. Place the ingredients in the cauldron and you will be told how successful the spell has been. Then it's time to start again.

Score highly enough and you could be admitted to the Witches' Coven High Score Table.

But remember to keep your three broomsticks intact.

The control keys are 1-UP, Q-DOWN and 0 (Zero) — FIRE.

• Mark Tuck

```
  0>REM ? 1985 by M R Tuck
  1 GO TO 8000
  2 PAPER 0: INK 7: FOR g=16 TO f-1: PRINT AT x,g;" ": NEXT g: LET m=m-.9
  3 IF m<0 THEN  LET m=0
  4 PRINT AT 20,7+m;" ": RETURN
  5 LET b=b+1: BEEP .1,0: RETURN
  6 LET t=t+1: BEEP .1,1: RETURN
  8 LET s=s+1: BEEP .1,2: RETURN
  9 LET p=p+1: BEEP .1,3: RETURN
 47 GO TO 4000
 48 LET mm=m: LET m=m+1+RND*3: IF m>24 THEN  LET m=24
 50 FOR f=mm TO m: PRINT AT 20,f+7; INK 5;"*": BEEP .1,m: NEXT f: RETURN
 60 FLASH 1: PRINT AT 5,15;0+((bn-b) AND bn>b);AT 5,20;0+((tn-t) AND tn>t);AT 5
,25;0+((sn-s) AND sn>s);AT 5,30;((pn-p) AND pn>p): FOR f=0 TO 600: NEXT f
 61 FLASH 0: PRINT AT 5,15;"  ";AT 5,20;"  ";AT 5,25;"  ";AT 5,30;"  ": RETURN
 84 GO TO 4000
105 LET cr=1: RETURN
110  LET h=15-INT (RND*4): FOR g=15 TO h STEP -1: PRINT AT g,31; INK 6; PAPER 3
;b$(1+INT (RND*2)): NEXT g
115 IF b>=bn AND s>=sn AND t>=tn AND p>=pn AND RND>.9 THEN  GO TO 1000
120 LET i=3+INT (RND*10)
125 IF i>8 THEN  GO TO 140
130 LET hi=8+INT (RND*(h-7)): IF (i=7 OR i=8) THEN  GO TO 300
135 PRINT AT hi,31; INK i;i$(i-2): GO TO 150
138 PRINT AT hi,31; INK i;i$(i-2): GO TO 150
140 IF h<15 THEN  PRINT AT h,31; INK 0; PAPER 3;c$(1+INT (RND*3)): GO TO 150
145 PRINT AT 15,31; PAPER 0;" "
150 LET a=USR 32400
200 LET x1=x: LET x=x+(INKEY$="q")+(.3 AND m=0)-(INKEY$="1" AND x>9 AND m>0)
210 IF ATTR (x,15)<>7 THEN  GO SUB ATTR (x,15)*1.5
211 IF ATTR (x,14)<>7 THEN  GO SUB ATTR (x,14)*1.5
212 IF ATTR (x-1,15)<>7 THEN  GO SUB ATTR (x-1,15)*1.5
220 PRINT AT x1,13; INK 7;"  ";AT x1-1,14;" ";AT x,14;"??";AT x-1,15;"?": LET m
=m-.1: GO SUB 3: IF cr THEN  GO TO 2000
225 IF INKEY$="0" AND m>0 THEN  GO TO 500
230 GO TO 110
300 LET ra=INT (RND*8): IF ra<2 THEN  PRINT AT hi,31; INVERSE 1; INK 0; PAPER 4
;"*": GO TO 150
310 IF ra=3 THEN  PRINT AT hi,31; INVERSE 1; INK 0; PAPER 5;"o": GO TO 150
320 IF ra<6 AND hi<15 THEN  PRINT AT hi,31; INK 0; PAPER 7;"?";AT hi+1,31;"?":
GO TO 150
330 PRINT AT hi,31; INK 0; PAPER 7;"?": GO TO 150
500 FOR f=16 TO 20
510 IF ATTR (x,f)=56 THEN  LET cg=cg+1
515 IF ATTR (x,f)<>7 THEN  GO TO 540
520 INK 23-f: PLOT f*8-1,(22-x)*8-3: DRAW 8,0: BEEP .005,f-10
525 NEXT f: GO SUB 2
530 GO TO 110
540 GO SUB 2: FOR g=7 TO 3 STEP -1: PRINT AT x,f; INK g;"?": BEEP .01,g+10: BEE
P .01,g: NEXT g: PRINT AT x,f;"?": FOR g=0 TO 50: NEXT g: PRINT AT x,f; INK 7;"
"
545 IF ATTR (x-1,f)=56 THEN  PRINT AT x-1,f;" ": GO TO 110
550 IF ATTR (x+1,f)=56 THEN  PRINT AT x+1,f;" "
555 GO TO 110
1000 PRINT AT h,31; INK 0; PAPER 6;"?";AT h-1,31; INK 6; PAPER 0; BRIGHT 1;"_";
BRIGHT 0: GO TO 150
```

witch's brew continues on page 50 ►

```
2000 LET pc=100-(b-bn)-(t-tn)-(p-pn)-(s-sn): LET tpc=tpc+INT (pc/5)
2005 PRINT £0;AT 1,2;"The spell was ";pc;"% successful": GO SUB 5000: IF sp=4 TH
2010 GO TO 6500
3000 BORDER 2: CLS : IF cg>40 THEN  LET cg=40
3005 LET tpc=tpc+(bs*3)+INT (cg*.3)
3010 FOR f=1 TO 3: IF tpc>h(f) THEN  GO TO 3025
3015 NEXT f
3020 PRINT AT 4,1;"Your overall witch rating is...";AT 6,14; FLASH 1;tpc;"%"; FL
ASH 0: GO TO 3055
3025 PRINT AT 4,0;"  Well done! You are skillful"'"enough to join the witches C
oven"
3030 INPUT "ENTER name (max 7 letters)...",t$
3035 IF LEN t$>7 THEN  GO TO 3030
3040 IF tpc>h(2) THEN  LET h(3)=h(2): LET h$(3)=h$(2)
3045 IF tpc>h(1) THEN  LET h(2)=h(1): LET h$(2)=h$(1)
3050 LET h(f)=tpc: LET h$(f)=t$
3055 PRINT AT 11,7;"The WITCHES COVEN:": FOR f=1 TO 3: PRINT AT 11+2*f,9;h$(f);A
T 11+2*f,19;h(f);"%": NEXT f
3060 PRINT £0;AT 0,3;"PRESS ANY KEY TO FLY AGAIN": PAUSE 0: GO TO 6100
4000 FOR f=x1 TO 17: PRINT AT f-2,14; PAPER 4-(4 AND f>9);" ";AT f-1,13; PAPER 0
+(3 AND f>15);" ?";AT f,13;"??": BEEP .3,-12-f: NEXT f
4005 LET bs=bs-1: LET sp=sp-1: LET m=24
4010 FOR f=1 TO 200: NEXT f: IF bs<1 THEN  GO TO 3000
4015 GO TO 6500
5000 RESTORE 5010: FOR f=0 TO 27: READ nt: BEEP .2+(.2 AND nt>20),nt-20-(20 AND
nt>20): NEXT f: RETURN
5010 DATA 10,12,10,7,8,10,8,5,7,5,3,5,27,27,10,12,10,7,8,10,8,5,7,8,5,7,23,23
6000 INK 7: PAPER 0: BORDER 0: CLS
6015 PRINT AT 0,10;"WITCH'S BREW"'"To join our coven, do your best"'"To cast 4
spells-this is your"'" test"'"Beware of ghost and crucifix"'"For you have only
3 broomsticks"
6020 PRINT AT 9,0;"Green toadstool,juice of pumpkin"'"Legs of spider and bats wi
ng"'"Crystal balls show whats"'" required"'"Pressing 0 will make you fire"'"To
 guide your broom use 1 and q"'"Land on a cauldron to make the   brew"
6025 GO SUB 5000: PRINT AT 21,5;"PRESS ANY KEY TO BEGIN": PAUSE 0
6050 LET i$="????": LET a$="???": LET b$=" .": LET c$=" ??"
6055 DIM h$(3,7): LET h$(1)="HELGA": LET h$(2)="MATILDA": LET h$(3)="WANDA"
6060 DIM h(3): FOR f=0 TO 2: LET h(f+1)=(2-f)*20+INT (RND*20): NEXT f
6100 LET bs=3: LET sp=0: LET m=24: LET tpc=0: LET cg=0
6500 BORDER 4: PAPER 0: INK 7: CLS : LET x=10: LET b=0: LET s=0: LET p=0: LET t=
0: LET pc=0: LET cr=0
6510 LET sp=sp+1
6520 GO SUB 6550: LET bn=z: GO SUB 6550: LET sn=z: GO SUB 6550: LET tn=z: GO SUB
 6550: LET pn=z
6530 GO TO 7000
6550 LET z=10+INT (RND*(5*sp)): RETURN
7000 FOR f=0 TO 7: PRINT AT f,0; PAPER 4;"                                ": NEX
T f
7010 FOR g=16 TO 21: PRINT AT g,0; PAPER 4-(1 AND g<18);"
       ": NEXT g
7020 INK 4: PRINT AT 0,0;"?       ?";AT 0,27;"?   ?": FOR f=4 TO 19 STEP 15: PRI
NT AT f,0;"?                                ?": NEXT f
7030 INK 0: PAPER 4: PRINT AT 2,0;"??????????";AT 1,27;"?????";AT 2,27;"?????";AT
 20,7;"??????????????????????????????": FOR f=6 TO 21 STEP 15: PRINT AT f,0;"??????
??????????????????????????": NEXT f
7040 INK 6: PAPER 0: PRINT AT 1,0;" SPELL ";sp;" ";AT 1,11;" WITCH'S BREW ";AT 1
,28;a$( TO bs);AT 5,0;" INGREDIENTS "; INK 3;"?>  "; INK 4;"?>  "; INK 5;"?>
 "; INK 6;"?>  ";AT 20,0;" MAGIC "
7050 FOR f=0 TO m: PRINT AT 20,f+7; INK 5;"*": NEXT f: FOR f=0 TO 24-m: PRINT AT
 20,31-f;" ": NEXT f
7070 INK 7: PAPER 0: CIRCLE 100,100,7: GO TO 110
8000 RESTORE 8010: FOR n=1 TO 51: READ a: POKE 32399+n,a: NEXT n
8010 DATA 6,64,33,0,72,17,32,0,62,0,119,25,16,252,33,0,89,6,8,17,32,0,62,7,119,2
5,16,-4,1,0
8020 DATA 8,17,0,72,33,1,72,237,176,1,0,1,17,0,89,33,1,89,237,176,201
9000 FOR f=USR "a" TO USR "p"+7: READ a: POKE f,a: NEXT f: GO TO 6000
9010 DATA 16,16,56,56,254,56,118,249,28,112,208,232,231,120,240,192,0,0,24,14,31
,14,24,1
9020 DATA 255,254,252,248,240,224,192,128,255,127,63,31,15,7,3,1,231,231,129,129
,231,231,231,231
9030 DATA 30,31,60,252,240,240,192,64,0,66,165,24,126,153,36,66,60,126,219,219,2
55,195,102,60,60,126,255,255,195,90,24,24
9040 DATA 255,247,231,195,36,36,129,129,195,195,227,243,249,253,255,255,96,102,6
,176,50,0,203,195,0,32,2,0,16,0,2,64
9050 DATA 195,129,32,64,64,32,129,195,1,2,4,8,48,240,96,32
```

WITCH'S BREW

HIDE AND SEEK

• ATARI

Squares, pairs and points — that sums up *Hide and Seek*.
The object of the game is to find as many as you can.

Movement of the "?" is controlled by the joystick and pressing the trigger button reveals your selected square.

In the one player mode you must find as many hidden pairs in the minimum of moves. The maximum number allowed is 30.

In the two player options the idea is to find more pairs than your opponent. The amount of points awarded for each pair found varies. For example, two taps or spanners are worth one point, kettles or face two points, ladders or forks three points.

• Colin Hill

```
! ! = Inverse     [ ] = Control     < > = Control Inverse
 98  REM **** INITIALISE ****

 99  REM
100  CLR :POKE 10,64:POKE 53774,64:POKE 2,52:POKE 3,185:POKE 9,2:TRAP 40000:TRAP 3180:GOSUB 2560:GOSUB 1020
120  HIDE$="!x!z!j!:!j!Q!x!z!j!:!j!Q!x!z!j!:!x!z!j!:!x!z!x!z":CH=N1:PLY=CH:SC1=N0:SC2=SC1:TOT=SC1:GOES=CH:PTS=CH
140  MKR$="000000000000000000000000"

159  REM

160  REM **** SET UP STRING OF PICS ****

161  REM
180  FOR I=N1 TO 24:NUMB=INT(24*RND(1))+N1
200  IF MKR$(NUMB,NUMB)<>"0" THEN NUMB=NUMB+N1:GOTO 240
220  MKR$(NUMB,NUMB)=HIDE$(X,X):NEXT I:GOSUB 2340:GOTO 260
240  NUMB=((NUMB<=24)*(NUMB-N1)+N1):GOTO 200

257  REM

258  REM **** SCREEN PLAYERS + SCORE ****

259  REM
260  POSITION N1,10:? #N6;"player ";PLY;"  choice ";CH
280  POSITION N1,11
285  IF PLY=1 THEN ? #N6;"pl!1! ";SC1;"       ":IF NOPLY=N2 THEN POSITION 13,11:? #N6;"pl2 ";SC2:POKE 77,N0:GOTO 320
290  IF PLY=2 THEN ? #N6;"pl1 ";SC1;"       ":POSITION 13,11:? #N6;"pl!2! ";SC2:POKE 77,N0:GOTO 320
300  POSITION 14,11:? #N6;"go ";GOES:POKE 77,N0
320  GOSUB 640

337  REM

338  REM **** SHOW + CHECK PICTURE/S ****

339  REM
340  W=W+N2:POSITION S,W:IF MKR$(SQU,SQU)="0" THEN GOTO 260
360  ? #N6;MKR$(SQU,SQU)
380  IF CH=N1 THEN SQU2=SQU:S2=S:W2=W:GOTO 500
400  IF CH=N2 THEN IF MKR$(SQU,SQU)=MKR$(SQU2,SQU2) THEN POSITION MPOS,11:? #6;"!MATCH!":TOT=TOT+N1:SC=PLY:GOTO 440
420  GOTO 460
440  GOSUB 2220:GOSUB 2000:MKR$(SQU,SQU)="0":MKR$(SQU2,SQU2)="0":GOTO 500
460  IF CH=N1 THEN 480
470  IF CH=N2 THEN POSITION MPOS,11:? #N6;"!wrong!":SOUND N2,42,N2,15:FOR J=N1 TO 200:NEXT J:SOUND N2,N0,N0,N0
475  GOES=GOES+1:POSITION S2,W2:? #N6;" ":POSITION S,W:? #N6;" "
480  IF NOPLY=N2 THEN PLY=PLY+N1
500  CH=CH+N1:IF CH=3 THEN CH=N1:IF PLY=3 THEN PLY=N1:CH=PLY
520  IF SC=N1 THEN SC1=SC1+N1*PTS:SC=N0
540  IF SC=N2 THEN SC2=SC2+N1*PTS:SC=N0
560  IF TOT=12 AND NOPLY=N2 THEN POSITION 5,11:? #N6;SC1:POSITION 7,11:? #N6;"!MATCH! ":POSITION 17,11:? #6;SC2
580  IF (TOT=12 AND NOPLY=N1) OR (GOES=31 AND NOPLY=N1) THEN POSITION 5,11:? #N6;SC1:STOT=TOT:TOT=12
600  IF TOT<>12 THEN GOTO 620
602  GOSUB 2000:FOR DEL=N1 TO 150:NEXT DEL
605  FOR J=N1 TO 5:SOUND N2,47,10,N8:FOR L=N1 TO 50:NEXT L:SOUND N2,64,10,N8:FOR L=N1 TO 35:NEXT L:NEXT J
610  SOUND N2,N0,N0,N0:GOSUB 2080:GOSUB 1560:GOTO 120
620  FOR DEL=N1 TO 180:NEXT DEL:GOTO 260
637  REM

638  REM **** THIS SECTION DEALS WITH THE STICK MOVEMENTS. ****

639  REM
640  I=N2:Y=I:ST=7:I2=I:Y2=Y:FST=N0:GOTO 800
660  I2=I:Y2=Y:ST=N0:STK=ST:IF JOY=N2 THEN STK=PLY-N1
680  IF STRIG(STK)=N0 THEN FOR DEL=N1 TO 10:SOUND N2,30+DEL,10,15-(DEL*5):NEXT DEL:RETURN
```

hide and seek continues on page 52 ▶

HIDE AND SEEK

```
700  IF STICK(STK)=7 THEN Y=Y+3:ST=7:IF Y>17 THEN Y=N2:X=X+Y:IF X>N8 THEN X=N2
720  IF STICK(STK)=13 THEN X=X+N2:ST=13:IF X>N8 THEN X=N2:Y=Y+3:IF Y>17 THEN Y=N2
740  IF STICK(STK)=11 THEN Y=Y-3:ST=11:IF Y<N2 THEN Y=17:X=X-N2:IF X<N2 THEN X=8
760  IF STICK(STK)=14 THEN X=X-N2:ST=14:IF X<N2 THEN X=N8:Y=Y-3:IF Y<N2 THEN Y=17
780  IF ST=N0 THEN GOTO 680
800  IF CH=N2 THEN IF X=W2 THEN IF Y=S2 THEN 840
820  W=X/N2:SQU=((W-N1)*N6)+((Y+N1)/3):S=Y:IF MKR$(SQU,SQU)<>"0" THEN 940
840  IF ST=7 THEN Y=Y+3:IF Y>17 THEN Y=N2:X=X+N2:IF X>N8 THEN X=N2
860  IF ST=13 THEN X=X+N2:IF X>N8 THEN X=N2:Y=Y+3:IF Y>17 THEN Y=N2
880  IF ST=11 THEN Y=Y-3:IF Y<N2 THEN Y=17:X=X-N2:IF X<N2 THEN X=N8
900  IF ST=14 THEN X=X-N2:IF X<N2 THEN X=N8:Y=Y-3:IF Y<N2 THEN Y=17
920  GOTO 800
940  IF FST=N0 THEN FST=N1:GOTO 980
960  POSITION Y2,X2:? #N6;" "
980  POSITION Y,X:? #N6;"|?|":FOR DEL=N1 TO 15:SOUND N2,90+DEL,10,15-DEL:NEXT DEL
1000 GOTO 660

1017 REM

1018 REM **** REDEFINED CHARACTERS AND DISPLAY LIST INTERUPT. ****

1019 REM
1020 GRAPHICS 18:POKE 10,64:POKE 53774,64:K=PEEK(106)-9:CP=K+N1:CHAR=CP*256:PAGE=5
1040 POKE 106,K:GRAPHICS 18:POKE 10,64:POKE 53774,64:GOSUB 1960:? #N6;"[CLEAR]":POSITION 5,N4:? #N6;"PLEASE WAIT"
1050 POSITION N0,N0:? #N6;"    |HIDE AND SEEK|":? #N6;"                    "
1060 GOSUB 1200:E$(N1,41)="hh<E>|X|h<E>|W|hh<E>|T)|[,]<E>|U)'|<E>|V"|[A]| |[,]|1U|<Q>|WHPyfVfXhdTPp|[.][,]":X=USR(ADR(E$),CHAR
     ,PAGE):RESTORE 2700
1070 FOR A=0 TO 22:READ ITEM:DIF=N8*ITEM:FOR L=N0 TO 7:READ C:POKE CHAR+DIF+L,C:NEXT L:NEXT A
1080 RESTORE 2660:DL=PEEK(560)+256*PEEK(561):FOR A=N1 TO 31:READ ITEM:POKE 1749+A,ITEM:NEXT A
1090 POKE DL+14,7+128:POKE 756,CP:GOSUB 1560:RETURN

1199 REM

1200 REM **** MUSIC ROUTINE ****

1201 REM
1210 MELODY=(256*(PEEK(106)+8))-100:BASS=(256*(PEEK(106)+7))-100

1214 REM

1215 REM **** POKE IN INITIALISATION ROUTINE ****

1216 REM
1220 INIT=1552:VBIR=1616:INITEND=1611:VBIREND=1745
1230 RESTORE 4020:FOR I=INIT TO INITEND:READ A:POKE I,A:NEXT I

1234 REM

1235 REM **** POKE IN MAIN VBI ROUTINE ****
1236 REM
1240 RESTORE 4120:FOR I=VBIR TO VBIREND:READ A:POKE I,A:NEXT I
1250 TUNETOT=1725

1254 REM

1255 REM **** POKE (NUMBER OF BASS NOTES*2)+1 IN HERE ****

1256 REM
1260 POKE TUNETOT,201:SPEED=2

1264 REM

1265 REM **** POKE IN MELODY AREA ****

1266 REM
1270 RESTORE 5020:READ A:POKE MELODY,A:FOR I=MELODY+1 TO MELODY+192 STEP 2:READ A:POKE I,A:READ A:POKE I+1,A*SPEED:NEXT I

1274 REM

1275 REM **** POKE IN BASS AREA ****

1276 REM
1280 RESTORE 5120:READ A:POKE BASS,A:FOR I=BASS+1 TO BASS+202 STEP 2:READ A:POKE I,A:READ A:POKE I+1,A*SPEED:NEXT I

1284 REM

1285 REM **** MUSIC RUN SECTION ****

1286 REM
1290 A=USR(INIT,MELODY,BASS)
1300 VOL1=1714:VOL2=1671:NOVOL=160:TOPVOL=168:RETURN

1557 REM

1558 REM **** INITIAL SCREEN SECTION. ****

1559 REM
1560 POKE 1714,166:POKE 1671,166:POSITION N0,N0:? #N6;"[CLEAR]":POSITION N0,N0:GOSUB 1960
1580 POKE 54286,255:? #N6;"    |HIDE AND SEEK|"
1600 ? #N6;"                    "
1620 ? #N6;" "
1640 ? #N6;"  PLAYERS     ";NOPLY
1660 ? #N6;" "
1680 ? #N6;"  STICKS      ";JOY
1700 ? #N6;" "
1720 ? #N6;"|press start to begin|"
1740 ? #N6;" "
1760 ? #N6;"  by  colin hill"
```

