Britain's best selling computer magazine Dec 87

Still only £1

# COMPUTER +VIDEO GAMES

# GO FOR IT WITH RACE ACE NIGEL MANSELL!




PLAY PLANET OF DOOM WITH C+VG'S FREE GAMES FIGURES

WIN AN AWESOME AMIGA

WIN BUGGY BOY'S GO-KART!

WIN A KNIGHTMARE ADVENTURE

WIN COMPUTER HITS!

ARCADE ACTION IN JAPAN

FREE FANTASY ROLE-PLAYING SUPPLEMENT

STAR TREK — THE NEXT GENERATION

FREE ROLE PLAYING BOARD GAME INSIDE

# THUNDERCATS™

| | |
|---|---|
| Spectrum 48k Cassette | £7.95 |
| Spectrum 128k Cassette | £7.95 |
| Spectrum 128k Disc | £14.95 |
| Commodore 64 Cassette | £9.95 |
| Commodore 64 Disc | £14.95 |
| Amstrad 64k Cassette | £8.95 |
| Amstrad 64k Disc | £14.95 |
| Amstrad 128k Disc | £14.95 |

Coming soon: Atari ST/ Nintendo

Screenshots taken from various computer formats



© 1985 Telepictures Corporation, Leisure Concepts, Inc. and Ted Wolf. All rights reserved.

elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX Telex: 336130 ELITE G

# BUGGY BOY®




| | |
|---|---|
| Spectrum Cassette | £7.95 |
| Spectrum Disc | £14.95 |
| Amstrad Cassette | £8.95 |
| Amstrad Disc | £14.95 |
| Commodore 64 Cassette | £9.95 |
| Commodore 64 Disc | £14.95 |
| Atari ST | £19.95 |

Screenshots taken from various computer formats



TATSUMI

"Licensed from © Taito Corp. Original game developed by Tatsumi Electronics Co. TM 'Buggy Boy' Owned by Taito Corp. Export outside Europe and Australia prohibited"

elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX Telex: 336130 ELITE G

# Contents

## Features


46 WIN A KART COMPETITION
49 GOING FOR GOLD
50 US GOLD NEWS
52 OUTRUN
57 GO!
60 COIN IT
63 GAUNTLET II
64 SCREEN STARS
68 KNIGHTMARE COMPETITION
70 STAR TREK – THE NEXT GENERATION
74 FAST LANE – NIGEL MANSELL
83 FANTASY ROLE – PLAYING SPECIAL
98 PLANET OF DOOM BOARD GAME
103 COMPETITION RESULTS
104 ALTERNATIVE WORLD GAMES COMP.
109 GRAFITTI RESULTS
111 THUNDERCATS CARTOON
132 WIN AN AMIGA
145 COMPUTER HITS COMPETITION
164 KONAMI T-SHIRT OFFER
168 BUGGY BOY PLAYERS GUIDE


## News & Reviews


8 NEWS
16 REVIEWS: GAMES OF THE MONTH: THUNDERCATS AND NEBULUS. C+VG HITS: JACK THE NIPPER II, TERRORPODS, BUGGY BOY


### REGULARS


77 IDEAS CENTRAL
122 FRAME UP
126 BIG SCREEN
136 ARCADE ACTION
140 COMIX
146 ADVENTURE
174 THE MEAN MACHINES
180 STREET SEEN
185 MAILBAG
194 HOT GOSSIP


## C+VG team


EDITOR **Tim Metcalfe** DEPUTY EDITOR **Paul Boughton** EDITORIAL ASSISTANT **Lesly Walker** SUB-EDITOR **Seamus St John** ART EDITOR **Craig Kennedy** ADVENTURE WRITERS **Keith Campbell Steve Donoghue Matthew Woodley** AMERICAN CORRESPONDENT **Marshal M. Rosenthal** ARCADES **Clare Edgeley** SOFTWARE CONSULTANT **Tony Takoushi** PUBLICITY **Clive Pembridge** ADVERTISEMENT MANAGER **Garry Williams** SENIOR ADVERTISEMENT EXECUTIVE **Katherine Lee** AD PRODUCTION **Lora Clark** PUBLISHER **Terry Pratt** COVER **Lee Sullivan** EDITORIAL AND ADVERTISEMENT OFFICES **Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU Tel: 01-251 6222. July-December 106,571**





• NIGEL MANSELL/P74




• STREET SEEN/P180






• BUGGY BOY/P168

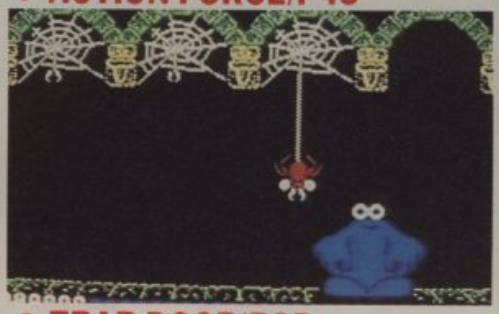





• ACTION FORCE/P45



• THUNDERCATS/P16



• TRAP DOOR/P25




• KNIGHT GAMES 2/P8





• ROLE-PLAYING/P83

## Inside Story

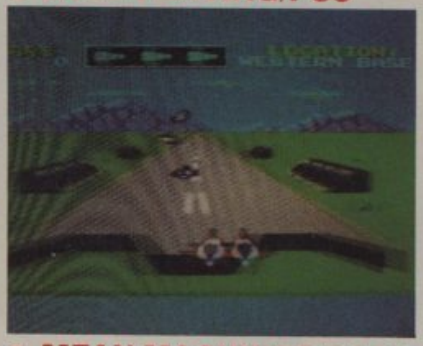
If this is the first time you've picked up C + VG then you've chosen the right month! Not only are there tons of really great games about at the moment which we've packed into our reviews section, but also we've got many mega-competitions . On the front of this issue you'll find your FREE miniature role-playing figures for you to use playing our exclusive Planet Doom fantasy board game. Talking of fantasy figures, Wayne has been hard at work to bring you C + VG's special Fantasy Role Playing supplement. We take an in depth look at what US Gold have up their sleeves for Christmas, offer you the chance to win an awesome Electronic Arts Amiga and check out our Buggy Boy Players Guide. All this plus our executive Nigel Mansell Grand Prix preview.

**The figures FREE with the issue of C + VG contain lead, which may be harmful if chewed or swallowed.**



• BIG SCREEN/P126





• MEAN MACHINES/P174




• ARCADE ACTION/P136



• FRAME UP/P122




• TERRORPODS/P29

You're cool, the engine's hot, the girl's gorgeous,
a tank full of gas and an open road.... the rest is up to you..!

Screenshot from Amstrad version.



# Out Run™

Screenshot from CBM 64/128 version.






Screenshot from Spectrum version.

# START




Screenshot from Atari ST version.

The ultimate experience in motor sports simulation, the absolute challenge to nerve and reflexes. Feel the wind in your hair and the pull of the G-force as you power your way along the highways and byeways, a girl by your side, and open country before you. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits. Out Run the coin op starred as an arcade sensation. Out Run the computer simulation mirrors this exciting all action spectacle.

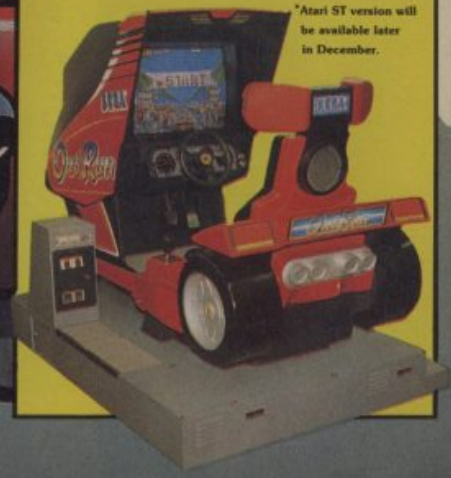
**CBM 64/128**
**CASSETTE £9.99 DISK £11.99**
**SPECTRUM**
**CASSETTE £8.99**

**AMSTRAD**
**CASSETTE £9.99 DISK £14.99**
**ATARI ST**
**DISK £19.99**

INCLUDES ORIGINAL 'Sound Track' FROM COIN OP VERSION

**The machine becomes a home computer reality on December 10th.***

*Atari ST version will be available later in December.



SEGA®

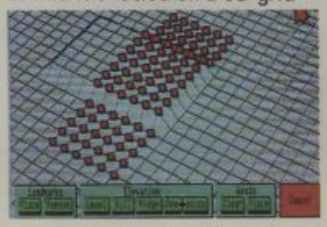
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

U.S. GOLD® All American Software

# News

## Battle Zone

■ **Universal Military Simulator** is the game which has apparently got wargamers frothing at the mouth with anticipation. It allows you to re-enact the battles of Hastings, Marston Moor, Arbella, Waterloo and Gettysburg. Each conflict is enacted on a 3D grid



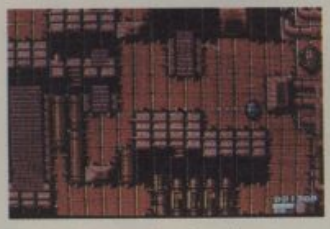


system which can be viewed from any angle. Play is either against computer or friend. You can use the map creator facility to design your own battlefields, and then create your armies. Or place, in combat, two armies from different time periods. How would Ethelred the Unready have fared in the battle with Napoleon? Or Alexander the Great versus Montgomery's Desert Rats?

**Interglalactic Development's** USM will be published by **Rainbird** on the Atari ST at £24.95.

## Take off

■ **Stratton Air Terminal** – the latest in space passenger comfort. Advanced controls, machinery, waste disposal. The lot. And then, on the official opening, a terrorist bomb



explodes on a shuttle. The terminal's moorings are smashed and the life-support system cut off. The shuttle crashes through three levels of Stratton and triggers of fall defence units. Survivors are trapped, cut off from rescue services.

You are sent to de-activate the Stratton Central Control, rescue those trapped and make the terminal safe again. Unfortunately the simple entry code was lost when Dr Hans Rasuer, the terminal's inventor, died aboard the shuttle. The only other method of shutdown is a systematic de-activation by removing all of the circuit breakers scattered about the underground levels – where they are in anybody's guess! Remove the last data bus and you'll trigger a total shutdown of all mechanical and computerised services inside the terminal.

**Stratton** – CRL – will be available on the Commodore 64/128 cassette £9.95, disc £14.95.

## Leather Fun!

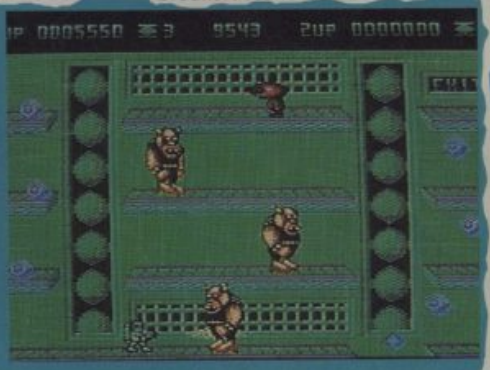
■ Vroom! We reviewed the Amstrad version of this French bike racing game, **500 Grand Prix,** some time ago. But here it is on the Atari ST. Looks pretty huh? Available through **Loriciels** very soon – with IBM, C64 and the released Amstrad version following on.









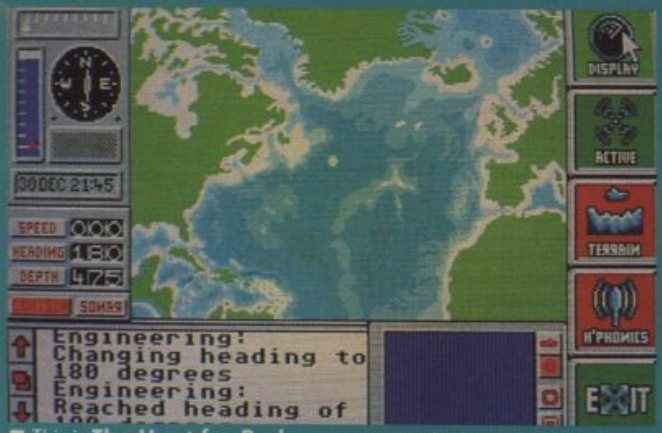

■ By the year 3987, the Galactic Imperium was mightier than ever. One by one, it had swallowed up all solar systems and alien races. The dreaded fleets of the Imperium were feared all over the Galaxy, and with good reason: one fully armed battle cruiser was enough to blow up a whole planet. No one was strong enough to resist the power of the Imperium. Except for a small, defiant planet called Octapolis. The Imperium hadn't attacked the planet of Octapolis for centuries. To space pilots it was just a black spot on the space map, the Zone of the Evil Eye, as they called it. No one even dared to talk about Octapolis anymore, but in the deep secrecy of the Galactic Intelligence Agency (GIA) a most cruel and desperate series of experiments was carried out. They kidnapped innocent space pilots, and sent them inside the zone, and hoped that somehow, somewhere, they could find one who was immune to the immense mental power of Octapolis. If they could get close enough to wipe out the planet. It took the

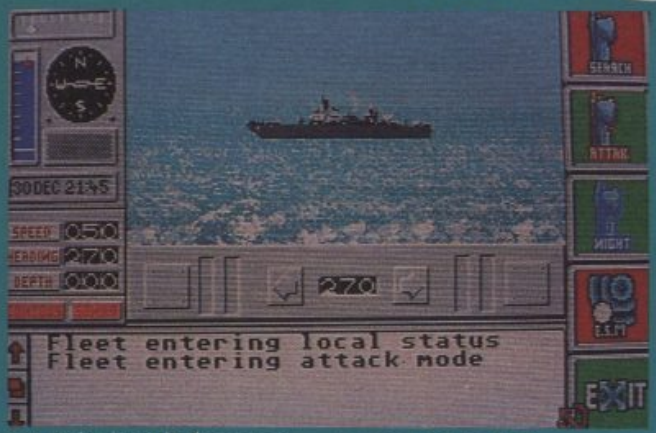
**Octapolis** is a simply brilliant new game for the 64 from **English Software.** It features split screen two way scrolling, the hottest shoot em' up action you've seen since Uridium, PLL exciting platform screens. Like *Uridium* you start by shooting up space craft and sneaky aliens, score enough and you can land and enter the platform sequence of the game. Five platform screens packed with awesomely detaild monsters separate you from the next shoot 'em up level. Created by a mysterious Finnish

## Hunk of the month



■ Urrrrrgh! Horrible isn't it. Designer's Knees exposed horror! Still, the boxer shorts Craig is modelling arn't half bad. And there's no dodgy fastenings which could possibly let you down – so they are pretty good as cool shorts too. Fancy a pair? Then just answer the simple question and rush your answers on postcards only please, to




■ This is **The Hunt for Red October** on the Atari ST which promises to be the best **Argus** release – well, possibly ever. It's based on the international best-selling book of the same name by **Tom Clancy.**

**The Red October** is the Soviet Union's most advanced submarine, brand new and almost undetectable. The captain and officers have decided to defect to the West. Having set out from Russia, the sub is now heading towards America. Not surprisingly the Americans want **Red October.** And the Russians want her back even more. Tension mounts and the world heads for all-out war.

In the game you play the part of the sub's skipper. The officer's are on your side but the crew doesn't know about the defection. With both the Americans and Russians hunting you plot a course to freedom. The game is icon-driven, so it's quite easy to select directions, engine speed and navigate. But whether you make the right decisions is another matter.

**The Hunt for Red October,** being programmed by Oxford Digital, will cost £24.95 on ST, Amiga and PC. Spectrum, Amstrad and Commodore versions will follow.

Meanwhile there's another Argus game' this time due out the Quicksilva label.

Twenty years ago Professor Albert Eyestrain predicted a great comet would hit and destroy the earth. Everybody laughed and the Prof disappeared in huff. Well, 20 years on the comet has appeared and only the Prof can save the world but where is he?

You have a choice of five explorers – British, German, Japanese, French and American – to pick from. From then on it's exploring caves, clouds and the land. It is the normal mix of problem solving but good fun nevertheless.

Watch for more Red October next month.

*Computer and Video Games,* Ugly Knees Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We've got 30 pairs of these elegant boxers, made specially for **Infogrames,** that classy French software company, to GIVE away. They come in small, medium and Garry Williams sizes – so don't forget to put what size you want on the card as well. The question we want you to answer is: What is the small creature used as a company logo by Infogrames called? Is it a) A frog b) a snail c) an armadillo?

## Knight Knight

■ **Knight Games Two,** the sequel to, you've guessed it already, **English Software's** *Knight Games* is due soon. But don't expect another simple combat game. This follow-up is set in the future and is a compilation of several different new games. Lots of action – but C+VG's favourite sequence was the 3D space invader part!




## Over the Moon

■ Don't expect **Pirahna's Roy of the Rovers** to appear before the New Year. Word is that the game is being reprogrammed.

The storyline is that the Melchester Rovers' football team has been kidnapped just hours before a fund-raising match to save their ground.

Will Roy Race rescue them? Will they make the match? Will they win? Will you buy it?

**Roy of the Rovers** will be out on Spectrum, Amstrad, CMB 64 at £9.95 and £14.95 on disk.

## Arch Zarch

■ Nah, **Archimedes** isn't just a wrinkly old philosophers or Merlin's wise old owl. It is a bit mystical though as there's only a few of them about. The **Archimedes** is **Acorn's** new micro and already there's a mega-game for this machine, sought after by techo-freaks everywhere. **David Braben,** co-author of that all time classic **Elite,** has produced **Zarch,** a shoot 'em up with added strategy. **Zarch** features filled-in vector graphics, super-fast movement and looks v-e-e-ry interesting. Zarch from **Superior Software** will set you back £19.95 – and



Archimedes will make an even bigger dent in your pocket money. If you can find one that is . . .

## Amiga Magic

■ No **Amiga** software? **Tony T.** raves about the latest stuff in *Hot Gossip* this issue – and we've got a whole bunch of stuff planned for the next Amiga/ST Special coming your way in January's C+VG. Meanwhile check out these Anco products. **Sky Fighter** is for the Amiga and ST and will set you back £15. But Anco are also releasing a bunch of budget priced Amiga games – all at £19.95. They are **Dr Fruit, Final Trip** and **Vader.** In **Sky Fighter** you have to attack a central power station. There are nine sectors to be flown across, intelligence to be gathered, and passed to the command control before the target is in sight. The target lies fifty metres below ground and the only way to destroy it is to drop a bomb accurately into one of the three ventilator shafts.

**Dr Fruit** must tunnel his way into the orchards moving from tree to tree to strip them bare of all fruit.

## Slick Zapper




■ This is **Leviathan – English Software's** 3D scrolling shoot em' up – on the Atari ST and Amiga. The diagonal scrolling on the ST has to be seen to be believed as do the incredibly detailed backgrounds. A very slick and playable game on both machines. More details in next issue's Amiga/ST special.

## Carry On!

■ If you gasped at **Starglider,** then don't miss out on Realtime's next game for **Rainbird, Carrier Command.**

It puts you in charge of a futuristic aircraft carrier.

The 3D solid graphics look amazing on the first Atari ST version.

# DRIL

INTRODUCING

# FREESCAPE™








**SOLID**
**3 DIMENSIONAL GRAPHICS**

SPECTRUM
COMMODORE
AMSTRAD CPC
Cassette £14.95
Disc £17.95

Mitral – An abandoned Moon – An unstable Moon about to blow – A defence system set on automatic – Lasers that don't miss – Scanners that hunt you out. *Mitral is MASSIVE . . .*

***"The 3D presentation is Spectacular"*** *SINCLAIR USER.* ***"A Major Breakthrough"*** *AMSTRAD USER.*

***"A New 3 Dimensional Reality . . . WOW!"*** *CRASH.*

**THE DRILLER EXPERIENCE – IT'S JUST LIKE BEING THERE!**

© 1987 INCENTIVE SOFTWARE LTD. ALL RIGHTS RESERVED. FREESCAPE™ IS A TRADEMARK OF INCENTIVE SOFTWARE LTD.


LER
incentive
SOFTWARE LTD
2 MINERVA HOUSE, CALLEVA PARK, ALDERMASTON, BERKSHIRE RG7 4QW (07356) 77288

# News

## Choc Drops

■ The **All Because the Lady Loves Milk Tray** chocolate ads are to be turned into a computer game of the same name by **Superior Software.** Sounds bizarre, doesn't it.

But Superior have taken the themes of the all-action ads, where the mysterious Man in Black performs all sorts of amazing stunts just to deliver a box of chocs to a lady, and is using them as backdrops for an arcade game spiced up with a little problem solving.

The game will last over five levels. The actions will include skiing, bike riding, powerboats etc. In the final level the Man in Black must deliver the chocs. Those who make it to the end of the game are promised a special treat!

**Cadbury's** are running a new series of the ads over Christmas and the Superior game – available on Commodore, Spectrum and probably Amstrad – will be released in the New Year.

## Fiddled Giblets

■ To roars of "fix," "fiddle" and "shame," C+VG writer and soon-to-be horror author **John Gilbert** won a personal compact disc player in a prize draw run during **Pirahna's** first



birthday party.

C+VG's editor **Tim Metcalfe,** mightily peeved at not winning was heard yelling. "You'll never work for me again, Gilbert."

The outrage of the assembled 150 odd assorted magazine journalists, programmers, artists and distributors, was further compounded by the news that Pirahna is to be release a John Gilbert designed horror game called **Coven** sometime in the New year.

John, whose first novel, **The Devil's Children,** will also be published in Britain next year, was not available for comment because nobody was prepared to talk to him afterwards.

There is no truth in the rumour that the C+VG team were later seen trying to persuade John to take up swimming in the tank of piranha fish on Piranha's stand at the PCW Show.

## Grovel! Grovel!

■ Okay, it's grovelling time. **Alligata's** hugely addictive **Addictaball** on the Atari ST sells for £14.95 and not £24.95 as stated in C+VG's review of the game in the October issue. Sorry etc etc . . .

## Pac is Back

■ Pac's back in Pac-Land. The dot-munching, ghost-crunching PAC has been snapped up by **Quicksilva** for release in time for Christmas.

Set on his home island, Pac must help a lost fairy home to Fairyland. To succeed, Pac must pass through towns, forge through rugged mountains, cross dangerous ravines and trek across deserts.

Throughout the adventure, Pac is hindered by his enemies Blinky, Pinky, Inky and Clyde.

Versions under production include Commodore 64/128, Spectrum, Amstrad CPC, MSX, Atari ST and Amiga for Christmas.



## New Berk!?

■ Berk and his friends will return in a new series of the popular television series **Trapdoor** late in 1988. Meanwhile you can catch the re-runs of the first series, right up to March every Saturday morning. Or you can play **Piranha's** new Berk game, **Through the Trapdoor,** which is reviewed this issue.

## Snow Joke

■ Bobble hats at the ready, chaps. The season of chill thrills and frostbite is on as the winter sports simulations slip and slide onto the games scene. The pics are from **Tynesoft's Winter Olympiad 88** which the



Tynesiders have released to cash in on the XV Winter Olympics in Calgary next February.

## Fangtastic Competition!





■ A thick fog has descended on Old London Town. A full moon can occassionally be glimpsed. From out of the dank, dark depths of C+VG's office a horrible howling can be heard. It turns the blood of all those who hear it to ice. It can only mean one thing – werewolves are about!

Strange that such off noises should coincide with the release of **Viz Design's Werewolves of London** game and C+VG's Out Howl a Werewolf Competition.

Pictured here is Viz Design's **Paul Smith** the man behind **Werewolves of London** and that other horror game **Bride of Frankenstein.** He's clutching a poster of the game and we've now got two of those posters PLUS 10 copies of the game to give away to the readers with the best howl!

Just send us a tape of your very best blood-curdling werewolf howl to Out Howl a Werewolf competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16 and editor's decision is final. And we're sorry but we can't return the tapes.

The two best howls will get the signed poster plus a copy of the game and the eight runners up will get the game.

Don't forget to fill in the printed form and say which computer you have.

OUT HOWL A WEREWOLF COMPETITION

Name .....

Address .....

.....

.....

.....

Spectrum ☐ CBM 64 ☐ Amstrad ☐

# Preview The Future!

# PROJECT: STEALTH FIGHTER



Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brillant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

MICROPROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Project: Stealth Fighter CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

_____ Post Code_____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd.

PSF/C + VG/1287

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

# THE NEW SINCLAIR HAS ONE BIG DISK-




## THE SINCLAIR ZX SPECTRUM+3 WITH 6 FREE GAMES AND A JOYSTICK.

# - ADVANTAGE.




## ZX SPECTRUM+3. £199



The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tec graphics on the vast universe of games available (six of which come free). And there's a free joystick to give you ultimate control.

But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

## ZX SPECTRUM+2. £139



The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the vast universe of games available.

Every model comes complete with six free games to start you off, and a free joystick to make you super agile.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

## BE WHO YOU WANT TO BE.

Available at: Allders, Boots, Clydesdale, Comet, Connect, Currys, Dixons, John Lewis, John Menzies, Lasky's, Tandy,* W.H. Smith, Visionhire, Wigfalls, and all good independent stores.

*ZX Spectrum +2 only.

Recommended retail price Sinclair ZX Spectrum +2 £139 including VAT, Sinclair Spectrum +3 £199 including VAT, at 1.10.87. Prices subject to change without prior notice.

Please tell me more about the SINCLAIR ZX Spectrum +2 ☐ ZX Spectrum +3 ☐

Name_____

Address_____

**Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 262326**

sinclair

# Thunde

► MACHINES: SPECTRUM/C64/128/AMSTRAD 464/6128
► PRICES: £7.95 (SPECTRUM 48/128) £8.95 (AMSTRAD) £9.95 (C64) £14.95 (all discs)
► VERSIONS TESTED: C64/AMSTRAD/SPECTRUM
► REVIEWER: TIM

Thundercats Ho! If you've been disappointed by cartoon character games in the past then you could be in for a big surprise. These cats are definately cool – and the game is addictive enough to make you purr with pleasure!

*Thundercats* is a *Rygar*-like scrolling hack 'n' slash epic. Fast-moving and packed with action, the game grabs you from the moment you load it up. Attractive graphics, nice animation and good sound and gameplay that gets you grabbing the joystick for more, more, more!

The Amstrad and Spectrum versions have been created by none other than the highly-experienced team at Gargoyle Games – and true to form they have come up with a little gem. And the C64 version is pretty neat too!

If you're a fan of the TV cartoon you'll know all about the team of cat-like folk who inhabit a fantasy world and bat the evil Mum-Ra and his nasty henchmen, the Mole Men.

In the game Mum-Ra has stolen the Mystic Eye of Thundera, the last remnant of the Thundercats' once proud planet to Lion-O, the T-Cats main man by the elders.

The jewel gives Lion-O's Sword of Omens all its powers – so you can guess he's pretty mad with Mum-Ra. On top of all that Lion-O's mates, Tygra, Panthro and and Wilykit have been imprisoned by old Mum-Ra and Mr L wants to save them as well.

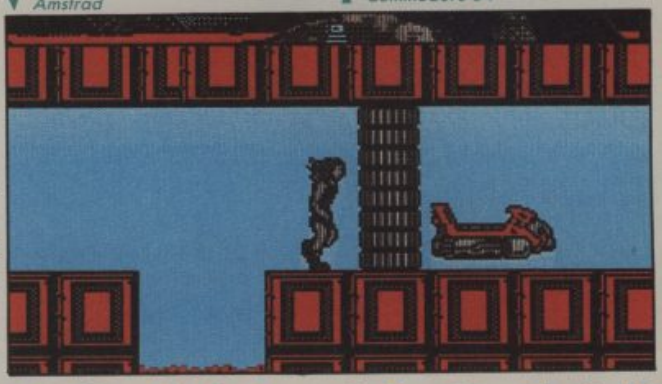
This is the task that confronts you when you've loaded up the game. Easy? You're joking. You're going to have to move fast, be quick on your feet, as agile as a cat and quick on the draw with the mystic sword if you're going to succeed.

There are no less than 14 levels in this game, levels of varying difficulty and packed with different hazards. From the



▲ Commodore 64

▼ Amstrad



## Reviews this issue

1 Thundercats
2 Nebulus
3 Buggy Boy
4 Captain America
5 Through the Trap Door
6 Jack the Nipper/ Terrorpods
7 Morpheus
8 Thunderceptor/Rygar
9 Trantor
10 Implosion/Complete Bastard
11 Shoot 'em-up Construction Kit/ Zig Zag
12 Flight Trainer/ Cruncher
13 Action Force

# Nebu

► MACHINE: CBM 64/SPECTRUM
► SUPPLIER: HEWSON
► PRICE: £8.95/£12.95 (CBM) £7.95 (SPECTRUM)
► VERSION TESTED: CBM64/SPECTRUM
► REVIEWER: PAUL

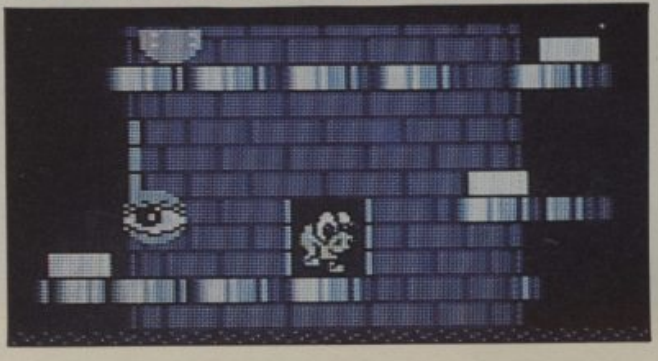
When programmers Steve *'RanaRama'* Turner and Andrew *'Uridium'* Braybrook suddenly quit Hewson back in September, it must have hit the software company for six. Turner and Braybrook were responsible for their most highly praised games. Would this mean the glory days were over? Did it hell!

Even in the depths of their darkest hour (doesn't this tug your heartstrings?) a new star rises. With it comes what must be the most original game this month and what will probably be the most original game released this year.

And that game is *Nebulus* from the mind of 24-year-old John Phillips, who you may remember was responsible for *Impossaball*. That game attracted good reviews but probably didn't get the attention from the public it deserved. Well, hopefully, that won't happen with *Nebulus*.

So just what is *Nebulus?* Well the central feature is a 3D scrolling tower with steps around the edge and doorways which allow you to enter the tower and cross to the other side. As you enter, the tower spins to reveal the hidden face.

The idea is to climb to the top of the tower, avoiding the traps and monsters. Then into a sub-game before encountering another tower.





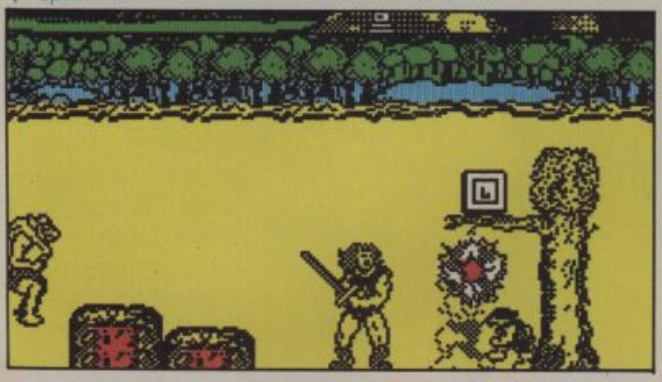
# lercats

REVIEWS

C+VG 2




▼ Spectrum



Fertile Plain to the Final Battle you'll have lots to do – and I'm betting you're going to need and infinite lives POKE to see the end of this awesomely challenging game.