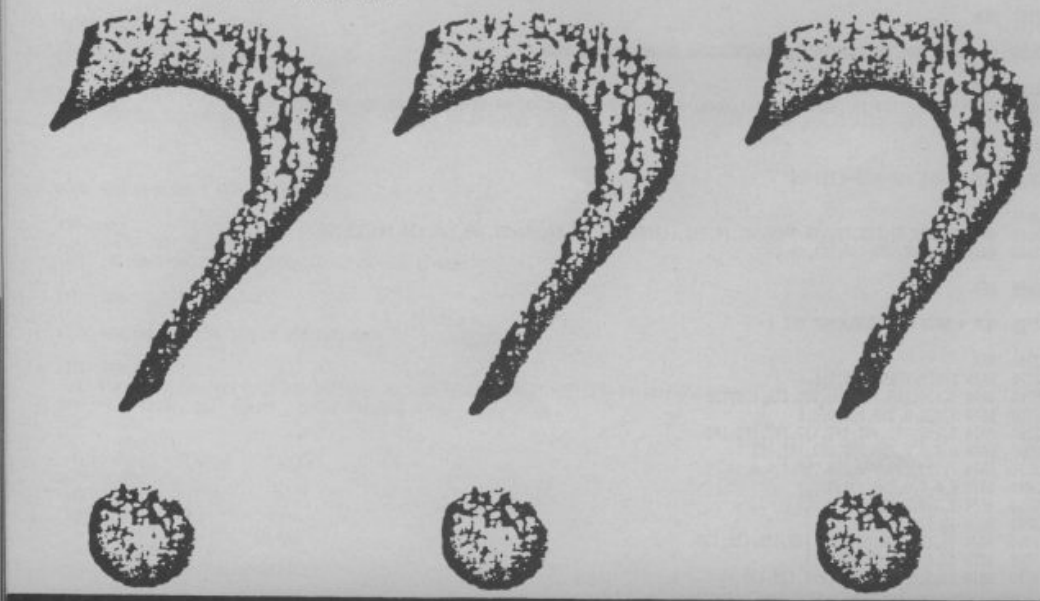

hide and seek continues on page 53 ▶

HIDE AND SEEK

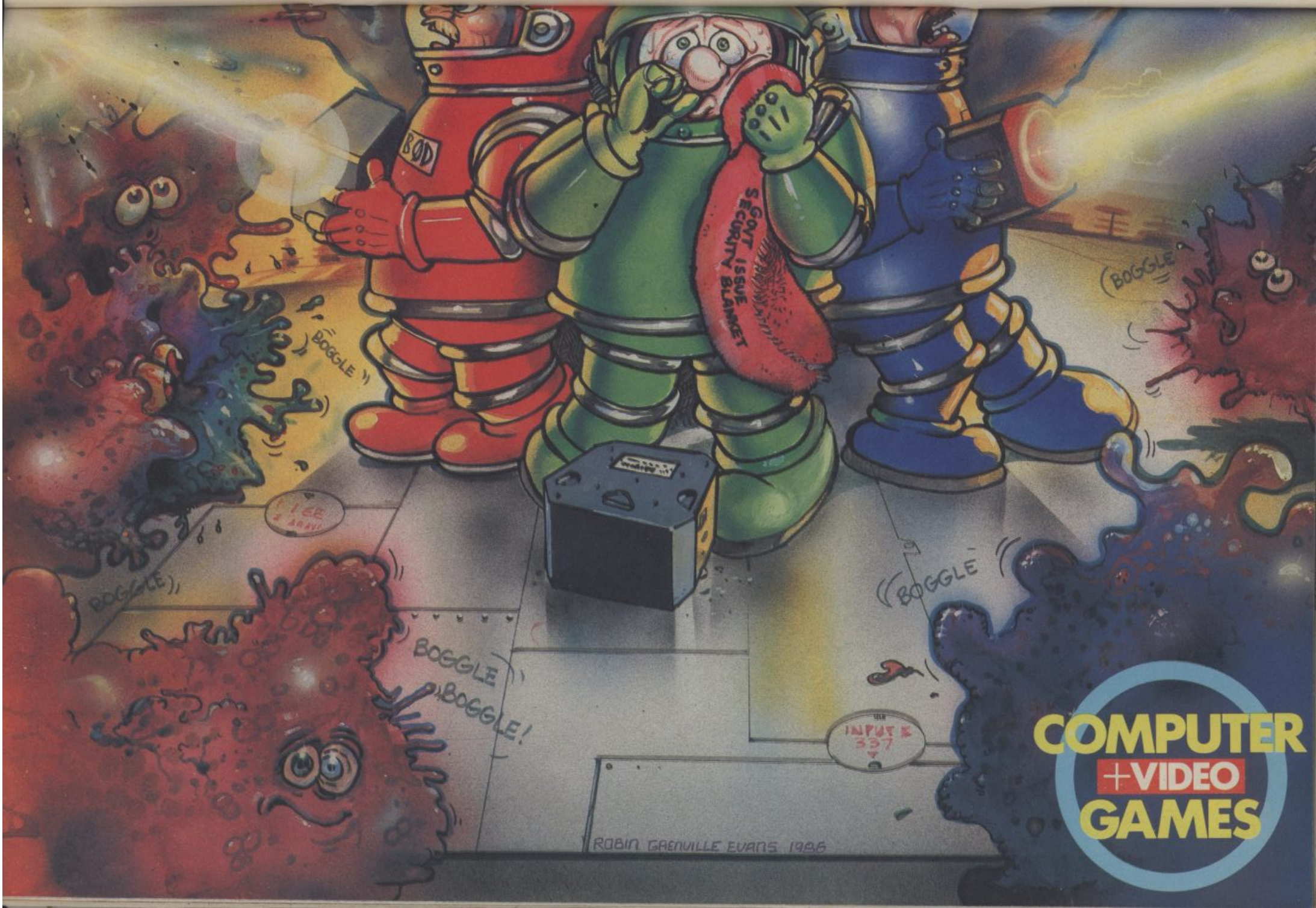
```
1780  KEY=PEEK(53279):MPOS=9-NOPLY
1800  IF KEY=3 OR STICK(0)=14 THEN GOTO 1880
1820  IF KEY=5 OR STICK(0)=13 THEN GOTO 1920
1840  IF STRIG(N0)=N0 OR KEY=N6 THEN FOR DEL=N1 TO 100:SOUND N2,DEL+60,10,N8:NEXT DEL:SOUND N2,N0,N0,N0:RETURN
1860  GOTO 1780
1880  NOPLY=3-NOPLY:IF NOPLY=1 THEN JOY=1:POSITION 15,5:? #N6;JOY
1900  POSITION 15,3:? #N6;NOPLY:FOR DEL=N1 TO 50:SOUND N2,121,10,N8:NEXT DEL:SOUND N2,N0,N0,N0:GOTO 1780
1920  JOY=3-JOY:IF JOY=2 THEN NOPLY=2:POSITION 15,3:? #N6;NOPLY
1940  POSITION 15,5:? #N6;JOY:FOR DEL=N1 TO 50:SOUND N2,180,10,N8:NEXT DEL:SOUND N2,N0,N0,N0:GOTO 1780

1957  REM

1958  REM **** COLOUR SET UP ****

1959  REM
1960  POKE 712,10:POKE 710,132:POKE 711,198:POKE 709,N0:RETURN

1997  REM

1998  REM **** MATCH SOUND ON. ****

1999  REM
2000  SOUND N2,118,10,10:SOUND 3,N8,N2,N2
2020  FOR J=N1 TO 80:NEXT J:FOR J=N2 TO 3:SOUND J,N0,N0,N0:NEXT J:GOES=GOES+N1:RETURN
2060  SOUND N2,N0,N0,N0:RETURN

2077  REM

2078  REM **** END OF GAME ****

2079  REM
2080  POSITION N0,10:? #N6;"    !end of game!     ":FOR DEL=N1 TO 180:NEXT DEL:POSITION N0,11
2100  IF NOPLY=N1 AND STOT<12 AND GOES>30 THEN ? #N6;"!   30  GOES ONLY   !":GOTO 2200
2120  IF NOPLY=N1 AND TOT=12 THEN ? #N6;" !COMPLETED ON!":GOTO 2200
2140  IF SC1>SC2 THEN ? #N6;"  !PLAYER 1 HAS WON! ":GOTO 2200
2160  IF SC1<SC2 THEN ? #N6;"  !PLAYER 2 HAS WON! ":GOTO 2200
2180  ? #N6;"        !A DRAW!      "
2200  FOR DEL=N1 TO 400:NEXT DEL:RETURN

2217  REM

2218  REM **** POINTS AWARDED ****

2219  REM
2220  IF NOPLY=N1 THEN RETURN
2240  IF MKR$(SQU,SQU)="z" OR MKR$(SQU,SQU)="!x!" THEN PTS=N1:RETURN
2260  IF MKR$(SQU,SQU)=":" OR MKR$(SQU,SQU)="!;!" THEN PTS=N2:RETURN
2280  IF MKR$(SQU,SQU)="!j!" OR MKR$(SQU,SQU)="Q" THEN PTS=3:RETURN

2337  REM

2338  REM **** MAIN PLAYFILED ****

2339  REM
2340  POKE 1714,160:POKE 1671,160:POSITION N0,N0:POKE 54286,192:POKE 512,214:POKE 513,6:? #N6;"[CLEAR]";
2360  ? #N6;"   hide and seek  "
2380  ? #N6;" &$,-$,-$,-$,-$,-$("
2400  ? #N6;" I ++ ++ ++ ++ ++ )"
2420  ? #N6;" ($!0$!0$!0$!0$!0$="
2440  ? #N6;" I ++ ++ ++ ++ ++ )"
2460  ? #N6;" ($!0$!0$!0$!0$!0$="
2480  ? #N6;" I ++ ++ ++ ++ ++ )"
2500  ? #N6;" ($!0$!0$!0$!0$!0$="
2520  ? #N6;" I ++ ++ ++ ++ ++ )"
2540  ? #N6;" '$./$./$./$./$)":RETURN

2557  REM

2558  REM **** MORE INITIALISATION AND VERTICAL BLANK ROUTINE ****

2559  REM
2560  DIM E$(42),HIDE$(25),MKR$(25):N1=1:NO=N1-N1:N2=N1+N1:N4=4:N6=N2+N4:N8=8:NOPLY=N2:JOY=N1:RETURN

2639  REM

2640  REM * DATA FOR DISP-LIST-INT *

2641  REM
2660  DATA 72,138,72,152,72,173,20,0,141,10,212,141,24,208,169,54,141,22,208,169,134,141,23,208
2680  DATA 104,168,104,170,104,64,64

2699  REM

2700  REM * DATA FOR CHARACTER SET *

2701  REM
2720  DATA 1,1,1,1,255,255,1,1,1
2740  DATA 3,128,128,128,255,255,128,128,128
2760  DATA 4,0,0,0,255,255,0,0,0
2780  DATA 5,192,192,192,192,192,192,192,192
2800  DATA 6,0,0,0,255,255,192,192,192
2820  DATA 7,192,192,192,255,255,0,0,0
2840  DATA 8,0,0,0,255,255,3,3,3
2860  DATA 9,3,3,3,255,255,0,0,0
2880  DATA 10,1,1,1,1,1,1,1,1
2900  DATA 11,128,128,128,128,128,128,128,128
2920  DATA 12,0,0,0,255,255,1,1,1
2940  DATA 13,0,0,0,255,255,128,128,128
```

hide and seek continues on page 54 ▶

```
2960  DATA 14,1,1,1,255,255,0,0,0
2980  DATA 15,128,128,128,255,255,0,0,0
3000  DATA 28,192,192,192,255,255,192,192,192
3020  DATA 29,3,3,3,255,255,3,3,3
3040  DATA 30,3,3,3,3,3,3,3,3
3060  DATA 26,60,126,219,255,255,195,126,60
3080  DATA 27,0,0,62,34,255,127,127,127
3100  DATA 56,36,36,60,24,24,60,36,36
3120  DATA 58,63,63,12,12,252,252,204,12
3140  DATA 42,0,102,126,102,126,102,126,102
3160  DATA 49,85,85,85,127,28,28,28,28
3180  RUN

3999  REM

4000  REM **** DATA FOR INITIALISATION ****

4001  REM
4020  DATA 104,201,2,208,53,104,133,204,104,133
4030  DATA 203,104,133,206,104,133,205,169,0,141,0
4040  DATA 210,141,2,210,141,1,210,141,3,210,141
4050  DATA 2,6,141,4,6,141,6,6,141,8,6,141,10,6
4060  DATA 141,12,6,160,80,162,6,169,7,32,92,228,96,0
4099  REM

4100  REM **** DATA FOR MAIN VBI ROUTINE ****

4101  REM
4120  DATA 169,64,133,16,141,14,210,234,234,234,238,6,6,238,8,6,174,6,6
4130  DATA 236,2,6,144,35,169,0,141,1,210,141,6,6
4140  DATA 238,10,6,172,10,6,177,203,141,0,210
4150  DATA 238,10,6,172,10,6,177,203,141,2,6,169
4160  DATA 166,141,1,210,174,8,6,236,4,6,144,53,169
4170  DATA 0,141,3,210,141,8,6,238,12,6,172,12,6
4180  DATA 177,205,141,2,210,238,12,6,172,12,6
4190  DATA 177,205,141,4,6,169,166,141,3,210,238
4200  DATA 12,6,174,12,6,224,25,144,11,169,0,141
4210  DATA 10,6,141,12,6,76,98,228,206,12,6,76,98,228,0

4999  REM

5000  REM **** DATA FOR MELODY ****

5001  REM
5020  DATA 0,45,8,47,4,53,8,57,4,60,8,64,4,68,8,72,4,81,4,72,4,68,4,72,8,81,4
5030  DATA 121,8,0,4,0,8,60,4,72,4,0,4,72,4,72,4,76,4,72,4,45,4,0,4,60,4,60,4
5040  DATA 0,4,72,4,68,8,68,4,68,8,60,4,53,20,68,4,81,4,0,4,81,4,81,4,85,4,81,4
5050  DATA 47,4,0,4,53,4,53,4,0,4,68,4,72,4,0,4,72,4,72,4,0,4,68,4,60,20,60,4
5060  DATA 72,4,0,4,72,4,72,4,76,4,72,4,35,4,0,4,45,4,45,4,0,4,60,4,64,4,0,4
5070  DATA 40,4,40,4,0,4,40,4,40,20,45,4,47,4,0,4,40,4,40,4,42,4,40,4
5080  DATA 53,4,0,4,40,4,40,4,42,4,40,4,60,4,0,4,64,4,60,4,0,4,64,4,60,12,60,12,0,0

5099  REM

5100  REM **** DATA FOR BASS ****

5101  REM
5120  DATA 0,182,8,193,4,217,8,230,4,243,8,255,4,136,8,144,4,162,4,144,4,136,4,144,8,162,4
5130  DATA 243,8,0,4,0,8,0,4,182,4,0,4,182,4,144,4,0,4,121,4,182,4,0,4,121,4,144,4,0,4,182,4,193,8
5140  DATA 182,4,162,8,182,4,193,8,217,4,243,8,68,4,243,4,0,4,136,4,121,4,0,4,136,4,162,4,0,4
5150  DATA 136,4,243,4,0,4,136,4,182,8,162,4,144,8,162,4,182,8,193,4,217,8,243,4
5160  DATA 182,4,0,4,144,4,121,4,0,4,144,4,182,4,0,4,144,4,121,4,0,4,144,4
5170  DATA 217,8,193,4,182,8,193,4,217,8,243,4,128,8,144,4,162,4,0,4,121,4,162,4
5180  DATA 0,4,193,4,162,4,0,4,182,4,162,4,0,4,128,4,243,4,0,4,162,4,243,4,0,4
5190  DATA 162,4,243,8,0,4,193,4,0,4,0,4,0,0
```



HIDE AND SEEK



COMPUTER +VIDEO GAMES

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

NOW FOR **AMSTRAD** TOO!

Titles available NOW!

	AMSTRAD CASSETTE	AMSTRAD DISK	ATARI DISK	CBM 64 CASSETTE	CBM 64 DISK	SPECTRUM CASSETTE
Winter Games		★		★	★	★
Summer Games II				★	★	
Summer Games I				★	★	
Impossible Mission				★	★	★
Pitstop II				★	★	
Breakdance				★	★	

Spectrum versions £7.95

You've captured the gold in Summer Games™ and Summer Games II ™ — 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**

U.S. GOLD
Available from American Software

EPYX™
COMPUTER SOFTWARE

ATARI
400/800/XL/XE
48K

ELEKTRA GLIDE

CBM
64/128

Cassette £8.95 Disk £12.95

RELEASE DATE COMMODORE VERSION Jan. 2nd 1986

ENGLISH SOFTWARE™ ENGLISH SOFTWARE™ ENGLISH SOFTWARE™ ENGLISH SOFTWARE™ ENGLISH SOFTWARE™

1 North Parade, Parsonage Gardens, Manchester M60 1BX Tel: 061-835 1358

Cassette £8.95 Disk £12.95

CBM 64/128

ATARI 400/800/XL/XE - 48K

MEDIATOR

Available from all good software retailers, or POST FREE from English Software.

NAME _____

ADDRESS _____

_____

_____

GAME(S) _____ CASSETTE ☐ DISK ☐

COMPUTER _____

I enclose Cheque/P.O. _____

MOVIE

COMPETITION

COMPETITION

Computer + Video Games in association with Imagine Software proudly presents a computer screen spectacular — MOVIE: The Competition.

THRILL to the drama of this detective movie game. GASP at the AMAZING prizes. Don't miss out on the chance of winning this ALL-ACTION game. WONDER at this EPIC production.

Scene One: The dingy basement hideout of the notorious C + VG gang. Two shabby figures, their faces illuminated by the unhealthy glow of a naked electric light bulb, whisper furtively with each other.

Lights. Camera. Action!

"Okay, Fingers, where's de loot!"

"What loot, boss?"

"The competition prize, you great idiot. The copies of Imagine's Movie game — 25 for the Spectrum and 25 for the Amstrad."

"Er, yer. Don't worry, boss, I got 'em stashed away safe and sound. When do we unload the gear?"

"That depends on the readers, Fingers. They've got to move real quick to get in on our great competition caper."

"What have they got to do, Boss?"

"Dat's easy, Fingers. All they've gotta do is answer our questions on famous detectives and detective movies. Read these questions out, Fingers."

"Okay, Boss, here goes.

"Question one: Who created the famous crime-busting duo of Sherlock Holmes and Doctor Watson?"

Answer: _____

"Question two: Harrison Ford played a futuristic detective in the film Bladerunner. What was the character's name?"

Answer: _____

"Question three: Which actor starred in these three films — Casablanca, The Maltese Falcon and The Big Sleep?"

Answer: _____

"Question four: Agatha Christie created two of the most famous detectives ever. Name them."

Answer: _____

"Weil done, Fingers. I didn't know you could read."

"I can't, Boss."

Send your entries, with the printed coupon, to Movie Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date is March 16th and the editor's decision is final.

C + VG/MOVIE Competition

Name_____

Address_____

_____

_____

Please tick which computer you own.

☐ Spectrum ☐ Amstrad

MAX HEADROOM

What I want to know is...

...why would anyone play anything else?

Available for the Commodore 64, Spectrum and Amstrad at a recommended retail price of **£9.95.**

QUICKSILVA

The most powerful games in the Universe

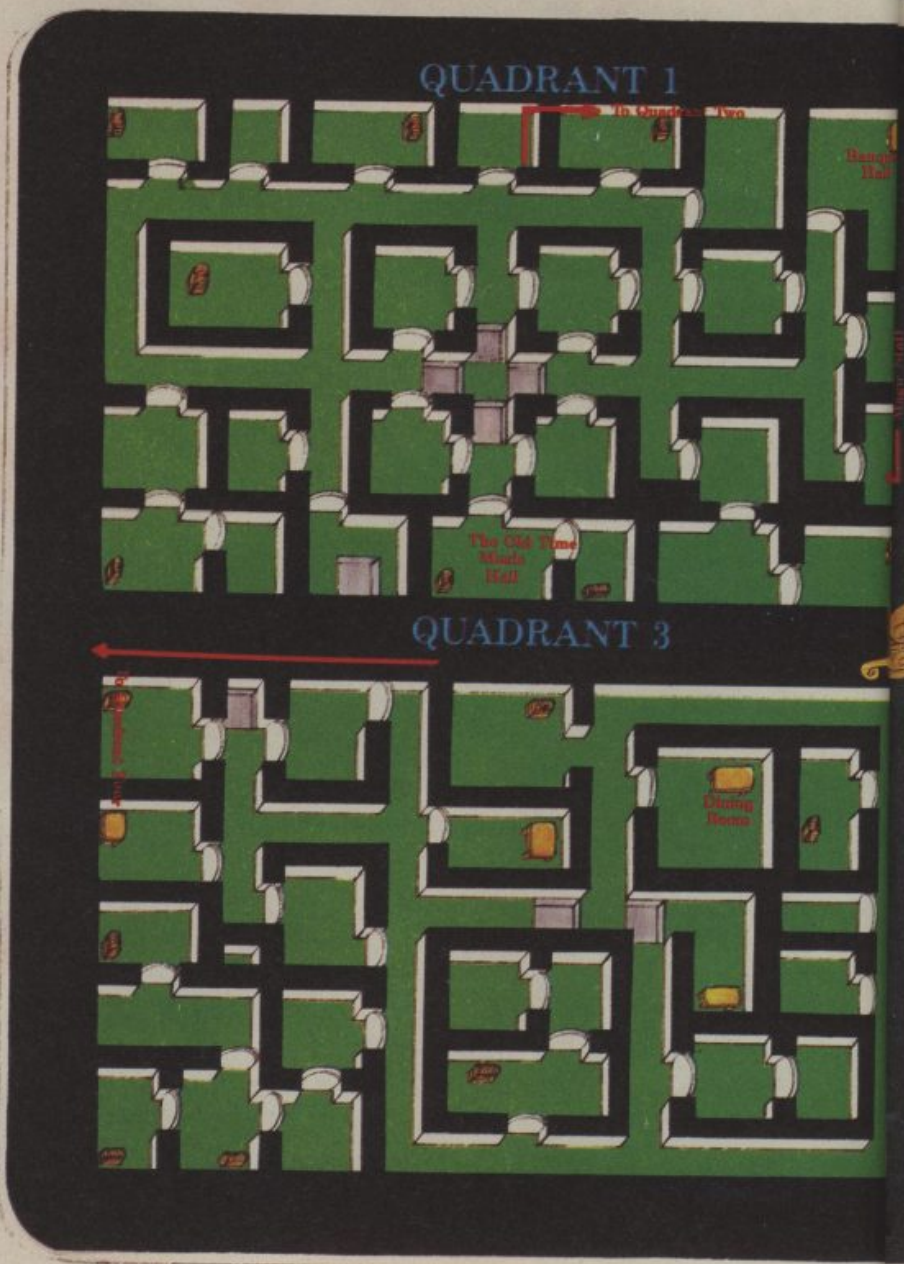
Quicksilva Ltd.,
Liberty House,
222 Regent Street,
London W1R 7DB.