Watch out for the Mole Men and other assorted baddies, beware of vanishing bridges and the useful Nosediver – a high-powered jetbike – in the Garden of the Fire Elementals, level four to you!

Enemies come at you from all sides – beware those that chase you. Don't hang about waiting to kill them – keep moving! On the Spectrum version you generally outrun these nasties – but the Amstrad and C64 baddies seem to move faster! Maybe my reactions are slowing down . . .

Don't forget to collect the extra lives/weapons etc hidden in various objects dotted along the way.

You'll recognise these objects when you see them – they are about the only things that aren't behaving in a hostile fashion! They are disguised as shields, vases and even skulls.

You'll need all the extra lives you can get your paws on – so build them up earlier, easier levels in preparation for the horrors to come.

Brilliant graphics, a driving soundtrack by Rob Hubbard and superb action make *Thundercats* a real winner – and we're not just saying that because we had a tape on the front cover last issue either!

If you like the Arcade games *Rastan Saga* and *Rygar* then you're going to want to add *Thundercats* to your collection – all the versions are well wicked. I reckon it could soon collect the same cult following as *Ghosts and Goblins* – and we can't wait for your maps and tips to start flooding in.

| | SPEC | AMS | 64 |
|---|---|---|---|
| ► GRAPHICS | 8 | 9 | 8 |
| ► SOUND | 8 | 9 | 9 |
| ► VALUE | 9 | 9 | 9 |
| ► PLAYABILITY | 9 | 9 | 9 |

**The Levels**

1: The Fertile Plain
2: In the case of the Mole Men
3: Rescue TYGRA
4: Gardens of the Elementals: Fire – Find the Nosediver
5: Water – Bubbles
6: Air – Packbats and Eyes!
7: Earth – Beware of Mum-Ra
8: Rescue Panthru
9: More Mole Men
10: Passengers beneath Plunn-Dar
11: Mum-Ra's Bird Warriors
12: Hunting Plains
13: Rescue Wilycat
14: The Final Battle

# oulus

It sounds a simple concept but it is brilliantly executed, magnificently programmed and a sheer joy to play.

Okay, let's backtrack for the plot. The game is set on the planet *Nebulus* where someone or something has been building towers in the sea.

The character you play, Pogo, works for Destructo Inc. a demolition company given the job of demo- lishing the towers. And guess what? You've got the job.

So the game opens as you emerge from a Mk 7 Minisub at the foot of the first tower - the Tower of Eyes.

This character reminds me in some ways of that other Hewson creation Gribbly from *Gribbly's Day* out. Remember him?

Anyway, you have to climb the tower in the set time limit.

The towers are covered with various ledges, tunnels and lifts. Some of these ledges dissolve when you stand on them and slippery ledges which will push you left or right.

Flashing blocks and bouncing balls can be destroyed by shooting them but the silver rolling balls can only be stopped in their tracks for a few seconds.

All other creatures are indestructible. If hit by a creature, you tumble off the ledge and land a few levels down. If you fall in the sea, you lose a life.

Entering the final door at the top of the tower sets off the destruction sequence. You are awarded bonuses for the time left and for technique and the tower will crumble into the sea.

When a tower has been destroyed you get back in your submarine and travel underwater to the next tower. In the Commodore version you can pick up bonuses by catching fish. This is done by shooting air bubbles to capture the fish, which are then collected.

The points are 100 for a bouncing ball, 50 for a flashing block, extra points for climbing the tower and an extra life every 5,000 points.

I have a feeling that from just reading the straight forward description of *Nebulus* you might say it doesn't sound all that thrilling. But it really is. This is a game you have to play.

The graphics are stunning, the sound effects brilliant – the sound of the characters feet is a wonderful feat (ha!).

I have no hesitation in whole-heartedly recommending both the Commodore 64 and Spectrum versions of the game to you. There may be an Amstrad version released later on but the word from Hewson is that will depend if the programmers can speed up the action.







| | CBM 64 | SPEC |
|---|---|---|
| ► GRAPHICS | 10 | 9 |
| ► SOUND | 10 | 7 |
| ► VALUE | 9 | 9 |
| ► PLAYABILITY | 10 | 10 |

# OUT OF THIS WORLD



*"SUDDENLY, the jet plunged into a sea of flashing lights – Chuck gasped with horror – he had entered the Other World..."*

*FIGHT TO survive in a hostile alien world. Collect energy-giving power pods as you fly through eight action-packed levels, and seven brilliant bonus levels.*

- *Features seven different weapons, including Quark Cannon, Wide Beam and Lazer.*
- *Amstrad 'Smooth Scroll'.*



REAKTOR

*Available on Spectrum, Amstrad and Commodore.*

# Buggy Boy




- MACHINE: C64
- SUPPLIER: ELITE
- PRICE: £8.95
- REVIEWER: TIM

Verooooom! There I was burning rubber around this big banked bend when all of a sudden what do I see? A **!°ing great rock in the road in front of me! Hello, I thought to myself, I'm in for a bit of an accident here. But no! just in front of the rock there's a well-placed tree trunk! So it's up and over the great granite lump and safely down on the road again.

Did I say safely? How wrong can you be. I may have missed the rock but what I didn't know was that there's a whole buch of water the other side — and the bridge wasn't where it should've been. Still, the buggy needed a wash . . .

Yes, it's here and it's truly wonderful. What is it? *Buggy Boy* of course! That tried and tested coin-op hits the small screen at last. And Elite has its best game of '87!

If it's playability and lastability plus great value you're after then look no further. *Buggy Boy* has all of these — and more. All the conversion lacks is the steering wheel from the arcade machine.

If you've never played *Buggy Boy* or *Buggy Boy Junior* in the arcades before, you've not lived. It puts you in the driving seat of one of those VW Beetle Buggies much-loved by off-road racers in the US of A. You compete against the clock over five demanding tracks packed with hazards and opportunities to put big dents into your vehicle.

Avoid rocks, drive on two wheels to squeeze through seemingly impossible gaps, pick up bonus points and extra time by collecting flags and driving through special "gates". Jump obstacles by launching your buggy off tree trunks — just love that bounce! Drive up banking to get up more speed — but steer clear of lakes, other drivers and hard brick walls! And when you've done all that, check out C+VG's special players guide for more hints and tips.

There are five different tracks to test your driving skills; Offroad, North, South, East and West. Offroad is a closed circuit — and really simply shows you what to expect on the other tracks. Stuff like the bonus flags which have to be collected in the order shown at the top of the screen, and the bonus "gates" plus many of the hazards.

After a couple of attempts at this you'll probably find you can complete the track and it's time to move on to the REAL test.

North features snow, walls and banked corners, South is sort of desert-like with palm trees as an added hazard; East is very green and you'll see your first fellow buggyboy driver here; West features more mountains and another buggy.

North, South, East and West also features *Outrun*-style extended play — reach a certain spot on the map and you can continue driving. Fail and it's back to the pits.

Screen display is just like the arcade machine — showing the flags and the order in which they have to be collected, a map showing your location on the track, hi-lo gear settings, score and time left. Everything you could possible want on one small screen.

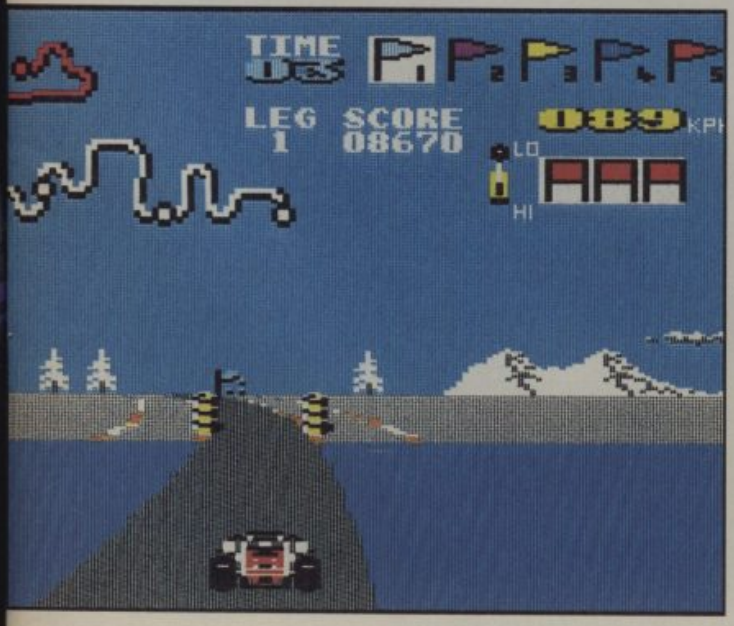
At the end of each game you see your score plus any bonuses plus another map of the track showing how far you had left to go.

The game features high-score charts for EACH of the five tracks, nice sound FX, but strangely, on our review copy anyway, no front end music.

The graphics are good and playability, well I reckon it almost goes off the old C+VG's ometer. Addictive isn't the word. If you're a *Buggy Boy* fan, or even if you aren't, then beg, borrow or steal a copy.

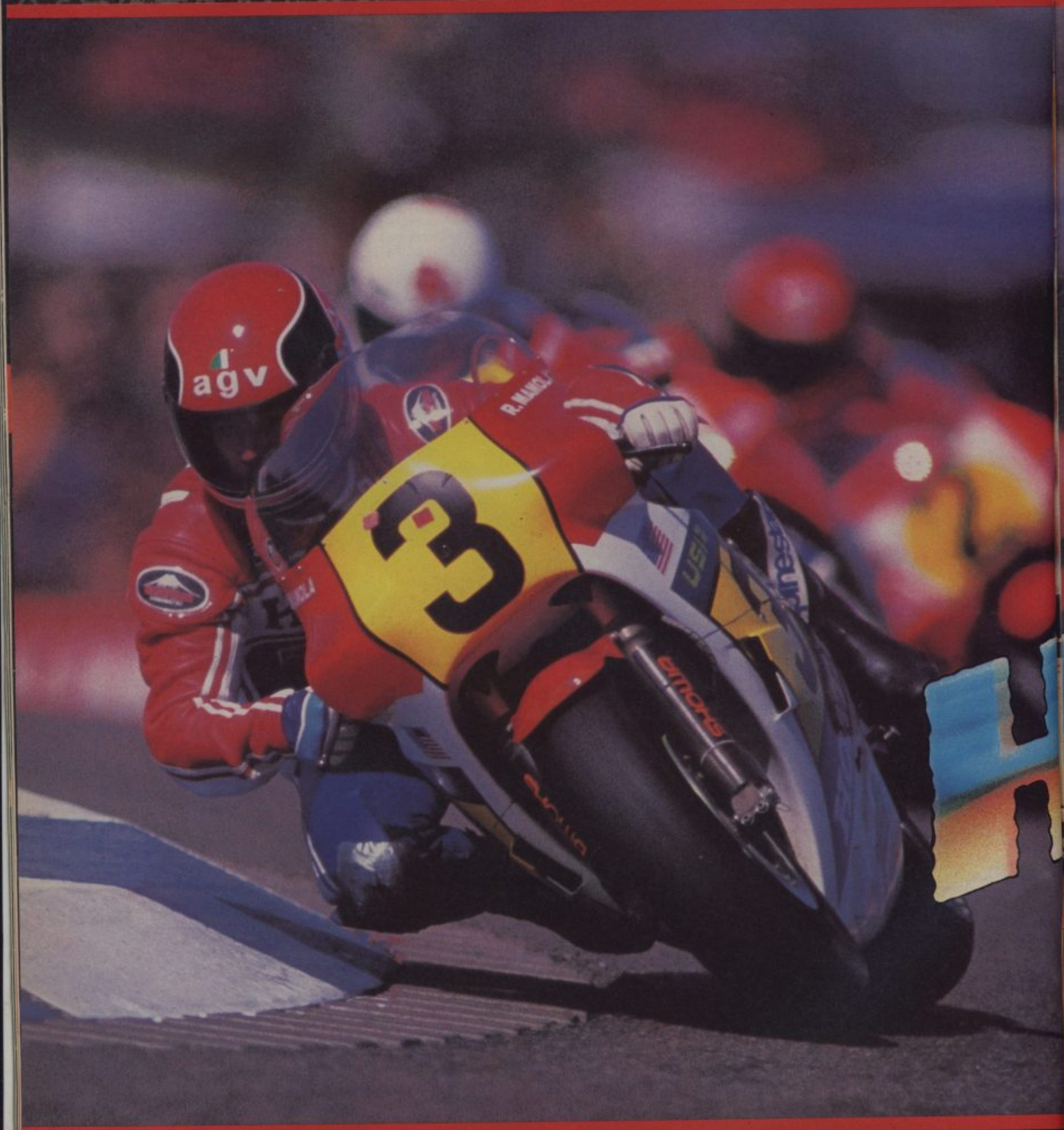
- GRAPHICS 9
- SOUND 8
- VALUE 9
- PLAYABILITY 10

C+VG HIT!






# "...the best racing
# played — even be




SEGA®

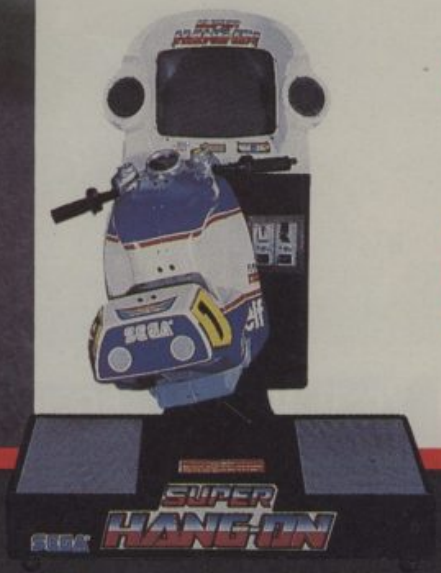
Commodore 64/128 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC Cassette (£9.99) and D

**Mail Order:** Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampto

# g game we've ever
# etter than Out Run!"

## ZZAP! 64 'ANOTHER DAY AT THE ARCADES'

# SUPER HANG-ON




- Officially licensed from the greatest motorcycle racing game, the thrills are so real we considered making a helmet compulsory.
- Four skill levels.
- Four music tracks.
- Push your turbo charged racing machine into 18 progressive stages racing across Asia, Africa, America and Europe.

and Di k (£14.99) Amiga Disk (£14.99)

ampton NN8 4SR. Tel: (0933) 76768

Copyright 1986 Sega Enterprises Inc. (USA). All rights reserved.
Electric Dreams Software. Authorised User.

ELECTRIC DREAMS
SOFTWARE

C+VG

REVIEWS

4




# Captain America

- MACHINES: C64, AMSTRAD, SPECTRUM, ATARI ST
- SUPPLIER: GO! MEDIA HOLDING LTD
- PRICE: C64/AMSTRAD, £9.99, SPECTRUM £8.99 (CASSETTE) ATARI ST £19.99, C64 DISC £11.99, AMSTRAD DISC £14.99
- REVIEWER: IAN

Ever since I can remember, superheroes made up a large part of my childhood fantasies. Heroes like The Hulk, the Fantastic Four, Spiderman and, of course, *Captain America*. Even when they first appeared in comic form, there have been a series of cartoons and motion pictures made about their adventures and confrontations with the forces of evil. Software companies have also realised that there is a substantial profit to be made from these heroic beings, and have recently produced a succession of games to tempt the younger generation into buying their product. So far it has been a success, and their games have shot up to the top of the charts.

Now it is *Captain America's* turn in the front seat, and prove that he is also capable of standing on his own two feet, in his own computer game . . . and emerge triumphant. The new game is entitled, *Captain America in The Doom Tube of Dr. Megalomann* (Phew!). The plot behind the game is as follows; Dr. Megalomann has returned from the grave, and has told that the president of the United States of America has until midnight to stand down, and pass his authority over to the Doctor, otherwise he will launch a missile, which contains a deadly virus, onto the nation.

Captain America's task is to penetrate Dr. Megalomann's underground bunker, which is situated in the Mojave desert, disarm the missile and destroy the deadly virus. The missile is known to be sited on the lowest deck of the Doom Tube, which is sunk deep beneath the surface of the desert.

Each deck contains several rooms or Quadrants, which emit a high level of psionic energy. This psionic energy is the only form of energy which is capable of penetrating Captain America's shield, although recent modifications to the shield have given it a certain amount of tolerance. The further down the tube you go, the higher the level of psionic energy is present, so caution must be maintained throughout the journey downward.

Your shield is one of two prime defensive weapons that you have in your possession, the other is Cybo Grenades. The shield is virtually indestructible and is able to slice through the air when thrown. The Cybo Grenades have been designed to destroy electronic circuits and are only effective at close range.

To travel to each deck an elevator has to be used. Once on the last deck, you must discover which room the missile and virus are kept, once found they must be destroyed.

Although the graphics and sound are quite attractive, the game itself is a bit of a disappointment.

Playability isn't too bad, the characters respond well to each in every condition that may occur.

Music and sound effects are good as are the graphics, the back drops especially. The only bad point about *Captain America* is its lack of lastability.

*Captain America* will need a lot of considering before you actually buy it. That's the best advice I can give to all you unsuspecting superhero fans out there.

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 8 |
| ► VALUE | 8 |
| ► PLAYABILITY | 8 |






FIREBIRD




**SINCE THE DRUID'S LAST VICTORY, ACAMANTOR HAS RETURNED TO BELORN, DEMON PRINCES RULE THE LAND, AND ZOMBIE'S ARE THEIR LEGIONS; WAITING FOR BATTLE.**

Spectrum £7.95 Commodore & Amstrad £8.95 (£12.95 & £14.95 d)

PUBLISHED BY FIREBIRD SOFTWARE, A DIVISION OF BRITISH TELECOM PLC. FIRST FLOOR, 64-76 NEW OXFORD ST. LONDON WC1A 1PS

# Garfield

"BIG, FAT, HAIRY DEAL"

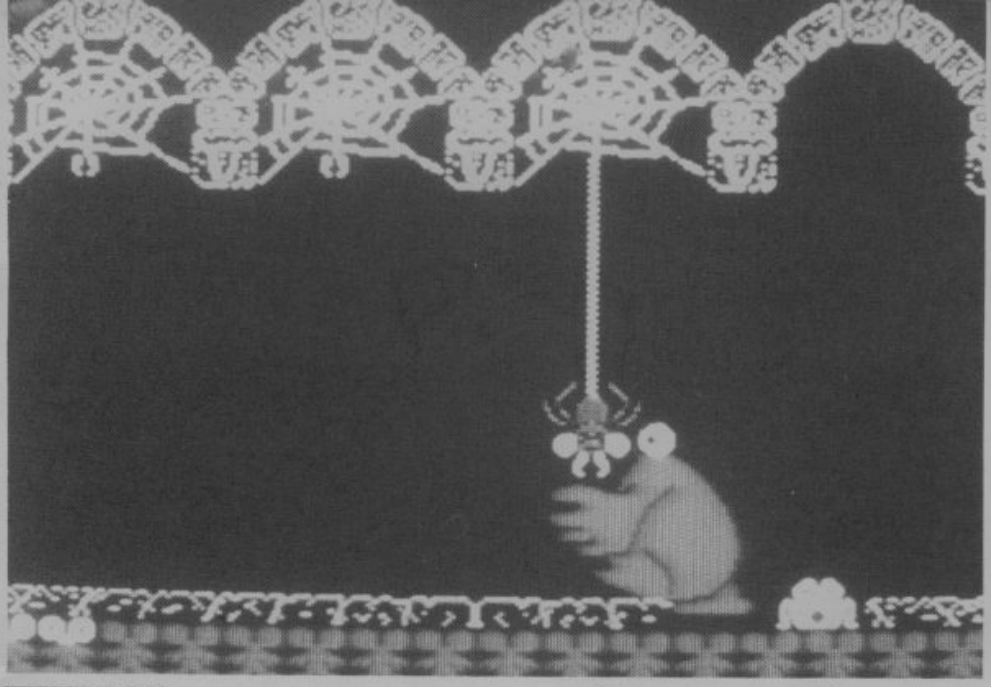



SPECTRUM
£8.99

AMSTRAD
COMMODORE
£9.99
DISC - £14.99

AMIGA
ATARI ST
£19.99

GARFIELD © 1978 United Feature Syndicate Inc.



# Through the Trap Door

- MACHINES: SPECTRUM, C64, AMSTRAD
- SUPPLIER: PIRANHA
- PRICE: C64, SPEC, AMSTRAD (£8.95 cass). C64, AMSTRAD £13.95
- VERSION TESTED: SPECTRUM
- REVIEWER: IAN

Berk is back in his most daring adventure yet! Together with Drutt, he must go down through the Trap Door and rescue Boni the skull from the evil clutches of the skeleton which has kidnapped him.

The aim of the game is to find Boni, and escape.

There are four different areas to the game, each requiring several tasks to be performed before you can exit through a door, to the next one. You can play either Berk or Drutt, swapping between characters whenever the game demands it.

Berk will come across a variety of magic potions while on his travels which give him special powers and will help him considerably. Certain tasks, during the game, will have to be performed by either Berk or Drutt. Most of the time Drutt will be responsible for achieving a lot of the given tasks that are presented to them. The main task in each region is to retrieve a key, which is needed to open the exit door to the next region, and key. A whole host of the most uncanny and evil creatures roam each region, and are intent on preventing you, completing your quest. Only quick reactions and logical thinking can ensure old Boni's release.

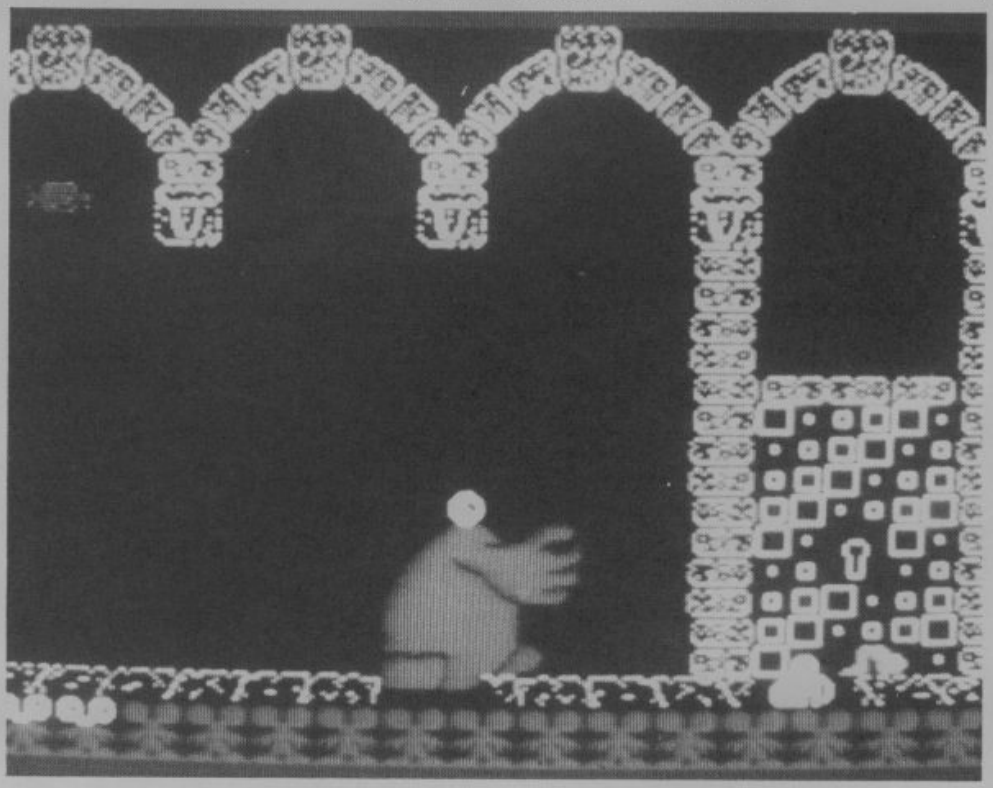
The game begins with you witnessing the abduction of Boni by a headless, winged skeleton. You, as Berk, pick up Drutt and head down into the gloomy depths of the Trap Door. Down there, you must take control of Drutt, and search for the first key. Once found, Berk must retrieve it from its resting place.

When he's got it, proceed to the next couple of screens where an enormous pit is located. Once across it, the first of the exit doors is found on the next screen. The following three regions are played the same way, and the use of a magic potion in each one is essential. Each magic potion comes in the form of a particular item, which Berk must eat. They include sausages, eyeballs (*that's disgusting, ED!*), sweets and mushrooms.

The graphics are exactly the same as the original *Trap Door* game, simple, but effective. The use of colour and sound is of average standard, and could have been different to the original. The game is extremely hard to complete, and will require a lot of trial and error practice to actually get off the first region. Getting to the second region is a feat in itself. *Through the Trap Door* is a game where you must like arcade adventures to really appreciate it. The multitude of problems and puzzles are extremely taxing.

But once solved, leave you with a feeling of satisfaction. *Through the Trap Door* is an ideal game for all of you who love a challenge now and then.

- GRAPHICS 8
- SOUND 7
- VALUE 8
- PLAYABILITY 7




RAMPAGE
TM
'...the game that's
going to become the biggest cult game
of the YEAR.
It's going to be a monster...' Arcade Action
COMPUTER AND VIDEO GAMES




ACTIVISION®

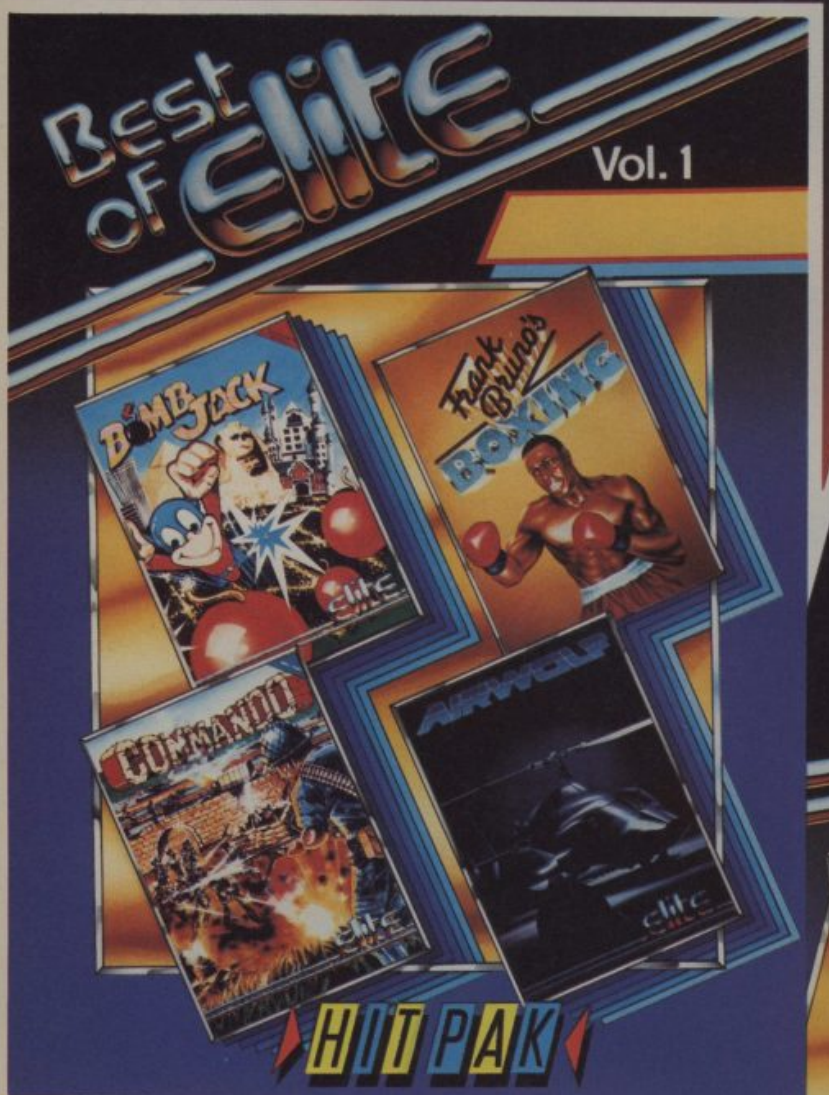
Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR Tel: (0933) 76768.

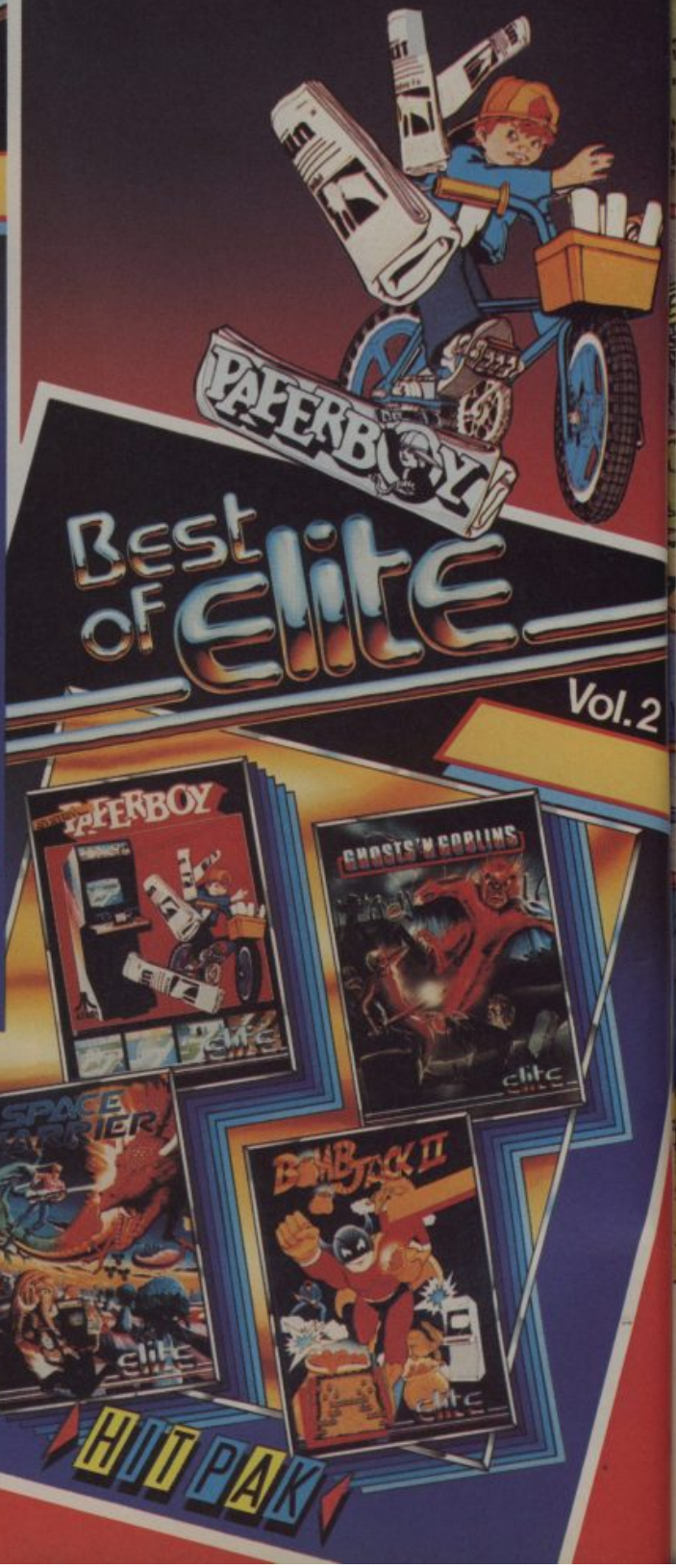
TM & © 1986 Bally Midway MFG Co. All rights reserved. Activision Inc. Authorised User.

Commodore 64/128 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/ 128k/+ (£9.99). Amstrad CPC Cassette (£9.99) and Disk (£14.99). Atari ST (£14.99). Atari XE/XL cassette (£9.99) and Disk (£14.99).

Officially licenced from one of the most original and popular arcade games ever created, Rampage is the game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York and jump on San Francisco. This is your chance to become one of three indescribably monsterous characters on a rampage through 85 cities in an enduring 768 different days of destruction.

# THE elite COLLECTION




**VOL 1**

**FRANK BRUNO**
The most successful boxing simulation against eight fiery opponents.
© Copyright 1985 Elite Systems Ltd.

**COMMANDO**
Conversion of the classic coin-op game, you are Super Joe the crack combat soldier.
Japan Capsule Computers (UK) Ltd © 1985.

**BOMB JACK**
Collecting your bombs and defeating the enemy as you go makes this coin-op conversion one of the most high scoring and exciting games available.
© 1985 TECMO, LTD

**AIRWOLF**
You are Hawke, pilot of the billion dollar combat helicopter assigned a dangerous mission. You will need all your skills and fast logical thinking.
© 1984 Universal City Studios, Inc. All rights reserved. "a trademark of and licensed by "Universal City Studios, Inc.

**VOL 2**

**PAPER BOY**
Probably the most successful computer game ever, the longest running number one.
© 1984 Atari Games, Inc. All rights reserved.

**GHOSTS 'N GOBLINS**
The technically excellent fighting fantasy story, which puts you as the heroic knight rescuing beautiful maidens from the clutches of a demonic sverlord.
Japan Capsule Computers (UK) Ltd. © 1985

**SPACE HARRIER**
An action packed adventure that pitts you in mortal combat with aliens of another planet.
Sega ® This game has been manufactured under licence from Sega Enterprises Ltd, Japan and SPACE HARRIER are trademarks of Sega Enterprises Ltd

**SPACE HARRIER not available on C16 format. C16 includes (AIRWOLF 2). Once again you pilot the ultimate combat helicopter where no one else dares to go. "Go for it Stringfellow Hawke".**
© 1984 Universal City Studios, Inc. All rights reserved. "a trademark of and licensed by "Universal City Studios, Inc.

**BOMB JACK II**
Bomb Jack returns armed and ready for combat. Can you outwit the enemies and fight your way into outer space to collect the treasure?
© TECMO LTD of JAPAN

**Spectrum Cassette**
**Amstrad Cassette**
**Amstrad Disc**
**Commodore 64 Cassette**
**Commodore 64 Disc**
**Commodore 16 Cassette**

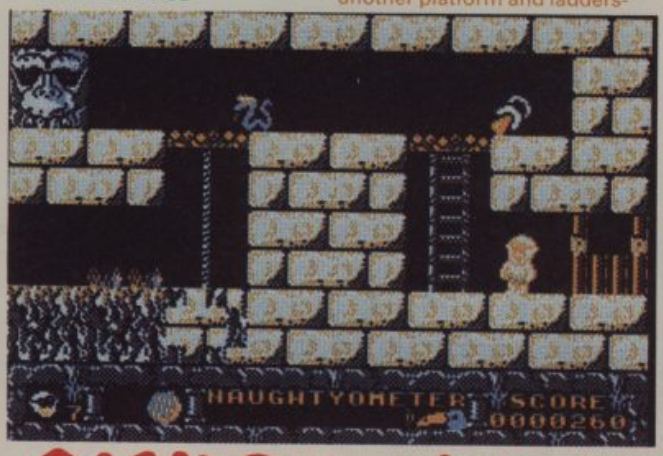
**ELITE SYSTEMS LIMITED, Eastern Avenue, Lichfield, Staffs WS13 6RX**
**Telex: 336130 ELITE G**

# Jack the Nipper II

- MACHINES: AMSTRAD/SPECTRUM/CBM 64
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: £7.99 (SPECTRUM)/£9.99/£14.99 (AMSTRAD/CBM CASS/DISK)
- VERSION TESTED: AMSTRAD/SPECTRUM/CBM64
- REVIEWER: PAUL

The bad lad's back going nuts in the *Coconut Capers*. Naughty but nice. Gremlin's little Nipper is certainly a ripper gripper of jungle jollity.

There was a time when I thought I would scream if I saw another platform and ladders-style game. They seemed to be everywhere. But now . . . okay, I really got into this one.




*Jack the Nipper's* first adventure ended with the troublesome tot and his family flying to Australia following a deportation order on them. Jack's not pleased with the prospect of going down under so he jumps plane — using his nappy as a parachute.

The idea of the game is simply to survive in the jungle until he reaches a score of 100 per cent on the Naughtyometer. But he musn't get caught by dad.

And there are plenty of ways for Jack to be naughty — hurling coconuts at natives and animals, firing blowpipes and generally creating all sorts of mayhem.

All along the way he can pick up weapons and some really useful items such as grease, honey and wood worms.

There's an amazing number of screens to explore, traps to avoid, puzzles to solve. Both the Spectrum and Amstrad have great graphics.

So, to sum up. If you're fed up with the millions of shoot-'em-ups around and hanker for some good, old fashioned platform and ladders fun, you could do worse than *Jack the Nipper II*.

| | AM | SP | CB |
|---|---|---|---|
| GRAPHICS | 9 | 9 | 9 |
| SOUND | 8 | 8 | 8 |
| VALUE | 9 | 8 | 9 |
| PLAYABILITY | 9 | 9 | 9 |

C+VG HIT!

# Terrorpods

- MACHINE: ATARI ST/AMIGA
- SUPPLIER: PSYGNOSIS
- PRICE: £24.95
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

Stuck out on the edge of System 7, Colian was not the most hospital of places, but it did have one of the richest deposits of rare minerals in the galaxy.

Foremost amongst these are Detonite, a powerful explosive, Quaza, an energy giving crystal useful for regenerating molecular structures, Zenite, a metalic ore good at storing magnetic fields, and Aluma, the hardest metal known to man — ideal for the production of weapons.

Ten mining colonies were set up to exploit Colian's mineral deposits. Each had its own mines, dumps, stores and resource centres inter-linked by a complex network of shuttles, to transport minerals between the various installations within each colony and between colonies.

Everything worked like clockwork until one day . . . IT happened.

Out there in stationary orbit was an Empire Mother Ship, the enemy's most potent fighting machine. Missile attacks quickly took out Colian's defences, and the colonies waited for the end to come.




But come it didn't, for the enemy fully intended to keep the colonies producing, but now it was for the production of components for the most awesome of weapons — Terrorpod Fighting Machines. These components were to be taken back up to the mother ship, for final assembly off the planet surface.

Your mission is to discover the secrets of Terrorpod manufacture, by obtaining components. You start with a Defence Strategy Vehicle (DSV), a small trading drover, and an incomplete map of the area.

Everything was OK for a while. You kept a low profile, trading a little here and there, top build up your mineral supply. Then the Mother Ship detected you and the enemy's strategy changed immediately. Now they were intent only on the destruction of every colony on Colian, together with the secrets they held.

To succeed in *Terrorpods*, you will need to map all ten colonies, and gain an understanding as to how to use the many and varied game features, as well as how the various installations inter relate.




To help you get started, Psygnosis has supplied a map with the game, with one of the ten colonies already marked, showing the shuttle routes between each installation.

Once you know where everything is on Colian, you must then become a master of trade, learning where different minerals are considered valuable or cheap.

Combine this aspect of the game with the requirement for fast reactions when avoiding or dishing out missile fire, and quick thinking when working out what to do next, and you have a game that will not be cracked over night.

Congratulations are due to Psygnosis. In the past there games have been pretty but somehow lacked that vital playability. With *Terrapods*, everything has come right.

| | |
|---|---|
| GRAPHICS | 10 |
| SOUND | 10 |
| VAKUE | 9 |
| PLAYABILITY | 9 |

C+VG HIT!


STOP PLAY
GAMES. SK
OR DIE!
ELECTRONIC ARTS
STATE OF THE ART
ART OF THE STATES

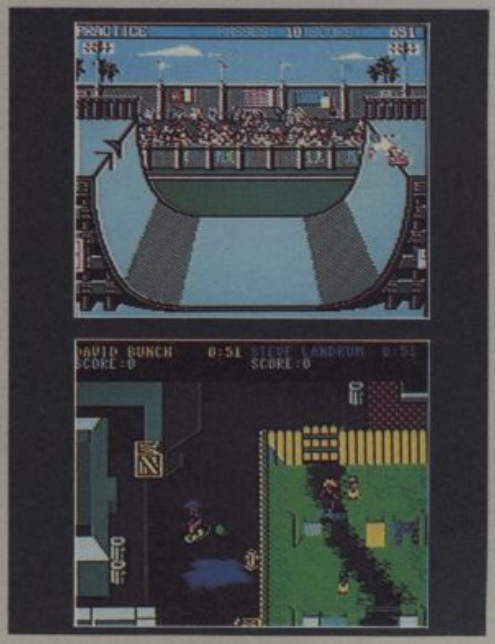
# YING
# KATE




Forget about games. Learn about events. Events are about competition. The Pool Joust, Downhill Race, Freestyle Ramp, High Jump and the Downhill Jam. Play alone, with a friend or pit your skills against Lester. Skate or die – it may be fun but its serious.

**SMOKIN' THE HALF PIPE**

Roar down the ramp and fly up the other side. Live on the edge where you go for rock 'n rolls, hand plants (shown here), leg plants, railslides, even methods. Get airborne for 720's, ollies, front & backside aerials, and tweaks.



**SKATE & DESTROY**

Karate chop your way down the baddest alley in the neighborhood. Smash up trash cans, bottles, fences, and the other guy. Rad skaters ramp off the cop car.




## UNLEASH THE POWER OF YOUR IMAGINATION

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM, Spectrum and Amstrad. Not all titles are available on every machine format. Electronic Arts products are available from good software stockists and especially where you see this sign.

ELECTRONIC ARTS
AUTHORISED DEALER

For a full broadsheet describing the complete range or information on your nearest stockist write to: **Electronic Arts, 11-49 Station Rd., Langley, Slough, Berkshire SL3 8YN.** Or call our Customer Services Dept. on **0753 46465.**

ELECTRONIC ARTS™

# Morpheus

- MACHINE: CBM 64
- SUPPLIER: RAINBIRD
- PRICE: £9.95/£12.95 DISC
- REVIEWER: IAN

Andrew Braybrook has earned himself the right to be named one of the top games programmers. Ever since Andrew's first two major releases, *Paradroid* and *Uridium*, there has always been much impatient finger-tapping going on as Braybrook addicts wait for his next block-buster.

The wait is over, for his latest offering is called *Morpheus*. The objective is incredibly simple, enter the charge-dominated universe, attack and destroy the orbitals, and shut down the nucleus.

You begin with a standard spaceship, equipped with a short range plasma-beam. You are able to build and develop your ship by purchasing and earning extra weapons and systems.

Points scored are converted into guineas, which in turn permit you to purchase your extra requirements.

In all, there are fifty levels. The mysterious *Morpheus* is located on the final level.

The screen display is split in two. The top display has player one's total points on the far left, and player two's to the front.

A radar display is situated at the top centre of the screen and only shows the nucleus and the charged orbitals that are scatterd around the universe. The bottom display shows the playing area. On each and every level you must attack and destroy the charged orbitals which are defended by morphai particles.

The morphai escape from the Orbital once it's under attack. Attacking the Morphai gives you valuable extra points.

Immediately after the orbital has been destroyed, it collapses to become a Neutron Dwarf and the Radar display will turn red.

As soon as the orbital has collapsed, you must whizz back to the Nucleus at the centre of the universe and destroy some of the bonus Morpheus symbols which are emitted by the decaying nucleus.

The points gained from destroying these is invaluable. Once the nucleus has completely disintegrated, your ship is transported back to the docking bay.

As you progress through each level, the quantity of orbitals that have to be destroyed increases and all the time the morphai become more and more aggressive and begin to be less susceptible to your older weapons.

When back at the docking bay, the points which were just gained are converted into guineas.

If you were lucky enough to have gained quite a considerable amount of points, you may be able to commission your ship with a selection of systems and weapons to enhance your capabilities.




Each item has a menu, within this menu is a selection of alternative add-ons which include onboard systems, replacement hulls and extra weaponry.

It is essential that you equip your ship with as many add-ons as you can, and as early as you can.

The correct choice of add-on is also essential, as you will find out. The best way to get as far as you can in the game is to blast everything that you come across so that you get as many points as possible.

Then when you return to the docking bay you will have plenty of guineas to splash out on what ever your heart desires.

To tell you the truth, I was very disappointed with *Morpheus*. The originality of the game is great but the game play is extremely laborious.

Probably the best thing about the game was the music and sound effects. Steve Turner has done a neat job on these, the music has a good ryhthm to it and the sound effects up to *Uridium* and *Alleykat* quality.

*Morpheus* is more of an arcade/strategy game, not the usual arcade shoot — em' — up that Andrew has been associated with in the past.

Graphics are of the usual Braybrook quality, playability is tough but after a considerable amount of practice, playable.

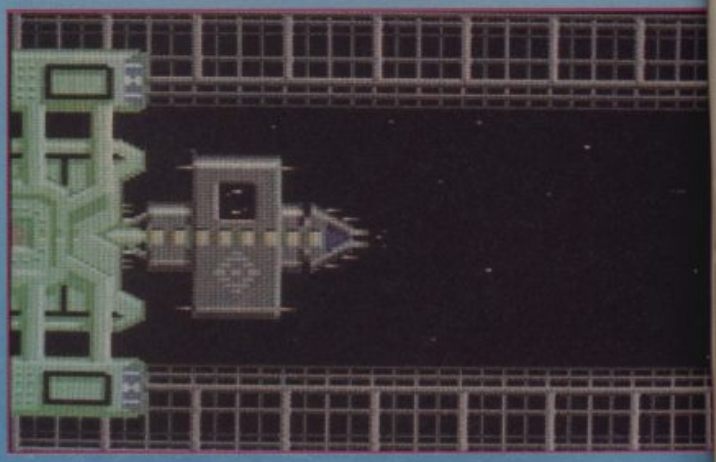
For those of you who are strategically minded, then *Morpheus* could be quite a challenge for you. If you're a follower of the Braybrook arcade shoot — em' — up series and were hoping for another, then *Morpheus* may not be what you expected.

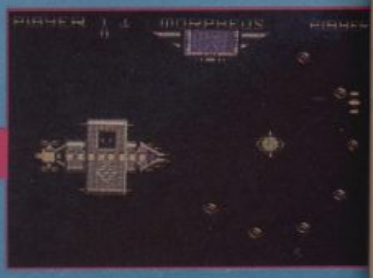
Overall, *Morpheus* is visually very good, only it's playability and lack of back drops let it down. If you had set your heart on buying *Morpheus* when you first read the previews, I suggest that you actually try the game out for yourself, before you decide.

I'm not saying that the game isn't good, it's just that it didn't appeal to me and this may go for you as well.

Give the game a test before you shell out your hard earned pennies.

| | |
|---|---|
| ▶ GRAPHICS | 8 |
| ▶ SOUND | 7 |
| ▶ VALUE | 8 |
| ▶ PLAYABILITY | 7 |





# ..NOW

Fill in the coupon for **FREE SOFTWARE**
Join the Electronic Arts 100 Gamers software test panel

ELECTRONIC ARTS®

# 100 Gamers

Are you a games fanatic? If you are, read this, we may need your help. Electronic Arts are setting up the most exclusive group of gamers in the UK. The EA Software Test Panel. It's simple. Every month you'll be asked to test a new piece of software (FREE!) and tell us what you think about it. Your views are important - they will help us to develop better products. No charges, no catches and no obligations. No matter which machine you own, no matter which type of game you prefer or where you live - you may be eligible to join our panel. Just complete the coupon below and we'll contact you early in the new year.

**ALL APPLICANTS WILL BE INCLUDED ON THE ELECTRONIC ARTS MAILING LIST.**

***If you have already applied for a position on the Electronic Arts software test panel please do not respond to this ad. as your application is being dealt with.**

**Send coupon to**
**The Software Test Panel,**
**Electronic Arts, 11-49 Station Road,**
**Langley, Slough, Berkshire SL3 8YN.**

NAME.....

ADDRESS.....

.....

POSTCODE..... TEL NO ..... AGE.....

Which computer do you own? .....

How many games do you buy per month? _____

How many hours per week do you spend playing games? _____

How much do you spend on software games per month?

£10 or less ☐
£11 - 15 ☐
£16 - 20 ☐
£21+ ☐

Which type of game do you prefer?
Choose one or more of:
action arcade ☐ sports ☐ adventure ☐
fantasy/role playing ☐ stimulation ☐ strategy ☐
creativity (drawing, painting...) ☐

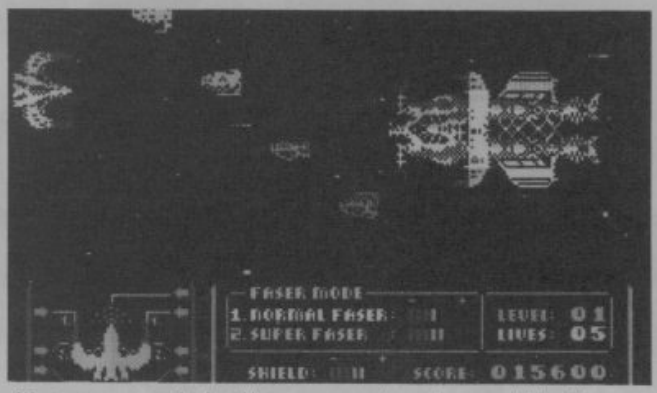
Where to you normally buy your software?

.....

What computer magazines do you read regularly?

.....

# Thunderceptor




- MACHINE: SPECTRUM
- SUPPLIER: GO!
- PRICE: £8.99
- REVIEWER: TIM

*Thunderceptor* is an interesting attempt to turn the shoot-'em-up into a sort of arcade adventure. *Thunderceptor*, developed by Ernieware in the Netherlands, features icon driven menus and a load/save feature. Ever seen that on a zap-to-kill game before? No, neither have we. And it almost works — if only the shoot-'em-up part had been just a smidgen faster.

Load in the game and you see a series of icons which allow you to load/save your hi-score and position in the game, check out your hi-score and any medals you may have won, look at the configuration of the enemy fleet and the number of these craft you have knocked out of the sky and finally re-arm your ship between levels.

All nice touches which make *Thunderceptor* stand above the normal shoot 'em up in terms of presentation. Graphically, the shoot 'em part is pretty good. Big ships, nice animation — but it lacks the sort of urgency that a classic zapper needs to keep you coming back for more.

It's a scrolling shoot 'em up in the *Defender/Salamander* style — but falls short of the classiness of those two games.

The action seems a mite slow — although it is difficult to zap the approaching enemy craft, which come in many and varied forms. Shame all the neat icon driven additions weren't coupled with a hotter game.

- GRAPHICS 8
- SOUND 6
- VALUE 7
- PLAYABILITY 8

# Rygar

- MACHINE: SPECTRUM
- SUPPLIER: US GOLD
- PRICES: £8.99
- REVIEWER: TIM

Yeah! *Rygar*, at last! Get the tape loaded up NOW! Nice loading screen — but what about the game! Hmmm. Graphics ain't that impressive. *Rygar* looks a bit wimpish and moves a bit oddly for my liking. And was that the first level? I've completed it without losing a life! Shock horror! On to level two — which is a bit more difficult. I'm starting to enjoy this a bit more now despite the dodgy graphics.

And some of the effects — like the three creatures doing acrobatics, leaping on each others shoulders — are a bit neat.

If you've not seen the coin-op you won't know that *Rygar* is a barbarian character trapped in a world full of larger than life monsters, objects and weapons to be collected and, more importantly, a lot of fun to be had!

The coin-op is a multi-level, horizontally scrolling game with stunning graphics, huge characters and great gameplay.

The Spectrum version, we haven't seen any others yet, crept into our office just before we went to press with this issue, and initially it looks very disappointing. But ignore the graphics — maybe we're being spoilt by all those ST games — and play the game. Soon you'll be hooked.

Although the first couple of levels are reasonably easy to complete you soon work out that almost all the elements of the coin-op are present — so if you have played the arcade version, you'll be able to use all those hard-learnt tricks in the computer version.

As you hack 'n' slash your way through the assorted monsters you'll find some things are transformed into objects or weapons which will be useful to you in the future. Objects like:

- **The Star** — gives you extra firing range.
- **The Crown** — gives you extra firepower. You can kill more than one monster at a time.
- **The Tiger Head** — allows you to kill monsters by jumping on their heads. Without this you can only stun them using this technique.
- **The Shield** — makes you invulnerable for a short time.
- **The Sun** — allows you to jump higher and have a crack at flying monsters.

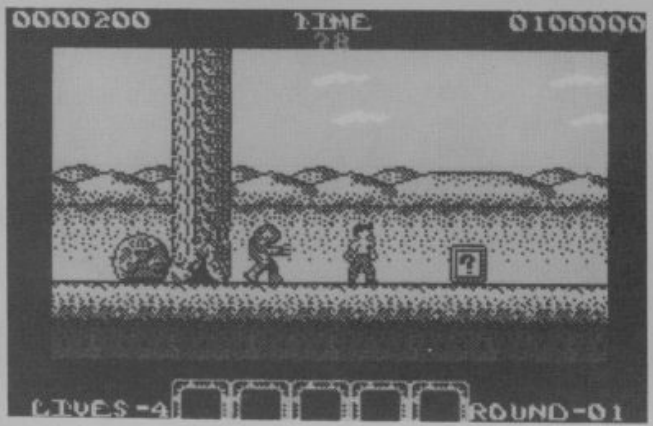
Each level has to be completed within a set time limit — ticking away at the top of the screen. So don't hang around killing monsters for too long. You can go back on yourself to pick up objects — but beware wasting too much time.

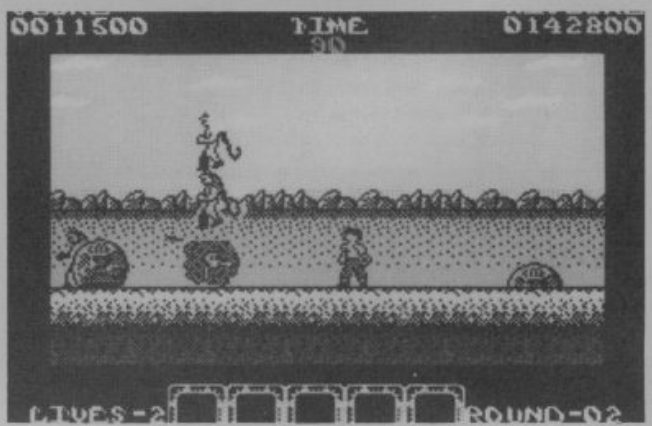
If you reveal a question mark don't pick it up — shoot it first to uncover what the real object its hiding.

Ignore the graphics and enjoy the game is my message. We've yet to see the other versions — but we know you've been waiting for this game with itchy joystick fingers, so watch out for more *Rygar* reviews in up-coming issues. Overall, Spectrum *Rygar* is slightly disappointing — compared with Elite's *Thundercats*, which is, we have to say it, a similar type of game.

Spectrum owners should take a look at the game before they buy — this version could be for hardened *Rygar* fans only.

- GRAPHICS 6
- SOUND 6
- VALUE 7
- PLAYABILITY 8






| | |
|---|---|
| AMSTRAD CASSETTE | £ 8.95 |
| AMSTRAD DISC | £14.95 |
| COMMODORE CASSETTE | £ 8.95 |
| COMMODORE DISC | £14.95 |
| SPECTRUM CASSETTE | £ 7.95 |

KONAMI

## Another gripping Arcade Conversion

If you've ever had nightmares about falling helplessly into the depths of space, then imagine that space dominated by a tyrannical creature whose evil surpasses even your deadliest dreams.

The Salamander.

The subjects of its cruel regime await desperately to be freed from the horrors of the Salamander's slavery.

You can free these unfortunate creatures only by annihilating this force of evil and destruction that lurks so monstrously over the edge of infinity.

But if you don't . . .

DISTRIBUTED BY

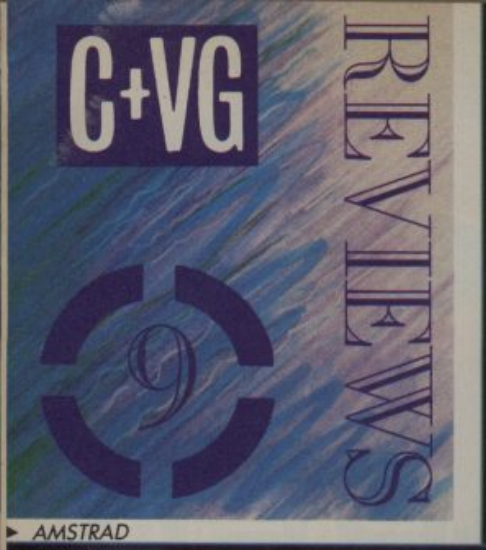
N.M.C. LTD., 2 IFFLEY ROAD,
LONDON W6 0PA. TEL: 01-846 9701
TELEX: 94013766 NMCL G. FAX: 01-741 2283

KONAMI SOFTWARE CLUB

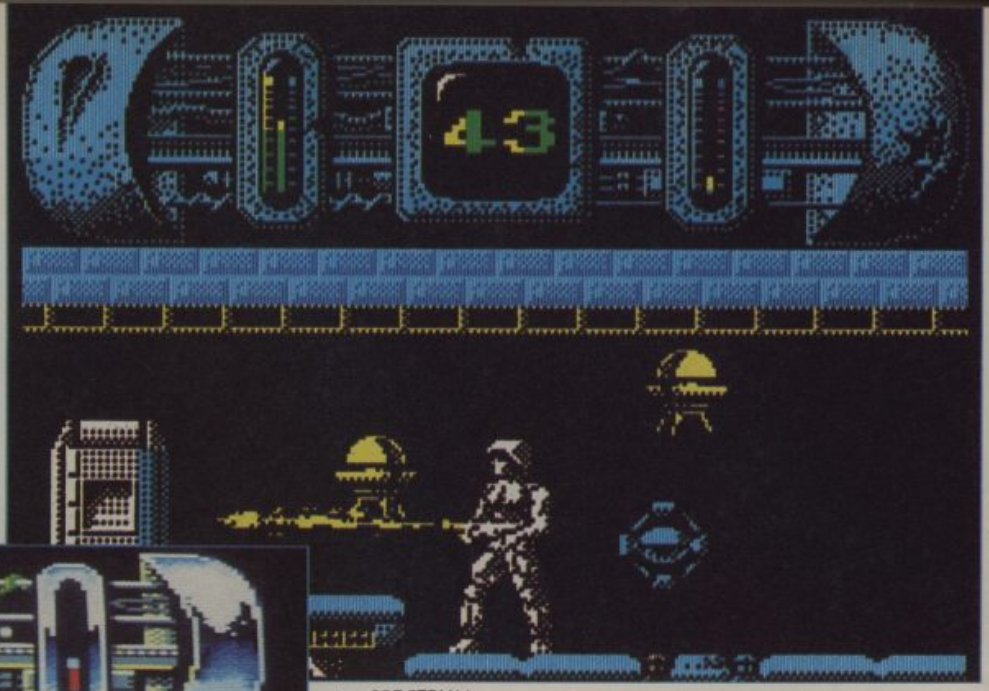
For subscription details please send a S.A.E. to:

**KONAMI SOFTWARE CLUB**
Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE**
**0626 56789**



► AMSTRAD



► SPECTRUM

# TRANTOR The Last Storm-trooper

►MACHINES: SPECTRUM 48/128/+3/AMSTRAD/C64/ATARI ST
►SUPPLIER: GO!
►PRICE: £8.99 (SPECTRUM/£12.99 +3) £9.99 (C64/AMS) £11.99/£14.99 (C64/AMS DISCS)
►VERSIONS TESTED: SPECTRUM/AMSTRAD
►REVIEWER: TIM

Where's that terminal! The clock is running down too fast there've too many damn aliens in the way my ammo and energy are running low and I'm real close to destroying the bomb! It's action all the way as the *Go!* label kicks off with a real winner.

*Trantor* gives you arcade action with a capital A! And it's probably the best game the Amstrad has seen for a long time.

The scenario goes like this. *Trantor* is the sole survivor from a team of stormtroopers sent to the planet Nebulithon to destroy the deadly *Quark Mk3* bomb and restore peace and harmony to the galaxy.

Someone sabotaged the stormtroopers' ship which was destroyed as soon as it landed in the underground complex where the bomb is hidden.

Trantor escaped—but faces an additional hazard apart from the alien defence systems. His bosses implanted all the troops with a special bionic body-bomb just to make sure they completed the mission and came back without pinching the bomb for their own evil schemes.

This means that Trantor has to dash between security terminals in the underground complex resetting the timer on his body bomb. He gets just 90 seconds to dash between the terminals which also dish out other goodies—like energy giving food, ammo and the all-important security letters which, made up into a whole password, will give you your beam code used to escape this hostile environment.

In between you must fight off hoardes of droid defenders and some awesome looking Alien-type creatures.

Run, shoot, duck and dodge your way through the ever changing tunnel complex. Search the lockers for extra equipment and watch out for the eight computer terminals.

Without the code you're dead. It's easy to access the terminals—no fiddling about with keyboard controls.

Just position Trantor in front of the terminal and pull down on the joystick. The screen changes and you see a print out of the code letter you've discovered as your time clock resets.

Access the lockers and the game freezes while the contenets are displayed in the status readout at the top of the screen.

Animation and graphics are excellent on both Spectrum and Amstrad versions. And gameplay is totally addictive. The Amstrad game is one of the most colourful and action packed that machine has ever seen.

Watch out for the animated loading sequence which shows Trantor's ship slowly landing—and then detonating, leaving our hero all alone on the planet.