01-439 0666

© Chrysalis Visual Programming Ltd.

C+VG MAP

SWORDS



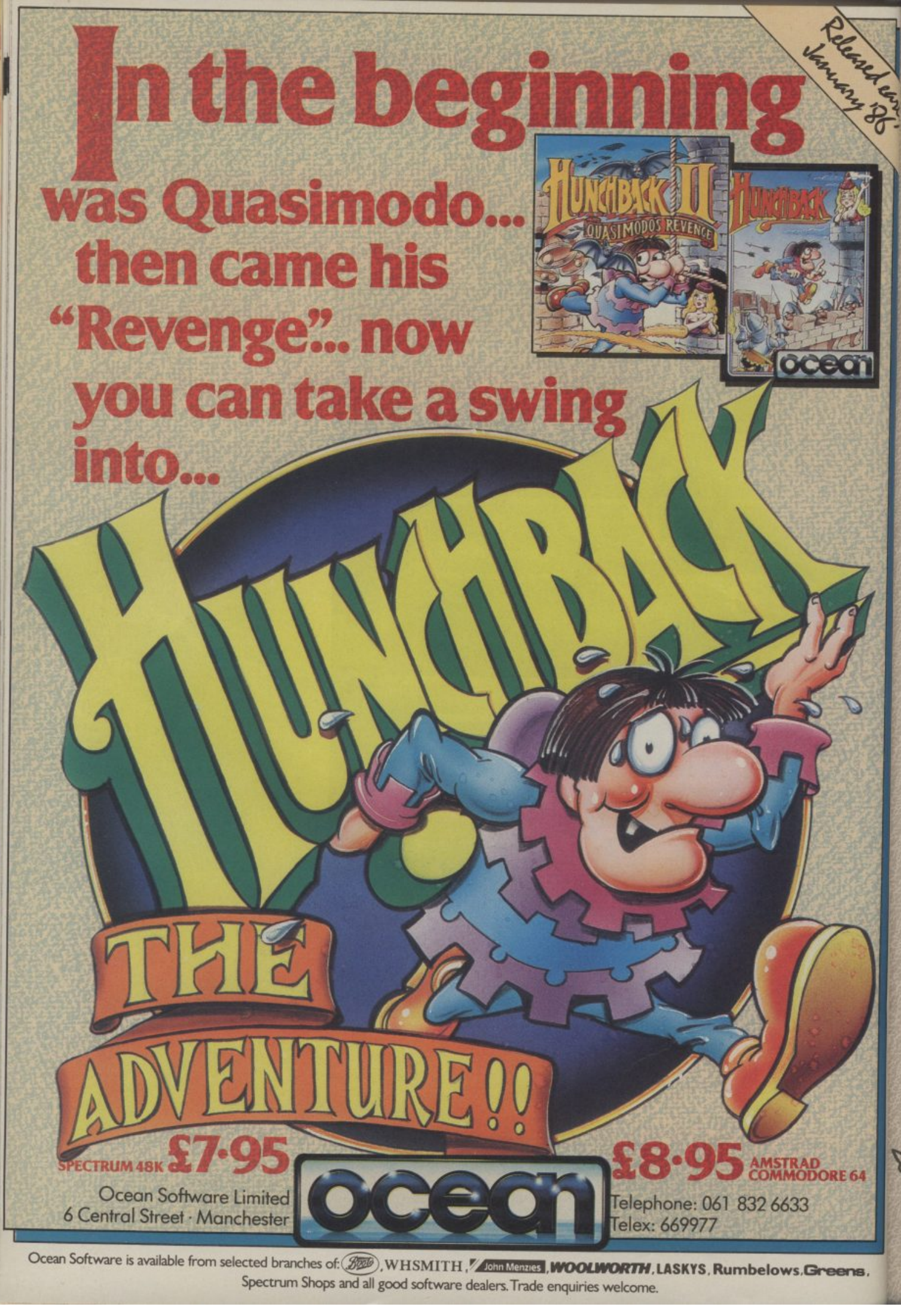
Swords and Sorcery is the ultimate computer simulation of the classic Dungeons and Dragons role playing game. It was our Game of the Month in January and is bound to become one of the most popular games of all time. There are more *S&S* modules to come from the programmer MIKE SIMPSON but here we bring you a look at the map of the first level — plus hints and tips from the man who wrote the game. You demanded it — *C+VG* is proud to present it!

Lev

s & Sorcery

The Hints and Tips for the Swords and Sorcery Map begin on page 77.

evel 1


In the beginning
was Quasimodo...
then came his
"Revenge"... now
you can take a swing
into...
HUNCHBACK
THE
ADVENTURE!!
SPECTRUM 48K £7·95
£8·95 AMSTRAD COMMODORE 64
Ocean Software Limited
6 Central Street · Manchester
ocean
Telephone: 061 832 6633
Telex: 669977
Ocean Software is available from selected branches of: Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens,
Spectrum Shops and all good software dealers. Trade enquiries welcome.

SWORD & SORCERY HINTS & TIPS

As with all role playing games, whilst there may be specific tasks to complete, the true aim of the player is to create a super character.

In level one of the game it is easier and quicker to practice magic and build up a high degree of skill, but this makes your character very vulnerable in close combat situations.

There has been a lot of disagreement over what type of character is best for *S+S*. It is generally agreed that it is easier to finish with a Magic User, harder with a fighter and harder still with an unarmed combat specialist. But this last style of character is the most powerful.

One of the most important things you must do in order to finish level one of *S+S* is to conserve your food supply. Buy as much food as possible in the beginning as the other useful items (e.g. armour/weapons) are relatively easy to find throughout the game, whilst food is scarce in quadrants two, three and four.

MOVING

- Keep your thievish skill high and you will detect pits. To do this, avoid smashing chests and try to pick the locks. Smashing them open will increase your strength however.
- Minefields. You can tell where they are because they go "BANG" when you stand on them. They will reduce your magic and strength statistics. You can't jump over minefields but can minimise the damage they cause by running through them.
- Menu Control. Always set up your actions before opening a door. If you want to start talking to monsters, select FRIENDLY GREETING and be ready on the select button (nine) as you walk through the doorway.

MAGIC

- The Magic Staff boosts your magical powers and gives you extra spells. It only works if your magic strength is greater than your fighting strength *and* you are holding the staff. Just handling it can be fatal if you are predominantly a fighting character. Using the Magic Staff will kill any monster in front of you but will permanently cripple you in terms of magic power. Subsequent USES will kill you – and worse!
- The Pendant of Protection. Wearing this will protect you from paralysis spells.
- The Magic Sword. Gives a general bonus in combat, but more especially allows you to kill the Magic User who is immune to normal weapons – eg. the monster in the Old Time Music Hall.
- The Ring of Jumping. This is essential to get through quadrant three. Two rings are even better than one. You have increased jumping skills whilst wearing the ring.

WHERE TO GO AND WHAT TO DO WHEN YOU GET THERE

1. There are four parts of the lost armour of Zob to be collected in level one. Sabatons (foot armour) and two Greaves (leg armour).
2. You need three keys to open the exit.
3. Take the cups to the Banquet Hall and get a magical reward.
4. Get the first part of Zob's armour from the Music Hall. But note that the monster is *very* difficult – immune to firebolts and weapons damage.
5. If you are carrying quest armour parts, the monsters are more hostile.
6. Get the monsters to hit you first in melee. Every time you start a battle your villainy status is increased. Every time a monster starts one it is decreased. Villainy adds to the monster's hostility. If you started the last melee, the monsters get angrier.
7. If you get into conversation, monsters become more courageous.
8. If you are blinded, their courage and hostility both increase sharply. Similarly, but less so, if you are paralysed.
9. If you are wounded, they become more courageous, but may be less hostile.
10. Try using the book in room eight.

MELEE

- If on hitting a monster "EFFECT RESISTED" appears, then it is immune to blows from the weapon you are using. Try something else.
- For every three monsters you kill, one point will be added to your fighting or magic skill level depending on which menu you used prior to the monster's death.
- If you want to improve your fighting skill, don't sit through MELEE. Reselect your attack occasionally.
- A few points of unarmed combat skill gets you the defence dodge.
- Some examples of attack v. defence results:

DODGE – stops LUNGE
SHIELD – sometimes stops HACK, LUNGE.
STAND – is not a good defence
ATTACK – does not stop an attack, but damage done to the defender is also taken by the attacker.
HACK – slays outright a RETREATING foe.
PUNCH – is good against most defences but does less damage until your unarmed combat skill is very good in which case the MAIM result will begin to appear.

Other attacks and defences it is possible to get are: bite, kick, thrust, parry, grapple, block.

The monsters choose their attack and defences well. Learn from them. You can change yours after they have chosen.

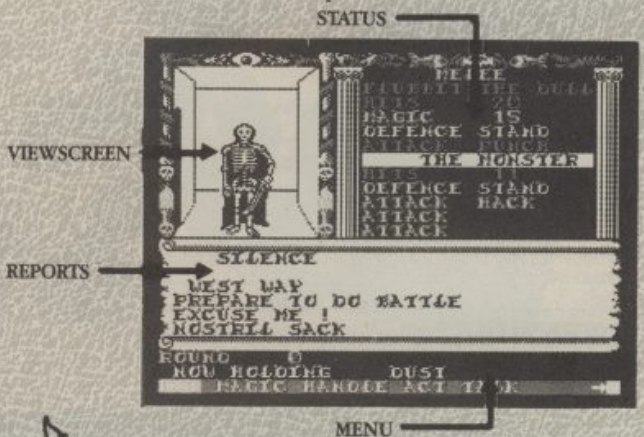
CONVERSATION

- Always greet a monster if you want to talk.
- Monsters which grunt can be bribed with food.
- Bribe a monster or COMMAND it to surrender before trying to get it to give information.
- Use the monsters' EVALUATE THIS response to help identify magical items.
- If you never BRIBE monsters, they will never have anything to give.
- To get a monster to surrender, you must cut down its courage. Threats and boasts are good for this. However, if you make it too angry it will attack, so it must be pacified from time to time.

START UP SEQUENCE

The effect of practicing with each of the masters is as follows:

YAMA: Gives you 99 lives. This is essential. Only the first day of practice does anything.
BOG: Improves your sword fighting skills.
SCRAG: Improves your spear fighting ability.
GROL: Improves your staff fighting abilities.
IVA VESTOV: Improves your strength, damage and carrying capacity.
VILLA: Improves your thievish skills; disarming, picking locks etc.
JACK: Improves your jumping ability.
GRIEVES: Decreases your initial villainy statistic. This improves monster reactions towards you. Only works once.
ISCATH: Improves your unarmed combat abilities.
VERNA: Adds one to your initial hit points.



C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of *C+VG*. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?
Comment _____

NEWS/HOT GOSSIP

What do you think of the news and Hot Gossip?
Comment _____

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO
Comment _____

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful? YES/NO
Comment _____

IDEAS CENTRAL

Are the hints, tips and pokes useful? YES/NO
Comment _____

LISTINGS

Are the program listings interesting to you? YES/NO
Comment _____

ARCADE ACTION

Do you like Arcade Action? YES/NO
Should it be longer? YES/NO
Comment _____

ADVENTURE

What do you think of the Adventure pages?
Comment _____

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO
Comment _____

MAILBAG/PEN PALS

Should more letters be printed? YES/NO
Are those that are printed interesting? YES/NO
Comment _____

HOT SHOTS/HALL OF FAME

Could these two features be improved YES/NO
Comment _____

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.
Do you enjoy these? YES/NO
Do they have a place in a computer magazine? YES/NO
What other sort of features would you like to read? _____

MAPS

Are these useful? YES/NO
Comment _____

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO
Comment _____

Is there anything you would like to see in the magazine that isn't in now? _____

What other computer magazines do you read? _____

Besides computer games, what other hobbies or interest do you have?

Name _____ Age _____
Address _____

C+VG SURVEY C+VG SURVEY C+VG SURVEY C+VG SURVEY

Does your micro answer back?

- Does your micro chat to 70,000 people across the UK?
- Can your micro interview pop stars, hackers and doyennes of the computer industry?
- Can your micro provide the answer to your technical and software problems?
- Could your micro send and receive telex's worldwide?
- Does your micro do your shopping for you—and have it delivered to your door?
- Is your micro an answering machine, delivering your private mail whenever you log-on?

NO?.....Shame!

Bring your micro to life!

Micronet 800

Micronet 800
8 Herbal Hill, London EC1R 5EJ
Telephone: 01-278 3143

To: Micronet 800, 8 Herbal Hill, London EC1
Please send me a brochure on Micronet 800

Name_____

Address_____

_____

_____ Telephone No_____

Age_____ Micro_____

CVG March '86

PSI WARRIOR
HE'S COMING OUT OF IT, SIR...
THANK GOD! YOU'RE ALRIGHT, YOU'VE BEEN IN A COMA FOR OVER A MONTH! YOU'RE LUCKY TO BE ALIVE...
BUT WHAT HAPPENED?
SUIT
IT SEEMS THAT OVER THE MONTHS YOUR BODY HAS BEEN ABSORBING PSI ENERGY THROUGH YOUR SUIT, WHEN YOU SAW BELLOW ABOUT TO DIE, THE CRISIS TRIGGERED ITS RELEASE... BUT... IF IT SHOULD HAPPEN AGAIN, TYR, THE STRAIN ON YOUR CENTRAL NERVOUS SYSTEM WOULD... KILL YOU... I'M SORRY...
PSI WARRIOR IS FINISHED!
I MAY BE FINISHED, DOC... BUT THERE IS STILL A JOB TO BE DONE, AND WE'LL FIND THE PEOPLE TO DO IT, THE SPIRIT OF PSI WARRIOR WILL LIVE ON!
PTOOO!
THE END.

Don't miss the BIG Atari event of 1986!

ATARI COMPUTER SHOW

For the first time Atari UK and all the major suppliers of Atari hardware and software are pulling out all the stops to make the first-ever Atari Computer Show the top event of the year.

Everyone who's anyone in the Atari world will be there. Already many third-party suppliers are planning to use the show as a launching pad for products still on the drawing board.

If you're a long-standing Atari user the show will bring you right up to date on all the exciting developments now taking place in the ever-expanding Atari world.

And if you're one of the many thousands of newcomers to Atari computing it will open your eyes to the vast selection of Atari hardware and software that is now available for the whole Atari range.

It's a show you cannot afford to miss!

Champagne Suite, Novotel, Hammersmith, London W6

'The Atari Computer Show will be a shop window for Britain and something that not even our American cousins have achieved'. – ***Mike Reynolds, Sales Director, Software Express.***

'It will provide us with an opportunity to show the Atari consumer just how much good software there is in the marketplace'. – ***Tony Deane, Marketing Director, Silica Shop.***

'There will be an exciting range of new products on display at the show'. – ***Rob Harding, Sales Manager, Atari UK.***

Save £1 a head – and miss the queues! – by sending for your tickets now!

Please supply:

☐ Adult tickets at £2 (save £1) ..... £ ____

☐ Under 16s tickets at £1 (save £1) ..... £ ____

Total £ ____

☐ Cheque enclosed made payable to Database Publications Ltd.

☐ Please debit my credit card account

Access ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Visa ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Admission at door: £3 (adults). £2 (under 16s)

ATARI COMPUTER SHOW

Advance ticket order

Post to: ***Atari Show Tickets, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.***

Name .....

Address .....

.....

..... Signed .....

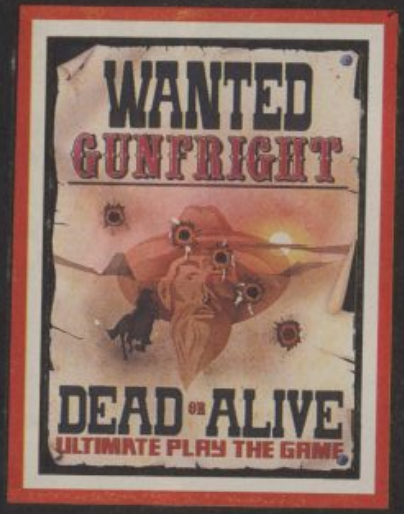
PHONE ORDERS: RING SHOW HOTLINE: 061-480 0171

Please quote credit card number and full address. **CVG 3**

ULTIMATE
PLAY THE GAME

48K SINCLAIR SPECTRUM/AMSTRAD

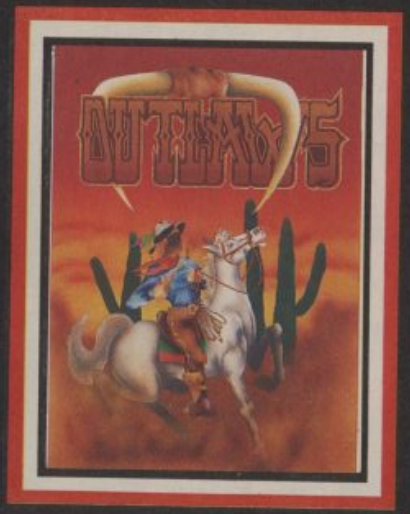
48K SINCLAIR SPECTRUM
AMSTRAD



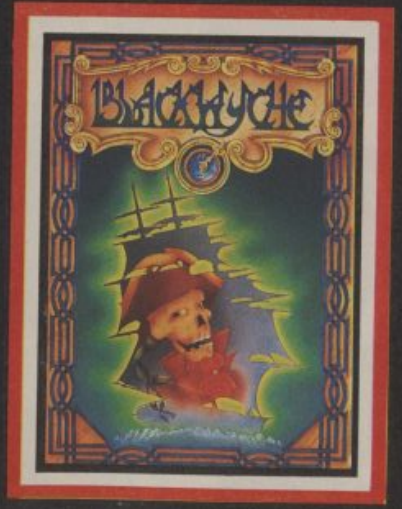
48K SINCLAIR SPECTRUM
AMSTRAD

COMMODORE 64

COMMODORE 64



COMMODORE 64



COMMODORE 64

"CYBERUN", "GUNFRIGHT", "PENTAGRAM", "DRAGONSKULLE", "OUTLAWS", "BLACKWYCHE", "ENTOMBED" recommended retail price £9.95 inc VAT. Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&P are included) Tel: 0530 411485

C+VG

ADVENTURE NEWS

DAN DARE

A few months ago I descended from the lofty heights of the Penthouse, to the arcade menagerie where the zap 'em games are tested, and everyone walks round with a twitch, and my eyes were caught by a front cover. Not an ordinary front cover, but an original drawing, much larger than the printed version that ends up in **C+VG.**

"Dan Dare!" I gasped, and suddenly memories of yesteryear came flooding back. "But why didn't Frank Hampson draw it?" I asked the Ed, instantly recognising that it was not the work of Dan's creator, the best comic strip artist of all time.

It was then that I learned of Frank's death last July. I was saddened, for when I was a kid, Frank Hampson was my hero.

I was never good at getting up in the morning, but Fridays were different. I couldn't wait for the paper boy to call. I'd race up the road before breakfast to get the latest issue of *Eagle,* to read the greatest adventure strip ever — *Dan Dare, Pilot of the Future.*

Father Christmas obviously has a long memory, for what should turn up in my stocking, but a quality paperback entitled **The Man Who Drew Tomorrow.** In it was the full story of Frank Hampson, and the work that went into Dan Dare, together with beautifully reproduced examples of artwork from the strip.

After reading it, I dug out all my old Dan Dare pages (1950 to 1955) and relived the story of the successes, problems, sickness, and turmoil of the team behind them, as described in the book.

The Man Who Drew Tomorrow tells the incredible story of how Frank got together a studio team of eight artists, who worked round the clock to beat the *Eagle* deadlines. Full scale models were built to ensure continuity and consistency in the drawings of buildings and weapons from whatever angle they were drawn, and the artists used to pose for photos, to check against the drawings for lighting effects and the realism of postures.

It is also the story of how, after happier days with Hulton Press, big business takeovers finally caused Dan's death at the hands of IPC. The copyright of Frank's own creation has for many years been held by IPC, who allowed others to profit from spin-offs.

Frank himself was only permitted to draw the likeness of Dan in portrait form.

And yet not only did Frank draw and devise the original storylines, he WAS Dan, just as his father was Sir Hubert Guest. They actually used to model for photographs so artists could get an authentic feel for their characters.

In the mid-seventies Frank Hampson was honoured with an Ally Sloper award as the creator of the best Adventure strip.

If you want to know what the best ever comic that carried it was like, and could have still been, then this book will transport you back to the fifties, when it all happened.

The Man Who Drew Tomorrow is by Alastair Crompton, and published by Who Dares Publishing, priced £9.95.

TIR NA NOG

In December, reader Dave Parkes wrote with a burning question about the origins of the game **Tir Na Nog.** Was it based on **Pooka's Bridge** by Gillian Fitzgerald, he asked? Eddie Ceoasdell of Tallaght, Co. Dublin, and Colm Buckley of Ballsbridge, Dublin, two of our many Irish readers, replied independently, revealing the likely links between the book and the game, and their story gives readers a brief insight into ancient Irish legend ...

Tir Na Nog is not based on the works of Gillian Fitzgerald, but on ancient Irish legends. Properly written 'Tir na N'og' and pronounced 'Teer Nah Nogue', the words are actually Irish Gaelic for "The Land of the Young", an island to the west where people are said to be eternally young.

Cuchulainn ('hound of Cuchulainn' in Gaelic) was the mythical hero of the Leinster army, and was supposed to have lived around 100 BC. His exploits feature in the old myth "Tain Bo Cuailgne". The "Sidhe" (in Irish legends the "Daoine saoidh" from Deeny Shee) are the fairy population of the countryside.

So there's the answer.

INFOCOM GETS LITERATE

Two Stone Lions quietly stand guard over a massive edifice. A building possessing vast knowledge and the wisdom of ages. No, it's not some mysterious temple hidden in a foreboding jungle, but the impressive New York Public Library overlooking Fifth Avenue in Manhatten, *writes C+VG's Stateside spy Marshal M. Rosenthal.*

Walking inside, confronted by countless rooms brimming with ancient manuscripts and texts of forgotten lore; a growing sense of awe is born, awe for the printed word. What better place for Infocom to introduce its newest, most literate adventure?