At the end of each attempt you get a percentage rating and a cute comment on your performance. See if you can spot the rude remark about Fergus McGovern — the boss of the programming team Probe software.

Sound isn't bad, specially on the +3. *Trantor* is a fine debut for a new label—and if this is the shape of things to come expect big things from Go!

C+VG HIT!

| | SPEC | AMS |
|---|---|---|
| ► GRAPHICS | 8 | 9 |
| ► SOUND | 7 | 7 |
| ► VALUE | 8 | 8 |
| ► PLAYABILITY | 9 | 9 |



► SPECTRUM



► AMSTRAD

# COMING SOON...

# RAINBIRD

**DICK SPECIAL: The Search for Spook** by Solid Software.
Dick Special is the first fully animated computer generated character. Join Dick in his search for Spook the dog, avoid hazards and solve infuriating visual puzzles. Graphics and gameplay are out of this world. Play it and you still won't believe it.

Amiga version



Atari ST version



**JINXTER** by Magnetic Scrolls.
Jinxter is destined to be another magical hit from Magnetic Scrolls. Full of charm and humour, this bewitching adventure will enthral you with its breathtaking graphics, imaginative puzzles and sophisticated parser.

Atari ST version



**UNIVERSAL MILITARY SIMULATOR** by Intergalactic Development.
Enter a world of Battle Strategy and re-enact some of the world's greatest military conflicts such as Hastings or Waterloo on a sophisticated 3D landscape. Create your own scenarios, or even pit two armies from any time period against each other; the combinations of battle are almost infinite.

Atari ST version



**TIME AND MAGIK** by Level 9.
Three outstanding adventures in the Time and Magik trilogy comprising Lords of Time, Red Moon and Price of Magik. Featuring an advanced parser with easy to use commands as well as captivating digitised graphics on most disc versions.

Atari ST version



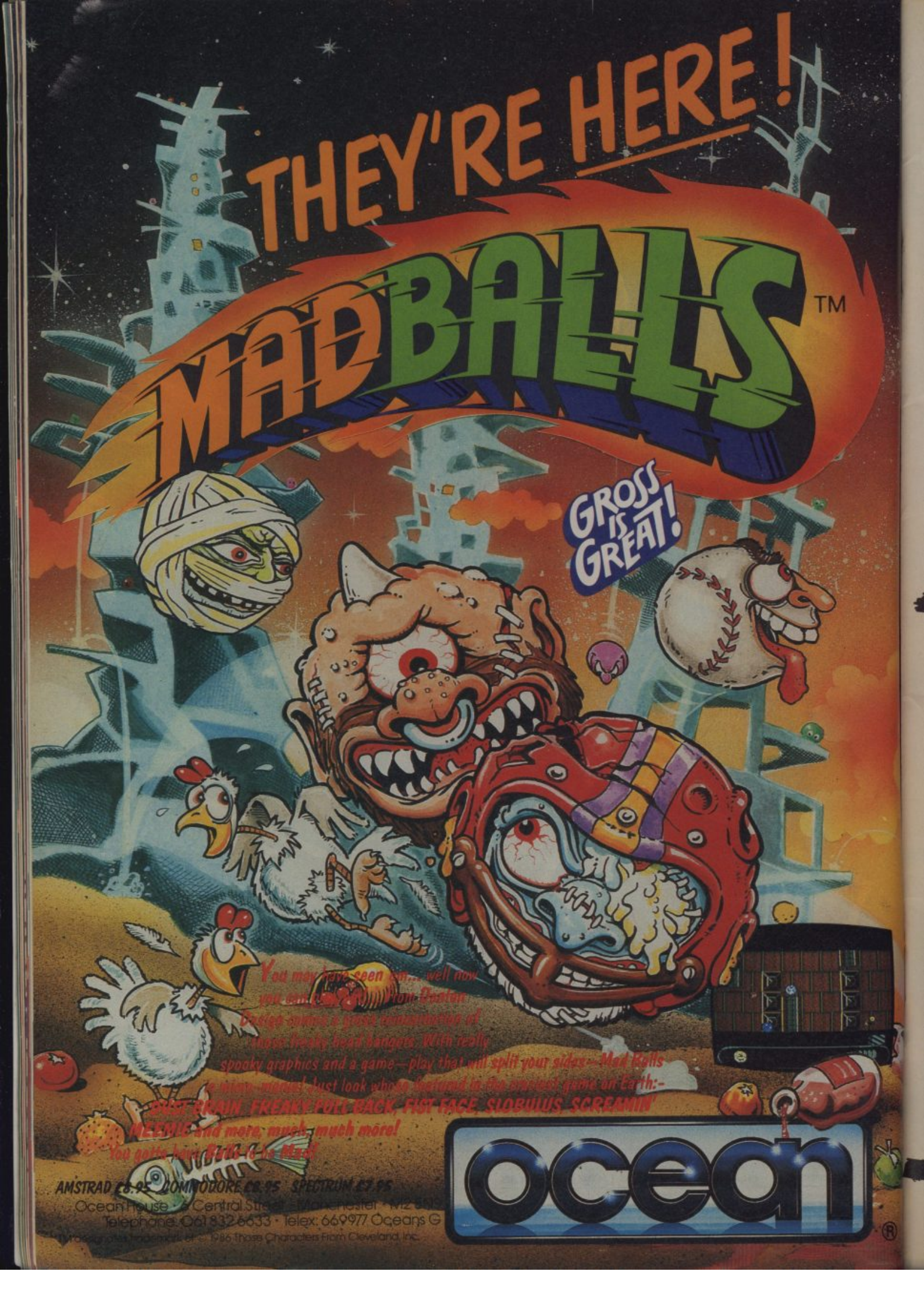
**CARRIER COMMAND** by Realtime Software.
At the helm of a futuristic aircraft carrier equipped with fighter planes and amphibious tanks, battle to overthrow the enemy by conquering a huge island complex. An addictive game of strategic warfare, frenetic arcade action and stunning 3D graphics.

| | AMIGA | ATARI | IBM PC | MAC | APPLE II | AMSTRAD | | | | ATARI | | COMMODORE | | SPECTRUM | | MSX |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | ST | Cmptbls | 512/Plus | | PCW | CPC 6128 | CPC 464/ 664/6128 | CPC 464/ 664/6128 | 800/130 | 800/130 | 64/128 | 64/128 | 128 | 48/128 | |
| | DISC | DISC | DISC | DISC | DISC | DISC | DISC | DISC | TAPE | DISC | TAPE | DISC | TAPE | TAPE | TAPE | TAPE |
| UNIVERSAL MILITARY SIMULATOR | 24.95 | 24.95 | 24.95 | | | | | | | | | | | | | |
| JINXTER | 24.95 | 24.95 | 24.95 | 34.95 | 19.95 | 24.95 | 19.95 | | | 19.95 | | 19.95 | | | | |
| CARRIER COMMAND | 24.95 | 24.95 | 24.95 | 34.95 | | 24.95 | | 19.95 | 14.95 | | | | | | 14.95 | |
| TIME AND MAGIK | 19.95 | 19.95 | 19.95 | 29.95 | 19.95 | 19.95 | | 19.95 | 14.95 | 14.95 | 14.95 | 17.95 | 14.95 | | 14.95 | 14.95 |
| DICK SPECIAL 'The Search for Spook' | 24.95 | 24.95 | | | | | | | | | | | | | | |

All prices are correct at the time of going to press

Rainbird Software and the Rainbird logo are trademarks of British Telecommunications plc

**For further information contact Rainbird Software, First Floor, 74 New Oxford Street, London WC1A 1PS 01 631-5373**


THEY'RE HERE!
MADBALLS™
GROSS IS GREAT!
You may have seen 'em... well now you can play 'em from Boston
Psygnosis comes a gross combination of those freaky beat bangers. With really spooky graphics and a game—play that will split your sides—Mad Balls is slimy—mental. Just look whose featured in the maddest game on earth:-
CHEST BRAIN, FREAKY FOOT, BACK, FIST FACE, SLOBULUS, SCREAMIN' MEEMIE and more, much, much more!
You gotta have Balls to be Mad!
AMSTRAD £8.95 COMMODORE £8.95 SPECTRUM £7.95
Ocean House · Central Street · Manchester · M2
Telephone: 061 832 6633 · Telex: 669977 Oceans G
ocean

# Implosion

► MACHINE: CBM 64/SPECTRUM
► SUPPLIER: CASCADE
► PRICE: £9.96/£14.95 (CBM)/£8.95 (SPECTRUM)
► VERSION TESTED: CBM 64
► REVIEWER: PAUL

*Implosion* is from the mind of 16 year old Joe Booth, aided by graphics from John Cassells and sound by Fred Gray. It promises great things to come but, for me, it lacks that vital, almost indefinable ingredient which makes a good game. To be honest, I can't quite put my finger on the reason for it, but it fails to satisfy.

The plot is weak. The Earth is under threat (yes,again) from a peril from deepest space. Nothing new and original about that, is there? It's the same as a hundred other games.

Some nasty intelligence has managed to harness the power of a White Dwarf star and created an artificial planet around it. That planet is now on a collision course with good old mother earth.

And guess what? You must save the world.

You do this by flying in and around the planet's protecting grid. Your craft can zip in and out of the grid which is very impressive.

What you have to do is locate and destroy energy cells on the grid and collect the crystals of energy which are released. To get these you must duck and dive under the grid. But you must learn which are beneficial to your mission and those which will hinder it.

It goes as follows: grey–extra life; green–extra energy; brown–extra points; pink–extra time; blue–saps energy; black–smart bomb.

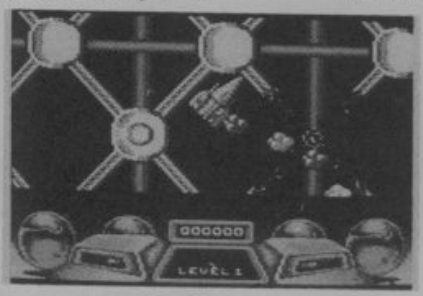
Eventually the grid will begin to bréak up and you must find the portal to gain entry to the next level. In all there are eight levels to penetrate.

Of course there are various "anti-bodies" zipping in and out of the grid which must be destroyed before they destroy you.

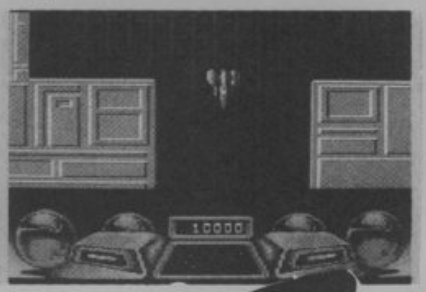
The game does look nice though, with its colourful grids, 360 degree scrolling action, and the sound is nice. It's just that . . . well, I didn't get a great deal of fun out of it.

But Joe Booth obviously has a lot of good ideas whizzing around his brain. We look forward to his next one.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 8 |
| ► PLAYABILITY | 7 |







# Complete Bastard

► MACHINE: SPECTRUM/CBM 64/AMSTRAD
► SUPPLIER: VIRGIN
► PRICE: £7.95 (SPECTRUM)/£9.95 (CBM)/£8.95 (AMSTRAD)
► VERSION TESTED: SPECTRUM/CBM 64/AMSTRAD
► REVIEWER: AMSTRAD (PAUL)/SPECTRUM AND CBM 64 (LEE)

It wasn't long ago that Virgin's Richard Branson undertook a Government crusade to clean up Britain's litter. A noble cause. So, I ask myself, how come he allows this piece of rubbish onto the streets?

This game, writes Paul, made me so angry. I found it crude, vile trash designed to cash in on Ade Edmondson's book of the same name. It's even worse than *The Young Ones* from Orpheus — and that's saying something. Come to think of it, that featured good old Ade as well. I wonder how he feels about putting his name to a couple of the worst games in existance?

Okay, I'm getting too angry. So let's go over to Lee for his views.

Hi, it's Lee here. Enough of the outbursts. This is what I think:

Have you ever fancied being a complete and utter illegitimate person? (I've been asked by Tim not to use that certain word very often). Have you ever wanted to gatecrash a yuppie party, and throw up over someone? Well, I can't say that it has ever occurred to me, but apparently the gang at Virgin, and in particular, Ade, think you have, which is why they've released this game.

It's basically a cross between *The Young Ones* from Orpheus, and *Spy Vs Spy* from Beyond. The overall object of the game, is to be as vulgar and as nasty as possible, and light up the phrase COMPLETE BASTARD, (sorry Tim, I didn't mean to use it!).

At the bottom of the screen are four meters. The Weee and Drunkometers speak for themselves, as does the Fart and the Smellometers, but these can be revealed by pressing the F key, and letting out a pretty whiffy poo!

At first, the game is quite difficult to get the hang of, due to the slightly strange screen layout that lets you view the same room from two different angles, hence the new display feature, "Bastavision".

As I've said, it's slightly confusing at first, but once you get used to it, it works exceptionally well.

Graphics, although monochromatic, are very detailed and fit well into the overall structure of the game.

I enjoyed it, and although it's fairly simple it's definitely one for your software wanted list.

Watch out! Paul's coming back to sum up.

Paul: I don't understand Lee liking this but that's his decision. In my view *HTBACB* is crude, tasteless and, even worse, unfunny.

| | SPECTRUM | CBM 64 | AMSTRAD |
|---|---|---|---|
| ► GRAPHICS | 7 | 7 | 7 |
| ► SOUND | 5 | 6 | 6 |
| ► VALUE | 7 | 7 | 4 |
| ► PLAYABILITY | 8 | 8 | 4 |



# GET TO GRIPS WITH

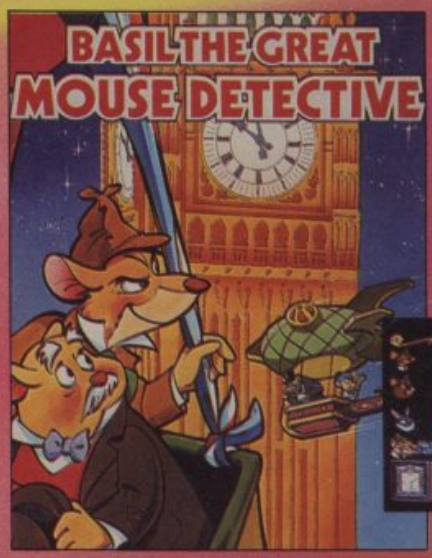





CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.9

## DEFLEKTOR

No heroes. No Foe. Only pure skill and technology as you guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls, deflect it through lenses, ever calculating the angles, carefully judging it's path towards the home receiver and then.....another 59 levels of frustration and mind boggling intrigue. Addictive. Compulsive. Only for those who can withstand defeat.







## BASIL THE GREAT MOUSE DETECTIVE

From the basement of 221b Baker Street, Basil and his faithful bloodhound Toby venture forward in search of the dastardly Ratigans hideout where poor Dr. Dawson is held against his will. What clues do they uncover amongst London's famous landmarks? What disguises do they adopt in moving around the rodent underworld? It's elementary my dear enthusiast, the answers are in the game. The question is do you have the skill to unearth them!

CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C

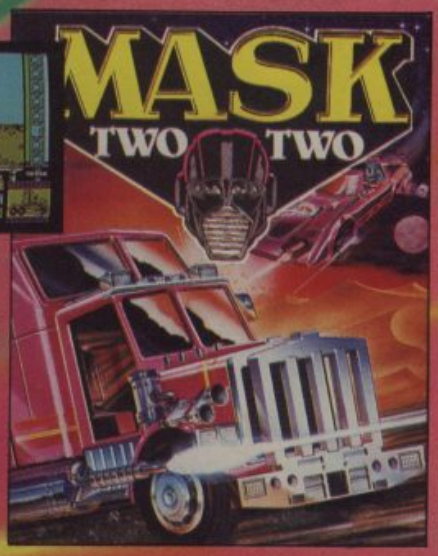
# IT'S A SHATTERING EX

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

# H A GREMLIN GAME!!

CBM 64/128
£9.99C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
MSX
£9.99 C






## MASK II

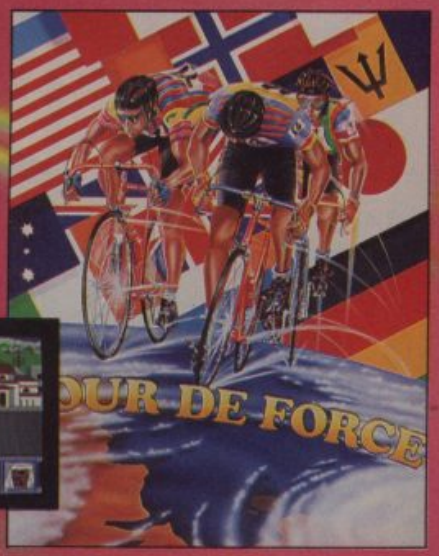
Action packed adventure of the heroic Mask team in more danger filled missions against the evil forces of Venom. Man and machine in valiant defence of the world and it's treasures. An exhilarating challenge to all gamers whatever their interests.

## TOUR DE FORCE

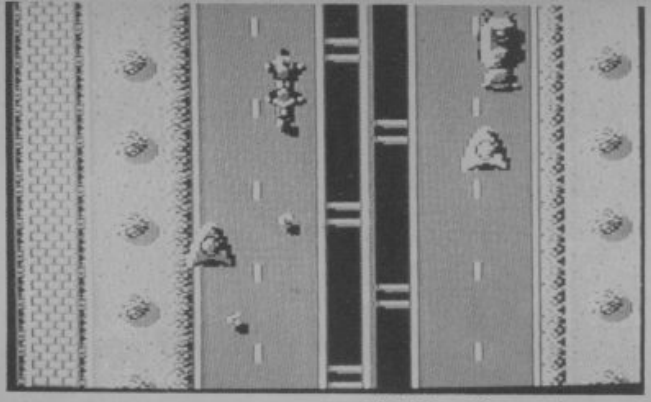
From the instant the starter shouts "Gentlemen start your pedals" to the last gruelling moments, you'll be banging heads with five of the meanest, toughest bikers to ever pump pedals. And if that's not enough the course is something special too:- Potholes, Manholes, Cakeholes, Aceholes, Bolders, Skunks, Snakes, Chasms, Oilslicks, Icepatches, Bridges, Bear traps and much more. So climb aboard your Velo Mark IV and set off in pursuit of that coveted Yellow Jersey and experience the agony and ecstasy of international cycling as it really happens.

CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM £7.99 C
ATARI ST
£19.99






PERIENCE GREMLIN



# Shoot'em-up Construction Kit

► MACHINES: CBM 64
► SUPPLIER: OUTLAW
► PRICES: £14.95 cass/£19.95 disk
► REVIEWER: PAUL

There are some products which almost make you tremble with their power and potential. *The Shoot 'Em Up Construction Kit* is one of them.

Just imagine it. I am to computer programming what our Ad man Garry Williams is to healthy living. Yes, I admit. I just turn the machines on and play. But now, thanks to this wonderful product, I actually have the power to create my own games.

Simplicity is the key word for *The Kit*. All you need to use is the joystick and space bar. The manual is not too long to tax your powers of concentration and is clearly written.

It's from the minds of those *Wizball* wonders, Sensible Software, and will be marketed by Outlaw Productions, a new label from Palace Software, the people who brought you *Barbarian — the Ultimate Warrior*. That pedigree alone should set you tingling with anticipation about this construction set.

It's so good that the brains at Outlaw think other software houses will use the set to produce their own games.

That says something for the powers of the program. And when you consider that it will cost £14.95 on Commodore cassette, you're talking about a value for money buy as well.

The whole thing is controlled from a main menu which gives you options to edit sprites, backgrounds, sound effects, attack waves etc. Choosing one of these options brings up a sub-menu with further options.

The sound effects available are truly amazing. Hearing is believing.

The set comes with four games which demonstrate just what you can achieve with it.

Right, obviously there is not the space here for a detailed rundown of what you get, so here are the key facilities.

Sprite designer: for those who don't already know, these are the things you see moving round the screen — ships, bullets, aliens, etc. The designer has facilities which enable you to slide, mirror and copy.

Background Editor: This allows you to design characters, build them into blocks and position them on a map of the game.

Object Editor: Makes even the most complex sprite placing and animation simple.

Sound Effects System: With this you can produce the weirdest firing, explosion and other incidental effects you will ever need. This is tremendous fun. I spent ages just listening to the most wonderful noises.



It is also simple to design a game messages and credits with the Front End Designer.

You can also use the Storage System to save and load at any stage. Hopefully, the guys from Outlaw will find ways of converting this to other machines. Meanwhile, if you have ever had any desire to create a game, then get this. Quite simply, it's brilliant. There are no ratings because they don't really apply.

Hopefully, you'll be seeing my first game shooting to the top of the charts. It's provisionally called *Kaptain Kid Krushes the Killer Kreatures*. Software houses know where to contact me.

# Zig Zag

► MACHINE: CBM 64
► SUPPLIER: MIRRORSOFT
► PRICE: £9.95
► REVIEWER: IAN

Don't worry, *Zig-Zag* isn't a re-release of the infamous DK'Tronics game which was written on the Speccy all those aeons ago!

The game is set in a 3D landscape, with plenty of puzzles to solve and aliens to zap. You are in control of a small, elongated ship which moves across the *Zaxxon*-style, scrolling playing area. Your tasks include collecting all eight crystal fragments which are scattered across a quantity of 16 different zones, and then making your escape by finding the End Zone.

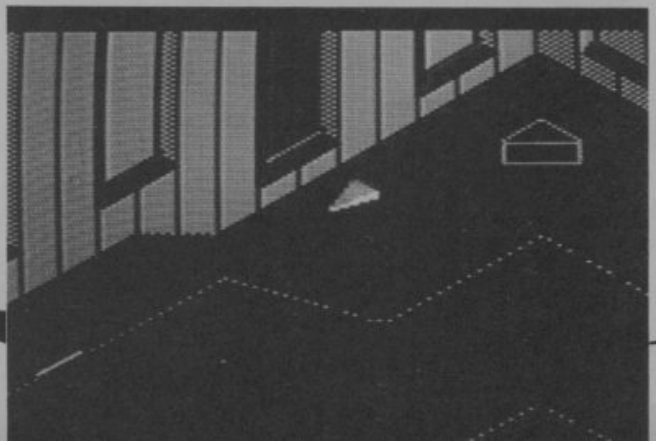
There are two different built-in versions of the game, an arcade version and an arcade adventure version. This gives you the choice of being an all round blaster or an intrepid explorer. In each version, you will come across a variety of corridors, junctions and prisms which should be approached with great care and accuracy.

You control your ship down four-way, diagonal scrolling corridors which are connected by cross and t-junctions. The single, double and triple grouped prisms are positioned at right angles at the appropriate junctions.

The arcade adventure version consists of a host of logical problems to solve. These come in the form of hidden junctions, corridors and prisms. These can be revealed by passing over small touch pads, which are found scattered along the chequered floors. Successfully operating the correct touch pads will ensure that you are able to delve deeper into the maze and achieve your goal.

All junctions of the maze are open, and all hidden prisms are revealed. There are no logical problems to solve, just pure alien zapping from start to finish. There are seven types of aliens, each with three unique ways of attack. Each time you kill of an alien, you get a certain amount of points and cash. When you have accumulated enough cash, you'll be able to stop off at your nearest shop. You can buy anything from extra power to weapons.

*Zig-Zag* is one of those games where it has to be played first before buying it. It will probably appeal to people who like games that are original and full of new ideas.



► GRAPHICS 8
► SOUND 7
► VALUE 8
► PLAYABILITY 7

SEGA COMMODORE SPECTRUM

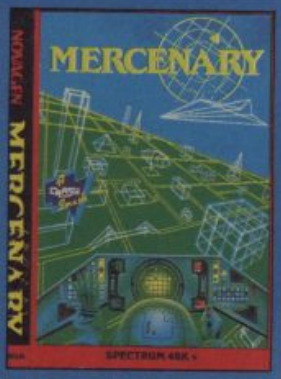


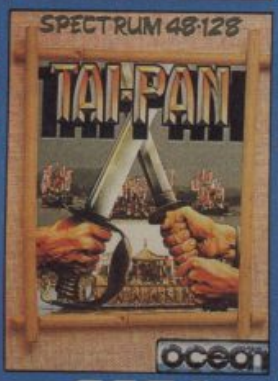

# WOOLWORTHS TOP 30 COMPUTER SOFTWARE

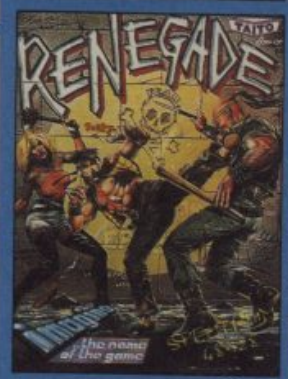
**NOVEMBER 1987**

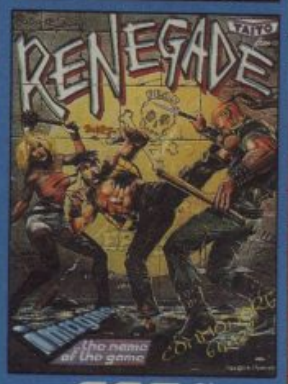



| POSITION | TITLE | SOFTWARE HOUSE | MACHINE TYPE | PRICE |
|---|---|---|---|---|
| 1. | Indiana Jones | U.S. Gold | Spectrum | 8.99 |
| 2. | World Class Leaderboard | U.S. Gold | C64 | 9.99 |
| 3. | Renegade | Imagine | Spectrum | 7.95 |
| 4. | Mercenary | Novagen | Spectrum | 9.95 |
| 5. | Renegade | Imagine | C64 | 8.95 |
| 6. | Tai Pan | Ocean | Spectrum | 7.99 |
| 7. | Bubble Bobble | Firebird | Spectrum | 8.95 |
| 8. | World Class Leaderboard | U.S. Gold | Spectrum | 8.99 |
| 9. | Exolon | Hewson | Spectrum | 7.99 |
| 10. | Super Sprint | Activision | C64 | 9.99 |
| 11. | Last Ninja | System 3 | C64 | 9.99 |
| 12. | Indiana Jones | U.S. Gold | C64 | 9.99 |
| 13. | Mega Apocalypse | Martech | C64 | 8.95 |
| 14. | Tai Pan | Ocean | C64 | 8.95 |
| 15. | Bubble Bobble | Firebird | C64 | 8.95 |
| 16. | Solomon's Key | U.S. Gold | C64 | 9.99 |
| 17. | Epyx Epics | U.S. Gold | C64 | 9.99 |
| 18. | Barbarians | Palace | Spectrum | 9.99 |
| 19. | Road Runner | U.S. Gold | Spectrum | 9.99 |
| 20. | Summer Gold | U.S. Gold | Spectrum | 9.99 |
| 21. | Computer Hits 4 | Beau Jolly | Spectrum | 9.95 |
| 22. | Road Runner | U.S. Gold | C64 | 9.99 |
| 23. | Super Sprint | Activision | Spectrum | 9.99 |
| 24. | Living Daylights | Domark | Spectrum | 9.95 |
| 25. | Summer Gold | U.S. Gold | C64 | 9.99 |
| 26. | Xecutor | Edge | Spectrum | 7.99 |
| 27. | Sidewize | Firebird | Spectrum | 9.99 |
| 28. | Ace 2 | Cascade | C64 | 9.99 |
| 29. | Renegade | Imagine | Amstrad | 8.95 |
| 30. | Enduro Racer | Activision | Spectrum | 9.99 |




SEGA



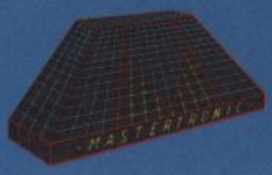

Mastertronic games at £1.99 and £2.99

SEGA










WOOLWORTHS

*A Great Deal in Entertainment*

FIREBIRD

SEGA SEGA

* At selected larger stores.
* Items subject to availability

COMMODORE SPECTRUM SEGA

# Cruncher

► MACHINE: AMIGA
► SUPPLIER: ANCO
► PRICE: £9.95
► REVIEWER: CHRIS

Hurray! What am I cheering about? Well, one of my all time favourites has finally been produced on the Amiga. What is it? *Pac-Man* of course.

Yes, they've finally brought out a *Pac-Man* for the Amiga. I thought that being such an old game, software houses would forget all about this classic and it would be lost forever. This *Pac-Man* is not the original as produced by Atari, but it's by Anco and is called *Cruncher Factory*.

Your aim in *Pac-Man* is to guide your little yellow 'ball with a gob' around a maze and eat all of the little white dots or pills. This would be quite boring on its own, so you also have to watch out for the ghosts. Woooooh!

The ghosts are nasty creatures who like nothing better than to chomp on your bones. There are four ghosts in *Pac-Man*, and so there are four in *Cruncher*. But Cruncher has one special feature. Well, it's not exactlky a feature, more a gimmick. With the press of a few keys, the ghosts will all transform themselves into nastly little Atari logos, and your little yellow spheroid will turn into the famous 'Amiga Ball'.

This has no real use, but nevertheless it is quite fun to see an Atari logo legging it away from a little red and white ball which has just consumed a power pill.

A power pill? Yes, a power pill is a small green pulsating dot which will give Pac-Man super munching strength for around 15 seconds, more than enough time to get his revenge.

There are four power pills per level, well at the start anyway. You see, one of the interesting things about this great version is the fact that, if you wish, you can create your own Pac-Mazes, or edit an existing one. The disk comes supplied with 30 different mazes and an extra 40 can be added. This brings me to the only sour note.

The game disk is copy-editied, to protect piracy and the like. Smart move, right? Wrong. Because the disk is protected it means that you can only save your mazes on the original disk, very dodgy. What Anco should have done is offer a non-protected version for a few pounds more if you send them the original disk. A number of companies are already practising this including Electronic Arts, authors of the fantastic *Deluxe Paint*.

Still, that's only a little problem, nothing to affect gameplay.

So, what have we got. A really neat and extremely fast version of the arcade classic with extra bits like a screen editor. Nice graphics, although not what you call Amiga standard, and the sound isnt much cop either, but it has it where it counts.

| | |
|---|---|
| ► GRAPHICS | 7 |
| ► REALISM | 7 |
| ► PLAYABILITY | 10 |
| ► VALUE | 10 |

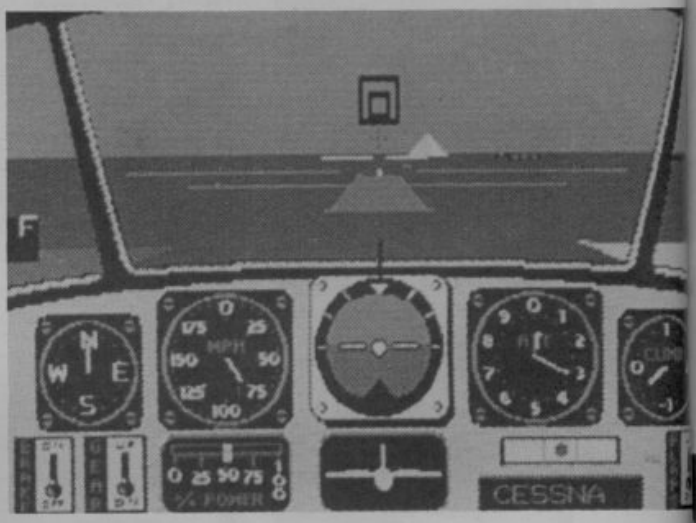
# Flight Trainer

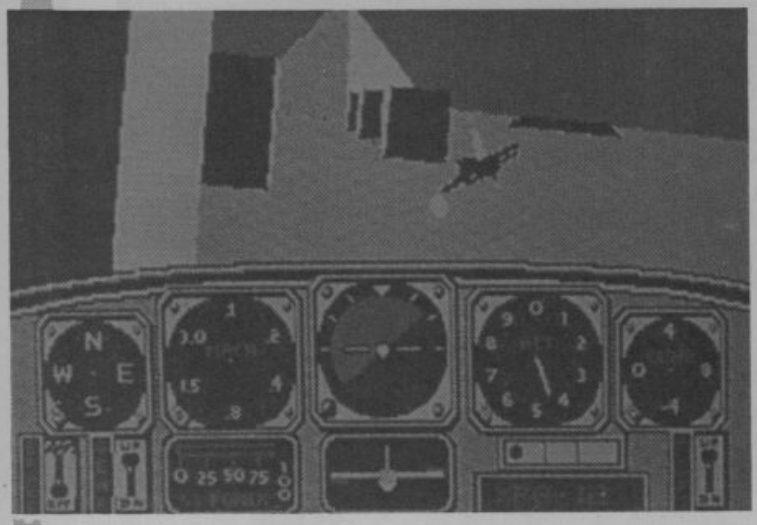
► MACHINES: CBM 64/IBM TANDY
► SUPPLIER: ELECTRONIC ARTS
► PRICE £16.95 disc
► VERSION TESTED: CBM 64
► REVIEWER: STEVE

Often when somebody famous endorses a computer game, the game isn't very good. The legendary Brigadier-General Charles Yeager, US Air Force, first man to break the sound barrier, is an exception, and so is this game. It is demanding and difficult, and you won't master it in a week, but like flying it's well worth the effort.

This is a flight simulator, not a combat simulator or wargame (we are promised those later). The only things you really need to think about are the joystick and throttle. But anyone trying to fly like an arcade game soon learns differently – the controls are very sensitive and very realistically tuned. Part of the program actually teaches you the basic manoeuvres of flying in a Cessna trainer, first with the 'instructor' in control, then with you coping solo.

The core of the program is a Flight Test simulator which allows you to test fly any one of fourteen different aircraft, ranging from World War One fighters to modern powerhouses capable of over three times the speed of sound. You are not told how they perform, it is your job to find out and record it. Particular fun are three fictional aircraft, all similar-looking modern jets with very different ways of behaving in the air.



The program works in real time in a 'world' that has three different airports and a number of aircraft 'obstacle courses'. These can also be used for aircraft racing – at below 100 feet in one case – and for formation flying stunts. These are not to be attempted until you've really worked out how to fly.

Some of the options offered seem unecessary, like the ability to look through the aircraft's floor or tail, or move outside it in flight to see yourself from a chase plane or a satellite, or employ an eight-times zoom to look at an object.

Altogether this is the best, the most realistic, and the most comprehensive flight simulator that I've seen on the market.

| | |
|---|---|
| ► GRAPHICS | 7 |
| ► REALISM | 9 |
| ► PLAYABILITY | 9 |
| ► VALUE | 8 |




# Action Force

- MACHINES: C64/SPECTRUM/AMSTRAD
- SUPPLIER: VIRGIN GAMES
- PRICE: £7.95 (Spec) £8.95 (Ams) 9.95 (C64)
- VERSIONS TESTED: C64/SPECTRUM
- REVIEWER: TIM

This is, quite simply, Virgin's best release since *Dan Dare*. And it comes as no surprise that, like DD, *Action Force* has been put together by The Gang of Five. It's based on the comic/toys of the same name – but don't let that put you off. Like *Thundercats*, also reviewed this ish, the game stands up in its own right as a good, solid blaster.

But there's a bit of arcade adventure and strategy thrown in for good measure – making *Action Force* one of the few games around right now that will last beyond the first few plays.

True to form Gang has put together two completely different games on the Spectrum and 64. OK, so some of the elements are the same – but if you've got a 64 don't expect to be able to beat the game on your mate's Spectrum.

Meanwhile on with the review. First we'll take a look at the scenario.

The small island of Botsneda, just off the mainland, was heavily populated by civilian and military personnel. A ruthless attack by COBRA, the enemy, meant the evacuation of civilians from the tourist resorts of Botsneda.

The military istallation was not so lucky. Despite the latest early warning systems guarding the installation, they only realised they were being attacked after it was too late to retaliate.

The only sensible option was to withdraw, which was carried out swiftly. However, the allied forces destroyed much of the installation to prevent it falling into enemy hands. The eastern sector of the installation could not be destroyed during the attack as there wasn't time, and certain classified information may now be in the evil clutches of COBRA! The allies will have many embarrasing questions to answer about just how this was allowed to happen.

Botsneda's closeness to the mainland is of great strategic advantage to the enemy. Cobra cannot be allowed to consolidate their position, nor must they have the time to retrieve and analyse the classified information left behind on the installation.

Time is of the essence; but conventional forces cannot be used because their planning and deployment will take time.

The eastern sector of the military installation was a spy base which collected information about COBRA personnel and tactics. The main database is on hard disc attached to the computer.

Gun-happy Dreadnoks may well have destroyed it, but the risk cannot be taken. If the enemy studies the itelligence information they will know how to change their tactics and defence systems to defeat the allied forces. Alas, the information will take years to replace.

A crack squad is needed to mount an immediate raid to get back the information (if it is still intact) and get out again.

The Action Force squad will land on the western sector of the island, cutting straight through enemy defences. A.W.E. Striker and Dragonfly are to carry out the raid.

The All Weather and Environment Striker has four-wheel drive and is capable of speeds of 60 MPH cross country. Roll bars protect both passengers. Its biggest assests are its manoeuvrability, speed and smooth passage over rough terrain.

A.W.E. Striker carries delicate tapping equipment necessary to retrieve the classified information from the hard disc.

Graphics vary in all versions. The 64 version has jets, mini-copters, energy barriers all on a background of iron girder type constructions.




The Spectrum version has detailed buildings and tanks and gun emplacements – which reminded me a bit of *Green Beret*, although the game is totally different.

The Striker and the Dragonfly chopper look different in both games, although the basic principle of protecting the Striker by flying the Dragonfly around blasting a clear path while at the same time moving bits of bridge around are the same.

I found the C64 easier initially for although the Spectrum version is more challenging it takes more time to get into.

You have to move quick – in both versions – dodging enemy fire while making sure the bridges are in place for the Striker to cross.

There are eight challenging levels to complete – each with different hazards and enemies to overcome, lots of tactics to be learned and plenty of opportunities for all you tipsters to be learned and plenty of opportunities for all you tipsters to get you maps and tips printed in ideas central!

Great presentation, with info screens appearing between levels giving details about the next set of enemies you'll encounter, nice hi-score charts, nice sound effects – the works!

Great to see Virgin come up with a winner after so many disappointing games this year.




| | SPEC | C64 |
|---|---|---|
| ► GRAPHICS | 9 | 9 |
| ► SOUND | 7 | 8 |
| ► VALUE | 9 | 9 |
| ► PLAYABILITY | 10 | 10 |



# Zip along with BU

**Verooom! One of these incredible Karts could be yours if you are the winner of our absolutely amazing *Buggy Boy* competition!**

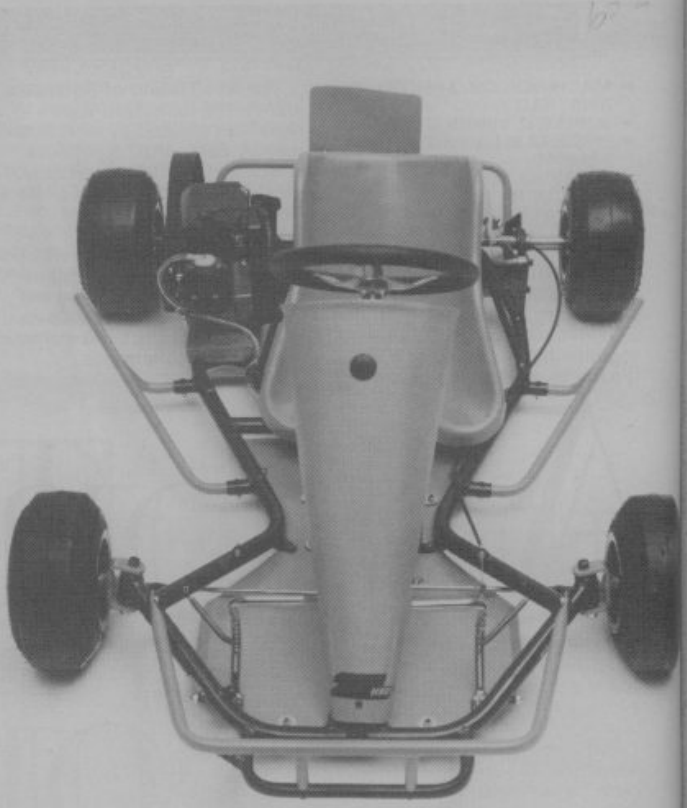
***Elite* will present the first prize winner with a brand new Cadet class or Britain class kart from top manufacturers *Zip Karts.***

**Each kart is worth over £500 and will be ready to race! Karting is an extremely popular form of motorsport – many top Grand Prix racing stars, including Britain's best Nigel Mansell, started their racing careers in karts like tha machines we';re giving away.**

**There are full championship race series for both classes of kart held in the UK – and the final for the Cadet class will be held at Silverstone as part of the British Kart Grand Prix meeting.**

**Who knows, YOU could be on the starting grid next year!**

- **The top prize – a ready to race Zip Kart will presented to the winner at a special ceremony early next year.**
- **Ten runners up will get a copy of Elite's brilliant *Buggy Boy* game.**





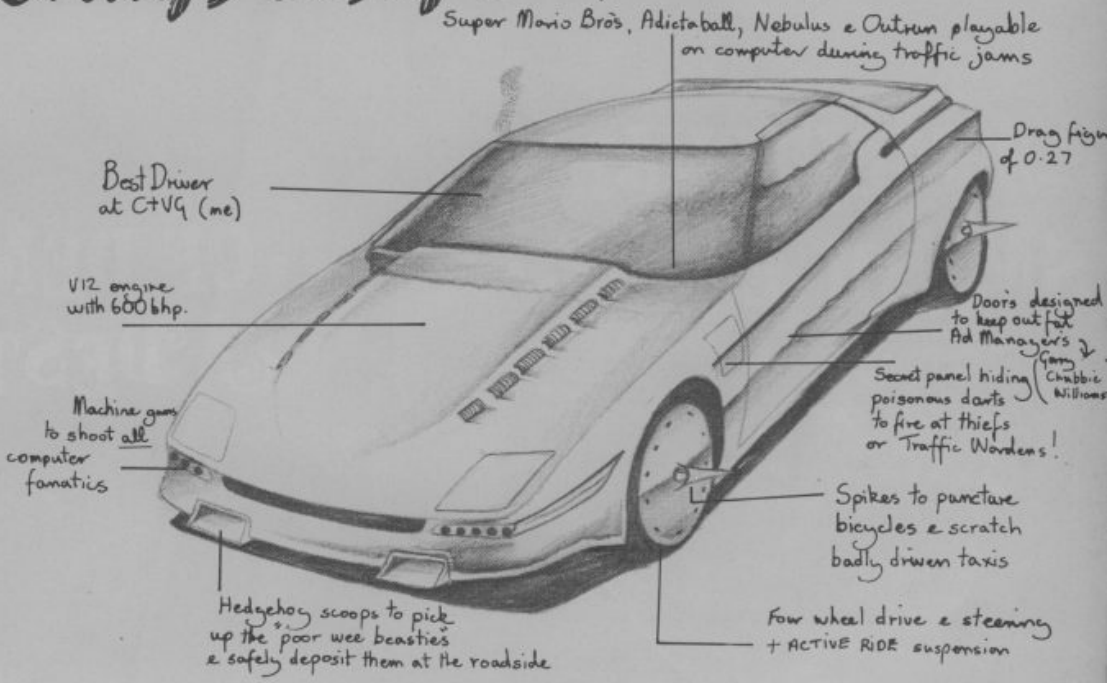


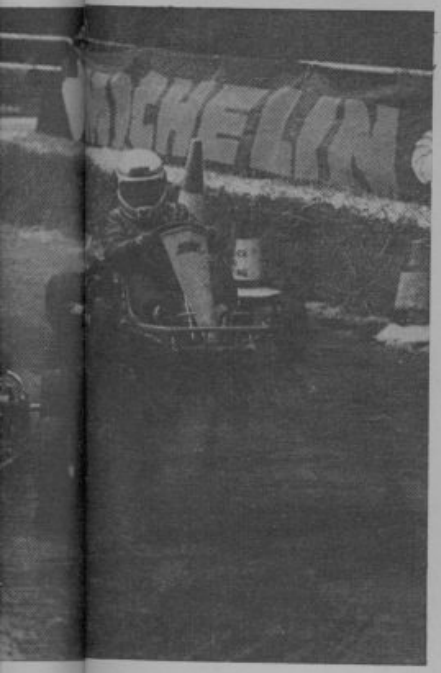


# Craig's designer 'Wheels'!

## HOW TO WIN!

**What we'd like you to do is design your very own personal customised buggy. C+VG's car crazy designer Craig Kennedy has come up with his perfect vehicle just to give you some idea what we want. Feel free to pinch some of Craig's ideas – but we'd prefer you to use your own imagination to design a set of hot wheels for the Computer Age. You can use anything you like to create your picture – but don't forget to fix the special entry coupon firmly to your picture. Send your entry to *Computer and Video Ganes*, Buggy Boy Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C+VG* rules apply, closing date is December 16th and the Ed's decision is as final as the chequered flag!**



## C+VG/ELITE KOP A KART KOMPETITION!

**Name**.....

**Address**.....

.....

.....

.....

**Age**.....

**Computer owned C64**☐

**Spectrum**☐ **Amstrad**☐

**(tick box)**

**Please fix this coupon securely to your entry**



# RAMPARTS

FUTURE CONCEPTS

## A MEDIEVAL SMASH 'EM UP...

## ...OF DEMOLITION & DESTRUCTION



SCREENSHOTS FROM CBM64/128 VERSION.



Knights in shining armour you certainly are not, more like black hearted villains as your marauding trio run riot through countless medieval landscapes, laying to waste fortress after fortress, castle after castle. Obviously you can't expect to have it all your own way, there'll be resistance from the peasants and gentlefolk and Middle Age masters but let that not deter three evil minded rogues on a path of demolition and destruction. Compulsive, fast moving action that'll keep bringing you back time after time.

| CBM64/128 | AMSTRAD | SPECTRUM |
|---|---|---|
| £9.99 CASS | £9.99 CASS | £8.99 |
| £11.99 DISK | £14.99 DISK | TAPE |

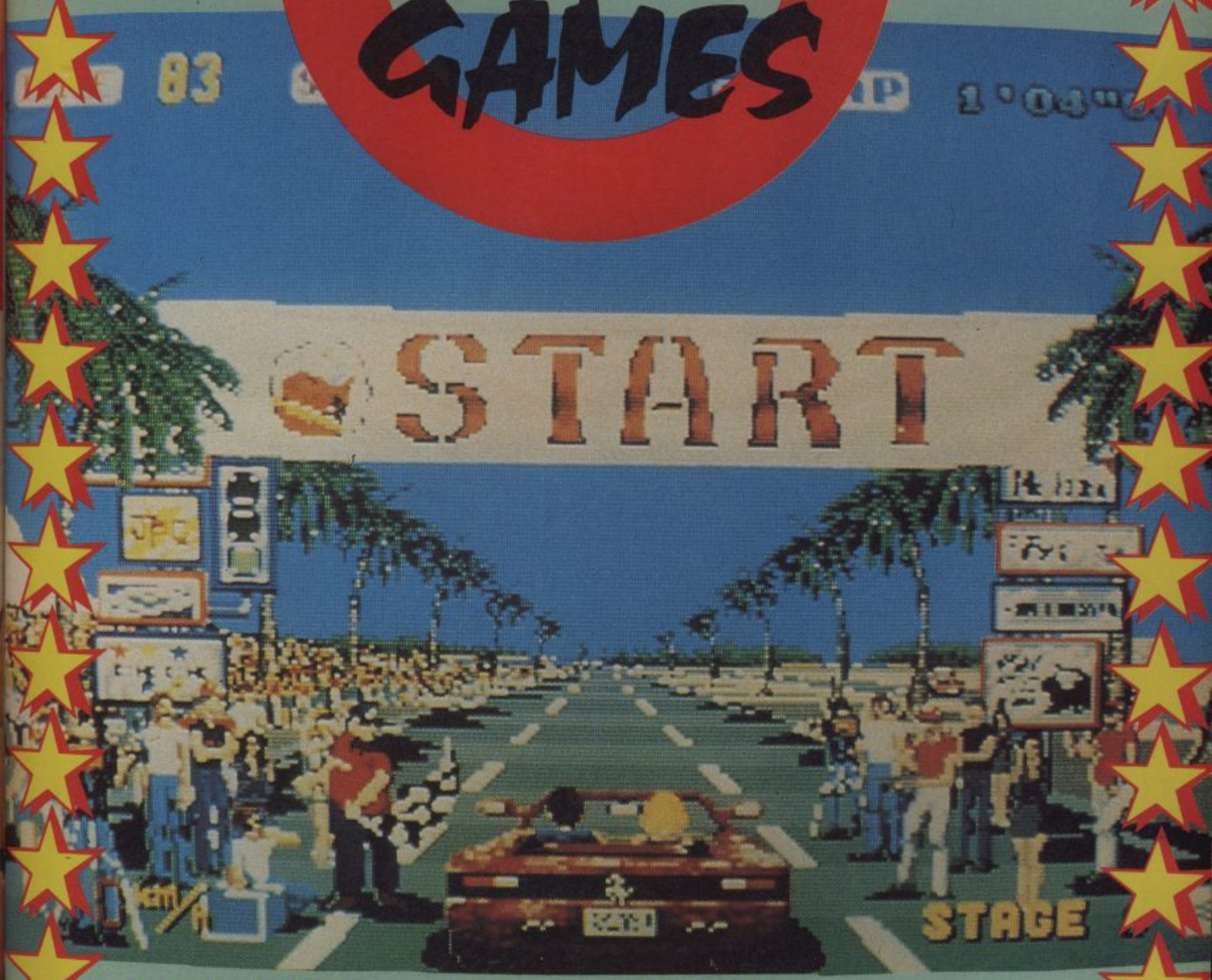
GO!

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

Ramparts is an original development from Future Concepts. Copyright from Future Concepts. Distributed worldwide by GO! Media Holdings Limited.

# COMPUTER +VIDEO GAMES




**Going for Gold? Then read on. Here we reveal just some of the glittering goodies on the way from the Birmingham boys at US Gold. Read all about** Out Run, **a potential Christmas Numero uno. Check out coin-op conversions like** Gauntlet II, 720°, Side Arms **and** Speed Rumbler. **Learn the secrets of** Impossible Mission 2 **and zap yourself silly with** Laser Tag **on the new Go! label. But first, burn rubber with the year's most exciting driving game –** Out Run!

**CONTENTS**

**P52 OUTRUN-the ultimate driving game?**
**P63 GAUNTLET II – Enter the Dragon!**
**P57 GO! – action, adventure and entertainment!**
**P60 ARCADE BLASTERS – coin-op conversions.**
**P64 MOVIE MONSTERS-meet Charlie Chaplin.**

# IT'LL TURN YOU INSIDE OUT!

# INSIDE OUTING






THE EDGE

AMSTRAD, COMMODORE
£9.99 tape, £14.99 disc
SPECTRUM £8.99
ST, AMIGA £19.99

Never before have you seen a 3D game as impressive as this! You play a burglar hunting around an astoundingly realistic house in which every object is carefully defined in 3D-space — you can even look behind pictures, play snooker and open lids of cupboards! Seek the gems hidden within the house, or you may never get out . . . One of those rare games that will keep you coming back for one more try for the solution months after you buy it.

THE EDGE, 36/38 Southampton Street, London WC2E 7HE.

# SHEKHANA COMPUTER SERVICES

## Order by credit line 01-348 2907 (24 hrs)

| | OUR PRICE |
|---|---|
| ***SEGA*** | |
| MASTERSYSTEM | 99.95 |
| LIGHT PHASER | 44.95 |
| 3-D GLASSES | 39.95 |
| CONTROL STICK | 14.95 |
| MY HERO | 14.95 |
| GHOST HOUSE | 14.95 |
| TEDDY BOY | 14.95 |
| TRANSBOT | 14.95 |
| SUPER TENNIS | 14.95 |
| F-16 FIGHTER | 14.95 |
| MISSILE DEFENCE 3-D | 24.95 |
| SPACE HARRIER | 24.95 |
| OUT RUN | 24.95 |
| ROCKY | 24.95 |
| ZAXXON 3-D | 24.95 |
| CHOPLIFTER | 19.95 |
| FANTASY ZONE | 19.95 |
| BLACK BELT | 19.95 |
| ACTION FIGHTER | 19.95 |
| PRO WRESTLING | 19.95 |
| GREAT GOLF | 19.95 |
| WORLD SOCCER | 19.95 |
| THE NINJA | 19.95 |
| ALEX KIDD | 19.95 |
| WONDER BOY | 19.95 |
| QUARTET | 19.95 |
| ZILLION | 19.95 |
| ENDURO RACER | 19.95 |
| WORLD GRAND PRIX | 19.95 |
| SECRET COMMAND | 19.95 |
| ASTRO WARRIOR/PIT POT | 19.95 |
| ALEX KIDD IN MIRACLE WORLD | 19.95 |
| SHOOTING GALLERY | 19.95 |
| GANGSTER TOWN | 19.95 |
| ***NINTENDOSYSTEM*** | |
| DELUXE SET | 159.99 |
| CONTROL DECK | 99.95 |
| GYROMITE | 32.95 |
| STACK-UP | 32.95 |
| DUCK HUNT | 29.95 |
| GUMSHOE | 29.95 |
| HOGANS ALLEY | 29.95 |
| EXCITE BIKE | 29.95 |
| MACH RIDER | 29.95 |
| WRECKING CREW | 29.95 |
| GOLF | 19.99 |
| BASEBALL | 19.99 |
| SOCCER | 19.99 |
| TENNIS | 19.99 |
| 10 YARD FIGHT | 19.99 |
| URBAN CHAMPION | 19.99 |
| SUPER MARIO BROTHERS | 19.99 |
| BALLOON FIGHT | 19.99 |
| CLU CLU LAND | 19.99 |
| ICE CLIMBER | 19.99 |
| KUNG FU | 19.99 |
| PINBALL | 19.99 |
| ***BBC*** | |
| SPITFIRE 40 – D2 | 7.95 |
| ARKANOID | 7.50 |
| URIDIUM | 7.95 |
| CRAZY RIDER – D1 | 7.95 |
| TRIVIAL PURSUIT – D4 | 12.95 |
| ELITE – D4 | 11.95 |
| ELITE – (3.5" DISK) | 16.95 |
| REVS – D2 | 10.95 |
| REVS – (3.5" DISK) | 16.95 |
| ELITE – ELECTRON | 11.95 |
| PAPER BOY – D2 | 7.95 |
| ***C16/PLUS4*** | |
| ACE 2 – (+ 4ONLY) | 7.95 |
| ACE – C16 | 7.95 |
| ACE – (+ 4 ONLY) | 7.95 |
| GUNSLINGER – C16 | 4.99 |
| GREMLINS – C16 | 4.99 |
| BEACHHEAD – (C16 & + 4) | 4.99 |
| ELITE HIT PACK – C16 | 8.50 |
| SCOOBY DOO – C16 | 6.95 |
| JET SET WILLY(C16 & + 4) | 6.95 |
| BOMB JACK 2 – C16 | 6.95 |
| 8 CLOUGHS FOOTBALL(+ 4 ONLY) | 13.95 |
| PAPER BOY – C16 | 6.95 |
| ***MSX*** | |
| SILICON DREAMS | 13.99 |
| WINTER GAMES | 7.99 |
| SURVIVOR | 7.99 |
| WORLD GAMES | 7.99 |
| KNIGHT ORC | 13.99 |
| GNOME RANGER | 8.50 |
| VAMPIRE KILLER – MSX2 | 20.95 |
| MAZE OF GALIOUS | 18.95 |
| THE GOONIES | 17.95 |
| PENGUIN ADVENTURE | 17.95 |
| CUBERT | 17.95 |
| JACK THE NIPPER | 7.95 |
| TRAIL BLAZER | 7.95 |
| FUTURE KNIGHT | 7.95 |
| JET SET WILLY 2 | 7.95 |
| ACE OF ACES | 7.99 |
| MONKEY ACADEMY | 17.95 |
| JEWELS OF DARKNESS | 13.99 |

| | OUR PRICE |
|---|---|
| ***COMMODORE*** | |
| BUBBLE BOBBLE – D1 | 6.95 |
| FLYING SHARK – D1 | 6.95 |
| ELITE 6 PACK II – D2 | 7.95 |
| DRUID II – D1 | 6.95 |
| REVS PLUS – D1 | 7.50 |
| BARBARIAN – D2 | 7.50 |
| RENEGADE – D2 | 6.95 |
| SOLOMONS KEY – D2 | 7.50 |
| SOLID GOLD – D2 | 7.99 |
| ANNALS OF ROME – D3 | 10.95 |
| MEGA APCALYPSE – D2 | 7.50 |
| OUT RUN – D2 | 7.50 |
| WORLD CLASS L'BOARD – D2 | 7.50 |
| ADVANCED ART STUDIO – D5 | 19.95 |
| GUILD OF THIEVES (DISK ONLY) | 14.95 |
| QUEDEX – D2 | 7.50 |
| GAUNTLET II – D2 | 7.50 |
| STAR WARS – D2 | 7.50 |
| NOT A PENNY MORE | 12.95 |
| INDIANA JONES – D2 | 7.50 |
| BARDS TALE – DISK | 12.99 |
| KNIGHT GAMES II – D2 | 7.50 |
| TRACK & FIELD – D2 | 6.95 |
| BATTLE OF GUARDIALCANAL – D2 | 7.50 |
| ARMAGEDDON MAN – D2 | 10.95 |
| JACK THE NIPPER II – D2 | 7.50 |
| HIGH FRONTIER – D2 | 7.50 |
| DEATH WISH 3 – D2 | 7.50 |
| THE LAST NINJA – D2 | 7.50 |
| TRANTOR – D2 | 7.50 |
| ON THE TILES – D1 | 6.95 |
| CALIFORNIA GAMES – D2 | 7.50 |
| IMPLOSION – D2 | 7.50 |
| + MINI OFFICE II – D4 | 14.95 |
| BISMARK – D2 | 7.50 |
| MARBLE MADNESS – D2 | 7.99 |
| ENDURO RACER – D2 | 6.95 |
| AZIMUTH HEAD ALIGNMENT | 7.95 |
| ELITE – D3 | 11.95 |
| SILICON DREAMS – D2 | 11.95 |
| MYSTERY OF THE NILE – D1 | 6.95 |
| SIDE WIZE – D1 | 6.70 |
| TRIVIAL PURSUIT – D4 | 12.95 |
| MAGNATRON – D2 | 6.95 |
| ACE 2 – D2 | 7.50 |
| TANK – D1 | 6.95 |
| SLAINE – D2 | 7.50 |
| KNIGHT ORC – D3 | 11.95 |
| JEWELS OF DARKNESS – D2 | 11.95 |
| BANKOK KNIGHTS – D2 | 7.50 |
| FOOTBALL DIRECTOR | 6.95 |
| OCP ART STUDIO – D3 | 11.95 |
| INFILTRTOR 1 + 2 – D2 | 7.95 |
| WARGAMES CONS – DISK | 14.95 |
| CARRIER FORCE – DISK | 24.95 |
| AIRBOURNE RANGER – D4 | 12.95 |
| DEFENDER OF CROWN – DISK | 12.99 |
| STEALTH FIGHTER – D4 | 12.95 |
| ALT WORLD GAMES – D2 | 7.50 |
| PHM PEGASUS – D2 | 7.99 |
| G. LINEKERS FOOTBALL – D2 | 7.50 |
| SORCEROR LORD – D3 | 10.95 |
| SIDE ARMS – D1 | 7.50 |
| COMBAT SCHOOL – D2 | 6.95 |
| FLASH POINT – D2 | 6.95 |
| GRYZOR – D2 | 6.95 |
| MAD BALLS – D2 | 6.95 |
| PHANTYS – D2 | 6.95 |
| PSYCHO SOLDIER – D2 | 6.95 |
| RASTAN – D2 | 6.95 |
| VICTORY ROAD – D2 | 6.95 |
| LUCAS FILMS 4 – D2 | 7.95 |
| RAMPAGE – D2 | 7.50 |
| GALACTIC GAMES – D2 | 7.50 |
| KNIGHTMARE – D2 | 7.50 |
| CHARLIE CHAPLIN – D2 | 7.50 |
| 720 – D1 | 7.50 |
| RYGAR – D2 | 7.50 |
| JACKEL – D2 | 6.95 |
| SUPER HANG ON – D2 | 7.50 |
| PEGASUS BRIDGE – D3 | 10.95 |
| THUNDER CATS – D2 | 7.50 |
| DRILLER – D2 | 7.50 |
| COMPENDIUM – D2 | 7.95 |
| BLOOD VALLEY – D2 | 7.50 |
| NEBULUS – D2 | 6.95 |
| MORPHEUS – D2 | 6.95 |
| THROUGH THE TRAP DOOR – D2 | 7.50 |
| ROY OF THE ROVERS – D2 | 7.50 |
| BRAVESTARR – D2 | 7.50 |
| RAMPARTS – D2 | 7.50 |
| SEPTEMBER – D2 | 7.50 |
| FIRETRAP – D2 | 7.50 |
| EYE – D2 | 7.95 |
| STREET BASEBALL – D2 | 7.50 |
| GNOME RANGER – D2 | 7.95 |
| DELUXE SCRABBLE – D3 | 10.95 |
| LIVE AMMO – 5 HITS – D2 | 7.95 |
| FOOTBALL MANAGER II – D2 | 7.50 |
| IMPOSSIBLE MISSION II – D2 | 7.50 |
| JINXTER – DISK | 14.95 |
| RED L.E.D – D2 | 6.95 |
| MASK – D2 | 7.50 |
| GAME SET & MATCH – D4 | 10.95 |
| DESTROYER – DISK ONLY | 12.99 |
| FIREZONE – D3 | 10.95 |
| GUNSHIP – D4 | 12.95 |
| TAI PAN – D2 | 6.95 |
| WORLD TOUR GOLF – D2 | 7.99 |
| MEAN STREET – D2 | 7.50 |
| INTER KARATE PLUS – D2 | 7.50 |
| ENCOUNTER – D2 | 7.50 |