Amidst quiet walls of dark wood, *A Mind Forever Voyaging* is ushered in. *MFV* is the first in the new Interactive Plus series from Infocom, featuring an expanded 1700 word parser (indicating its understanding of words and sentences). A price is exacted though, as MFV requires 128k of memory. But in return you get a varied game.

You are PRISM, the first truly self-aware computer of 2031 AD. You have been deceived until now into thinking you were human, when actually all you have known and experienced has just been constructions of your memory bank.

You have been given this "humanity" for a reason. The United States of North America is in turmoil. A plan for staving off eventual disaster has been advanced, but will it work? Through the use of a simulation mode, you will enter a future which has undergone the "plan", and check out how such a system will affect the future.

AMFV is a game of discovery — not just solving riddles and overcoming problems. Part of the fun is in interacting with this new world and finding out more about it.

MAILBAG

Dear Keith,
I'm afraid I have collected a lot of impassable problems, well, impassable for mere mortals like me, but not for mighty wizards like yourself.

The Hulk has shut his eyes, has wax in his ears, is holding his nose, and has ants crawling all over him. What can he do now?

The reporter in **Munroe Manor** has both keys but still can't open the wardrobe.

Then there's this fellow trapped in the treasure room of **Castle of Terror,** but can't remember noticing a flint anywhere.

Macbeth wrote off to Creative Sparks for a clue sheet to get him out of the coffin — that didn't help as their clues are worse than yours (woops, sorry!).

Talking of **Macbeth,** I was sure it had died a death until I read in the Dec *C+VG* of someone who had problems, so someone, at least, is obviously still playing it.

K.G. Taylor,
Brecon.

Keith: Take the ants to the mill, get them to examine the barrel, and use the flint to pick the wardrobe lock, thus releasing Macbeth who only THINKS it's a coffin he's in! Seriously though, there are more clues on page 71.

Dear Fascist bully-boy,
I've never sent you a letter before, but I now feel I must. Why? Well, it's winter, and I would like a **C+VG** t-shirt to keep me warm (size small). Not only that, I would like to comment on the Helpline. The reviews were good, and the Adventure Mailbag was an interesting feature. Now for the bad points!

- The adventure tips were just a load of old tips which had been published before, and had been revamped for this edition.
- I assume **C+VG** is, as the name suggests, a computer mag. Why, then, are we subjected to such horrifying pictures as those of the Helpline team? Are you about to change to Creepy & Virulent monthly? I suggest you all pop down to Tesco's and buy some brown paper bags, then the unsuspecting public will be safe from such gruesome graphics!

Michael Pendry,
Gwent.

Keith: You didn't study the pages XXII and XXIII enough, Michael! The new tips were headed CLUES and appeared on page XXII, whilst the column headed TIPS clearly stated that these were a collection of all tips since last March, and they were continued overleaf.

C+VG

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.

HELP

CRINGING CRIES OF HELP!!

Winter is no time to linger on the beach, but Mark Evans of Monmouth is doing just that — in fact he's stuck there! Can anyone lead him inland in the **Emerald Isle?**

Christopher Waite of Chelmsford is stuck on a German hillside in **Eureka** — he wants to answer the resistance but doesn't know how. So he popped into the café to think it over, and he's at a complete loss there, too!

Dave Walsh is feeling the heat in **The Inferno.** He's tried digging, but that doesn't seem to help, and he's a bit put out by Virgil, who hasn't shown up in two months, despite promises. Dave's tried reading the paper, but that is in a foreign language he can't understand, so who can offer help or a translation!

The Sandman Cometh is a great game that all adventurers should have in their collection, reckons Mick Braham of Letchworth. It's a shame that not many have even heard of it, he says. His problem is to find the password that will get him past the boulder on the planet.

Mrs McKinnell of Sheerness is nearing the end of **Fourth Protocol.** I have tended to fight shy of giving clues about this game, as the format doesn't lend itself to short sharp tips. Clues tend to read as strategy lists.

However, Mrs McKinnell is in need, now, of a few short snappy answers! What proof do you have? She thinks: Tapes, Voice prints, Finger prints. Where did it happen? Mrs K thinks: Pizzahouse. How was traitor recruited? Mrs. K Thinks: False flag, blackmail! Is she right? What does SVETOFOR mean? she pleads, dying to get into the second part of the game!

Heroes of Karn has survived well, and continues to get mentioned in the mail. Although the database is fairly brimming with clues, one missing answer has been highlighted recently, by the popularity of the question: "Where on earth is Khadim?"

Tim Huckle of Bedford has also caused some embarrassment by asking an unanswerable question. How should he deal with the butler, and how can buy a house in **Hampstead?**

Having said I'd not heard of **The Moreby Jewels.** Andrew Lamb of Blyth in Northumberland has enlightened me. It is a Quilled adventure by Double Play and in answer to Beryl sharp's question, the THING in the letter box is nothing as sinister as she thought. It is merely an envelope, which when opened will reveal.... "Incidentally," asks Andrew, "does anybody know how to get into the pub opposite the house?"

Paul Gilbert finds many places in **Tylon's Castle** in darkness, and has, to date, been able to secure a source of light. "Is the crystal useful, and why does it only glow in certain places?" he asks.

Paul is also puzzling over **Ashkeron.** How can he lift the lid of the Shield Bearer's tomb, and what must he do to get the floating orb?

Who plays adventure on an IBM PC? You do? Good, your help is needed with **Adventure in Silesia** where Alexander Irwin cannot get past the snake! Send word to the Helpline if you know the answer!

Beware! There is an ape at large in the form of Ian McMahon of Lisburn. Ian is gibbering with frustration at not being able to revert to human form, in **Witch's Cauldron.** Any help to get him out of this predicament, or to open the south door or trapdoor in the strange room, will bring relief all round in the Monkey House!

Finally, what should **Denis** player Nigel Thompson of Haynes, give Norman Fowler, folks? I know what I would give him — a UB40, a 1966 birth certificate, and some seedy digs in a holiday resort!

DOUBLE, DOUBLE, TOIL AND TROUBLE!!

This month sees a letter from a **Macbeth** fan from Brecon, who, not having seen mention of the game for months, thought the game had died a death.

Adventures have a long life, and **Macbeth**, being rather heavier than most, it seems that it has taken until this time for the problems from the serious players to reach the Ideas Corps Penthouse in numbers

Meanwhile, many have given up, so with the hope of clues that might be forthcoming as a result of these pleas, perhaps those who fell by the wayside may be encouraged to try again!

Michael Spiteri of Seasford in Victoria, Australia, has only just finished the first part, and has not given up! Finished, that is, except for the question at the end: "How can you describe today's events in three words?" Has anyone a succinct answer? Perhaps from Michael's point of view, LOAD, SAVE, RESTORE, might be apt!

It is quite likely that Anne Stevens of Kensal Rise might be able to help Michael, for she is into the third section. However, she can't get out! Anne's main problem lies in the screen where the key is hidden as part of the bridge and skyline, with an indefinable 'something' near a man lying in the foreground. Assuming that these objects bear some relation to the game, Anne is unable to find the correct vocabulary to decipher what they are. She therefore cannot get out of the screen, as none of the other objects depicted are actually recognised by the program.

In the lead so far, Mrs. Quinn of Tottenham, who uncovers the secret of the cat and thumb in the Adventure Clues section. "Can anybody shed some 'light' on Macbeth 4? With this "in hand" I think I could "do it". If I could find the coffer, too!" she cries, adding: "I just love the Adventure section. More, more and MORE please!" And I just love letters like yours, Mrs Quinn. More coming up in a month's time!

ADVENTURE CHAT

John McCann of Lisburn has been playing **Red Moon**, and he is indignant! "Your column indicated that Level 9 write the best adventure games going, with hundreds of graphical locations, and people taking years to finish them.

"Four days and 989/1000 later I am disgusted. They tell you to save your position regularly, and then take a point off you every time you do! So to get 1000/1000 you have to play the game in one go!"

I suppose that is the ultimate challenge once you know the solution! Not all adventure players like every game on the market, John, even every good game! It's all a matter of taste, so perhaps Level 9 Adventures are just not for you.

Crossing the road is a tricky business for drinkers, as many players of **Pub Quest** will know.

ADVENTURE CLUES

FOURTH PROTOCOL:

Nato Documents: CENCOM contains the file TELEPHONE which lists three telephone numbers. Blenheim computer 04382731. Medical security 12888989. Sir Anthony Plumb 12377563. The last of these is only to be used when you know ALL the details about the traitor and his contact. You will lose prestige points if you phone before you have this information.

SPIDERMAN:

How to get yet more Gems. If you can't see through the illusion, try feeling it! To defeat Electro get Doc Ock's arm and hit him with it.

HULK:

Carry them!

MYSTERY OF MUNROE MANOR:

Carry only the brass key to unlock the wardrobe.

CASTLE OF TERROR:

Examine the barrel outside the mill! If you find nothing, examine the other one!

ERIK THE VIKING:

The cauldron should be emptied.

WARLORD:

Throw the urn into the fire for a victory over Fomorians.

SORCEROR OF CLAYMORGUE CASTLE:

Examine the crate — it contains something really useful. Either drop it from a great height or use the permiability spell to enter.

WIZARD OF AKYRZ:

The bridge problem. Put the chicken in the treasure store. Take the corn and fox over the bridge one at a time. Move the rock and retrieve the chicken when you have gone down the path.

MACBETH:

Climb into the sieve before giving the thumb to the Manx cat.

MAGICIAN'S BALL:

You can't get through the garden gate until after you have killed the Magician.

JEWELS OF BABYLON:

The watch is at Wrecker's Cove.

PIRATE ADVENTURE

Under a field in a pit.

INCA CURSE:

To enter the temple, strip a branch and use it to break the latch. Climb, and rock the padlock!

MAGICIANS BALL:

To cross the bridge get the tree to kill the goblin. But the first thing to say to the tree is: TAKE ME. The key to the wooden door is the golden mouse.

BORED OF THE RINGS:

To get past the Morona Gate drop something that'll make you sneeze. To open the box you'll need something sharp.

WIZARD & PRINCESS:

There's a bit of Hocus Focus in crossing the chasm — merge two notes together for the clue. One is found in the hole. To leave an island, drink parrot's brew. With the bird, rub the ring. Do to frogs the princely thing. Make sure you have the sapphire ring and go up the tower until you find a wizard raven. Wear and rub the ring.

SNOWBALL:

Don't waste time pushing too many buttons. Remember the *Voodoo Castle* lines about making a stand around the coffin. Get up there quickly and you're safe for a bit! The screen — that's a blinking hard problem. Carry the aerosol in the tghtly closed box. Open it when confronted by the Waldroid.

MAFIA CONTRACT:

Dying for a drink? Exchange a paper for a tramp's meths!

Along with others, Steve Smith of Knaith Park in Lincolnshire wrote with the answer.

But alas, in solving the game, Steve lost a friend... "Before you ask, yes, I have finished it. It took me two weeks using my friend's copy. You should have seen him — he was livid! He had been at it for three months, and he doesn't even talk to me now!"

So come on, Steve's friend, don't take it so badly! Just remember — I have the Coppins factor to put up with!

That a large number of people wrote with advice on the temple problem in **Inca Curse** was not amazing. What was amazing, was how many people, like me, had a good idea, but couldn't be too sure of exactly how they did it. It was so long ago, that veteran players had forgotten!

Adrian Martin of Milford Haven, and Thomas Potbury of Tunbridge Wells were the first off the mark with a definite answer, and it is with their help that the clue appears this month!

Adventure problems unsolved are never forgotten... Barnaby Mason sold His Vic-20 and his copy of **The Count** that went with it, but is STILL curious to know how to kill Drac — even though he has now lost the chance of trying!

"I was standing there by the open coffin..." he wrote. Not only that, but his Mum has had a few sleepless nights, too! Barnaby's Mum asked him to ask me where the second treasure in Pirate's Cove was hidden — she never did find it! Look in the clues section, Barnaby's mum!

Just because they have sold the Vic doesn't mean they will be giving up adventure. They are awaiting delivery of a 64 — and that will open up a whole new field of adventuring!

CHEAT'S CORNER

Causing a program to go into error can often cause execution to cease, and allow naughty things to be done to the code, still in memory. A method I sometimes try is to type in as long a text string as I can, hoping for an "Out of String Space" or "Out of Memory" error. From Steven Lee of Guildford, comes a novel way of using this error-inducing technique, to list the whole Ring of Power program, which, says Steven, is written entirely in basic.

First enter SAVE, and then type in '2' for disk. Enter a filename, press RETURN, and if you haven't got a disk drive connected, a "Device not present" error will occur, throwing the whole program wide open."

ADVENTURE FUNNIES

"Try typing something rude in **The Pay Off**" suggests Guy Coleman of London E15.

It took me a long while asking around to discover a rude word, but eventually I learned one by asking the Ideas Corporation's Chief Accountant for my monthly cheque.

Trying this out in **The Pay Off**, I got the reply "I have a limited vocabulary, and, so it seems, do you! One minute in the Sin Bin". The screen went blank, and I had to wait for the game to return a minute later! (I still haven't got the cheque...)

"Have you ever seen anything like that before?" asked Guy, signing off: "Keep drinking the Perrier!"

ADVENTURE CLUES

Giving a helping hand with the clues this month, were: Steven Vickers, Carshalton; Mrs. A. Quinn, Tottenham; Guy Coleman of London E15; Alex Rahim, Harrow; and Adrian Martin, Milford Haven.

Written any good programs lately?

Micronet 800 are currently looking for good quality Commodore 64, Spectrum, BBC or Amstrad programs to load onto our mainframes and offer direct to our thousands of members.

If you're a talented programmer, you'll earn a substantial fee, or top royalties, as well as seeing your 'name in lights' across the Micronet database!

We'll distribute your programs as 'telesoftware' — stored on our mainframes and delivered via the phone lines to Micronet subscribers nationwide. It's revolutionary, and it's the future of software distribution.

Just send us your cassette, with your name, address, phone number, and a brief description of the program, and 'mainframe and fortune' could be yours!

micronet 800

Contact:
Phil Godsell,
Software manager
Micronet 800,
8 Herbal Hill,
London EC1R 5EJ

GOOD BYTE

SPECTRUM

GAME	RRP	OUR PRICE
THINK	7.95	5.95
REALM OF THE IMPOSSIBLITY	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
RAMBO	7.95	5.95
ELITE	14.95	11.20
LORD OF THE RINGS	15.95	11.50
SWEEVO'S WORLD	7.95	5.95
FRIDAY THE 13th	8.95	6.70
NOW GAMES 2	8.95	6.70
SUPERBOWL	7.95	5.95
TAU CETI	9.95	7.45
STAR QUAKE	7.95	5.95
YIE AR KUNG FU	7.95	5.95
EXPLODING FIST	7.95	5.95
THE FORCE	9.95	7.45
GUN FRIGHT	9.95	7.45
CYBERUN	9.95	7.45
ZOIDS	7.95	5.95
V	7.95	5.95
ROCK 'N' WRESTLE	9.95	7.45
I.C.K.U.P.	8.95	6.70
GERRY THE GEM	7.95	5.95
HUNCHBACK III	7.95	5.95
COSTA CAPERS	7.95	5.95
HALEY'S COMET	8.95	6.70

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
"V"	8.95	6.70
STREET HAWK	8.95	6.70
KNIGHT RIDER	8.95	6.70
BOUNDER	9.95	7.45
NIGHT SHADE	9.95	7.45
OUTLAWS	9.95	7.45
MERCENARY	9.95	7.45
MUGSY'S REVENGE	8.95	6.70
FRIDAY THE 13th	8.95	6.70
SUPERMAN	9.95	7.45
ENIGMA FORCE	9.95	7.45
THE MUSIC STUDIOS	14.95	11.20
ELEKTRA GLIDE	8.95	6.70
ZORRO	9.95	7.45
ZOIDS	8.95	6.70
GOONIES	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 WULF	9.95	7.45
UNDERWURLDE	9.95	7.00
ELITE	14.95	11.20
RAMBO	8.95	6.70
STARION	9.95	7.45
D.T.S.T.	8.95	6.70
SCALETRIX	12.95	9.70
FIGHT NIGHT	9.95	7.45
ROCK 'N' WRESTLE	9.95	7.45
LORD OF THE RINGS	15.95	11.30
I.C.K.U.P.	8.95	6.70
STARQUAKE	8.95	6.70
GLADIATORS	9.95	7.45
GEOFF CAPES	8.95	6.70

AMSTRAD

GAME	RRP	OUR PRICE
"V"	8.95	6.70
STREET HAWK	8.95	6.70
SPITFIRE 40	9.95	7.45
SKYFOX	8.95	6.70
TAU CETI	9.95	7.45
ELITE	14.95	11.30
FRIDAY THE 13th	8.95	6.70
WHO DARES WIN II	8.95	6.70
ROCCO	8.95	5.50
CLUEDO	12.96	9.50

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 the game you require listed, please ring for the most up-to-date news on releases and back catalogue files on 01-731 4607.

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 SW6 (TEL: 01-731 4607)

SPECTRUM

SOFTWARE

GT. SPACE RACE £2.50
T.L.L. £2.95
CYCLONE £2.95
PACMAN (ATARISOFT) £4.95
SMALL BUSINESS ACCOUNTS £3.00
CONFUSION £2.50
PSYTRON £3.25
CONQEUST £2.45
3D BAT ATTACK £2.45
CODENAME MAT £3.75
CODENAME MAT II £3.50
DEATH STAR INTERCEPTOR £4.25
SON OF BLAGGER £2.95
VIEW TO A KILL £3.50
GHOSTBUSTERS £4.95
BACKPACKERS GUIDE £2.95
PENETRATOR £2.95
DRAGONTORC £4.95

PACKS

Please quote contents

★ MICROMEGA CLASSICS INC. FULL THROTTLE, JASPER, DEATH CHASE ..... £7.50 (or £3.00 each)
★ ACTION AND ADVENTURES, INC. RUNES OF ZENDOS, DRAGONFIRE, 3D BAT ATTACK, MOONSWEEPER, CONQUEST, ORACLES CAVE £6.95
★ 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
★ VU CALC, VU FILE, VU3D £5.95
★ IT'S THE WOOLUF, THE ISLAND, HALLS OF THE THINGS, ROMMELS REVENGE, DUNGEON MASTER, INVASION BODY SNATCHERS £5.95
★ 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, ROBOTRUNNER, WILDWORDS, 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
★ YOUNG LEARNERS 3 INC. ADDING, SUBTRACTING, MULTIPLYING AND DIVIDING £5.95
★ FIVE TITLES, INC. TRIGONOMETRY, EQUATIONS & INEQUALITIES, GEOMETRY, FRENCH VOCABULARY, PHYSICS £6.95

AMSTRAD

SOFTWARE

CUBIT £2.45
GEMS OF STRADUS £2.45
CRAZY GOLF £2.45
HUNCHBACK £3.45
SPACE HAWKS £2.45
AMSGOLF £2.45
STOCK MARKET £2.45
AMERICAN FOOTBALL £4.95
STAR COMMANDO £2.95
SPANNERMAN £2.45
ELECTRO FREDDIE £2.45
ROLAND GOES DIGGING £2.95
CHUCKIE EGG £3.45
MASTER CHESS £2.95
HUNTER KILLER £2.95
SNOOKER £2.95
3D INVADERS £2.95
SPLAT £2.45
LASERWARP £2.95
CODENAME MAT £3.95
MANIC MINER £3.95
MR WONG'S LOOPY LAUNDRY £2.45
ASTRO ATTACK £2.45
CLASSIC ADVENTURE £3.45
SUPERPIPELINE II £3.45
PUNCHY £2.45
ALIEN BREAK IN £2.45
HAUNTED HEDGES £2.45
COMPILATION TAPE INC. 3D TIME TREK, HOUSE OF USHER, JOHNNY REB, SURVIVOR £5.95

COMMODORE 64

SOFTWARE

VIEW TO A KILL £3.50
CODENAME MAT II £3.50
GREMLINS £3.50
DEFENDER 64 ..... £2.95
STAR TRADER £2.95
JACK ATTACK £4.00
GO MICRO (INC. GUIDES, DATABASE, SOUND GRAPHICS) £2.95
GREAT TITLES FROM U.S. GOLD
HUGE DISCOUNTS ON FOLLOWING:
TALLADEGA £3.95
PACKMAN £3.95
DIG DUG £3.95
B.C's II GROGS REVENGE £3.95
BOUNTY BOB £3.95
SPY'S DEMISE/SPY STRIKES BACK £3.95
WHIRLINURD £3.95
COMBAT LEADER £3.95
ZENJI £2.95
CHINA MINER £2.95
CHUCKIE EGG £2.95
CHUCKIE EGG II £2.95

ATARISOFT

DEFENDER £5.95
ROBOTRON £5.95
MS PACMAN £5.95
POLE POSITION £5.95

PACKS

★ FLYER FOX, ARCADIA, GANDALF £6.45
★ AZTEC, ANKH, 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

EDUCATIONAL

★ 3D HYPERMATHS, BMX NUMBER JUMP, WORD WOBBLER £5.95
★ RIDDLE OF SPHINX, FIRST MOVES, SNAFFLE, WORD WIZARD £6.95

P&P: Software orders 70p, Peripherals 70p. Overseas add 75p per tape and £2.00 per pack.

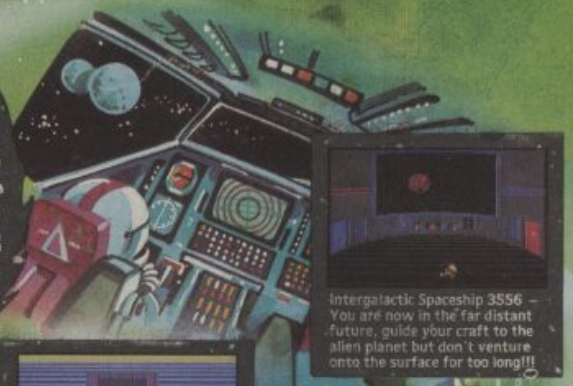
Please state machine and pack contents

LOGIC SALES LTD

6 MIDGATE, PETERBOROUGH, CAMBS PE1 1TN. Telephone: (0733) 49696

Time Tunnel

Explore the depths of history, travel to the far distant future, assemble the mystical map from the seven ages of mankind and become King of the Gnomes. Probably the best arcade adventure ever produced in the U.S.A.



Intergalactic Spaceship 3556 – You are now in the far distant future, guide your craft to the alien planet but don't venture onto the surface for too long!!!

The Black Hole 9999 – After travelling through time, assemble the map and your incredible task is almost complete...

California Gold Rush 1849 – Deadly scorpions, beastly bats, and numerous nasties are on the attack as you search the cavernous gold mines of California.