| | OUR PRICE |
|---|---|
| ***COMMODORE*** | |
| BUGGY BOY – D2 | 7.50 |
| SPY CATCHER – D3 | 10.95 |
| LEATHER NECKS – D3 | 10.95 |
| FINAL FRONTIER – D3 | 10.95 |
| FORTRESS AMERICA – D3 | 10.95 |
| YOGI BEAR – D2 | 7.50 |
| SHOOT EM UP CONS KIT – D4 | 12.99 |
| GEEBEE AIR RALLY – D2 | 7.50 |
| AMX MOUSE | 69.95 |
| + C2N DATA RECORDER | 29.95 |
| NEOS MOUSE + CHEESE | 29.95 |
| PHANTOM | 75.99 |
| EXPERT + ESM | 28.99 |
| + ACTION REPLAY MK 3 | 28.99 |
| FREEZE MACHINE | 27.99 |
| SLIMLINE 64 KEYBOARD | 19.95 |
| ***AMIGA*** | |
| BARBARIAN (PYGNOSIS) | 19.95 |
| HITCHHIKERS GUIDE | 24.95 |
| CALIFORNIA GAMES | 19.95 |
| DEFENDER OF THE CROWN | 24.95 |
| KNIGHT ORC | 14.95 |
| JEWELS OF DARKNESS | 14.95 |
| STARGLIDER | 19.95 |
| GUILD OF THIEVES | 19.95 |
| THE PAWN | 19.95 |
| SILICON DREAMS | 14.95 |
| JINXTER | 19.95 |
| CARRIER COMMAND | 14.95 |
| TIME & MAGIK | 19.95 |
| DICK SPECIAL | 19.95 |
| TERRAPODS | 19.95 |
| LEISURESUIT HARRY | 19.95 |
| 3D HELICOPTER SIMULATION | 19.95 |
| POLICE QUEST | 19.95 |
| THEXDER | 19.95 |
| TRACKER | 19.95 |
| EARL WEAVERS BASEBALL | 19.95 |
| SKYFOX | 12.99 |
| GNOME RANGER | 12.99 |
| MARBLE MADNESS | 15.95 |
| CHAMPIONSHIP FOOTBALL | 19.95 |
| FLIGHT SIMULATOR II | 39.95 |
| KAMPFAGRUPPE | 24.95 |
| LEADERBOARD | 19.95 |
| PHANTASIE 3 | 19.95 |
| S.D.I | 24.95 |
| ULTIMA 3 | 19.95 |
| GAUNTLET | 19.95 |
| LURKING HORROR | 19.95 |
| IMPACT | 12.99 |
| 10 X 3.5" DISKS | 19.95 |
| ***ATARI*** | |
| STAR TREK | 14.95 |
| SUB BATTLE SIMULATION | 19.95 |
| S.D.I | 24.95 |
| MERCENARY COMPENDIUM | 19.95 |
| LEADERBOARD | 19.95 |
| JOYSTICK EXTENSION LEAD | 6.95 |
| GETTYSBURG | 24.95 |
| TRIVIAL PURSUIT | 14.95 |
| SKULLDIGGERY | 15.95 |
| BLACK LAMP | 14.95 |
| GNOME RANGER | 12.99 |
| BAIRDS TALE | 19.99 |
| DEFENDER OF CROWN | 24.99 |
| SKYFOX | 12.99 |
| DEGAS ELITE | 22.95 |
| CAPTAIN AMERICA | 14.95 |
| WIZARDS WARZ | 14.95 |
| BRAVE STARR | 14.95 |
| ENDURO RACER | 19.95 |
| ARKANOID | 14.95 |
| WIZBALL | 14.95 |
| FLYING SHARK | 14.95 |
| NORD & BERT | 24.95 |
| GAUNTLET II | 14.99 |
| BACKLASH | 14.95 |
| ALT WORLD GAMES | 14.99 |
| G. LINEKER FOOTBALL | 14.99 |
| RANA RAMA | 14.99 |
| THEXDER | 19.99 |
| POLICE QUEST | 19.99 |
| 3D HELICOPTER SIMULATION | 19.99 |
| LEISURESUIT HARRY | 19.99 |
| BARBARIAN (PALACE) | 12.99 |
| BARBARIAN (PYGNOSIS) | 19.95 |
| TERRAPODS | 19.95 |
| RENEGADE | 14.95 |
| SCENERY DISK III | 19.95 |
| FLIGHT SIMULATOR II | 39.95 |
| TRANTOR | 14.99 |
| TAI PAN | 14.95 |
| ULTIMA 3 | 19.95 |
| BUBBLE BOBBLE | 14.95 |
| SENTINAL | 14.95 |
| DICK SPECIAL | 19.95 |
| TIME & MAGIK | 14.95 |
| CARRIER COMMAND | 19.95 |
| JINXTER | 19.95 |
| UNIV'L MILITARY SIMULATOR | 19.95 |
| ADVANCED ART STUDIO | 19.95 |
| TRACKER | 19.95 |
| STARGLIDER | 19.95 |
| JEWELS OF DARKNESS | 14.95 |
| KNIGHT ORC | 14.95 |
| THE PAWN | 19.95 |
| GUILD OF THIEVES | 19.95 |
| SILICON DREAMS | 14.95 |
| AIRBALL | 19.95 |
| AIRBALL CONST KIT | 12.95 |
| CHESS MASTER 2000 | 16.95 |

| | OUR PRICE |
|---|---|
| ***ATARI 8-BIT*** | |
| GNOME RANGER | 7.95 |
| KNIGHT ORC – D2 | 11.95 |
| JINXTER – DISK | 18.95 |
| ACE OF ACES | 7.95 |
| DRUID – D2 | 7.95 |
| GUILD OF THIEVES – D2 | 11.95 |
| JEWELS OF DARKNESS – D2 | 11.95 |
| SILICON DREAMS – D2 | 11.95 |
| TRIVIAL PURSUIT – D4 | 12.95 |

***HARDWARE***
***SPECIAL OFFERS***

**C64 CONNOISSEUR COLLECTION PACK**
**CBM 64C COMPUTER**
**C2N DATA RECORDER**
**NEOS MOUSE AND CHEESE**
**6 X SOFTWARE**
**GRAND MASTER CHESS**
**CLUEDO, MONOPOLY, SCRABBLE**
**PITMAN TYPING TUTOR**
**AND RENAISSANCE.**
**PLUS FREE 2 GAMES CASSETTES.**
**R.R.P £199.99 £189.95**

**CBM 64C COMPUTER**
**C2N DATA RECORDER**
**FANTASTICK III JOYSTICK**
**PLUS FIVE FREE GAME CASSETTES.**
**R.R.P £179.95 £169.95**

**128 COMPUTER COMPENDIUM PACK**
**COMMODORE 128 COMPUTER**
**COMMODORE DATA RECORDER**
**COMMODORE JOYSTICK**
**MUSIC MAKER KEYBOARD**
**FREE SOFTWARE:**
**SPIRIT OF THE STONES CASSETTE**
**JACK ATTACK CARTRIDGE**
**INTERNATIONAL SOCCER CARTRIDGE**
**R.R.P £279.95 £259.95**

**1541C DISK DRIVE**
**PLUS FREE:**
**20 BLANK DISKS**
**PLUS FREE GAMES DISK**
**R.R.P £199.99 £189.95**

**COMMODORE 64C COMPUTER**
**SEIKOSHA SP180 VC PRINTER**
**R.R.P £349.95 £309.95**

**COMMODORE 1901 COLOUR MONITOR**
**RGB + PAL SWITCH**
**R.R.P £299.95 £289.95**

**SEIKOSHA SP180 VC PRINTER**
**WITH SERIAL CABLE AND**
**EASY SCRIPT WORD PROCESSOR**
**R.R.P £199.95 £179.95**

**COMMODORE 64C**
**PLUS FREE GAME**
**R.R.P £169.95 £149.95**

**COMMODORE C128 COMPUTER**
**R.R.P £199.95 £179.95**

**COMMODORE PLUS 4 COMPUTER PACK**
**PLUS 4 COMPUTER**
**CBM DATA RECORDER, JOYSTICK**
**PLUS FREE:**
**10 CASSETTE SOFTWARE**
**THREE CARTRIDGE SOFTWARE**
**R.R.P £99.95 £79.95**

**DISK DRIVES:**
**EXCELERATOR + £149.95**
**EXCELERATOR + AND GEOS**
**R.R.P £159.95 £155.95**
**EXCELERATOR + GEOS PLUS FREEZE MACHINE.**
**R.R.P £179.95 £175.95**

**ZX SPECTRUM PLUS 3**
**PLUS JOYSTICK**
**PLUS 6 GAMES £199.00**

**AMIGA 500 + MOUSE + DELUXE PAINT**
**PLUS FREE 10 X DISKS**
**R.R.P £575.00 £525.00**

**ATARI 520 STFM + MOUSE**
**R.R.P £299.99 £299.99**

*ABOVE HARDWARE AVAILABLE FROM OUR BRANCH AT 655 GREEN LANES LONDON N.8 0QY OR BY MAIL ORDER PLEASE ADD £5 PER MACHINE FOR P+P.*

| | OUR PRICE |
|---|---|
| ***SPECTRUM*** | |
| BUBBLE BOBBLE | 5.95 |
| FLYING SHARK | 5.95 |
| DRUID II | 5.95 |
| BARBARIAN | 7.50 |
| THUNDER CATS | 5.95 |
| SPY V SPY III | 7.50 |
| CONFLICTI | 10.95 |
| MASK | 5.95 |
| SLAINE | 7.50 |
| GAUNTLET | 6.99 |
| SUPER SPRINT | 7.50 |
| TANK | 5.95 |
| NEMISES | 5.95 |
| RYGAR | 6.99 |
| IMPOSSIBLE MISSION II | 6.99 |
| RED L.E.D | 6.99 |
| ELITE | 9.95 |
| THEATRE EUROPE | 4.99 |
| AZIMUTH HEAD ALIGNMENT | 7.95 |
| BATTLE OF BRITAIN | 4.99 |
| GAME SET & MATCH | 10.95 |
| BLITZKRIEG | 7.95 |
| WORLD GAMES | 6.99 |
| WORLD CLASS L'BOARD | 6.99 |
| FREDDY HARDEST | 5.95 |
| JACKEL | 5.95 |
| SCALEXTRIC | 7.50 |
| BANKOK KNIGHTS | 7.50 |
| ELITE TRIO HIT PACK | 7.95 |
| T.T. RACER | 7.50 |
| CALIFORNIA GAMES – DISK | 10.95 |
| CALIFORNIA GAMES | 6.99 |
| JEWELS OF DARKNESS | 11.95 |
| SILICON DREAMS | 11.95 |
| STARGLIDER | 11.95 |
| LAST NINJA | 7.50 |
| ANIMATOR I | 7.95 |
| ENDURO RACER | 7.50 |
| FOOTBALL DIRECTOR | 6.95 |
| ROAD RUNNER | 6.99 |
| ARTIST II – 48K | 12.95 |
| OCP ART STUDIO | 11.95 |
| ARNEHAM | 7.95 |
| RENEGADE | 5.95 |
| GUNSHIP | 7.50 |
| SENTINAL | 7.50 |
| TAI PAN | 5.95 |
| PAPER BOY | 5.95 |
| THE PAWN – 128K | 11.95 |
| ARTIST II – 128K | 14.95 |
| JACK THE NIPPER II | 5.95 |
| SILENT SERVICE | 7.50 |
| MERCENARY | 7.50 |
| EXPLODING FIST II | 6.95 |
| STAR WARS | 7.50 |
| NOT A PENNY MORE | 12.95 |
| NAPOLEAN AT WAR | 7.95 |
| OUT RUN | 7.50 |
| SOLOMANS KEY | 6.95 |
| DESERT RATS | 7.95 |
| GAUNTLET II(DISK £10.95) | 7.50 |
| VULCAN | 7.95 |
| ACE II | 6.99 |
| ACE II – 128K | 7.50 |
| DARK SEPTRE | 5.95 |
| SOLID GOLD (DISK £10.95) | 7.95 |
| HEADCOACH | 2.99 |
| GRYZOR | 5.95 |
| GNOME RANGER | 7.95 |
| S. STREET BASKETBALL | 7.50 |
| ANNALS OF ROME | 10.95 |
| BUGGIE BOY | 5.95 |
| GAME OVER | 5.95 |
| DURRELL 4 VOL II | 7.95 |
| LEADER BOARD | 7.50 |
| P.A.W | 19.95 |
| BATTLEFIELD GERMANY | 10.95 |
| ARKANOID | 5.95 |
| COMET GAME | 2.99 |
| SILENT SERVICE | 7.50 |
| MERCENARY | 7.50 |
| GRAPHIC CREATOR | 19.95 |
| ADV ART STUDIO – 128K | 19.95 |
| FOOTBALL MANAGER II | 7.50 |
| OCEANS 5 HITS | 7.95 |
| IKARI WARRIORS | 5.95 |
| ALT WORLD GAMES | 5.99 |
| G. LINEKER FOOTBALL | 5.99 |
| SECOND CITY | 5.95 |
| SORCERER LORD | 10.95 |
| COMBAT SCHOOL | 5.95 |
| FLASH POINT | 5.95 |
| MAD BALLS | 5.95 |
| MATCH DAY II | 5.95 |
| PHANTYS | 5.95 |
| PSYCHO SOLDIER | 5.95 |
| RASTAN | 5.95 |
| VICTORY ROAD | 5.95 |
| LUCAS FILM 4 | 7.99 |
| RAMPAGE | 7.99 |
| GALACTIC GAMES | 5.99 |
| KNIGHTMARE | 7.50 |
| CHARLIE CHAPLIN | 7.50 |
| 720 | 6.99 |
| CHAIN REACTION | 5.95 |
| SUPER HANG ON | 7.50 |
| PEGASUS BRIDGE | 10.95 |
| THUNDER CATS | 5.95 |
| DRILLER | 7.50 |
| COMPENDIUM | 5.99 |
| BLOOD VALLEY | 5.99 |

| | OUR PRICE |
|---|---|
| ***SPECTRUM*** | |
| MAGNETRON | 5.95 |
| NEBULUS | 5.95 |
| THROUGH THE TRAP DOOR | 7.50 |
| ROY OF THE ROVERS | 7.50 |
| BRAVESTARR | 6.99 |
| RAMPARTS | 6.99 |
| FIRETRAP | 7.50 |
| EYE | 7.95 |
| RAM TURBO | 12.95 |
| + RAM MUSIC MACHINE | 49.95 |
| 10 X 3" DISKS | 26.95 |
| MULTIFACE 3 | 44.95 |
| PLUS 2 DUST COVER | 4.99 |
| KEMPSTON INTERFACE | 7.95 |
| AMX MOUSE | 69.95 |
| LIGHTPEN + INTERFACE | 19.95 |
| ***AMSTRAD*** | |
| FOOTBALL DIRECTOR | 6.95 |
| GAME SET & MATCH – D3 | 10.95 |
| AZIMUTH HEAD ALIGNMENT | 7.95 |
| MONOPOLY – D2 | 7.95 |
| SCRABBLE – D2 | 7.95 |
| TRIVIAL PURSUIT – D4 | 12.95 |
| INFILTRATOR 1 + 2 – D2 | 7.50 |
| GAUNTLET II – D2 | 7.50 |
| ARMAGEDDON MAN | 10.95 |
| BUBBLE BOBBLE – D2 | 6.95 |
| SOLOMANS KEY – D2 | 7.50 |
| WORLD CLASS L/B – D2 | 7.50 |
| ELITE 6 PACK II – D2 | 7.95 |
| ELITE – D3 | 11.95 |
| JACKEL – D2 | 6.95 |
| INDIANA JONES – D2 | 7.50 |
| URIDIUM | 2.99 |
| DEATH WISH 3 – D2 | 7.50 |
| TAI PAN – D2 | 6.95 |
| RENEGADE – D2 | 6.95 |
| + MINI OFFICE II – D3 | 12.95 |
| OUT RUN – D2 | 7.50 |
| SUPER SPRINT – D2 | 7.50 |
| TANK – D2 | 6.95 |
| GUILD OF THIEVES – DISK | 16.95 |
| KNIGHT ORC – D4 | 11.95 |
| SILICON DREAMS – D4 | 11.95 |
| JEWELS OF DARKNESS – D4 | 11.95 |
| THE MUSIC SYSTEM – D4 | 13.95 |
| ADV MUSIC SYSTEM | 24.95 |
| OCP ART STUDIO | 11.95 |
| ADV ART STUDIO – DISK | 19.95 |
| STAR GLIDER – D4 | 11.95 |
| VULCAN | 7.95 |
| DESERT RATS | 7.95 |
| SOLID GOLD – D2 | 7.95 |
| BRAVESTARR – D2 | 7.50 |
| KNIGHTMARE – D2 | 7.50 |
| BUGGY BOY – D2 | 6.95 |
| FIREZONE – D3 | 10.95 |
| JINXTER – DISK | 18.95 |
| CARRIER COMMAND – D4 | 11.95 |
| TIME + MAGIK – D4 | 11.95 |
| IMPOSSIBLE MISSION II – D2 | 7.50 |
| FOOTBALL MANAGER II – D2 | 7.50 |
| OCEANS 5 HITS – D2 | 7.95 |
| BUBBLE BOBBLE – D2 | 6.95 |
| ENLIGHTENMENT – DRUID II – D2 | 6.95 |
| DELUXE SCRABBLE – DISK | 13.95 |
| GNOME RANGER – D2 | 7.95 |
| S. STREET BASKETBALL – D2 | 7.50 |
| EYE – D2 | 7.95 |
| FIRE TRAP – D2 | 7.50 |
| CALIFORNIA GAMES – D2 | 7.50 |
| SEPTEMBER – D2 | 7.95 |
| SLAINE – D2 | 7.50 |
| RAMPARTS – D2 | 7.50 |
| BRAVESTARR – D2 | 7.50 |
| ROY OF THE ROVERS – D2 | 7.50 |
| THROUGH THE TRAP DOOR – D2 | 7.50 |
| BLOOD VALLEY – D2 | 7.50 |
| DRILLER – D2 | 7.50 |
| GUNSHIP – D2 | 7.95 |
| THUNDER CATS – D2 | 6.95 |
| PEGASUS BRIDGE – D3 | 10.95 |
| SUPER HANG ON – D2 | 7.50 |
| FLYING SHARK – D2 | 6.95 |
| RYGAR – D2 | 6.95 |
| 720 – D2 | 7.50 |
| CHARLIE CHAPLIN – D2 | 7.50 |
| OUT RUN – D2 | 7.50 |
| KNIGHTMARE – D2 | 7.50 |
| GALACTIC GAMES – D2 | 7.50 |
| RAMPAGE – D2 | 7.50 |
| LUCAS FILMS 4 – D2 | 7.95 |
| VICTORY ROAD – D2 | 6.95 |
| RASTAN – D2 | 6.95 |
| PSYCHO SOLDIER – D2 | 6.95 |
| PHANTYS – D2 | 6.95 |
| MATCH DAY II – D2 | 7.50 |
| MAD BALLS – D2 | 6.95 |
| GRYZOR – D2 | 6.95 |
| FLASH POINT – D2 | 6.95 |
| COMBAT SCHOOL – D2 | 6.95 |
| SIDE ARMS – D2 | 7.50 |
| SORCEROR LORD – D3 | 10.95 |
| SECOND CITY | 5.95 |
| G. LINEKER FOOTBALL – D2 | 7.50 |
| ALT WORLD GAMES | 7.50 |
| SLAP FIGHT | 6.95 |
| DISCOLLOGY | 13.99 |
| 10 X 3" DISKS | 26.95 |
| DISCOVERY PLUS | 13.99 |
| MULTIFACE II | 45.95 |

**ALSO AVAILABLE ON DISK FORMAT D1 = £10.95, D2 = £12.95, D3 = £14.95, D4 = £16.95, D5 = £19.95**

FOR MAIL ORDER: PLEASE MAKE CHQ/P.O PAYABLE TO:
S.C.S (C + VG) 655, GREEN LANES LONDON N8 0QY
P + P INCLUDED IN U.K EUROPE ADD £1 PER ITEM. ELSEWHERE ADD £2 PER ITEM
ADD £5 PER MACHINE. SEND S.A.E FOR FREE LIST.
PLEASE SPECIFY MACHINE TYPE IN YOUR ORDER.

PERSONAL CALLERS PRODUCE THIS ADVERT AT EITHER SHOP FOR ABOVE DISCOUNTS TO: S.C.S UNIT 5, 221 TOTTENHAM COURT ROAD LONDON W1R 9AF. (NEAR GOODGE ST TUBE STATION)
OR AT S.C.S 655 GREEN LANES LONDON N8 0QY
(NEAR TURNPIKE LANE TUBE STATION) + ITEMS ONLY AVAILABLE FROM 655 GREEN LANES LONDON N8 0QY

ACCESS AND VISA CARD HOLDERS RING:
01 – 348 2907
01 – 340 8565
01 – 631 4627
CREDIT CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY.
* ALL NEW RELEASES ARE SUBJECT TO RELEASE DATE PLEASE RING FOR AVAILABILITY.

# OUT RUN

**The Christmas number one with a bullet? Well, that's up to YOU, the games playing public. But one thing is for sure, the computer conversion of the year's most successful coin-op is the game that everyone is waiting for!**

*OUTRUN* hit the arcades like a steam-roller! As soon as the hydraulic cabinet appeared it was swamped by hoardes of enthusiastic gamesters willing to part with their cash to drive a roaring red Ferrari.

Now the thrills of Sega's sensational coin-op are due to race onto the small screen of YOUR games machine. Will it be good? You Betcha. Here at C+VG we've seen some early versions and reckon that you won't be disappointed.

*Outrun* is the successor to Sega's *Enduro Racer* and takes the state of the art one step further.

In the arcades the game is housed in a moving facsimile of a Ferrari which hurls the occupant from side to side as each bend is taken at breakneck speed.

The computer conversion can't hope to give you this degree of realism, but it DOES promise greater thrill power than anything you've ever played before on a home computer.

You can settle for a short trip to the Vineyard to tone up your reflexes or go for the sweat of a long haul to Lakeside which takes you through almost all of the locations in the game.

This challenge to squeeze this well wicked game into a home computer is a severe test for a programmer but U.S. Gold are past masters when it comes to taking up the Gauntlet. Geddit?

Enough of these in-jokes. Let's check out the game plan.

Take the wheel of your red roadster at Coconut Beach, choose your route and hit the road.

You can almost feel the wind blasting through your hair as you race against time through the breathtaking landscapes of Death Valley, Desolution Hill, Cloudy Mountain and a host of other locations.

From the heat of the desert to the frozen roads of the Alpine section, your driving skills are stretched to the limit as you feud with juggernauts for your right of way.

A collision may do no more than dent your bodywork and your ego but wrap yourself around a tree or collide with the walls of a tunnel and the car will somersault through the air as it carries you off into oblivion.

If you can stay in one piece, the road dips and rises under your wheels as you motor along, The hilly sections of the game make it very difficult to see what's in front of you. It gets very hairy when your're surrounded by towering rocks.

This is a realistic landscape – not one of those flat, boring computer circuits of the past.

The perspiration and excitement may be real but prepare yourself for possible hallucinations. Your joystick may seem to turn into a steering wheel and your computer could take on the appearance of a dashboard as you race along.

Purists, who simply can't live without the car module, might like to build their own simulator.

First acquire four good strong springs, an old car seat and the obligatory Squeezy bottle . . .

But those of you who aren't into DIY might just like to wait for the January issue of C+VG when we'll be GIVING away a genuine hydraulic *Outrun* arcade machine! Betcha can't wait!




► Three different Outrun machines for the car conscious driver.









# THE PHENOMENON CONTINUES

# GAUNTLET II™

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game.
* Over 100 levels of pulsating action as you take on the powers of your favourite player, even if they're already in play. Discover the hidden gifts of the Secret Room, come face to face with the fearsome Dragon and watch out for the Death Curse of the evil "IT". Stun tiles, acid puddles, forcefields and moving exits make your progress all the more difficult. But there are mystical amulets to be gained which will enhance your powers to repel the monsters, walk through walls or increase your fire power. You may even move some of the maze walls to your advantage. Gauntlet II is not just a further episode in this enthralling crusade, it is a whole new experience in action packed adventure.

## The mind blowing sequel to the No.1 smash hit!



SCREENSHOTS FROM ATARI ST VERSION

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388

ATARI® GAMES



*(All features available on Atari ST version).

**SPECTRUM 48/128K**
£8.99 TAPE

**CBM 64/128**
£9.99 TAPE £11.99 DISK

**ATARI ST**
£19.99 DISK

**AMSTRAD**
£9.99 TAPE £14.99 DISK

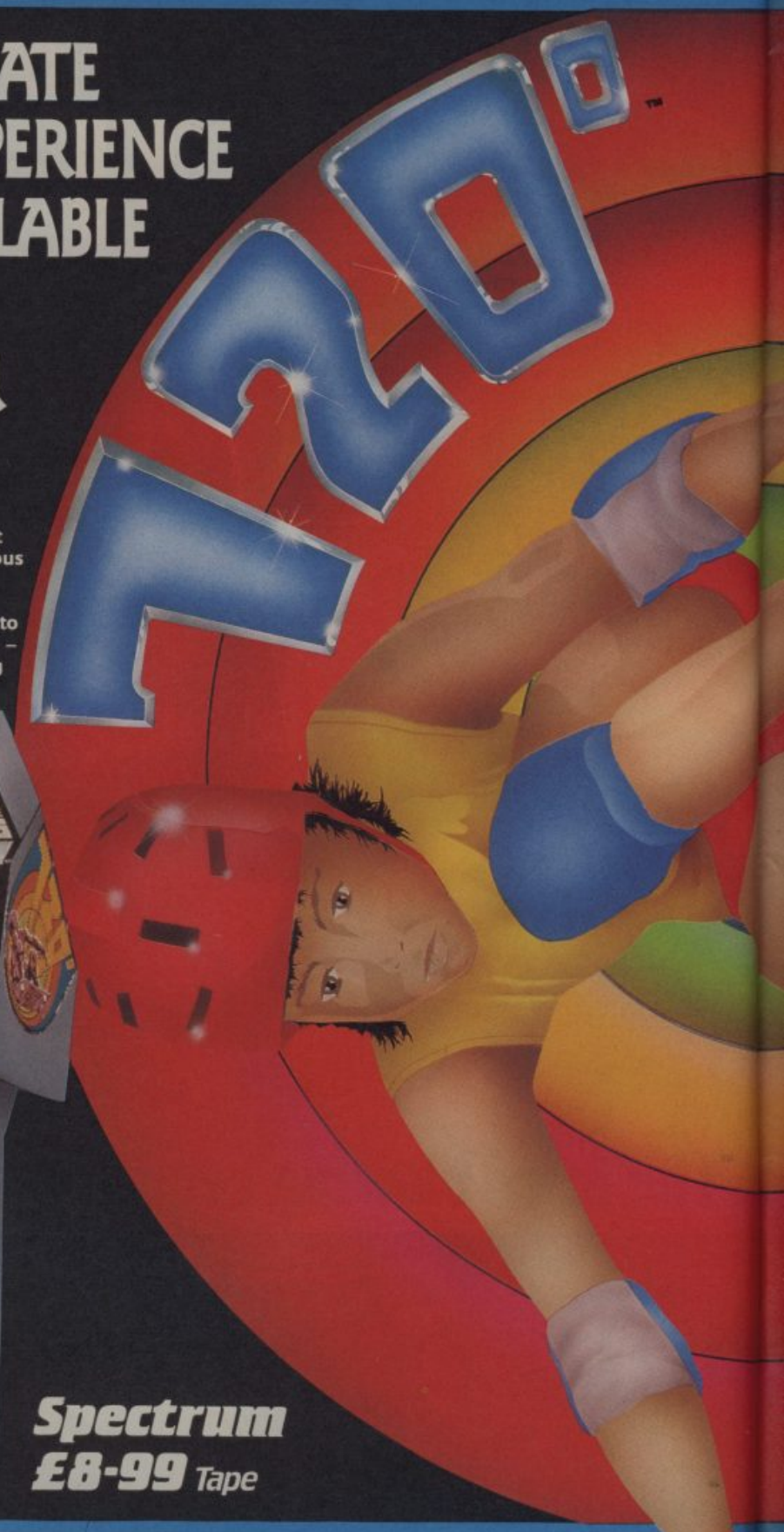
# THE ULTIMATE AE

# THE ULTIMATE AERIAL EXPERIENCE NOW AVAILABLE FOR YOUR COMPUTER

All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world.
Starting out from "Skate City" test your abilities amongst the numerous skateparks improving your techniques in both freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist while soaring through the air.



720°™



**Spectrum**
**£8-99** Tape

ATARI®
GAMES

# ERIAL EXPERIENCE!

**CBM64/128**
**£11-99** Disk
**£9-99** Tape

















Screenshots from arcade version

**Amstrad**
**£14-99** Disk
**£9-99** Tape




U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

U.S. GOLD

# You have found treasure beyond your wildest dreams




A classic compilation of software's greatest hits. GAUNTLET ... this No.1 smash hit recreates all the excitement and gameplay of the arcade sensation.
ACE OF ACES ... a magnificent and enthralling blend of flight simulation and arcade "shoot 'em up" action.
LEADERBOARD ... "the sports simulation of the year, if not the decade, that makes all other Golf simulations look clumsy" Zzap.
WINTER GAMES ... an outstanding location for a competition, a superb combination of testing events, an unrivalled classic No.1.
INFILTRATOR ... action, strategy and simulation in one spy action thriller, "Like being in an action film" Sinclair User.

U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX
Tel: 021 356 3388

| CBM 64/128 | SPECTRUM | SPECTRUM +3 | AMSTRAD |
|---|---|---|---|
| £9.99 TAPE<br>£14.99 DISK | £9.99 TAPE | £14.99 DISK | £9.99 TAPE<br>£19.99 DISK |

# COIN IT

**The current romance with coin-op conversions looks set to continue into the New Year – and the US Gold guys have snapped up some of the best of the mean machines, including the epic skateboarding fantasy 720°. And that's not all . . .**

THE most difficult skateboarding move is called a 720°. It's at sort of twisting jump – the sort of manoeuvre you see arcade players make when they are trying to play a game and get more coins out of their pocket at the same time.

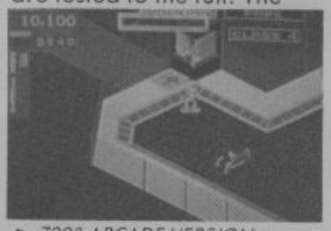
**720°** is also the name of the most demanding arcade skateboarding game yet seen. It puts you right in the middle of Skate City – paradise for street surfers.