The Gnome Mansion – the mysterious location of your fantastic time machine. Assemble the final parts of your craft and begin your epic voyage to past and future.

Mythological Greece 43BC – A confrontation with Medusa, a fight to the death with only your magical shield for protection.

Colonial Salem, MA 1692 – Hubble, bubble, toil and trouble, mix a ghastly witches brew and you'll win through, but watch out for the flying broomstick.

Stone Age 9600BC – Explore the dark and dangerous caves of prehistoric times, you'll need strength and cunning to reach your goal.

£14.95 DISK

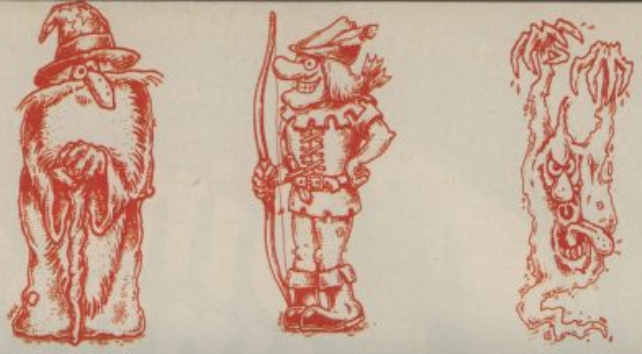
£9.95 TAPE

U.S. GOLD All American Software

COMMODORE 64/128

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

The most anticipated Adventure of all time must be Lord of the Rings. So when the hefty packages arrived — carried by some odd looking dwarfish characters in hooded cloaks — we sent them straight off to our ace adventurers Keith Campbell and his apprentices Jim Douglas and Paul Coppins. Now we present three views of Philip Mitchell's translation of the Tolkien novels.



REVIEW SPECIAL

JIM'S QUEST

When **Lord Of The Rings** arrived at C+VG, JIM DOUGLAS looked at the package and found a useful way of keeping the Penthouse door open.....

This is probably the most professionally packaged game to come from Melbourne House. The large book-like box and its contents simply reeks of quality!

The novel makes a wonderful doorstop. It is impossible to tell quite how important it is to read the book before you actually start the game. I shouldn't think Melbourne House would include it if it were completely useless, however....

The instruction book is mainly an explanation of Inglish, a few legends and fibs, and a general introduction to Adventures for beginners. The program itself doesn't want to admit that it's loading; you are left with a flashing red and cyan border throughout most of the process — most disconcerting!

The game is very similar to the **Hobbit**. The graphics are acceptable, although not up to the standard of its predecessor.

There is a clever routine whereby you can choose which characters you wish to play, which, of course, enables you to play the game with friends.

Using this method you are more likely to get another character to do exactly as you request, instead of risking leaving it for the computer to work out.

There is a nagging delay between entering each location and the cursor re-appearing. Whilst frustrating at first, you soon spend much more time thinking about your next move, and the machine has to wait for you!

Lord of the Rings matches all expectations. It is a very good game, but certainly not for the inexperienced adventurer. Don't set off with expectations of solving it — just explore, experience, and enjoy!

PAUL'S QUEST

PAUL COPPINS started loading **Lord of the Rings**, and sent out for bacon sandwiches. Before they were delivered to the Penthouse, Paul had completed the adventure and washed it down with a glass of Perrier....

Although the text is very descriptive and well-written the graphics are not up to much. The puzzle level is easy to moderate, the main difficulty being where the plot varies from that of the book, in particular, crossing the bridge East of Bree.

One very good feature is the ability to give other characters commands, which means that you can tell others to carry out the lesser tasks, while you take on the more important stuff.

There are three mazes in all, one in part one, and two in part two. Part two is by far the better, having a better sense of humour, and no graphics! There is a bug in part one which makes it possible to become trapped inside Maggot's farmhouse with no means of escape. The only problem in part two seemed to be that the program didn't know the Elvin word for 'friend' (MELLON).

Lord of the Rings is without doubt a far superior game to **Hobbit** and **Sherlock.** I would even go so far as saying that personally I believe this to be the best from Melbourne House so far! I can't wait for the second part of the trilogy!

KEITH'S QUEST

Paul and Jim disappeared with a MUDpack and a pile of Madonna records to enjoy Christmas, leaving Keith with nothing but a "Yer, good, isn't it!", a deadline, and a half-empty bottle of Perrier....

LORD OF THE RINGS

The magical ring of Sauron is in the possession of the Hobbit Bilbo, master of Bag End. Bilbo is ageing, and, becoming weary, decides to set off to visit the mountains for a long holiday, probably never to return.

The Ring is a source of evil power, sought by the Dark Lord of Mordor, and using it can turn its owner to evil. Before the Wizard Gandalf will let Bilbo leave, he persuades him to leave the ring in the keeping of Frodo, who is to be the new master at Bag End.

After some years, it becomes clear that the presence of the ring is a threat to the well-being of the Shire, and must be destroyed. But it is said that Rings of Power can only be melted by Dragon's Fire, and there is no Dragon's Fire hot enough to touch the one Ring of Sauron.

"There is only one way: to find the Cracks of Doom in the depth of Orodruin, the Fire-Mountain, and cast the ring in there...." Gandalf tells Frodo.

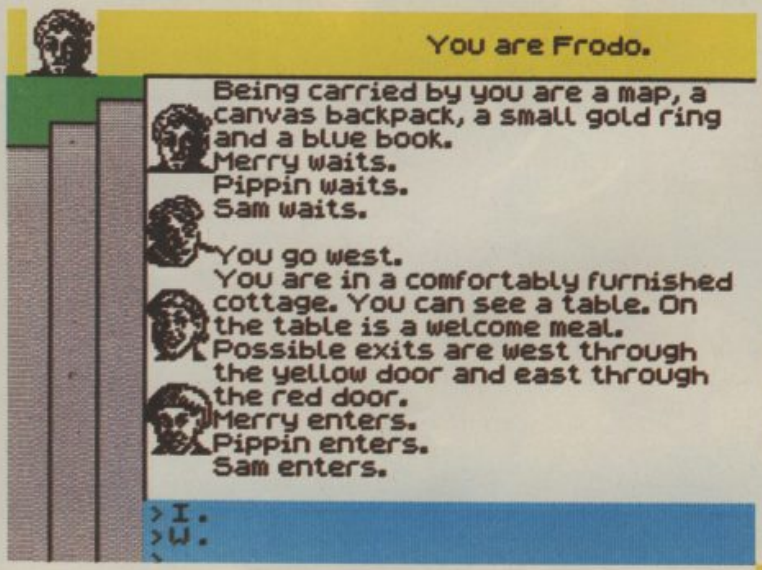
So Frodo sets off in the company of fellow-Hobbits Sam Gamgee and Pippin Took to dispose of the ring, yet afraid even to wear it, lest its evil powers corrupt him.

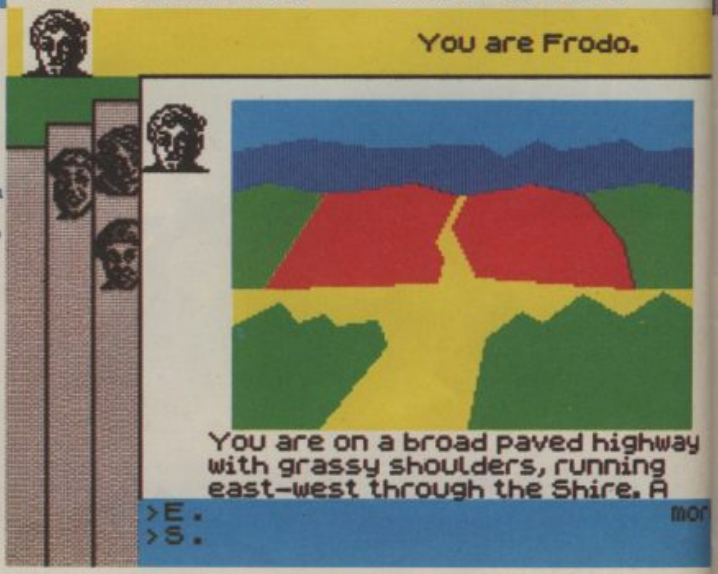
"You are in a comfortable burrow with a round window and a green door to the east...." So starts the first **Lord of the Rings** adventure game, based on *The Fellowship of the Ring*, first of Tolkien's famous trilogy.

The package from Melbourne House is a bulky one, comprising the paperback version of the book, plus two cassettes and an instruction booklet. The game is in two parts, one on each tape. On the reverse side of each is a 'beginners' version, a cut-down adventure in which the player takes the role of Frodo.

In the main game, the player can opt to play the part of any or all of the four main characters. During play, he can change his role to any one of the characters he has chosen, by entering:

"Become ...." This is said to





C+VG

ADVENTURE

LORD OF THE RINGS

enable a number of people to play the game, each taking a separate character. So it does, but it does not enhance the game any more than if a group of people play together operating all characters. In fact, there is little need to swap between characters unless you decide to split the party up, since 'Inglish', that well known Beam Software command language, accepts phrases like: SAY TO SAM "GET BACKPACK".

The opening sequences of the game require the acquisition of suitable objects to prepare the party for the journey, and this is quite a long process, for there is a lot of stuff lying around the burrow.

When Frodo's inventory limit is hit, it is necessary to transfer equipment to another member of the party.

This involves a lot of either BECOMING or SAYING TO, and since backpacks are provided for putting things into, the whole business can become horribly involved unless the player keeps careful note of who is carrying and wearing what, and where everything is at any given time.

I accidentally had Pippin pick up two backpacks, and wrestled with the Spectrum for fifteen minutes before I could transfer one of them to Sam! After one of my more ambitious multi-command inputs, I received the following horrendous reply: SAM TRIES TO TAKE THE MAP BUT PIPPIN HAS IT.
SAM TRIES TO PUT THE MAP IN THE CANVAS BACKPACK BUT PIPPIN HAS IT.
SAM TRIES TO PUT THE LONG ELABORATELY CARVED PIPE IN THE CANVAS BACKPACK BUT PIPPIN HAS IT.
SAM PUTS ON THE CANVAS BACKPACK.

And of course, the more clever you try to become with the commands, the more likely you are to get a reply such as: I DON'T SEE ANY LY PIPPIN'S MATCH FROM BACKPACK TO TALK TO PIPPIN.

As all this takes a tremendously long time, it is highly recommended to save the game once you have got your party loaded up and out of the burrow. There can be sudden death lurking in the forest, and to be caught without a saved game, means you will have to reload initialising data, and go through the SAY TO SAM "GET BACKPACK AND GET MAP AND WEAR BACKPACK AND PUT MAP IN BACKPACK" routine all over again.

In issuing commands to different people in turn, it is possible for things to get a bit out of step, and there is nothing more calculated to frustrate the player struggling to get a grip on these mischievous Hobbits than: PIPPIN SAYS "ISN'T TRAVELLING FUN" in the middle of it all!

The game has an unusual screen layout. The text window is a slightly cut-down Spectrum screen, with a top border displaying a row of portraits of your selected characters.

The currently active character is named on the screen, and his portrait is shown in highlight. I discovered after reloading a game which I had saved as Sam, that I was listed as being Frodo, whose role I had taken in the game I QUIT. The top border was not updated until I BECAME somebody else.

Below the border is the text/graphic window, narrowed by three grey columns to the left, on which appear portraits of characters not present at the current location.

Whilst the program works out who is going where during a change in location (everyone seems to follow everybody else) it clears and re-positions the portraits one at a time, resulting in a drastic increase in response time whilst faces flash off and on and flip from column to column.

The overall response time is disguised somewhat by a few seconds delay AFTER all the replies have been given, before input can be accepted, but in total runs at anything between 10 and 20 seconds when moving from place to pace.

The text window sometimes has graphics in it — there are occassional pictures which scroll up to be replaced with text on hitting any key. They are not particularly artistic, and to me they represented merely another degradation of response time.

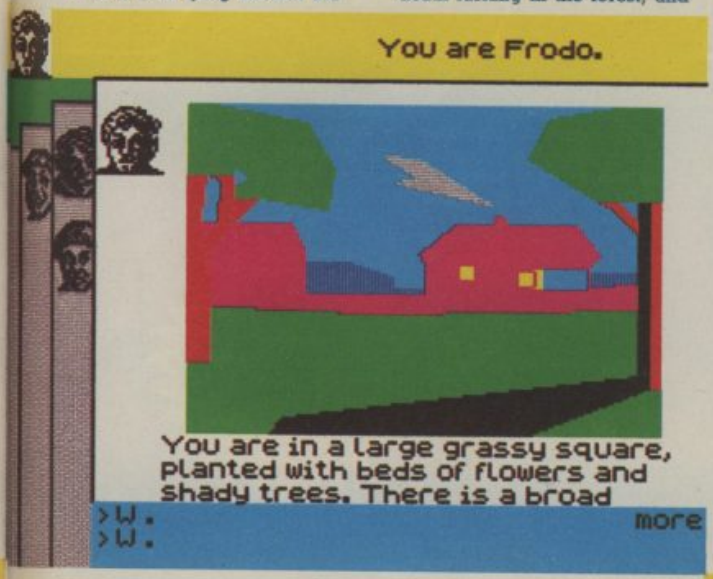
Below the text window is the command input area, and messages that are not part of the narrative, such as DON'T BE SILLY when you try something that isn't possible (although probably fairly sensible), appear here.

The trouble with this is, that some messages are too long for the three lines allocated, so the top half often scrolls out of sight under the text window before it can be read.

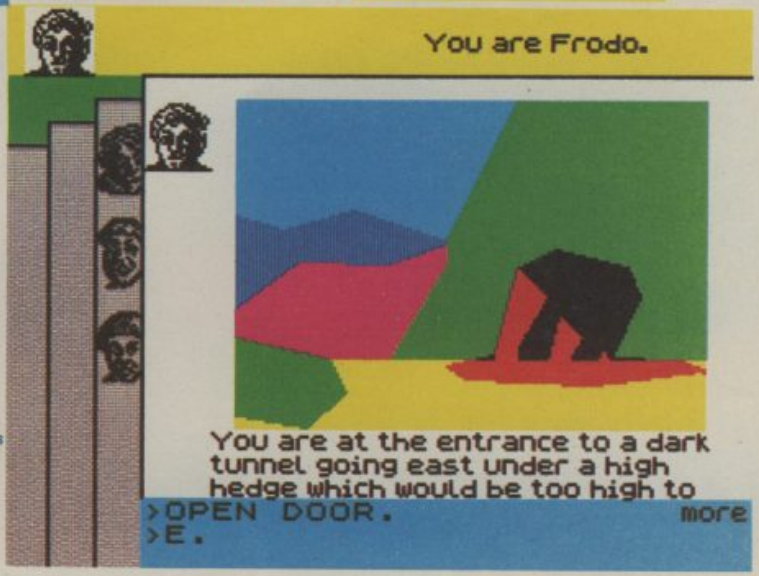
Key depressions cause a short bleep, which is particularly useful on the Spectrum, since it is so easy to press a key off-centre without noticing that it hasn't registered on the screen. Type-ahead of one character is possible, but this causes a problem, since the last character entered is the one that is displayed when that prompt finally arrives.

This is particularly annoying when using quotes. For some reason, there is a delay of about one second between issuing a quote, and its appearance on the screen. If you get into the rhythm of typing a sentence, it is all too easy to find you have the wrong letter following the opening quote. This makes SAYing TO rather irksome.

If the prospect of ploughing through the book seems a bit daunting, then, if you didn't see the film when it was shown on TV recently, you might consider watching the video, available from most good video libraries. This will put you on the right track, but to get the best enjoyment out of **Lord of the Rings** adventure, you really should read the book, for then you will have a far better idea of what the game is all about, and how to react in certain situations.



• Vocabulary	9
• Atmosphere	8
• Personal	8



"THE GREATEST COMPUTER GAME EVER WRITTEN"

TAU CETI

NOW ON AMSTRAD

WHAT REVIEWERS SAID ABOUT THE SPECTRUM VERSION . . . .

CRASH
"A superb game . . . "
"A all time classic . . . "
A CRASH SMASH

C+VG
" . . . If you only buy one game a year, then get TAU CETI."
GAME OF THE MONTH

COMPUTER GAMER
"TAU CETI is a must for all spectrum owners."
SUPER NOVA

POP. COM. WEEKLY
"TAU CETI is a serious contender for game of the year . . . "

AMSTRAD
[CASSETTE] £9.95

AMSTRAD DISK
[ENHANCED EDITION] £14.95

SPECTRUM 48K
[CASSETTE] £9.95

CRL

CRL GROUP PLC CRL HOUSE 9 KINGS YARD CARPENTERS ROAD LONDON E15 2HD

C+VG

ADVENTURE

REVIEWS/1

MASQUERADE

- **Supplier:** All American Adventures
- **Machine:** Commodore 64 (disk)
- **Price:** £14.95

Argh! It's driving me mad! I've come across this body in a seedy hotel room, and I'm after Mr Big, the brains behind a crime syndicate. There's a bomb set to explode in just under the hour, and if it blows, the hotel will be reduced to a pile of rubble. But will it matter?

Frisking the body, and making off with everything useful, I head downtown, pass by a movie theatre (costs more than I can afford) and head for the zoo, where I can just about raise the price of a ticket to get in. If I haven't got a knife in my back by now, I can feel eyes on me, and it's not only those of the gorilla! A mysterious and sinister figure is lurking in the shadows, watching my every move . . .

After a quick tour of the zoo, I reckon this could be Mr Big's HQ, and maybe he's hidden away in the office building. Otherwise, why would the guards want to kill me for going in?

Come to think of it, I've a whole list of questions, and not many answers — not much of a 'tec, am I?! I've sussed out that the hotel waiting room is for waiting in (I think!) and I think I know why I want popcorn — if only I could afford to buy some!

But why is the fence electrified — and what's behind it? What secret does the rock in the reptile house hide — and how can I get at it without venomous fangs being sunk into me? Why the bird? Surely it must be useful if I can take it? And why does it fly away when I release it by the snake? Surely that's not how things should work, should they?

OK, I have a theory about that, and like the movies, it's all tied up with cash — there's simply not enough around! Equally scarce are bullets — there's nothing unnerves me more than carrying un unloaded gun — even if it is a .44 magnum!

Masquerade is an intriguing mystery set for you to solve, with the aid of a Commodore 64 and a disk drive. It is pleasant to play, for although only two-word commands are accepted, the vocabulary is well handled, and the response is instant if played in text only.

The graphics are very good, and cartoony in style, but when you've seen a picture more than enough (and this will happen quite quickly, I can assure you!) you can invoke 'MIXED' mode, which allows you to toggle them on and off by use of the RETURN key.

This is one of the few disk-graphic adventures I have come across that actually omits to load the graphics when in text-only mode.

If you want to redisplay the pictures, then you have only to press RETURN a second time, and the current picture is read in.

Apart from my reservations about the price, this is a mystery and suspense Adventure I can recommend without hesitation.

Keith Campbell

Right, I must go now. Can't hang about. I've got to work out just what this button on the box does when I press it... dare I press it?

MOUNTAIN PALACE

- **Supplier:** Duckworth
- **Machines:** Commodore 64, Amstrad
- **Price:** £7.95

In the opening moves of this game, I found a fishing rod that would not fish, and a shovel that no way, no how, was going to be made to dig! Bearing in mind that it was the very thing I needed to move a large pile of rubble blocking my way, I feared the worst.

However, after a few sessions of wandering about with very little happening, with the spin of a top came the move that was to prove the key to unlocking this adventure. From this point on, things started to look up.

The game opens with you standing on a mountain ledge outside a hidden palace, hidden, that is, until you found it!

You have heard rumours of vast wealth lying inside this long lost palace, and you need only walk in to collect your prize.

Unfortunately, this turns out to be a little more difficult than you imagined. Gaining entry is the easy part. It is getting back out again that is tricky, for there are some very sinister inhabitants living (or perhaps 'undead' is a better word) in the palace, and this forms the main part of the adventure.

For example, there is a headless ghost that leaps out and throws magic daggers at — guess who?

Some rather unusual vocabulary is required to solve this game.

Words like KILL and ATTACK don't have the same meaning that most of us have grown to expect.

The answer to some of the problems are a little unexpected too. To deal with the dagger-throwing ghost, for example, experience would suggest that you would need a cross or other religious object.

But here, you fight them back using an axe! Hi-tech Ghostbusters watch out!

Despite all this, I found that after I had been playing for some time, I had come to like the game! Perhaps that was largely due to the truly awful puns that cropped up now and again!

That, and other humorous episodes appealed to me, making this an enjoyable adventure to play.

The game is worth a quick play — you may find you like it!

Paul Coppins

- **Vocabulary** 4
- **Atmosphere** 7
- **Personal** 7

REVIEWS/2

MINDSHADOW

- **Supplier:** Activision
- **Machines:** Spectrum, Amstrad, C64 (disk and cassette) Atari 800 XE/XEL (disk)
- **Price:** £9.99

Mindshadow was originally released on disk only for the Commodore 64, an increasing trend for adventures originating from the U.S. It is very rarely that any game is reviewed twice in **C+VG**, but this release of **Mindshadow** in a cassette version, not only for Commodore, but also for both Spectrum and Amstrad computers, is unusual.

It affords the ideal opportunity to see how a game that reads in graphics from disk while it plays, turns out on tape. Such a comparison must also be a comment on the capabilities of the respective hardware.

To recap on the full review (**C+VG July 1985**) you find yourself stranded on a on a desolate beach on a tropical island, with no idea of who you are or where you come from. You take it from there!

The main drawback of the cassette versions is that **Mindshadow** comes in two and a half parts. Part two of the game cannot be played until part one is completed — saved data must be loaded from one part to the other.

Nothing wrong with that, of course, it is standard procedure in large tape-original games such as **Tower of Despair**.

However, for a faithful conversion from one orignal part, the plot must have a structure that prevents returning to locations appearing in part one, when playing part two. **Mindshadow** has this sort of plot.

The half-part is accounted for by the built-in tutorial, which is offered as an option on disk, but which must pass through the cassette head whether used or not, on the tape version.

In both tape versions, the loading instructions were incorrect. The Amstrad produced a 'Memory full' error whilst loading the main program after the tutorial, using the quoted command Q. To overcome this it is necessary to power off before loading the main program.

The Spectrum had a worse problem. No warning is given in the instructions about the lack of motor control. To stop at the correct position to continue after the tutorial, it is necessary to stand by to stops the tape immediately the tutorial has loaded.

The command Q takes the computer back to READY, but the program name given to load the next part, MIND1, is incorrect.