You play the part of a likely young lad aiming to rise to the top of the skateboarding league. In your snazzy gear you certainly look the part but there's room for improvement. Better equipment is out there for the taking. The catch is that this costs money and the big cash prizes come from the in-park competitions but you're on the outside without a ticket!

The scourge of the city is a swarm of killer bees that appeared from time to time. They seem to have it in for skateboarders, but can't enter parks (probably because they haven't got tickets!). The solution is simple: before the bees appear get a ticket and zoom into a park. Did I say simple?

Skate City is a tough and dangerous town. As you kick along you're assailed by flying frisbies, kamikaze cyclists, careering cars and manic musclemen. You'll also meet the other competitors who are also hustling for tickets. Hit any one of these obstacles and you'll suffer a spill and lose valuable time as bee time approaches. Skate or die!

Prizes are awarded for negotiating special courses which depend on the class of park chosen. The easiest course is a simple downhill run where you make your way down the twisting course by jumping from ramp to ramp. If you complete the course within the time limit you'll win some cash and an Olympic style medal depending on your skill. The most difficult run is the slalom where skill, dexterity and suppleness are tested to the full. The rewards are greater for a successful slalom run but your nerves will be jangling by the end.

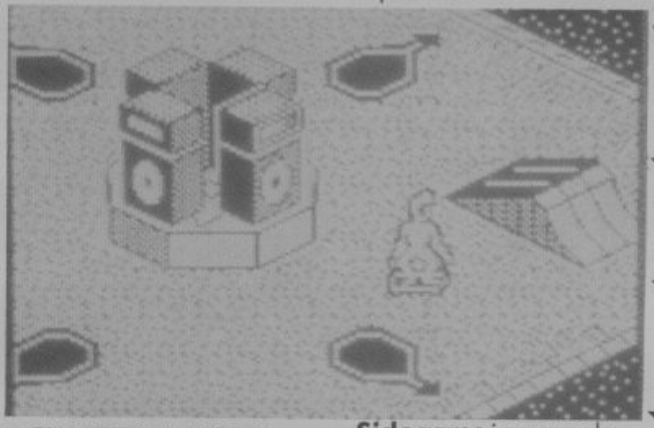


► *720° ARCADE VERSION*

When you have enough cash you can buy new gear at the skateboard shop. Shoes let you jump higher, pads let you recover from a fall more quickly, with a new helmet you can be more adventurous and a new board will be faster. All the better to help you on your way but have you got the talent to use them wisely and complete all twenty levels?

C+VG's arcade ace Clare Edgeley, talking about **720°** said: "This would make a fabulous conversion to home computers and I wouldn't be surprised if the licence is snapped up over the next few months." She was right!

Another coin-op coming your way is **Sidearms** this time on the Go! label.



► *720° SPECTRUM VERSION*




► *LAZER TAG*




► *LAZER TAG*

**Sidearms** is a desperate battle between the human race and 'Bozon' who intends to exterminate all living things on earth.

First you must shoot your way through until you reach the entrance to the gigantic underground empire.

Once inside, Bozons attack gets harder. You then find yourself in a cave where huge rocks are floating through the air. You will encounter a lot of hidden articles and enemies, especially when the cave narrows and you are attacked from the water.

Eventually, after much fighting, you will come across Bozon's ultimate weapon, 'The Mobile Armour Sentipeet' which must be destroyed at all costs.

Throughout the game you will be given the choice of various kinds of additional fire power.

**Sidearms** is a superb shoot'em up game with large impressive graphics that keep you trigger happy!

Speed Rumbler, the second game from Capcom, on the Go! label, is set in the 21st Century where a terrorist group mercilessly attack peaceful towns. With only 24 hours left, your goal is to free your family and restore peace in your home town.

You control a car that will travel through towns, desert lands and across oceans.

As you travel you must shoot the enemy and release the hostages.

When rescued, you will receive extra power and bonus points. You must develop a technique to break the enemies' traps and avoid at all costs their trailers and evade the ambushers.

Eventually, you will

*Continued on Page 58*

# COIN IT

Continued from Page 57

arrive in the enemies' town. A once beautiful town that has now been taken over.

Here they will use every possible way to kill you. If you succeed in battle, you will free the hostages and restore peace in the town but it's going to be tough, some of the enemies you will encounter are armed buggies which will obstruct you car by using stretchable horns which hook onto the car and create havoc!

Also shelling trucks move in on you and shoot in eight varying directions.

You will encounter over twenty different kinds of enemy.

**Bionic Commandos** was recently reviewed in our C+VG arcade action special.

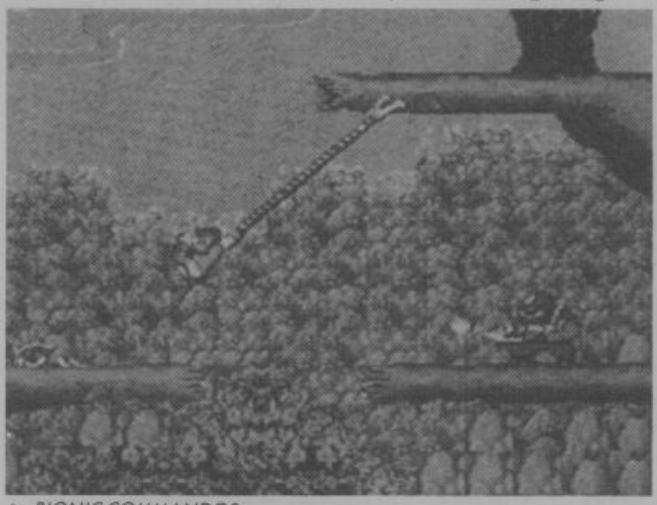
Clare Edgeley wrote: "Capcom's latest release, Bionic Commandos, is a simple but thoroughly enjoyable shoot'em up with one innovative feature – a bionic arm which plays a major role in the game.

"Your mission is to infiltrate enemy lines, destroy their super missiles which threaten your country and discover the secret plans which detail where and how their next attack will be made. Simple!

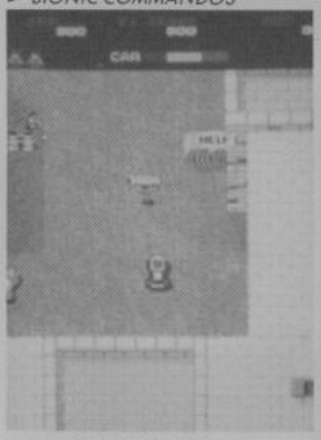
"Armed with absolutely no useful knowledge about the habits of the enemy you swing into action. Swing is the operative word as your bionic arm shoots out to grab onto a tree branch high above your head. A tap of the fire button and it starts to reel in dragging you up with it. Quick as a flash, hop onto the branch machine gun ready to knock out any attackers.

"Some of the enemy are content to fire at you from a safe distance, others charge onsight and you'd better have that arm ready if you're to escape being flattened and finally others give chase in a desperate attempt to stop you getting near their base.

"**Bionic Commandos** is a levels game with the enemy base high out of sight. You'll have to swing from branch to branch using your arm to get you over impassable gaps and to escape the enemy.



► *BIONIC COMMANDOS*



► *SPEED RUMBLER*

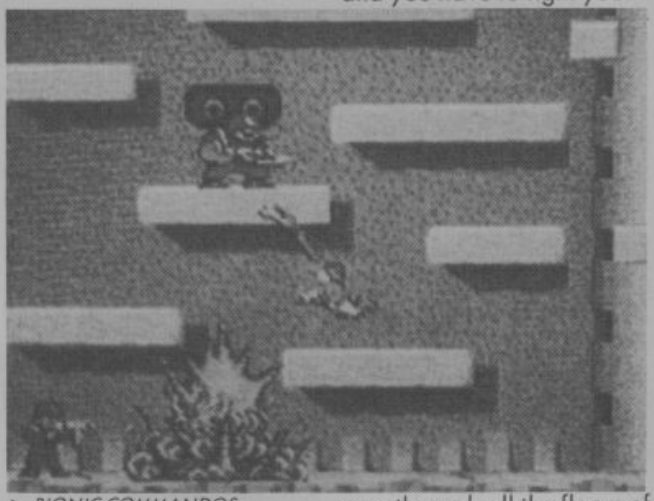
"Apart from being able to hoist you up, your arm, if attached at an angle to a ledge on your left and right acts like a rope.

"You can swing on it Tarzan style and even use it to knock out the enemy. Unfortunately, a blow from the arm only stuns them momentarily, but it gives you time to get your machine gun ready to shoot them.

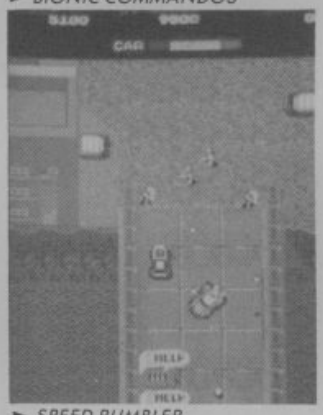
"The action is fast and highly entertaining. Weapons can be collected en route that is, if you grab them as they float past on parachutes. Again use your bionic arm.

"Hazards include beds of monster thorns, growing like strange orchids on the tree branches and hornets' nest. Both are deadly. Avoid the thorns at all costs and shoot the nests and resulting swarms of irate hornets as you come across them.

"At least if the nests are empty you won't have to worry about being stung to death in the middle of battle.



► *BIONIC COMMANDOS*



► *SPEED RUMBLER*

"Another tip for the flat footed: not all branches are safe, and more often than not you'll be standing on the wrong end of one when it snaps off from the tree. A plunge to the death is the result. The answer is not to stay for too long in any one place and have your arm at the ready to catch onto a branch or ledge above you. Flying mutants are a further hazard, either knock them out in mid-flight or shoot them.

"After the first level the scenery changes the going gets tougher and the hazards more numerous. But that's only to be expected and adds to the enjoyment of this highly addictive game. Once again Capcom has come up with the goods."

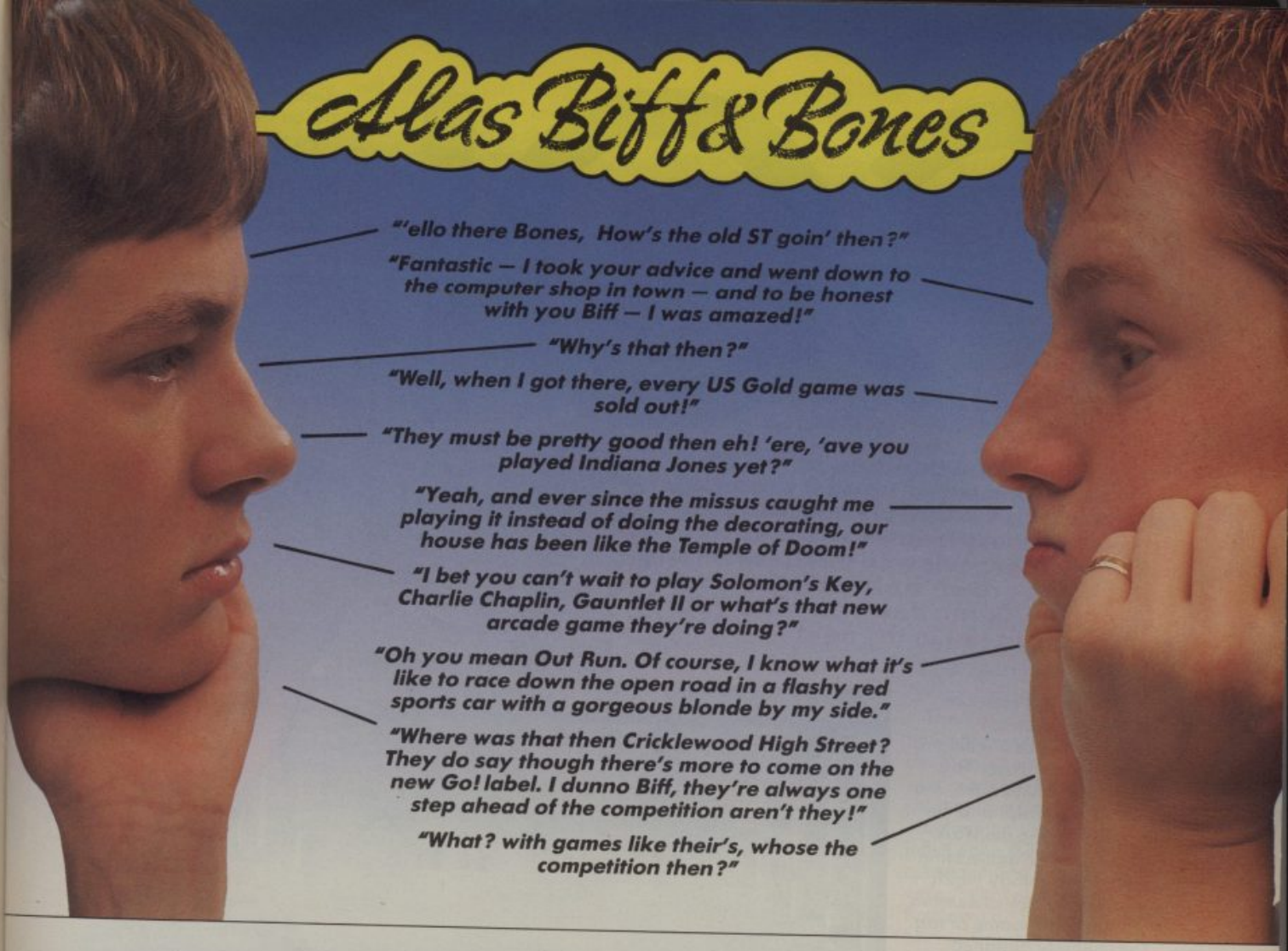
Watch out for **Shackled** from DataEast, this time on the US Gold label.

**Shackled** describes the state in which your comrades in arms find themselves and your job is to free them. The enemy has locked them in dungeons and you have to fight your way through all the floors of the bastion unlocking doors in your search.

Each of the 112 levels gives you a 3D bird's eye view of the action. The deeper you penetrate the enemy defences the meaner they become so you'll need a range of weapons to take the attacking hoardes.

A special feature of the game is that you can take a friend into this hell to help you out. This doubles your firepower and naturally, your chances of success.

The **Speed Rumbler** is the second Capcom game from Go! It's set in the 21st century and you play a road warrior attempting to free hostages using a heavily armed car.





GO... FOR...
...ATARI ST






4 GREAT NEW GAMES

GO!

GO! Media Holdings Ltd., Units 2\3 Holford Way, Holford, Birmingham B6 7AX
TEL: 021 356 3388 FAX: 021 356 3236 TELEX: 337268 CSOFT-G

NEW U.S. GOLDS NEW
LATEST HITS FOR








ATARI ST

U.S. Gold Ltd., Units 2/3, Holford Way,
Holford, Birmingham B6 7AX. Tel: 021 356 3388.

# GO!

**Go! is the newest addition to the US Gold software scene – and it promises to bring YOU some truly spectacular games. Witness Trantor – The Last Stormtrooper reviewed this issue. More good home grown stuff is on the way. Here's a quick run down on what you can expect to see in the next few months.**

FIRST up is a computer version of **Laser Tag**, the best selling light-gun game. Laser Tag from Worlds of Wonder, is a totally new concept and the best selling toy in the USA.

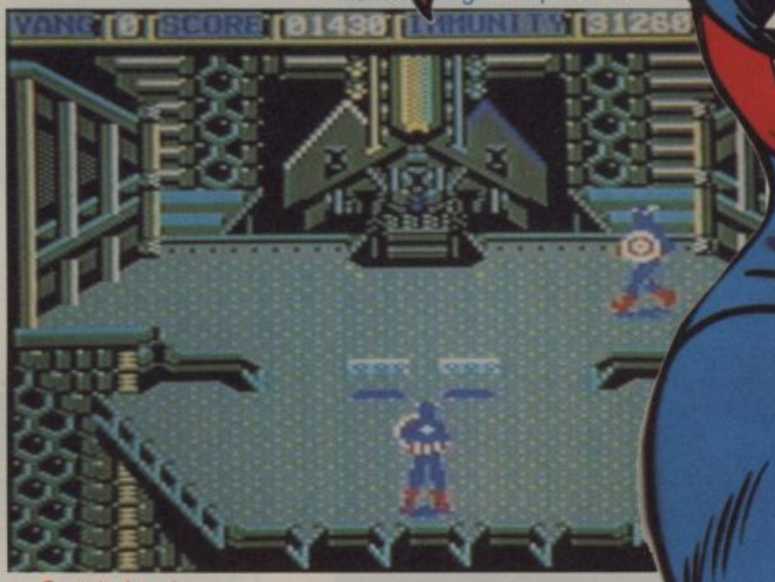
It is a futuristic game using infra-red technology which gives a whole new dimension to the backyard game of tag.

The uniquely designed Lazer Tag Starlyte hand 'laser gun' sends an infra-red light beam to the Lazer Tag Starsensor and, if the beam connects with the starsensor, sound and LED lights register the 'tag.

The computer game is set in the year 3010, and you, the player, become a rookie cadet at the Lazer Tag training school who must attempt to gain a higher status level and therefore progress through six ranks; Neophyte, Beamer, Lance, Armsman, Professional and finally Duellist.

All the same rules as the Lazer Tag toy apply in order to earn promotion through the ranks, the rookie must complete target shooting and Rabbitoid. The target shooting test is where the rookie follows a fixed path through the Lazer Tag Arena and must aim the gun to tag as many targets as possible. You will be awarded a score once the test has been completed.

In the Rabbitoid test, you must tag out as many computer controlled players without being tagged first.



► *Captain America*

**Lazer Tag** is a fast arcade shoot'em style of game set against a detailed verticle scrolling background.

**Wizard Warz** will take you back to the mystical medieval dark ages when wizards and warlocks ruled the world.

This is a fantasy role playing game with a difference. You will experience as much graphical representation as adventure and strategy.

See the action as you command it and do real battle with the opposition. See the effect of your spells as they hurtle across the screen.

When you enter the game it is at a time when the world is to elect a new Chief Wizard.

The new chief will have to




► *Capt' America*

displaying the map and action as it happens.

As you lose health or become weak, the map screen will shrink. If a visual spell is used this screen will increase in size thus greatly enhancing your view.

When you are in combat, the monster's spells will be



and collect spells to fill your spell book, ready for the later stages of the game.

The screen will be split into various sections, on information section, the characteristics and spells of your many battle opponents and a larger section

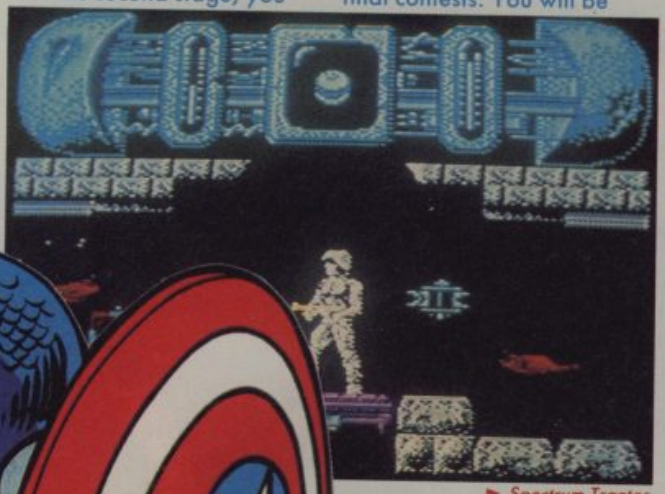
► *Gauntlet II*

displayed so you may use your spells to counteract them.

For instance, if the wizard or monster you are doing battle against is using fire spells you will have to use ice spells to win.

In the second stage, you will visit the towns to start entering contests to prove your worthiness to contend in the ultimate contests. Also in the towns you may be able to buy spells and food to increase your health.

The third stage will be the final contests. You will be challenged by seven other wizards competing for the honour of Chief Wizard. In this stage you will visit their castles and lairs to do battle.



► Spectrum Trantor



► Amstrad Trantor



► Gauntlet II

Not only will you have had to build up a large store of spells in your spell book but you will need your skills of arcade fighting, as they will be tested to the limits.

If you are a good action fighter you will not need as many spells, as you will have the speed and agility to dodge the oncoming spells with ease, but beware – you may use precious energy, thus reducing your health and vision.

Once all seven wizards have been fought you will have become Chief Wizard and rule the World!

It's back to the time of flying carpets and the mystical city of old Baghdad when you get to grips with

**Fast'n'Furious.**

You take the role of a flying carpet mechanic, more commonly known in the trade as a carpet beater, who is fed up of being on the poverty line and decides to earn himself some extra money.

An opportunity arises to work in the USA (Undercover Security Agency). Your first mission is to transport some valuable documents to a military installation which just happens to be the other side of a vast desert full of outlaws, monsters and other flying carpets.

You must board your magic carpet and begin your mission – watch out for the pillars and buildings – these flying carpets can be tricky!

The enemy are onto you straight away and you will be confronted with scores of other flying carpets, the brighter they are in colour, the more dangerous!

Look out for the three big scorpions and the four-eyed monster which must be hit four times before they are dead – let alone the huge dragon and killer centipede!

Once you have flown across the desert and have outwitted the outlaws and monsters you will have to land and do a deal with the leader of the gang, or the Desert Rat, to make the next stage of your journey a little easier going.

You will have 60 seconds to complete the sub-games where you must select the right icons and hand over those you have already collected.

If you satisfy the Desert Rat your stamina will be increased, but if you should fail to keep him happy, the flying carpets in the next level will be more fast and furious than ever!

Once you have satisfied the desert leader you can proceed on your way to the military base. You will play through five levels of fast shoot'em up action and will have to play the sub-game at the beginning of each level.

One of the most famous and enduring Marvel comic book heroes is brought to you by Go! Follow the adventures of Captain America as he tackles one of his most dangerous enemies yet in

**Captain America and the Doom Tube of Dr Meglomann.**

It is the fourth of July and the whole of America is geared for the biggest celebration since the bicentennial. At dawn, however, the President has an uninvited visitor – a figure clad in black who has alternative suggestions to the planned celebrations.

Dr Meglomann issues his ultimatum, either the President abdicates his high office in favour of the doctor or the unsuspecting nation will be plunged into terror and suffering supplied by a virus.

The President has just four hours to make an impossible decision, to either stand down and condemn America's citizens to a rule under Dr Meglomann's insanity or inflict upon them the horific consequences of a deadly virus. What else can the President do but summon the help of Captain America.

Responding instantly to his country's call, Captain America boards the Avenger's sky cycle and arrives within moments for a full briefing.

The President has information that the mad doctor is operating out of the Majave Desert in California.

The deadly missile is encapsulated in an inpenetrable undergroung bunker. The man who is the symbol of freedom and the American dream leaves for the bunker site knowing that the toughest task of his career lies before him.

You must navigate the revolving Doom Tube which is housed within six underground decks. Through the centre of the tube runs a core which is the missile's access to the outside world. The first five decks contain your quadrants which revolve round the sinister core.

You must desperately search for a way to descend to the sixth and lowest deck which houses the missile. If you locate the missile in time you must destroy it.

# 21st CENTURY WARRIOR APACHE

# GUNSHIP

FREE!

## GUNSHIP FLYING LESSONS WITH MAJOR "WILD" BILL STEALEY!

**Major Wild Bill Stealey, Microprose founder and President, ex-USAF Fighter Pilot Ace, Strategic adviser to the U.S. Military at the Pentagon, says:**



**"I'm gonna teach you how to fly like a real AH-64 Apache Gunship Pilot! And, because everyone's a winner with Major Bill, there's a prize for you with your flying lesson – you could even come flying with me in my own fighter-trainer airplane, Ms Microprose – in America!"**



FREE!

And, as if that wan't enough, there's a prize for every "Graduate" of Major Bill's Flying Academy! On each tape Major Bill awards a gift, which, for one lucky winner, is a free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!
For more Information Please write to the address below.

WIN

**A free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!**

## INSIDE EVERY C64 GUNSHIP BOX!*

Every C64 Gunship box (disk and cassette) bearing a "Learn To Fly with 'Wild' Bill" sticker contains a special flying lesson, recorded by Major "Wild" Bill Stealey onto audio cassette. This easy to follow play-as-you-listen flying lesson enables trainee C64 Gunship Simulation Pilots to acquire basic helicopter flight, navigation and combat skills in double-quick time, over just one of the many realistic scenarios contained in C64 Gunship.

* Carrying Special Offer Sticker

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

# GAUNTLET II

**The success of Gauntlet will pass into legend. But the powers-that-be at US Gold were not content to sit back on their laurels. They threw down a fresh challenge to their programmers: Do it again – only better! The result is *Gauntlet II*. Will you take up the challenge?**

THEY said it couldn't be done. But *Gauntlet* turned out to be a real winner – especially on the Atari ST. The four-player coin-up was the first of its kind and spawned quite a few imitators. Atari themselves had another crack at the game, producing a sequel called, imaginatively, *Gauntlet II*.

No ordinary sequal this, however, lots ot new features were added to the frantic gameplay and total addictivenes of the original and most of them are included in US Gold's new computer conversion, heading your way very soon.

Over 100 different levels have been created with more randomising maze features to provide further variety.

You will be able to choose your favourite original *Gauntlet* character, even if that hero is already in play. So you can get lots of wizards or barbarians playing together.

Another major new feature is the additional game play objective of *Gauntlet II's* Secret Room whilst the other player is temporary suspended from play. If you complete the task given, you are rewarded with a large bonus score as well as permanent portions and food.

All of the original *Gauntlet* opponents remain with the addition of many new creatures.

Among the newest adversaries is the Dragon.

The fire-breathing Dragon is found guarding the exit to the maze and requires several direct hits to overcome.

By slaying the Dragon, you are rewarded with a permanent potion and a bag of treasure.

At the start of the next level, there will be a hint on how to find the secret room.

Another new creature is the IT creature. You will be followed around the maze by this creature and then it will tag you.

Once this happens, you will become 'it' resulting in the monsters homing in on you, regardless of the other player.

Look out for the Super Sorcerer who will teleport around you, shoot and then disappear.

As you fight your way through the complex mazes, you will now be able to actually move walls. This will enable you to block in Demons or any of the other enemies you come across.

Secret walls are also incorporated, but do not always turn out to your advantage.

If you shoot the wall, it can turn into food or treasure if you are lucky – if not, the wall could turn into another attacking monster!

You will also need to keep a watchful eye open for stun tiles and acid puddles. Stun tiles will be hidden in the floor but will be spotted as they pulsate. If you step on one, it will stun you for a time leaving you a sitting duck for a hungry monster!

Acid puddles also travel around the maze and will again do you damage if you step on them.

Even leaving a level is no longer straightforward. Exits now tend to move, just as you are about to reach them. They will close up, disappear but reappear somewhere else.

Traps are set again in the various levels but can now be up to three in a row.

For instance, if a wall is blocking in a number of mean monsters, or chests overflowing with treasure, or even a room full of potions and food, if you tread on the trap it could remove any one of those walls.

Hopefully, you will be able to spot the poisoned food and potions. If you eat or drink it you could lose 100 health points, but if you shoot it you will slow down the oncoming monsters.

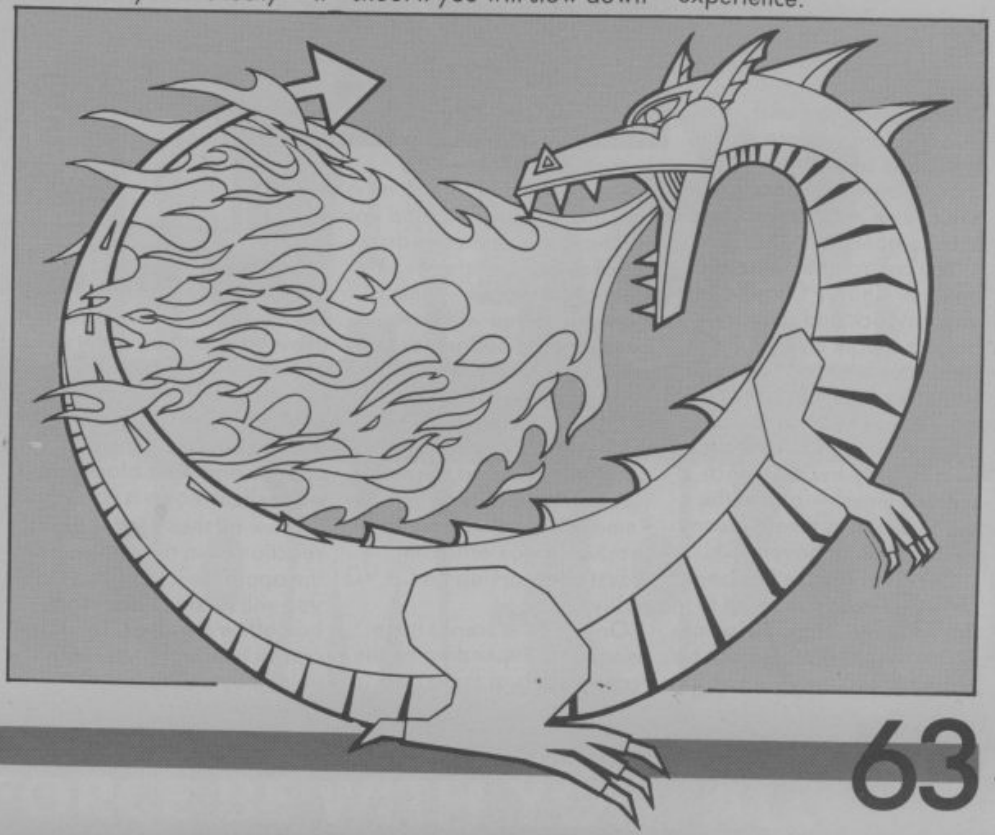
Also beware of locked treasure chests that can only be opened with a key.

*Gauntlet II* does have some new features to help your crusade however! These take the form of extra amulets which last for the duration of one level.

These include:

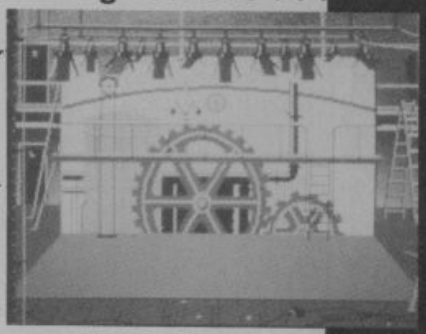
- **Temporary Repulsiveness** – Garry Williams has this permanently – where a monster will run away from you for a short time.
- **Transportability** – when wearing this amulet you will be able to walk through walls, but you will not be able to pick up food or treasure.
- **Super Shots** – This amulet gives you ten super shots that will keep travelling and killing monsters until it hits a wall.
- **Reflective Shots** – these will bounce off the walls up to a maximum of three times.
- **Invulnerability** – monsters can't hurt you but your health does tick down twice as fast.

The many new game play features of *Gauntlet II*, make it a whole new experience.