This isn't important if you are at the end of the tutorial, since you can type LOAD "". But if you wish to bypass the tutorial altogether, you would need to type LOAD "PART A" (note upper case) at the outset.

This hassle apart, how did the tape versions rate in comparison with disk? I compared the graphics, and the response time in moving from one location to another, when the picture has to be redrawn and response is at its slowest.

The Amstrad beats the Commodore disk in response time; the graphics are not only faster to load/display, but more colourful, and have higher resolution. My only criticism is the use of red in place of brown, giving the pirate ship a rather gaudy appearance.

The surprise came in the response comparison of the Spectrum version. For most movements, the Spectrum is barely quicker than the Commodore; in some cases it is noticeably slower. And anything that is slower than a Commodore load IS slow!

The pictures are as faithful a copy of the originals as I imagine it is possible to produce, given the different graphics characteristics of the machines. The text in all versions is, as far as I could tell, identical.

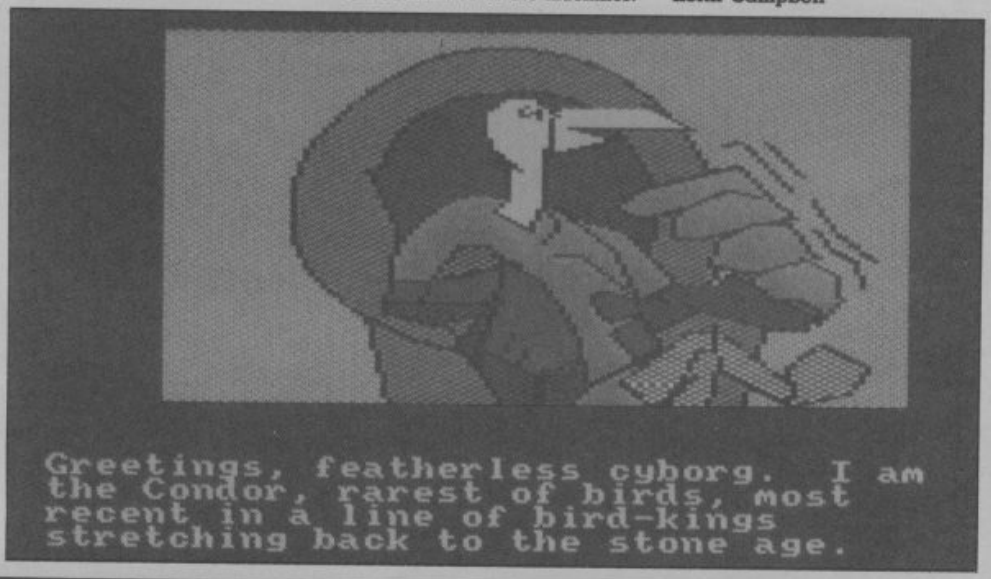
Here the Amstrad lost out a little, for in using the 80 column text mode, the text was a little difficult to read on an ordinary television set.

A feature now becoming popular in Adventures, is QUICKSAVE and QUICKLOAD — a boon to lazy adventurers (like me) who are about to undertake a risky move.

Usually, this means a save to RAM, as indeed it does in the cassette versions of **Mindshadow**. However, on the disk version, although the process is quick, it is far from instant, as the position is saved to the game diskette. So here, both the cassette versions won hands down.

In conclusion, these tape coversions show up in a good light against the Commodore disk version. You won't get anything less — even the 'change to full-screen text' toggle is provided.

Keith Campbell



AL-STRAD

- **Supplier:** Rhinosoft
- **Machines:** Amstrad, C64, Oric
- **Price:** £2.50 (Mail-order only from: Rhono soft, 19a Bradgate Avenue, Cheadle, Cheshire SK8 3AQ

It is very easy to overlook a cassette with a plain inlay, especially if it is not a pre-release copy of a potentially 'big' game, and accompanied by a suitably impressive press release. By 'BIG' I mean a game that, good or mediocre, is going to sell well because of the hype backing it.

Lucky, then, that I didn't overlook **Al-Strad**, for I would have missed an excellent adventure. Written by Paul Gill, **Al-Strad** is a text-only adventure with a strong sense of humour, and a background theme of the computer games world. One of the objects is even a cassette of **C+VG** Game of the Month, 1976!

Starting off in a fairly mundane forest, the adventurer is soon led into a hut with a combination safe and a lever. No points for guessing that he hasn't a clue what the combination is! Pulling the lever causes the floor to move, and he finds himself trapped in an underground computer games chamber of horrors.

The Masterchronic offices contain a pile of rubbish, while in Adducktive Software sits a wax model of Keb Tons atop a pile of men's magazines. Trouble is, there's a dead end here, and no backing out!

Outdoors the scenario ends with a river, and discovering how to navigate it comes as a bit of a blow. But there's no 'arm in that!

Thus a double dead-end appears; one, by a shiny rocket ship guarded by a fierce dog, and the other, by a pool of bubbling quicksand, for which a highly cryptic clue can be found in a nearby cave.

Soon, when all other possibilities are exhausted, the adventurer is forced into cracking the safe, the answer of which was really in his palm all the time.

Al-Strad is a series of cleverly interlocked puzzles, arranged in a well-thought out way to make the game encouragingly easy and satisfying to play at the start, but culminating in a few nasties that will have the experienced adventurer scratching, if not banging his head.

Keith Campbell

Vocabulary	8
Atmosphere	8
Personal	8

ADVENTURE REVIEWS/3

RAPID ROUNDUP

Some old and some new, here we catch up with a few recent adventures that didn't make it in these pages.

Jim Douglas took a look at **Desperados** and awarded it a Personal Rating of 2, while Keith Campbell tackled **Classroom Chaos**, PR:2, **Mystery Manor**, PR:5, **Klondike Gold**, PR:7.

● Someone has stolen the school's Challenge Gold Cup, and the headmaster suspects you, in **Classroom Chaos**, for the Spectrum, from Central Solutions Ltd. Poor quality meaningless graphics hardly spoil what is a very sparsely worded adventure with little atmosphere, in which you must solve the crime and find the cup.

No exits are shown, and when you do move, many direction are illogical (eg going south is not always the reverse of going north).

Moving from cricket to football pitch, through the playground and up the road might be fun for young kids — but would they know the date of the Battle of Bannockburn?

Personal Rating (KC): 2.

● Also from the Central Solutions, and in the same series as Classroom Chaos, is **Desperados**, in which the local Sheriff decided to get rid of the bad-guys. Off he rode with a posse in search of Black Jake, leaving you in charge.

When the game began I was presented with some pretty desperate graphics, and the crashingly predictable "What now pardner!" as a prompt.

Pretty soon I realised I wasn't going to get anywhere without the correct items necessary to begin my journey. Cash wasn't hard to come by, and I soon won a "fair bit of money" at poker, which as well as being indeterminate, didn't show up in my inventory.

There is a slightly frustrating "You feel thirsty..." sequence which appears every so often, and doesn't enhance the game at all, and forces you to go back and forth between various water sources. I suppose it IS a sensible inclusion, but....

Certainly not a great game.

Personal Rating (JD): 2

● Sapphire Software have produced a couple of text adventures for the Amstrad, both resonable without being spectacular. **Mystery Manor** sets you off on the trail of treasure, in the spooky mansion Nebula. Predictable problems but for all that not too bad a text adventure.

Personal Rating (KC): 5

● **Klondike Gold** is another offering from Sapphire, and is in the same format as **Mystery Manor**. Set in the desert town of Nuggetville, after the gold rush, there is still some gold in the bank's safe. You job is to discover the combination, parts of which have been hidden in different places by the forgetful manager. This game has more atmosphere that its stable mate, and some none too easy problems.

Personal Rating (KC): 7

RUNESTONE

- **Supplier:** Firebird Software
- **Machine:** Spectrum 48K
- **Price:** £7.95, Cassette

The huge and vastly tiresome debate of originality will no doubt get a good airing when this game is received by the Adventure world. To all intents and purposes it is very, very similar to **Lords of Midnight**.

For those of you who have somehow managed to avoid the **LOM** genre, with its panoramic graphics and huge game-map, here is the state of affairs: you take the role of different characters and move about the land collecting other people to aid you in your quest. This usually invloves rescuing someone, or retrieving a long lost object, or simply smashing an advancing army of wotchacallits.

Someone has managed to churn out pages and pages of supposedly stirring history. It's well-written stuff, but excrutiatingly predictable. The Land of Belorn (yes, it's a funny-names-all-round game!) was inhabited by peaceful folk who were content and understood the futility of war. The obligatory force of evil is made up of orcs, led by arch-baddy Krodomir (sigh!). They are intent on ruling the land, and are having a good deal of fun despatching those who oppose them.

This is where you come in. Greymarel, Morval, and Eliador are the three main characters, and by typing CHANGE TO....you can become each of these. You are presented with a little portrait of whoever you are controlling, his 3D view of the landscape, and text below. The text will usually read: "(name) is standing on (open ground etc.) looking (dirction) towards (landmark)".

The graphics are quite small, but this doesn't detract from their value. A strip at the top of the screen shows the view in blue-on-white. Individual items such as huts, tents, towers and fortresses are all drawn in perspective, and are quite effective.

Whenever you need a character (other than an orc, who are a mindless bunch that I gave up trying to bribe in favour of physical persuasion) you can talk to him, though conversations are not really possible. The most sensible course of action seems to be to get all of your characters together, and then tell everyone to follow everyone else. That way you should all stay together, giving you a better chance in battle, and greater carrying ability.

Once your band is assembled, you can set off on your quest, swapping objects, entering tents, firing arrows and saying 'please' and 'thank you' a lot!

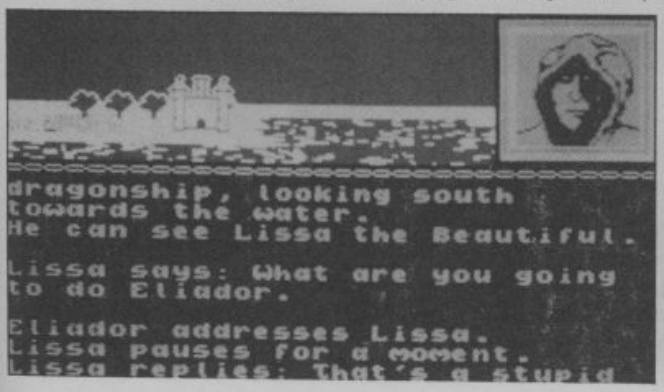
It is quite possible to attack yourself. "Morval charges forward and slashes boldly at Morval's ribs". I'm not sure if this is intentional, but ducking your own blows seems a little extreme!

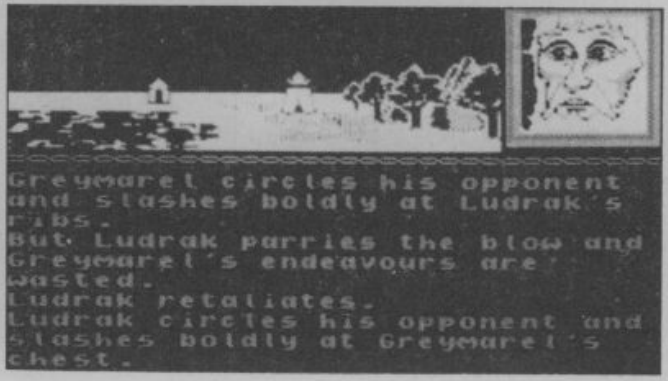
Full sentence input is supported, though not strictly necessary except for communication, and characters hapilly talk amongst themselves. The game is in real time, with the inevitable 'time passes' message appearing every few seconds when nothing is being typed.

Runestone is good value if you haven't got **LOM** — it has some elements of **Valhalla** as well! Purist adventurers will be disgusted! If you've got an open mind and enjoy a quick maraud, this is certainly worth a look.

Jim Douglas.

- **Vocabulary** 6
- **Atmosphere** 8
- **Personal** 8





MICRO ADS

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.

XE130 PICTURE SHOW
SIDE A. Uses all 128K memory to give a continuous picture show of computer art.
SIDE B. Fantastic Graphic Demo. Comes on a double-sided 128K disk. £10 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 Road
Birmingham B30 1UE

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.
MIDLANDS GAMES LIBRARY: The company who over three years ago first conceived the idea of a software library.
Now over 1,400 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.
Approaching 2,000 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.
Important: **Midland Games Library are in no way connected with or responsible for Midland Computers Ltd. of Worcester.**
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

1986 GAMES

Games for the Amstrad, BBC and Acorn Electron
Cassette 1 — Inu £3.50
Cassette 2 — The Heist £3.50
Both cassettes £5.00
Send cheque/PO to:
MRJ, 64 Reva Road, Broadgreen, Liverpool

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

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 D.D./S.S. £11.95 for 10 post free
£99.95 for 100 post free
S.S. £14.95 for 10 post free. Double density
Memorex 3½" discs S.S./D.D. Boxes of 10 £28.92
1050 Happy Enhancements with full double density, warp speed and compaction £149.95 post free
GAMES & SOFTWARE CLUB
Dept. C&VG, 35 Tilbury Road, Thorney close
Sunderland SR3 4PD. Tel: 0783 286351

HINTS — POKES — MAPS

Monthly handbooks packed with 100's of tips, pokes, maps, competitions and software offers.
Adventurer's Handbook (spec/C64-128) . £1.00
Amstrad Handbook £1.00
BBC Handbook £1.00
Commodore Arcade Handbook (64/128) . £1.00
Commodore Games Review Handbook (64/128) £0.75
Commodore 16/plus 4 Handbook £1.00
Spectrum Arcade Handbook £1.00
Spectrum Games Review Handbook £0.75
Send cheque/PO to:
H&D SERVICES (CVG)
1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG

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:

CHARNWOOD PRODUCTS
30a Warwick Avenue, Quorn,
Loughborough, Leicestershire LE12 8HD
Tel: 0509 412604

AMSTRAD SHARP MZ700 games — six pack (Warboat, Gladiator, Sharpshooter, Karate Kings, Tugbug, Arrowshot). Priced £2.49 including postage. Cheques/POs payable to Scott Carey. Please state machine orders to Pacetapes (0), 40 Bainton Grove, Clifton, Nottingham NG11 8LG.

THE GAMEPLAYER'S HANDBOOK. Pokes, hints and clues for hundreds of games including the latest releases. For full details and a list of the games covered send s.a.e. to: **STERLING SERVICES, 37 Grove Gardens, Birmingham B20 2EZ.**

COMMODORE 64 COMPUTER, Data Recorder, Joystick, Dustcover, over £500 of games. Worth more than £750 — sell for £200. Phone Richard — 0322 524 899.

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

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:

CHARNWOOD GAMES
30a Warwick Avenue, Quorn,
Leicestershire
Tel: 0509 412604

CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR PRICE
Elite	14.95	11.00
Shadow of the Unicorn	14.95	11.20
Impossible Mission	7.95	5.90
Winter Sports	9.95	6.95
Starquake	7.95	5.90
Monty on the Run	7.95	5.90
Rambo	7.95	5.90
Superman	9.95	7.45
Shadowfire II	9.95	7.45
All U.S. Gold	7.95	5.90
All Ultimate	9.95	7.45
Exploding Fist	8.95	6.70
Fighting Warrior	8.95	6.70
Robin of the Wood	9.95	7.45
Yie Ar Kung Fu	7.95	5.90
Lord of the Rings	15.95	12.95
Rock 'N' Wrestle	8.95	6.50
Skyfox	9.95	7.45
Sweevo's World	7.95	5.50
Mikie	7.95	5.50

COMMODORE	RRP	OUR PRICE
Elite	14.95	11.00
Spy vs Spy II	9.95	7.45
Winter Games	9.95	7.45
Summer Games II	9.95	7.45
Monty on the Run	9.95	7.45
All Ultimate	9.95	7.45
All U.S. Gold	9.99	7.50
All Activision	9.95	7.45
All Ariolasoft	9.95	7.45
All Beyond	9.95	7.45
Shadowfire II	9.95	7.45
Rambo	8.95	6.70
Daley's Supertest	7.95	5.90
Quake Minus One	9.95	7.45
Lit. Com. People (d)	14.99	12.99
Lord of the Rings	15.95	12.95
Revs	14.95	10.00
Revs (d)	17.95	12.95
Nightshade	9.95	7.45
Bounder	9.95	7.25
Rock 'N' Wrestle	9.95	7.25

AMSTRAD	RRP	OUR PRICE
Exploding Fist	9.95	7.45
Starion	9.95	7.45
Scrabble	9.95	7.45
Frank Bruno Boxing	8.95	6.70
Sorcery+ (disk only)	13.95	10.20
Beach-head	9.95	7.45
Marsports	9.95	7.45
Raid over Moscow	9.95	7.45
All Ultimate	9.95	7.45
Transact	29.95	5.99
Invosat	29.95	5.99
Spy vs Spy	9.95	7.45
Sold a Million	9.95	7.45
Spitfire 40	9.95	7.25
Skyfox	9.95	7.45
Doors of Doom	9.95	7.25
Spy vs Spy (d)	14.95	11.00
T.L.L.	9.95	7.25
Lord of the Rings	15.95	12.95
Cyruss II (D)	13.95	10.95

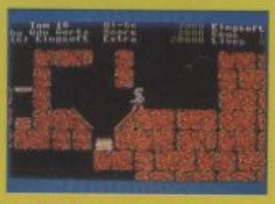
Amstrad blank disks £39.95 per 10. This is just a small collection from our stock, please ring for more details. Mail order prices only.
P&P included. Overseas orders add 75p per tape. Make cheques payable to C.P.S. Visa/Access orders welcome by phone.
CUT PRICE SOFTWARE, 4 Slacksbury Hatch, Harlow, Essex CM19 4ET
Tel: (0279) 24433 (24 hr ansaphone)

ANIROG

C16/PLUS 4

TOM THUMB

LATEST TECHNIQUE OF DATA COMPRESSION USED TO GIVE YOU SO MUCH FOR SO LITTLE PURE MAGIC?



£6.95

C16/PLUS 4

178 SCREENS OF ARCADE ADVENTURE

GHOST TOWN

£5.95

A HIGH RES GRAPHIC ADVENTURE C16/PLUS 4

JUMP JET

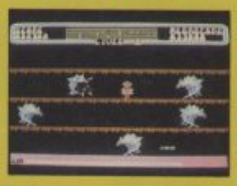
Flight Simulator & Combat Action

PLUS 4 OR C16+16K £9.95

C64 Version

ATLANTIS

C16/PLUS 4



£6.95

FAVOURITE FOUR FOR ALL THE FAMILY

C16/PLUS 4

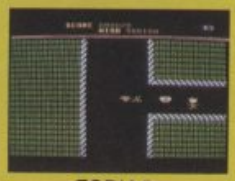
C64 Version

FLIGHT PATH 737

MOON BUGGY

£7.95

LAS VEGAS



ZODIAC

SKRAMBLE £6.95

PETCH £6.95

CATACOMBS £6.95

MINIPEDES £6.95

STAR COMMANDER £6.95

3D TIME TREK £6.95

TRIVIA 1400 QUESTIONS ON SIX DIFFERENT TOPICS. ALL FOR ONLY £7.95

OUT ON A LIMB

48K ONLY ARCADE ADVENTURE LOADS IN 3 SECTIONS ONLY £6.95

16K RAM PACKS AT ONLY £25

64K RAM PACKS AT ONLY £50

TRADE ENQUIRIES: Anirog Software Ltd. Unit 10 Victoria Industrial Park Victoria Road Dartford Kent (0322) 92513/8

MAIL ORDER: Payment by Cheque, P.O., Visa or Access

★ARCAD

Clare Edgeley, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month she reports on the Industry's biggest show of the year — the ATEI.

● TIMBER

Are you lumberjack material? All bulging muscles and checked shirts? Well, if by chance you lack those two necessary assets, you can still show off your skill by wielding an axe at Bally/Midway's latest game *Timber*.

Two down and three to go. No time to stop for a break. You've got five trees to chop down before the boss blows his whistle — loud enough to start a massive earth tremor. So get CRACKING.

You start off in an empty back yard. Not a tree in sight, just a few clumps of grass. However, some potent magic fertilizer has been laid and, as the whistle blows, a fully grown tree sprouts from the ground. Run up to it quickly and position yourself to one side. Now swing the axe by moving the chop joystick — the faster you manipulate the joystick, the faster you will topple the tree.

A word of warning. If you cannon into the tree, you'll knock yourself out and lose valuable seconds. You should find it easy to fell all five trees before the whistle blows, at which point the boss wanders up to offer his congratulations. However, should you fail, the ground will start to shake, the trees will shiver and you will fall to your knees as the screen becomes a blur. The boss doesn't believe in half measures.

The next screen is marginally more difficult and introduces three new elements — seven trees to fell instead of five, an angry bear with a beehive and a pink featherless bird.

As you rush around felling the trees, the bear starts to get irritated. Suddenly he can take no more and hurls a beehive in your direction. Dodge this and return to the job. If you are unfortunate enough to be hit, the bees will swarm around you and eat all your clothes.

It's a sorry sight to see a red-faced, macho lumberjack in his undies. All this is time consuming leaving you rushed to finish the task. The bear is now seeing red and follows you from tree to tree with his angry swarm.

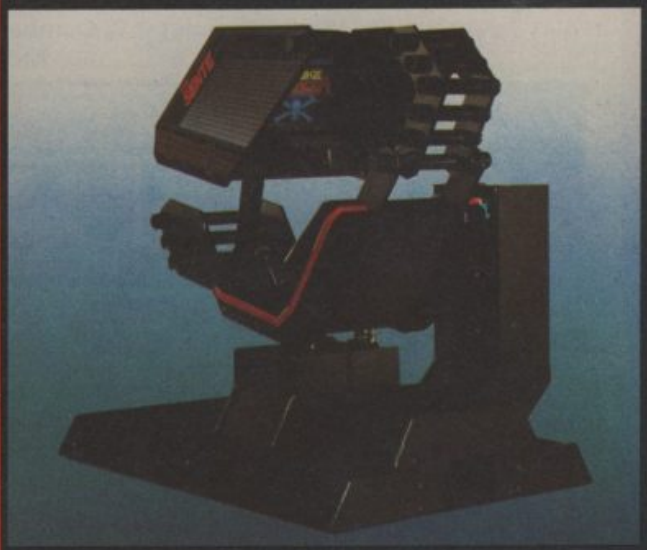
The pink bird is just another diversion. As you fell the tree he's nesting in, he leaps squawking from the branches and races around the yard. Catch him to earn 1,000 bonus points, take too long and the whistle will blow.

Lovers of the fast shoot-em-up will be horribly bored by *Timber*, but the simplicity of the game will probably attract more younger players.

● ARCADE SHOW '86

Fancy being tossed around in a simulated space battle? Or what about a trip in the wackiest submarine ever invented? Or maybe you'd prefer to run off and chase dragons in the hot seat of Sega's latest venture into hydraulics?

Everyone has different tastes and this year's Amusement Trades Exhibition International — the ATEI — had on show a range of games to suit everybody. Whether your skills lie in intelligence and strategy, straight shoot-em-ups or games that will make you collapse laughing, they were all there, and hopefully will filter into your local arcades over the next few months.



Perhaps the games to steal the show were Sega's *Space Harrier* and Bally Sente's *Shrike Avenger*. Both games are crowd stoppers, and the reason . . . the cockpits twist, turn, move up and down in the same direction you pull your joystick. Operated by hydraulics, the simulators are the most realistic I've seen to date, and coupled with large speakers blaring out the sounds of the battle, you could almost lose touch with reality — that is until your game time runs out. Then it's back to earth with a whooshing sound as your craft settles gently back on its buffers.

Shrike Avenger actually looks like something from outer space, with its sleek, black, modern cockpit mounted on an enormous pedestal. You could easily park a Mini in the space the game takes up. I wonder whether inland arcade operators will have the space available to display such a giant.

Getting into the cockpit is rather like climbing into a very high sports car. With your legs streched in front of you and leaning back at a slight angle you prepare for take-off. The instructions state you have to destroy eight enemy drones, rather like meteors flashing past your cockpit window into the depths of space.

You have both fire power and laser power, one to shoot the drones and other enemy craft, the other to laser blast fuel pods which hurtle towards you.

Arrows around your target area pinpoint the direction of the meteors and, as you move the joystick, the craft hurtles from side to side to simulate that movement. It's a fabulous experience. There'll be more in future issues.

Space Harrier is just as exciting and features a similar cockpit, though this one is easier to climb in and out of. You play

DE ACTION

a dragon-buster whose sole purpose in life is to run and fly through as many object strewn screens as possible, defeating a fabulously colourful dragon at the end of each section.

The screens are all in 3D with amazing technicolour landscapes and excellent graphics. A multitude of objects, both on the ground and in the air come flying at you, those on the ground you must avoid, those in the air you must hit. They include flying boulders and faces of rock, mutant dragonflies and butterflies, propeller shaped objects which always come in threes, amongst others.

The game moves very fast, and to cap it all, you've got to battle with the dragon at the end. It breathes great gouts of fire which threaten to engulf you — avoid those and aim for its face. Time and again, it disappears into the distance, only to turn round and have another go at you. Fortunately, there is a continuous play facility, allowing you to put in more money to continue playing from the point you left off. Unless you are an expert, you will find it very difficult.

It proved almost impossible to play Nintendo's *Super Mario Bros*, due to a couple of experts hogging the game. At last I managed to sneak in and can assure you that a high degree of dexterity and a lot of patience is needed to succeed. It is one of those games which looks very simple and yet has a large number of hidden features and bonus screens to add an extra degree of difficulty.

You play the part of a diminutive Mario who's got a thing about bricks and mushrooms. Leaping through screen after screen, help Mario destroy the brick walls by jumping up and punching them. Some sections of brick have a '?' embedded in them — hit those and you might release a mushroom which will help you grow in stature and strength. Other sections of brick give bonus points, some release stars which allow Mario to stomp and spit at marauding brown and grey mushrooms.

There are dozens of levels, mutant pelicans, funnels to jump onto and slide down for extra screens, Venus Fly Traps, grid-like lifts, grassy columns to leap on and a host of other features for bonus points. *Super Mario Bros* looks like a classic arcade game and one which should be a great success and remain in the arcades for a long time.

Skill With Prizes games have just made their debut in a Trivia-type game which pays out money. The amount you win depends on various factors — whether you answer the questions quick enough to gain a high enough score is perhaps the most important. The payout depends on how much money is in the machine at a given time.

There are five categories to choose from — Sports, General, Science, History/Geography and Entertainment, and eight seconds in which to answer the questions. The speed at which you answer the questions is directly related to your score — so the faster you answer, the larger your payout will be. It is hoped that the new SWP games will give a boost to the video game industry.

Bally's *Stompin'* is a weird game and one which you could be almost embarrassed to play. Watching others is hilarious but it's a different matter when it is you who are dancing around on the floor.

The game consists of a square pad, divided into nine squares on which you stand; those correspond to the nine squares which make up the screen. The game has a hold bar instead of a joystick, the reason is clear

when you play.

The aim of the game is to stomp on the insects as they run across the screen to take a chunk out of a piece of cheese in the middle of the screen. As they run throught the grid, you are supposed to stamp on the corresponding square on the ground. As you do so, a footprint is etched on the grid. If an insect happens to be inside that square it goes Splat! As the games gets faster and more than one insect appears, the player ends up doing a strange type of rain dance in an effort to stomp them out. See what I mean about embarrassing! Still it's all good fun and everybody should try it.

Turbo Sub is from an American Company, Entertainment Sciences — a long winded name but a very good game. It is the strangest sub game and is basically a shoot-em-up. You start off on the surface of ocean blasting monsters as they swim towards you, also skimmers as they skim across the water. If you are very good, you'll have the opportunity to shoot down objects on monoliths which rise out of the sea.

Further screens take you to the ocean depths where many trials await you. To begin with you have to de-activate a forcefield to allow your sub to pass.

What makes it so interesting, other than the fast and exciting game play and clear bright graphics, is that the machine will judge for itself how proficient you are, and change the level of difficulty accordingly, sometimes within the same screen. For instance, if you are appalling, harder sections are missed out, and a number of hints will appear on screen depending. If you are very good, there will be extra features to each screen.

More about *Turbo Sub* soon.

3D GANGSTERS "HIT" YOUR SCREEN

SPECTRUM 48K
£7·95
SPECTRUM 48K

Interactive 'bubble' speech adds to the drama of this true life detective movie

Don't miss this picture - it speaks for itself!

AMSTRAD
£8·95
AMSTRAD

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

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

PRESENTING: PLANET EARTH'S ERRATIC ENGINEERS...

THE BUG HUNTERS

BUG HUNTERS ©COPYRIGHT 1986 JERRY PARIS ALL RIGHTS RESERVED.

MAGNETS

SCRIPT: PEDRO HENRY ART: JERRY PARIS

83
WAIT HERE WHILE I FETCH THEM FROM THE SHIP... AND STAY AWAY FROM THE MAGNETIC MINE...
UH... WHAT'S HE MEAN... MAGNETIC MINE?
WELL? YOU KNOW WHAT 'MINE' MEANS, DON'T YOU?
ER... SURE! IT MEANS... 'IT BELONGS TO ME'!
RIGHT! SO IT MEANS 'A MAGNET THAT BELONGS TO YOU'! GO ON... PICK IT UP! IT'S YOURS!
UH... OKAY...
RUN FOR IT, X! LET'S GET OUT BEFORE THE FUN STARTS!
WHY?
THAT'S WHY! SOON AS RED TOUCHED THE THING... IT TURNED HIM INTO A GIANT MAGNET!!
I THOUGHT IT'D MAKE HIM MORE ATTRACTIVE!
SHIP-A-WEE

HEY!!
TROUBLE IS...I THINK I OVERDID THE MAGNETIC CHARM!
SO WHAT NOW?
KLUNK!
CLANK!
GUESS WE JUST STICK AROUND...
NOW, WHERE'S EVERYBODY—
YIKES!
HI! HUMILIATING THIS, ISN'T IT?
KLANK!
OH, NO! I'M GOING TO HAVE TO REPORT THIS...
ER... MISS MELISSA..., BIG RED'S DONE SOMETHING STUPID AGAIN...
AND HOW!
"HOLD ON, I'LL BE RIGHT OVER..."
YOU METAL MORONS! I'LL...
THE MAGNET, MISS MELISSA! IN HIS RIGHT HAND!
HURRY! THE MORE STUFF HE ATTRACTS, THE MORE POWERFUL HE GETS! I THINK EVEN THE SHIP'S MOVING!
OH, NONSENSE! IT COULDN'T... THERE! IT'S OFF!
RUN! RUN!

THE FORCE

An icon-driven multi-screen strategic simulation of what it's like to take on the most difficult task of all

You may have saved the world from invading aliens many times over – but are you good enough to protect one small town from the criminal element within?

You have at your command around 500 officers, 100 vehicles and a host of other units. All that goes to make up four city police stations in fact. All you have to do is keep the crime rate down . . . and the people happy.

MIND GAMES

Available for the Spectrum 48K and CBM64

Argus Press Software Ltd., Liberty House, 222 Regent Street, London W1R 7DB
Telephone: 01-439 0666

Designed in consultation with Britain's Senior Police Officers

Argus Press Software Group

COMING SOON:
THERE'S SOMETHING NASTY AT IDEAS CENTRAL... SOMETHING VERY NASTY *INDEED!*.. AND THE BUG HUNTERS ARE ABOUT TO COME FACE TO FACE WITH IT!! BUT FIRST...

GOD!™

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

FIREBIRD IS A TRADEMARK OF BRITISH TELECOMMUNICATIONS plc

Zoidstar is gripped by war.
Blue Zoid fights Red Zoid in a merciless battle for supremacy.
Mighty Zoidzilla, Blue Zoid combat leader, lies dormant in the hold of your craft, ready for you to climb into its command capsule to merge minds with the powerful machine and take control of this bitter confrontation. Somewhere in the desolate landscape, the Red Zoids lie in wait!
Landing preparations are complete. The descent begins. The task which follows will take you to the very limits of your capabilities and imagination.
LIVE THE GAME. BECOME THE MACHINE!

Cassette:	SPECTRUM 48K	£7.95
	ALL OTHERS	£8.95
Disk:	CBM 64	£14.95

Available from all leading software retailers OR order today by mail. Prices include postage and packing plus VAT.

martech

Martech is the registered trade mark of Software Communications Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME.
PHONE: (0323) 768456
TELEX: 87465 EXIM Brighton

48K SPECTRUM • COMMODORE 64
BBC'B' • AMSTRAD • MSX • ATARI

TOMY

Try beating our SpecDrum!

Spec Drum

£29.95

Digital Drum System for the Spectrum

As featured on "Micro Live" and "Saturday Superstore"

- 8 DIGITALLY RECORDED REAL DRUM SOUNDS
- SIMPLE TO USE — UP AND RUNNING IN ONLY MINUTES
- A TRUE DIGITAL DRUM MACHINE
- 'REAL TIME' OR ON-SCREEN PROGRAMMING
- COMPLETE WITH SOFTWARE
- EXTRA SOUNDS CAN BE LOADED FROM TAPE
- CREATIVE, EDUCATIONAL AND FUN
- THE MOST EXCITING PERIPHERAL EVER DEVELOPED
- DYNAMIC FILING SYSTEM — STORE OVER 1000 PROGRAMMED RHYTHMS
- TAPE SYNC FACILITY
- SONGS CAN BE SAVED ON TAPE
- POLYPHONIC
- COMPREHENSIVE MANUAL
- JUST PLUGS INTO MOST HI FI'S

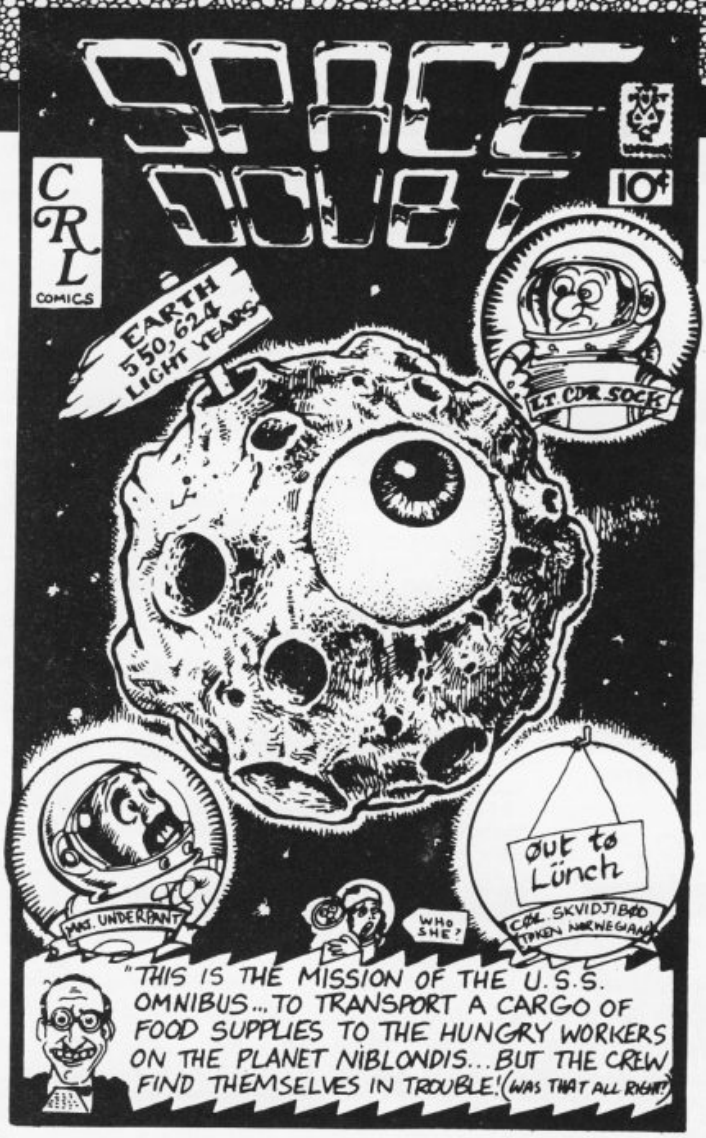
Latin Kit & Editor Now Available at £3.99

Available from Boots John Menzies High St. Stores and all good computer shops or direct from Cheetah Marketing.

Cheetah Marketing

1 WILLOWBROOK SCIENCE PARK, CRICKHOWELL ROAD, ST. MELLONS, CARDIFF
TELEPHONE: CARDIFF (0222) 777337 TELEX: 497455
(Export enquiries – contact Cheetah direct)

COMPETITION



COMPETITION

There's no doubt you'll be spaced out with our *Space Doubt* competition.

Top prize — thanks to our friends at CRL — is a fantastic Toshiba Ghettoblaster. Sounds great, doesn't it?

The next 35 runners-up will receive copies of the Commodore 64 *Space Doubt* game.

The game is about a food ship travelling between earth and another planet which is in need of supplies. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.

The hero of the game must get rid of these hungry aliens and patch up his ship.

Here's how to win. We've reprinted our *Space Doubt* cartoon and we want you to make up an appropriate caption to go with it.

Send you answer, together with the coupon printed below, to Space Doubt Competition, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG/CRL SPACE DOUBT COMPETITION

Name _____

Address _____

_____

MICRO RETAILERS

BERKSHIRE

BRACKNELL COMPUTERS
44 Broadway
Bracknell 0344 427317

SOFTWARE CITY
47 Cheap Street
Newbury
Berks RG1 45BX 0635 31696

CHESHIRE

NORTHWICH HOME COMPUTERS
79A Witton Street
Northwich
Cheshire 0606 47883

DERBYSHIRE

FIRST BYTE COMPUTERS
10 Main Centre
London Road
Derby 0332 365 280

ESSEX

MINNIE MICRO COMPUTER CENTRE
11/12 Eastern Esplanade
Southend
Essex 0702 615809/62033

HEREFORDSHIRE

HONEYSETT COMPUTERS
17 Union Street
Hereford HR1 2BT 0432 279404

LONDON

ARCADE SOFTWARE
Unit 202, Shopping Hall
Myrtle Road
East Ham
London E6 01-471 8900

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

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

JENNINGS STORE
248 Hertford Road
Enfield
Middlesex 01-804 1767

SURREY

SOFTWARE CITY
14 Thames Street
Kingston
Surrey KT1 1PE 01-541 4911

WEST MIDLANDS

MBC COMPUTER CENTRE
17-19 Lichfield Street
Wolverhampton 0902 29907/29021

YORKSHIRE

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

RECORDMANIA
14 Davy Gate Centre
York 0904 33993

RECORDMANIA
Units 5/6, In-Shops
Market Cross, Selby 0757 700988

DEALERS: If you would like to see your shop included in this new service, please call 01 251 6222 EXT 2461.

ARCADE INTERNATIONAL SOFTWARE

BEST DISCOUNTS IN BRITAIN

SPECTRUM

	RRP	Our Price
COMIC BAKERY	7.95	5.75
COMMANDO	7.95	5.75
SUPERMAN	9.95	7.25
ELITE	14.95	10.50
ENIGMA FORCE	9.95	7.25
RAMBO	7.95	5.95
THUNDERBIRDS	3.95	2.95
WILLOW PATTERN	3.95	2.95
TRANSFORMERS	7.95	5.75
SUPERBOWL	9.95	7.25
CYBERUN	9.95	7.25
GUN FRIGHT	9.95	7.25
PENTAGRAM	9.95	7.25
WINTER SPORTS	9.95	7.25
YABBA DABBA DOO	7.95	5.75
ROCK & WRESTLE	8.95	6.75
THEY SOLD A MILLION	9.95	7.25
BACK TO SCHOOL	6.95	5.25
ROLLER COASTER	6.95	5.25
ANY MASTERTRONIC TITLE	–	1.99
SPELLBOUND	2.99	2.85
YIE AR KUNG FU	7.95	5.75
WINTER GAMES	7.95	5.75
THEIR FINEST HOUR	9.95	7.25
GOONIES	7.95	5.75
ZORRO	7.95	5.75
SABOTEUR	8.95	6.75
CRITICAL MASS	8.95	6.75
TOMAHAWK	9.95	7.25
SHADOWFIRE	9.95	4.95
POLE POSITION	7.95	2.99
GLADIATOR	8.95	6.75
STAR STRIKE	5.95	4.50
BLOCKBUSTERS	8.95	6.75
BLOCKBUSTERS (GOLD RUN)	8.95	6.75
GYROSCOPE	7.95	5.75
KNIGHT RIDER	7.95	5.75
TAU CETI	9.95	7.25
"V"	7.95	5.75
BRUCE LEE	7.95	5.45
LORD OF THE RINGS	15.95	11.95
SKY FOX	8.95	6.75
SURF CHAMP	11.95	8.95
SPITFIRE 40	9.95	7.25
I OF THE MASK	9.95	7.25

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
HALL OF FAME	9.95	7.25
DESERT FOX	14.95	10.50
YABBA DABBA DOO	7.95	5.75
WINTER GAMES	9.95	7.25
NIGHTSHADE	9.95	7.25
SUPER BOWL	9.95	7.25
DRAGONSKULLE	9.95	7.25
FIGHT NIGHT	9.95	7.25
YIE AR KUNG FU	8.95	6.75
HARD BALL	9.95	7.25
BALLBLAZER	9.95	7.25
MERCENARY	9.95	7.25
ANY MASTERTRONIC TITLE	–	1.99
PITSTOP II	10.95	7.95
SUMMER GAMES II	9.95	7.25
ROCK & WRESTLE	9.95	7.25
ZORRO	9.95	7.25
KORONIS RIFT	9.95	7.25
BLOCKBUSTERS	8.95	6.75
BLOCKBUSTERS (GOLD RUN)	8.95	6.75
BULLSEYE	8.95	6.75
DESERT FOX	14.95	10.50
KUNG FU MASTER (FEB)	9.95	7.25
PSI TRADING CAMP (FEB)	14.95	10.50
ENIGMA FORCE	9.95	7.25
SHADOW FIRE	9.95	4.95
"V"	8.95	6.75
STREET HAWK	8.95	6.75
KNIGHT RIDER	8.95	6.75
ELECTRA GLIDE	8.95	6.75
REVS	14.95	11.00
SUPER TEST	8.95	6.75
WILD WEST	9.95	7.25
"Z"	8.95	6.75
KAISER	7.95	5.75
SPACE CLOUT	8.95	6.75
WILD RIDE	6.95	4.95
URIDIUM	8.95	6.75
ACE	9.95	7.25

C16

ROCKMAN	–	1.99
LAS VEGUS	–	1.99
B.M.X. RACERS	–	1.99
FORMULA 1	–	1.99
TUTTI FRUITTI	–	1.99
SPECTIPEDE	–	1.99
SQUIRM	–	1.99
ADVENTURES OF BIG MAC	–	1.99
TAI BOXING	5.95	4.35
KARATE KID	6.95	4.95
GREMLINS 4-GAME PACK	9.95	7.25

ATARI 800XL

SPY HUNTER	9.95	7.25
THE GOONIES	9.95	7.25
BALL BLAZER	9.95	7.25
ACTION BIKER	–	1.99
BOUNTY BOB	9.95	7.25
KENNEDY APPROACH	14.95	10.50
AIRWOLF	8.95	6.75
KING OF THE RING	9.95	7.25
ZAXXON	9.95	7.25
INT. KARATE	6.50	4.95
WHIRLYNURD	9.95	7.25

(All prices include post and packaging. Overseas orders please add £1 per tape).
If the game your 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

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

ORIGINAL UNUSED software available at discount prices for Spectrum, Commodore and Amstrad. Send for full list and prices contact David Roger, 38 Hollybush Lane, Welwyn Garden City, Herts AL7 4JN.

SPECTRUM SOFTWARE including Chuckie Egg 2, Wizard's Lair, Hypersports, Herbert's Dummy Run, Skooldaze, Boulderdash, Dark Star, Pyjamarama, Alien 8, Knightlore, Underwurlde, Avalon, Luna Jetman, Wheelie, Atic Atak, and many others, worth over £250 will sell for £45 telephone 0243 692128.

FOR SALE ZX Spectrum 48K including programmble interface, joystick and 10 original games. All in excellent condition will sell for only £100. Phone William on (01) 472 7712 after 4pm weekdays, all day weekends.

48K SPECTRUM, tape recorder, AGF programmable interface, Quickshot II joystick, £280 worth of excellent games, new cassette, brief case and mags. All worth £440, sell for only £100 ono. Call 657 7468 for Paul.

ATARI GAMES. Bounty Bob, Sot the Ball, Zaxxon, Mr Do, and many more. Cassette only sell or swap. Ring Wellingborough 678651 afternoon or evening ask for Mike.

COMMODORE 16 games for sale much cheaper than original price, 13 games all together including Airwolf, Dark Tower, ACE, Tower of Evil, worth £85 altogether but will sell for £75 instead. Phone 0452 23408 after 6pm please ask for WASIM (all originals no copies).

CBM 64 GAMES to swap or sell write to "Cross Lea", Coldingham, Berwickshire, Scotland or phone 039 02 400 asnd ask for Jim.

FOR SALE Spectrum 48K software including Frankie, Gyron, Shadowfire, and over 30 other titles all leads £120, or swap for Atari 800XL with disk drive or recorder. Phone 639 2908 evenings.

FOR SALE, Vic 20 + and 3K expansion packs, and C2N tape recorder. £90 of software including Jet Pac, Skyhawk and Chess. Comes with 3 books, carrying case and joystick, 90 ono. Telephone 01-730 3928 and ask for John.

MEMOTECH MTX S12 64K computer with Sanyo DR101 data recorder + £140's worth of software + £20's worth magazines, plus dustcover and leads — worth well over £400 — urgent sale is needed so will accept £160 ono. Perfect condition, telephone 0747 840243.

Mailbag.

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

● I have just finished reading your excellent mag (January issue) which was voted Computer Mag of the Year in our school's annual survey.

As soon as your mag came through the letterbox I caught it — before it even hit the floor — and rushed upstairs. I was looking forward to the map of the Bubblebus game, *Starquake*, as I had only bought the game a week before and was unsure how to complete it. However, when I opened the mag, I discovered that the map was less than one tenth the size of the area I had conquered. My best is 57 per cent with a hi-score of 245,450.

I would appreciate it very much if someone could inform me of any other codes or tips on how to find the other half of the maze.

Ian Brownlee,
Glenrothes,
Fife.

Editor's reply: Thanks for the accolade of Computer Mag of the Year, Ian. We're sorry we could not show more of the *Starquake* map. Originally we had high hopes of printing every screen but, because the game is so vast, we found we would need pages at least six feet by four feet. Keep your eye on Ideas Central for hints and tips.

● This is terrible! Some time ago you did a feature on *D&D*, then a live action roleplay feature on *Treasure Trap* — now finally crashed and missed by a few, but having spawned a host of imitators — then this *Combat Zone* game. The only real part of my hobby which is safe is the postal game!

Actually a lot of people like the idea of action roleplaying but I find it too expensive. Well, I think I can help. In about 1980 Steve Jackson Games U.S. — nothing to do with *Fighting Fantasy* Steve Jackson — introduced a game called Killer.

This was based on a cult game played in U.S. colleges in which players stalked each other. Anyone who knows 2000AD's Hunters Club, or has read *The Most Dangerous Game* will get the idea.

This game uses rather simpler equipment than the pro-games. I must warn people that trying to emulate *Combat Zone* with an air-gun is horrifically dangerous and could lead to a tragedy. I have been horrified by talk of trying this — and want to explain carefully about Killer.

The game takes many forms, and often involves waterpistol shoot-outs, alarm clock "bombing" and subtle attemps at "poisonings".

A Killer society is being formed in Bury St Edmunds and anyone wishing to join or start their own group can write to me at 22 Mitchell Avenue, Bury St Edmunds, Suffolk. The rules are not commercially avalable so I'll supply any information needed.

L. J. Romer,
Bury St Edmunds.

Editor's reply: DON'T try to shoot people with a regular air-gun. The Combat weapons are specially designed to be safe and are nothing like commercially available air-guns which can be lethal in the hands of inexperienced people. If you are interested in L.J.'s game why not drop him a line.

● OK, Francis Crowther, who do you think you are saying that there is no "solitary game worth buying" for the Atari computer? Are you living on the same planet as the rest of us?

If you want games worth buying then here is a list for you: Preppie, Rescue on Fractalus, Ballblazer, Koronis Rift, Spy vs Spy, Mr Do, The last Starfighter, Flip and Flop, Necromancer, Boulder Dash, Blue Max, Electra Glide, Shadow World.

Open your eyes and take a look around at the software market. There's more to Atari than Star Raiders.

Gary Tinsley,
Sandbach,
Cheshire.

● I have a few things to say about some of the things which appeared in you Mega Xmas Issue.

Firstly, F Crowther wrote into Mailbag saying how he hadn't seen one game worth buying for his Atari. I have recently purchased a 130XED after four years of a 400. I have loads of games most of which are of an excellent standard. Doesn't he read the ads in your mag? Why don't you get off your backside and look at *Koronis Rift, Hacker, Seven Cities, Bounty Bob and Mercenary*, eh? How can you say that *Mutant Camels* is ace? It is a totally pathetic game. Anyway it's been gathering dust on my shelf for yonks.

Now I've got that off my chest, here're some more for you to chew on.

1) I would certainly pay £1.95 for a mag which gives loads of goodies away at Christmas.

2) What did you mean by *"Elite* is now available for the Atari, pity nobody told Firebird." Why not give us a straight answer — is it out, or is it not?

3) Thanks for the posters. They're great. I now have six all over my bedroom wall.

4) Give a lot of support to Atari owners, will you? You promised us that some months ago and all we get is two reviews and a competition. You really make us like the Speccy with all those reviews (I'm being sarcastic).

So ends my first letter to you. Please, please don't torture us with loads of Speccy reviews in the future. On the other hand, I've decided that your mag is one of the best on the shelves.

P Thacker,
Walsall.

Editor's reply: *Elite* is not, unfortunately, available on the Atari.

● After tearing my hair and shirt into pieces on a new adventure game, I finally shut down my computer and settled down to read the latest issue of your magazine. I really don't know how you guys can cram so many brilliant ideas in one magazine.

Take Hot Gossip, for instance, it really keeps you in touch with the micro world. And your competitions (Wow! Look at those prizes) are brilliant. As I live in Australia, software here is very expensive. Can you please send me the software than you no longer want.

Cheong U-Tung,
South Perth,
West Australia.

Editor's Reply: Sorry software is so expensive in the land of sheep, kangeroos, sheep, Fosters and sheep. We can't send you any of ours because it's all stashed away in the C+VG nuclear bunker 100 feet below Farringdon Road so we can pass a few hours merrily away as the holocaust rages overhead.

● The trouble with your magazine is that it is too good. You have plenty of colourful and great advertisements — which make great posters to cover coffee stains on the walls — but when I run down the shops the dumb so-called assistant at WH Smith or Boots has never heard of the game, and never will by the look on its face.

So — I hear someone saying — send off for the game in the post. But the only problem with that is the cost and the fact that by the time you've received it, it's been out in the shops two weeks ago.

So I have though of an obvious solution to the problem. All you have to do is print the release date somewhere under the advertisement.

Martin Windsor,
Birmingham

Editor's Reply: Some software houses are so vague about release dates they wouldn't dare print them on advertisements. Anyway, how come you're such a messy coffee drinker that it all ends up on the walls?

● Hi, all computer freaks! My name's A Oskarsson and I live in Iceland. I've got an Atari 800XL and the average game for the Atari costs about £16. C+VG costs £3 here.

But since I started to buy C+VG, I usually buy my games from the UK by post and I can hire some too. I like the postage service very much because I can get some games up to 40 per cent cheaper now.

I would like to thank all UK software house, libraries and magazines for their service.

A Oskarsson,
Iceland.

● I am the owner of an Oric. Even though it is a good computer, I have decided I would like a new computer. My mum said if I did well in my exams I would get a Spectrum or CBM64. But so far I haven't done well.

I think your magazine is great but please publish some more stuff for the Oric, like a review or two, or perhaps a couple of listings.

Alexander Blake-Davies,
Bahrain.

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 only 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 .....

.....

VISA

JJB SOFTWARE SERVICE

HARDWARE

Kempston Interface	7.30
Competition Pro	14.00
Quickshot II	6.25
Konex Speedking	11.00

ATARI	Cass	Disk
Rescue on Fractalus	7.30	11.00
Mercenary	7.30	11.00
Ball Blazer	7.30	11.00
Gt. American R.R.	7.30	11.00
Seven Cities of Gold	–	11.00
Hacker	7.30	–
Pinball Con. Set	–	11.00
Music Con. Set	–	11.00
Red Moon	5.00	–
Murder on the Zinderneuf	–	11.00
Archon	–	11.00
Smash Hits 4	11.00	–
Kennedy Approach	7.30	11.00
Zone X	7.30	–
Tapper	7.30	11.00
M.U.L.E	–	11.00
Elektraglide	6.70	–
Summer Games	–	11.00
Ghost Chaser	7.30	–
Whirly Nurd	7.30	–
Fighter Pilot	7.30	9.75

AMSTRAD		
Lord of the Rings	13.00	–
Lords of Midnight	7.30	–
Daleys Super Test	7.30	–
Dun Durach	7.30	11.00
Never Ending Story	7.30	–
Rambo	6.50	–
Scooby Doo	6.50	–
Arena	7.30	–
Super Bowl	7.30	–
Elidon	6.50	–
Beach-head 2	7.30	11.00
Superman	7.30	–
Rock 'N' Wrestle	7.30	–
Match Day	6.50	–
Inter Rugby	5.70	–
Frank Bruno's Boxing	6.50	10.50
Yabba Dabba Doo	5.70	–
I of the Mask	7.30	–
Sorcery	–	10.50
Fighter Pilot	6.50	10.50
Street Hawk	6.50	–
Saboteur	6.50	–

COMMODORE	Cass	Disk
Who Dares Wins II	5.70	–
Superman	7.30	–
Elite	11.00	13.20
Rupert and the Ice Pal.	5.70	–
The Flintstones	5.70	–
Commando	5.70	–
Music Construction Set	8.75	11.00
They Sold a Million	7.30	11.00
Quake Minus One	7.30	–
Rambo	6.70	–
Rock 'N' Wrestle	7.30	–
Racing Destruction Set	–	11.00
The Never End. Story	7.30	11.00
Mercenary	7.30	11.00
Summer Games II	7.30	11.00
Zoids	5.70	–
Black Wyche	7.30	–
Winter Games	7.30	11.00
Dragon Skulle	7.30	–
Outlaws	7.30	–
Kung-Fu Master	7.30	11.00

SPECTRUM		
Gladiator	5.70	–
Elite	11.00	–
Winter Games	7.30	–
Saboteur	6.50	–
Sword and Sorcery	7.30	–
Never Ending Story	7.30	–
Commando	5.70	–
Transformers	5.70	–
Turbo Esprit	6.50	–
Bladerunner	7.30	–
Gunfright	7.30	–
Enigma Force	7.30	–

MSX		
Yie Ar Kung Fu 2	12.30	–
Hyper Rally	12.30	–
Boxing	12.30	–
Soccer	12.30	–
Ghostbusters	9.30	–
Boulderdash	5.95	–
Sorcery	7.00	–
Comic Bakery	12.30	–

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 SERVICES
14 Loraine Crescent, Darlington, Co. Durham DL1 5TF
Tel: (0325) 288102

[redacted]

For less than the price of one game

[redacted]

You could get your hands on over 500 great titles!

[redacted]

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 3

(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 right now to get a weeks free hire of one of our classic titles.

MATRIX
SOFTWARE CLUB

HERE At last!

HOME MICROS
— REPAIRED —

ACORN; BBC model B, model B plus, Electron. **ADAM** (keyboard only) **AMSTRAD** (keyboard only), **ATARI**; 400, 800, 400XL, 800XL, 130XE, 420, 260. **AQUARIUS**, **COLECOVISION**, **COMMODORE**; VIC20, C16, C64, C128, plus 4, SX64 CPU (keyboard only) **DRAGON**; 32, 64, **EINSTEIN**, **ENTERPRISE**; 64, 128, **LYNX**; 64, 128 **MEMOTECH**, **ORIC**; atmos **PSION** organisor **SINCLAIR** pectrum, S pectrum +, **SPECTRAVIDEO**, **TANDY** TRS 80 model 1. All **MSX** computers.

£30

DISK DRIVES
— REPAIRED —

All **3in., 3½in., 5¼in.** disk drives including Amstrad on-board disk drives
(this product does not include drive heads which are subject to quotation)

£36

The COMPUTER Hospital

PRINTERS
— REPAIRED —

All dot matrix printers of under 300 cps
(this price does not include print heads which are subject to quotation)

£32

TELEVISIONS & MONITORS
— REPAIRED —

All televisions and monitors up to 16in.
(this price does not include tubes which are subject to quotation)

£45

All repairs include VAT, labour, parts, 6 month warranty, collection and delivery.

* Full 6 month guarantee on repairs
* No extra charge for parts
* Full soak test before despatch
* FREE collection and delivery in mainland UK

Phone TODAY – We Collect TOMMORROW! 01-398 8055

ADVERTISEMENT INDEX

Albany 97
Anirog 81
Arcade International Software 94
Argus 12-13, 59, 88
Ariolasoft 33

Bargain Software 38

Cascade Games 23
Cheetah 92
Computmart 37
CRL 76

Database Publications 67
Durell 40

Elite ..... IFC
English Software 57
Euromax 31

Firebird 90

Gargoyle Games 38
Goodbyte 72

Hewson Consultants 45

Imagine 6-7, 84

JJB 96
JR 37

Logic Sales 72

Martech 91
Match 38
Matrix 96
Megasave 38
Melbourne House 25
Micro-Ads 80
Micro Mail 37
Micronet 800 ..... 65, 72
Micro Retailers 94
Microsell 94
Midland Computers 96
Mikro-Gen 41
Mirrorsoft 18

Ocean ..... OBC, 16, 62

Shekhana 28
Softek 20
System 3 ..... 3, 10

Ultimate 64
Unitsoft 19
U.S. Gold ..... 34, 56, 73, IBC

NEXT MONTH IN C+VG

Mercenary madness has gripped the nation's gamesters — it seems everyone with a C64 or an Atari is trying to outwit the inhabitants of the planet Targ. But lots of you are encountering problems — so IDEAS CENTRAL contacted the Mercenary masterminds at Novagen and asked for the lowdown on the lowlife on Targ. Next issue we've got an illustrated games player's guide to Mercenary, created by Novagen's Bruce Jordan and Mercenary programmer Paul Woakes. If you're a real Mercenary you can't afford to miss it. Check our your nearest IDEAS CORP supplier on February 16th!

Born in the U.S.A.! A special bulletin from over the Pond. Including:
The Atari 520 ST and Commodore's Amiga — we take a look at these two super-computers, plus some of the games software available. Will these machines change the face of games playing as we know it? Find out next issue.

More Stateside sensationalism in Letter from America, plus a look at Star Blazer, the latest sci-fi live action role playing game to rock the U.S.

Remember the Atari VCS dedicated games machine? This defunct machine was the item of hardware that changed many a games player's life. Now the Japanese company Nintendo are breathing life back into the dedicated games machine with their brand new Entertainment System. Read all about it next issue — and prepare to start saving your pennies!

ON SALE MARCH 16th

PLUS Yes, the long awaited **Scooby Do Competition** will appear next issue. Scooby goodies and software up for grabs!

PLUS A special Spectrum mega-listing next issue called the **Wizard of Tallyron**. It's a *D&D* style adventure created by Mike Turner of Star Dreams who also wrote the Sandman adventure praised by Keith Campbell. If you don't want to key in the listing — and it is a biggie — we've got a special offer on tape copies of the game EXCLUSIVE to C+VG readers.

Coming soon to a C+VG near you:
Tour of the Universe! Zoids and Elite — player's guides. The Think! challenge. Amiga games software. The Nintendo Games machine ... and much, much more in the months to come. Why not place a regular order with your newsagent TODAY!

TWISTER OFFER

Twister, System Three's eagerly awaited new game previewed in last month's C+VG, will be released soon. And, thanks to IDEAS CORP and System Three you could save some cash if you want to get your hands on this neat new game for the Spectrum, C64/128, Atari, Amstrad and BBC. If you were sensible and kept last month's Twister Coupon you'll be able to snip out coupon two below and send both of them to Computer and Video Games, Twister Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU together with a cheque for £5 made payable to System Three Software — that's a whole £2 off the £7.50 shop price! If you missed last issue or decided to spend your 98p on something less sensible than C+VG we'll forgive you. You can send coupon two on its own with a cheque or postal order for £6 if you still want to take advantage of the offer. Which only goes to show how sensible it is to book a regular order for C+VG with your newsagent. We not only bring you the best magazine in the world but we also save you money!

C+VG/SYSTEM 3
TWISTER OFFER

Name.....

Address.....

.....

I enclose a cheque/PO for

.....

I enclose .....tokens

Machine owned.....

TWISTER C+VG COUPON NO.2

T-SHIRT OFFER

Want to look cool on the beach this summer? Want to impress your friends as you sip cocktails around your pool in the back garden? Want to achieve instant success with the opposite sex? Then all you need is an exclusive C+VG Big Red designer t-shirt as worn by Melissa Ravenflame and her IDEAS CENTRAL squad. Normally only C+VG prizewinners can get their hands on one of these trendy t-shirts. But now, thanks to the IDEA CORP, other mere mortals will be able to dress to kill in a Big Red shirt.

Over the next three issues we'll be printing special coupons which will entitle you to anything up to £2 off one of these exclusive items.

Snip out the coupon below and keep it until next month when we'll print the second coupon. Then you can send away for a Big Red t-shirt at the special IDEAS CORP price of just £3.50.

COUPON
T-SHIRT 1 OFFER
C+VG/SPECIAL OFFER/£1 OFF

Name.....
Address.....
.....
Tel.....
Send to: C+VG T-SHIRT OFFER, WARD LESTER, 14 HERTFORD ROAD, LONDON N1

Living on the edge of an eternal galaxy, battling with opponents who seem to be reading your mind, you are about to captain your ship through one of the great edge-of-your seat adventures of the 35th Century.

Sitting on a mother lode of rich mining deposits, a new quadrant called the Parvin Frontier, is a mecca for settlers; entrepreneurs on both sides of the law; and some of the worst scum in the universe.

These space carrions have been the scourge of the shipping lanes; and as things stand now they are on the brink of starving out the entire quadrant and holding it hostage.

No wonder the inhabitants of the Parvin Frontier will pay almost anything to anyone who can get through to them with a freight ship full of supplies from the outside world.

But it's a tall order to fill, even for the experienced

captain of the Psi-5 Trading Company; because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergallactic carnage.

So, if you're ripe for a stiff challenge and feel comfortable in the role of Space Freighter Captain, your ship just came in.

Choose your crew carefully. For 10 years Al Zott has been shooting enemy attack cruisers to smithereens, but will his hot temper be your final undoing? Your choice for weapons expert is critical. You have a wealth of talent to choose from; but will your pick hold up in the heat of the battle?

As captain of the Space Freighter, you must constantly delegate authority throughout the mission. With space outlaws on the horizon, what do you repair first – the defence shields or your weapons?

PSI-5 TRADING COMPANY

- Keyboard or Joystick Controlled
- Choice of Specialist Crew
- Inter-ship video link
- External view port
- On board Computer
- Navigational Cockpit
- Superb weaponry

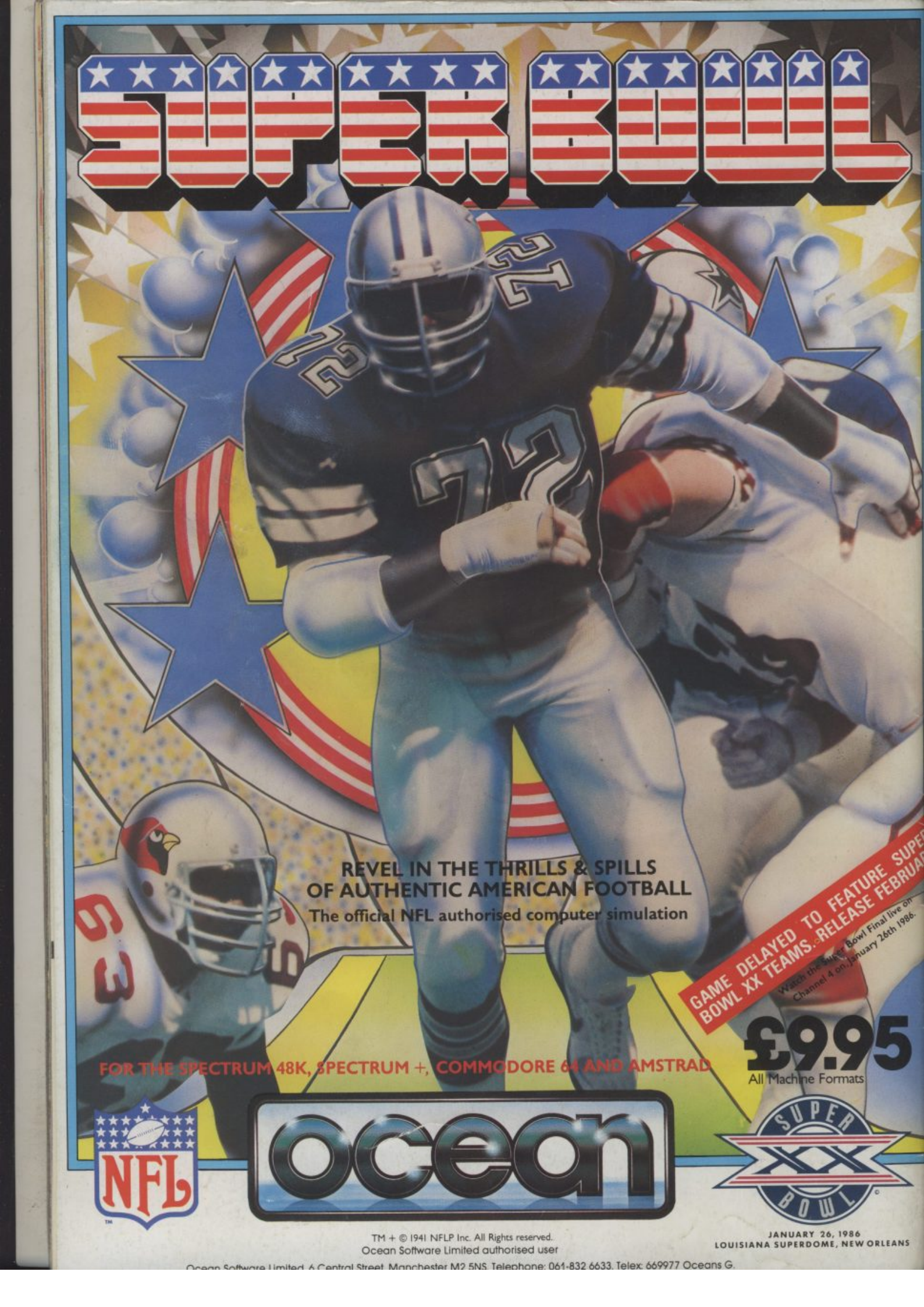
Manufactured under licence by U.S. Gold Ltd, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

*Screen as seen on Commodore 64

64

Accolade

U.S. GOLD



TM + © 1941 NFLP Inc. All Rights reserved.
Ocean Software Limited authorised user

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