# SCREENSTARS

**Charlie Chaplin, James Dean and Marilyn Monroe – unlikely subjects for computer games? Not according to US Gold. Boss man Geoff Brown has snapped up the rights to these famous names. What we all want to know is what he is going to do with them. Start finding out here . . .**





CHARLIE CHAPLIN is a totally unique game with a whole new concept. This is your chance to become a silent movie director and produce the world's greatest slapstick comedian Charlie Chaplin in an epic production.

To start the game, you have a choice of hilarious scripts to recreate.

Each script will tell you how many scenes you will have to produce, the characters and backdrops.

The next step is to select from a large choice your backdrop scene, investigate the props room discovering the various articles you will need – and then cast your film from a choice of budding actors. Now you are set for scene one and action.

The action sequence plays like a level in a fast-moving arcade game.

You control the amazing antics of Charlie Chaplin with your joystick and avoid getting caught by the inevitable baddie.

If you do get caught, the baddie will hold on to you for a certain length of time acting as a penalty because each scene is timed – and in the movie business time is money. And you don't have much.

Once your scene has been recorded you may retire to the edit suite. Here the scene you have just directed will be played back to you, if you like it, then it's on to the next scene, if you don't it will hit the cutting room floor and you will have the chance to do a re-take. But beware, as mentioned before – time is money and you will have been given a budget for the production of this film.

Obviously, if you have to re-shoot a scene, it will be more costly and you could risk going over budget, turning success into a failure. Remember – you have to produce a box office hit!

Just like working on C+VG really.

Once all the scenes have been shot, depending on the requirements of the script, you are ready to release it on the eagerly awaiting public. You will see the cinema on the opening night with the name of your film up in lights.

Once inside the cinema the crowd quieten, the curtains draw back and your very own silent movie will be recreated before your eyes. Between each scene, a storyboard caption will appear and your black and white silent movie is complete!

Now all that's left is the reaction from the audience if the applause is loud and long, you will be awarded higher box office earnings. This is the crucial time when you know if you've made it!

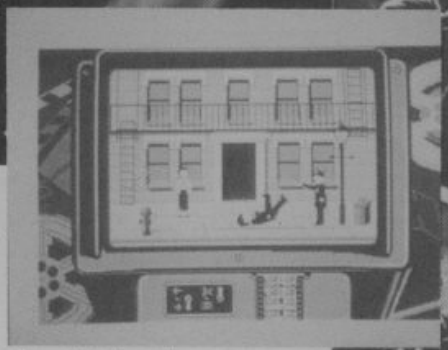
If you have not gone over budget and have high box office earnings you can make a sequel, with more scenes, more action and more entertainment. As long as you're making money, you will be making movies.

The disk version will have the facility to store your silent movie classics, so you may play them back at anytime.

The Atari ST version will give you a review from a celebrated film critic in the *Variety News*.

Charlie Chaplin will be available for the Commodore 64, Spectrum, IBM PC, Amstrad and Atari ST.

No news on the James Dean or Marilyn games – but, as always, watch this space!

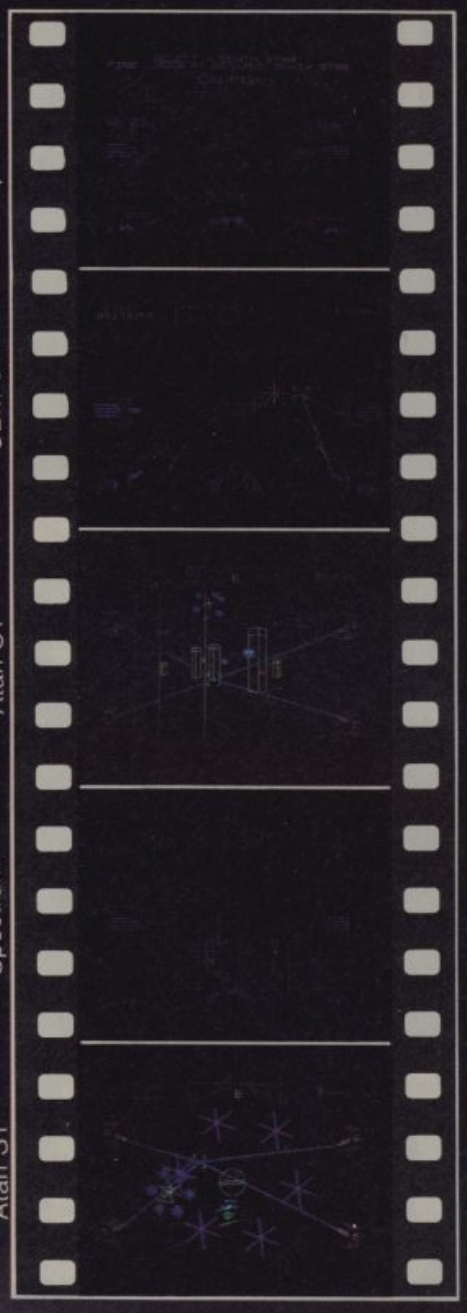




NO
AMOUNT OF BUDGET GAMES
NO
OTHER COIN-OP LICENCE
NO
FAMILIAR FILM TIE-IN
NO
ORIGINAL GAME
CAN COME CLOSE

MAY THE FORCE BE WITH YOU. ALWAYS.....

# STAR




## " A long time ago....

**At last! The most famous coin-op Arcade Game and one of the most successful films of our era come together in this Domark publication.**

**Faithful to the original, the home computer version of STAR WARS® will win first place in your games collection, and be the one you go back to time after time.**

Atari ST.
CBM 64/128K
Spectrum 48/128K
Amstrad CPC
BBC 'B' MASTER
+ Electron

PUBLISHED BY

DOMARK

VEKTOR GRAPHIX

® & © 1978 Lucasfilm Ltd & Atari Games
All rights reserved. Used under Authorisation.

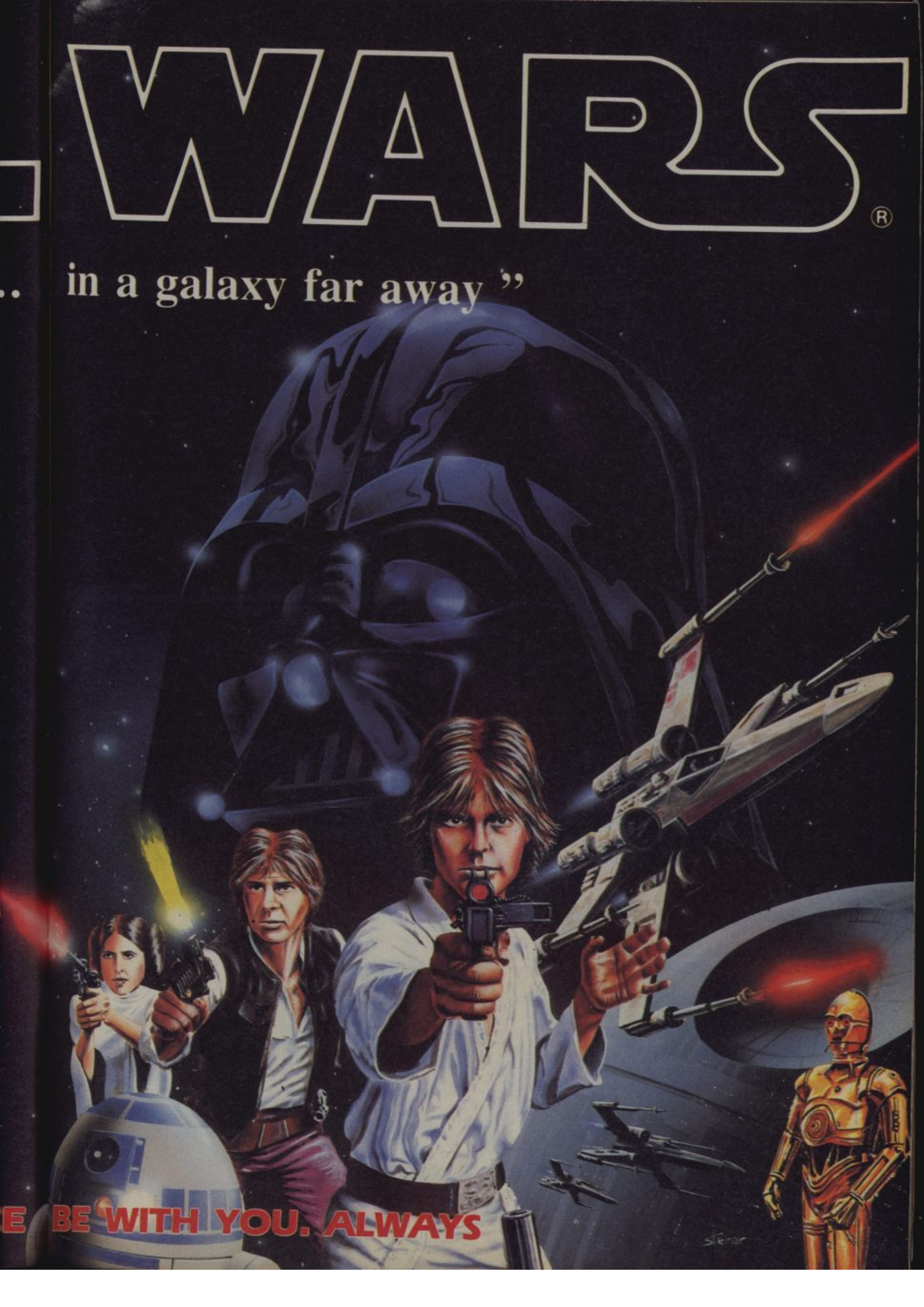
DOMARK 22 Hartfield Rd, London, SW19 3TA

ATARI GAMES

MAY THE FORCE

# WARS®

.. in a galaxy far away ”



# KNIGHTMARE COMPETITION

KNIGHTMARE, Anglia TV's magical mix of adventure game and ultra-sophisticated computer graphics, is the television hit of the year. Did you catch C + VG's feature on it last month? The series has now ended but, hopefully, a new one will be dazzling our screens next year.

Activision has snapped up the rights to the television idea and has now released the game. The arcade adventure is set—as is the TV programme—in a mysterious castle.

We can't arrange for you to appear on the television show but, thanks to our friends at Activision, we've fixed up the next best thing—the chance to encounter the exciting live role-playing world of The Labyrinthe.

The Labyrinthe Club is run by former civil engineer Pete Garner. It operates in two locations—one location is some mysterious caves, the other is an island known as The Isle of the Dead.

Adventurers—usually of four classes, Warrior, Wizard, Priest and Pathfinder—are approached to undertake a quest.

How long will it take? About three hours for the standard adventure. In the first hour you will be taught safe combat with our weapons and briefed on your chosen character class. However, behind the scenes deep within the caves system, strange forces will be operating. Hordes of psychopathic orcs will be massing, evil necromancers will be recalling vicious incantations, dark priests will be mustering their undead armies, generally the monsters will be getting ready to meet you.

We've got 12 places for winners of our competition to experience the Labyrinthe caves and the next 50 runners-up will get a copy of Knightmare. But to go to the caves you must be 12 or over.

## KNIGHTMARE COMPETITION

**1) Activision released a game called Labyrinth based on a film starring a famous pop singer. Who was he?**

**Answer** _____

**2) What is the name of Knightmare's dungeon master? Is it: A–Treguard. B–Trellis. C–Trefriend.**

**Answer** _____

**3) Activision is bringing out a game based on Muscleman Arnold Schwartzeneggar. What is it called?**

**Answer** _____

**Send in your answers together with the printed form to Knightmare Competition, Computer+Video Games, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and C+VG's Dungeon Master will have the final decision. Don't forget to say which computer you own.**

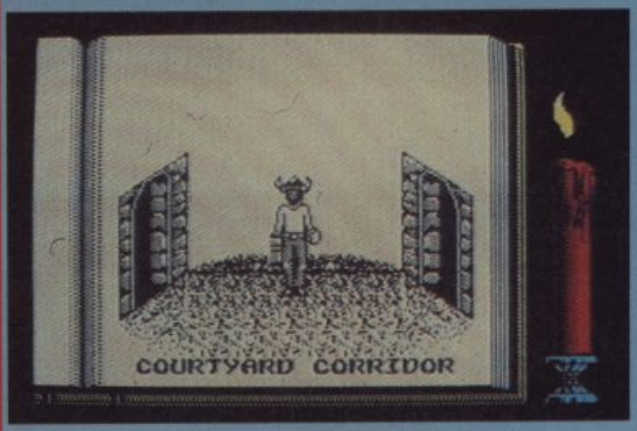
**NAME** .....

**ADDRESS** .....

.....

.....

**SPECTRUM** □ **CBM 64** □ **AMSTRAD** □






THE WORLD'S LEADING BRAND

EUROMAX



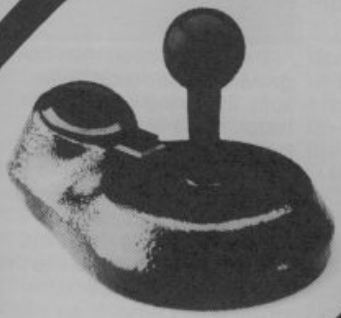















For the sophisticated games player

Contact your nearest computer store for details on full range or clip the coupon.
Prices from £5.95 — £29.95

Euromax Electronics Ltd.,
**FREEPOST** Bessingby Ind. Estate.
Bridlington.
YO16 4SJ

0262 602541

Access Accepted

Please send me full details

Name .....

Address .....

.....

CVG

# STAR TREK THE NEXT GENERATION

**Captain's Log. Stardate 16.12.87. C+VG's John Gilbertt, who boldly goes where many people can't be bothered to go, reports on *Star Trek — The New Generation* now being filmed in Hollywood. What will the final frontiers of space be like without Captain Kirk, Mr Spock, Bones and Scotty?**

Four successful movies, a non-stop deluge of fan mail and the continued popularity of science fiction prompted Paramount Pictures to reincarnate *Star Trek*, the television series.

It's taken ten years for the moguls to reach their decision and, because the original cast has grown older and technology has overtaken fiction, they have set the new series amongst *The Next Generation* of Star Fleet officers and crew. More than 75 years have passed since the original USS Enterprise was launched for its five year mission of exploration. Captain Kirk, Scotty and even Mr Spock are dead, the Federation has inaugurated seven consecutive versions of the legendary Enterprise, and the implements of exploration and warfare have changed.

But, the Federation has not found the edges of the universe, despite Kirk's early efforts, and continues the search for new life forms, minerals and phenomena. The Enterprise still has that job and the way in which its new captain and crew go about it is the central strand of the new series.

## Pre-flight Check

Gene Roddenberry, creator of *Star Trek* and now in his mid-sixties, is the man behind *The Next Generation*. He was Paramount's obvious choice as Executive Producer but was initially sceptical about the project.

The company has in the past treated him shabbily. Roddenberry sold Paramount the complete package, scripts, crew and rights, in order to get the company to take the series and push it for a prime-viewing time slot. Paramount was not convinced that the show would work and, during its first two seasons, Gene was constantly at war with television executives and eventually resigned as producer when he'd had enough.

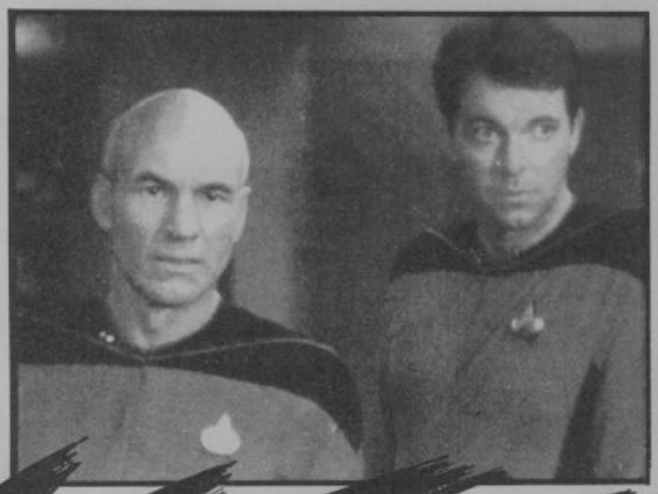
He returned to Star Trek as Executive Consultant when the series hit the big screen and, when *Wrath of Khan* was doing the cinema circuit in the 'States, started discussions with the new Paramount regime about another series. Preliminary details were finalised in late 1986 and Roddenberry was given a free creative hand and a budget of approximately a million dollars for each episode.

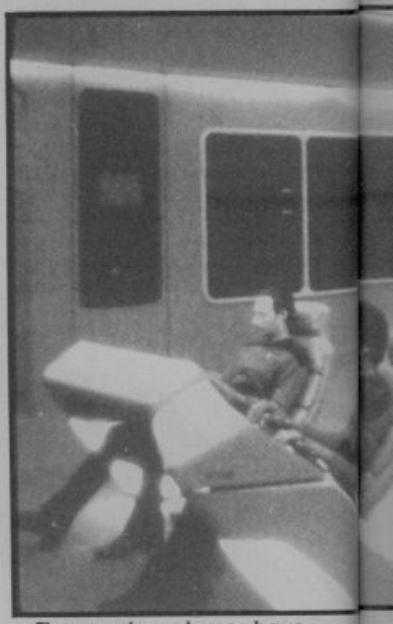
## Crew Cut

A fresh, fairly young, production team was put together but Roddenberry wanted some continuity with the old series so he brought in two older-times advisors. David Gerrold was responsible for the famous Trouble With Tribbles episode and, more recently, wrote the original short story for the film *Enemy Mine*. Bob Justin, original Associate Producer of *Star Trek*, was also brought in to balance Gerrold's writer's eye with expertise of film making.

Both joined a brain-storming team who's job it was to come up with not only story ideas but also a new future reality. According to Roddenberry the creation process was made worse because they had to move the futuristic technology of Star Trek forward nearly one century rather than looking forward from the reality of the 1980s.

The original sets have been updated, rather than redesigned, to keep continuity with the old series. The bridge of the Enterprise with its Captain's chair and surrounding control stations and panels do not look a great deal different from those you'll have seen in the movies.





The crew's costumes have gravitated towards boiler suits, the living quarters are much more outlandish – because of the increase of strange creatures on the staff – and the production team has been able to buy different looking corridors, rather than having to use the same one to race or walk down every time, in an effort to make the ship look larger.

The special effects, from spaceship propulsion to phaser fire will be at the forefront of movie technology. Roddenberry has hired California-based Industrial Light and Magic, an outfit created by Steven Spielberg to produce the effects on *Poltergeist* and other movies – including the *Star Wars* pre-quel, *Clone Wars*, which is about to start filming at Pinewood.

The result puts the big movie effects of *Wrath of Khan* and *Search for Spock* onto the small screen. It also ensures that the planet exteriors, which in some episodes out-number views of the Enterprise's interior, are as realistic as present day earth, and as imaginative as the landscapes produced at Pinewood for Ridley Scott's fantasy film *Legend*.

The series has a scientific, rather than military, basis so, rather than use the constant 'shoot to kill' directive of the original series, the Captain has to rely on thought, rather than weapons and a big mouth, to escape disasters.

He's also more of a co-ordinator than the leader James Kirk was and allows his crew the luxury of solving problems themselves. The cast extra who you know will always be killed by the aliens is also gone and replaced by the alarming possibility that the main characters may be seriously injured – a possibility explored in the movies but not the original series.



## Cast All Set

As Leonard Nimoy and William Shatner step back to consider the possibility of directing a few episodes of the new series' a new cast, which includes a 15 year old boy, takes control of the Enterprise.

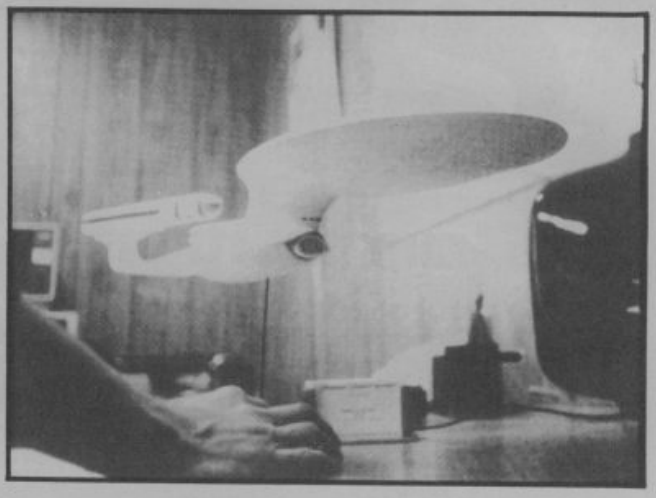
Roddenberry has gone back to the original *Star Trek* ideals, set out in The Cage, the two-hour pilot episode which was never shown but you can now buy on video. The jobs of second in command and science officer have been split – because there's more money to spread around. A head of security has been added as well as a number of Star Fleet personnel.

The case is headed by British Shakespearian actor Patrick Stewart, who recently starred in *Dune* and, two years ago, took to UK television in a BBC tv series called *Maybury*. He plays Jean-Luc Pichard, who is the only normal earthling in the series.

One criticism of the old series was that the Captain put himself into too many dangerous situations and he beamed down to planets when he should have stayed with his vessel. The criticism has been heeded and, while Pichard does step into danger on occasion, it's usually the wonderfully created characters amongst his crew who are always in the firing line.

One of those unfortunates is Commander William Riker, played by Jonathan Frakes. He's called Number One – the original Mr Spock in *The Cage* pilot – and is Captain Pichard's heir apparent.

Spock's science officer's job goes to Lieutenant Commander Data, played by Brent Spiner. The character's an android with Spock's fabulous head for facts and logic, combined with the strength of the Six Million Dollar Man – that was how it was described to me! You may remember Brent Spiner from appearances in *Hill Street Blues* and *Cheers*, but he's most renowned in the



'States for his theatrical work and has appeared several times on Broadway.

The second brainy Enterprise passenger is a 15-year old math's genius called Wes Crusher. The boy is too inquisitive for his own good and, in most of the first series episode requires rescuing from situations over which his brain but not his body has control. Wes is played by the new Hollywood discovery Wil Wheaton.

His mother, Dr Beverly Crusher, is the ship's medical officer who has little time for sleep. When she's not at her post in Sick Bay she's keeping Wes, the spoiled brat, in check. She's played by Cheryl McFadden, a director and actress who works mainly on American television.

Women play an important role in the running of the USS Enterprise. The female officer is joined by Ship's Security Officer Natasha Yar.

Her job has changed and expanded since the original series and she now has the power to order an alert, be consulted about all planetary missions and, unless the Captain has a preference, choose landing parties. She's played by Denise Crosby, who's main claim to fame is a co-starring role in Eddie Murphy's *48 Hours*.

## The Search For Success

Gene Roddenberry doesn't pretend to believe he's onto a sure fire winner. The series, like any other, will have to prove itself before Paramount supplies more money for the next one.

The elements of failure are there. It cannot rely on the old series for success because it uses a different formula and characters. It's not certain whether viewers will like the new, more alien lead characters, and it's also not certain whether *Trekkie* fans will continue to support the movie voyages but avoid the series which could be seen as a cynical manipulation in order to make more money.

But, the signs are also there. Each week's story will contain human interest as well as action and special effects. Also, the science on the show is very possible within the context of the 24th Century, and the story lines are fluid enough to be believable within the 24th century setting – the writers have been careful not to use any present day Americanisms which appeared in, and dated, the first series.

Unfortunately, it will be the American public who will decide the success or failure of *Star Trek — The Next Generation*. The show started in the last week of October with a two-hour teleplay called *Encounter At Far Point*, written by Gene Roddenberry and the late D C Fontana – script editor of the original show. The BBC has not yet picked up the rights to the series and if it doesn't show an interest soon Paramount may sell it to ITV.

Latest so-called press leaks claim that the series will not arrive in Britain until December 1990.

Still, who knows? We could see *The Next Generation* when it has already flopped and been dropped in the States. It's a sad state of affairs, but if you want to see *Star Trek* over here before you grow old take the advice Gene Roddenberry gave fans when they wanted a new *Star Trek* series in the late '60s. Write to your local television station.




CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

# WE'RE GETTING READY FOR XMAS!

| SPECTRUM SPECIAL OFFERS | |
|---|---|
| COMBAT SCHOOL | 5.25 |
| MAD BALLS | 5.25 |
| GRYZOR | 5.25 |
| GAME SET & MATCH | 9.50 |
| PHANTIS | 5.25 |
| RASTAN | 5.25 |
| NAVY MOVES | 5.25 |
| MATCHDAY II | 5.25 |
| PSYCHO SOLDIER | 5.25 |
| VICTORY ROAD | 5.25 |
| THUNDERCATS | 5.50 |
| BUGGY BOY | 5.50 |
| OUTRUN | 6.50 |
| ACTION FORCE | 6.95 |
| JACKAL | 5.50 |
| TRANTOR | 6.45 |
| RENEGADE | 5.50 |
| BUBBLE BOBBLE | 5.50 |
| LAST NINJA | 6.50 |
| W CLASS L'BOARD | 6.50 |
| TAI PAN | 5.50 |
| JACK NIPPER II | 5.50 |
| CENTURIONS | 6.50 |
| RODE RUNNER | 6.50 |
| HIT PACK 6 VOL I | 6.95 |
| HIT PACK 6 VOL II | 6.95 |
| GUNSHIP | 6.95 |
| EXELON | 5.50 |
| WIZ BALL | 5.50 |
| NINJA HAMPSTER | 6.50 |
| INDIANA JONES | 6.50 |
| SOLOMONS KEY | 6.50 |
| SURVIVOR | 6.50 |
| PAPERBOY | 5.50 |
| ATHENA | 5.50 |
| LAST MISSION | 6.50 |
| SENTINEL | 6.95 |
| PEGASUS BRIDGE | 9.50 |
| GAME OVER | 5.50 |
| ENDURO RACER | 6.95 |

| SPECTRUM SPECIAL OFFERS | |
|---|---|
| JUDGE DREDD | 2.99 |
| INTERNATIONAL KARATE | 2.75 |
| HEAD COACH | 2.75 |
| FOOTBALL MANAGER | 2.75 |
| FA CUP FOOTBALL | 2.99 |
| GROWING P.A. MOLE | 1.99 |
| CITY SLICKER | 1.99 |
| VIRGIN ATLANTIC CHALL | 1.99 |
| BUTCH HARD GUY | 2.99 |
| SOREDONS SHADOW | 2.99 |
| ORBIX THE TERRORBALL | 2.99 |
| ELITE | 7.50 |
| PROHIBITION | 4.95 |
| SHOCKWAY RIDER | 2.99 |
| FALCON PATROL II | 1.99 |
| COBRA | 3.95 |
| I.C.U.P.S. | 1.99 |
| STAINLESS STEEL | 2.99 |
| BREAKTHROUGH | 2.99 |
| CRYSTAL CASTLES | 1.99 |
| QUARTET | 5.95 |
| RAMBO | 1.99 |
| BUGSY | 1.99 |
| 10th FRAME | 2.99 |
| BUBBLER | 3.95 |
| DEEP STRIKE | 2.99 |
| THANATOS | 2.99 |
| DAN DARE | 2.99 |
| HIVE | 2.99 |
| KINETIK | 2.99 |
| OFF THE HOOK | 2.99 |
| CHALLENGE GOBOTS | 2.99 |
| LEADERBOARD | 4.95 |
| ARMY MOVES | 3.95 |
| GAME OVER | 3.95 |
| JAIL BREAK | 2.99 |
| NEMESIS FINAL CHALL | 2.99 |
| NEMESIS WARLOCK | 2.99 |
| PSI 5 TRADING CO | 2.99 |
| DONKEY KONG | 2.99 |

| SPECTRUM SPECIAL OFFERS | |
|---|---|
| SCALEXTRIC | 6.95 |
| CATCH 23 | 6.50 |
| VULCAN | 6.95 |
| ARMY MOVES | 5.50 |
| ARKANOID | 5.50 |
| BISMARK | 6.95 |
| TOBRUK | 6.95 |
| THEATRE EUROPE | 3.95 |
| BATTLE OF BRITAIN | 3.95 |
| BATTLEFIELD GERMANY | 8.95 |
| ANNULS OF ROME | 8.95 |
| RYGAR | 6.50 |
| STARGLIDER | 10.50 |
| F15 STRIKE EAGLE | 6.95 |
| THE PAWN | 10.95 |
| ZYNAPPS | 5.50 |
| HYDROFOOL | 5.50 |
| KILLED UNTIL DEAD | 6.96 |
| BARBARIAN | 6.95 |
| MYSTERY ARHAM MANOR | 5.50 |
| SUPER SPRINT | 6.95 |
| CALIFORNIA GAMES | 6.50 |
| DRUID II | 5.50 |
| BANGKOK KNIGHTS | 6.95 |
| CONFLICTS II | 5.50 |
| FLUNKY | 6.95 |
| HYBRID | 5.50 |
| DURREL BIG 4 | 6.95 |
| MASK | 6.50 |
| DEATH WISH 3 | 5.50 |
| ARMAGEDDON MAN | 9.50 |
| RED L.E.D. | 6.50 |
| HIGHLANDER | 2.99 |
| DOG FIGHT 2187 | 2.99 |
| EXPLORER | 2.99 |
| CAMELOT WARRIORS | 2.99 |

**MUST GO! SILLY PRICES!**

| | |
|---|---|
| DEATH SCAPE | 2.99 |
| RANA RAMA | 2.99 |
| GUN RUNNER | 2.99 |
| GALVAN | 2.99 |
| BRIDE FRANKSTEIN | 2.99 |
| HYBRID | 2.99 |

| C64 SPECIAL OFFERS | |
|---|---|
| MADBALLS | 6.25 |
| MATCHDAY II | 6.25 |
| STEALTH FIGHTER | 10.95 |
| AIRBOURNE RANGER | 10.95 |
| PSYCHO SOLIDER | 6.25 |
| COMBAT SCHOOL | 6.25 |
| VICTORY ROAD | 6.25 |
| OUTRUN | 6.75 |
| SUPER SPRINT | 6.75 |
| RASTAN | 6.25 |
| GRYZOR | 6.25 |
| PHANTYS | 6.25 |
| THUNDERCATS | 6.75 |
| BUGGY BOY | 6.75 |

**These Prices Only Apply If Games Ordered In Advance**

| | |
|---|---|
| HIT PACK 6 VOL II | 6.95 |
| TAI PAN | 6.50 |
| RENEGADE | 6.50 |
| BUBBLE BOBBLE | 6.50 |
| W CLASS L'BOARD | 6.95 |
| CALIFORNIA GAMES | 6.95 |
| INDIANA JONES | 6.95 |
| SOLOMONS KEY | 6.95 |
| ACE 2 | 6.95 |
| CENTURIONS | 6.95 |
| RYGAR | 6.95 |
| RODE RUNNER | 6.95 |
| SURVIVOR | 6.95 |
| ELITE | 7.50 |
| GUNSHIP | 10.50 |
| EXELON | 6.50 |
| STAR PAWS | 4.95 |
| STAR GAMES II | 6.95 |
| LIFE AMMO | 6.75 |
| SUPER HANG-ON | 6.75 |
| FREDDY HARDEST | 5.50 |
| MASK 2 | 5.50 |
| FLYING SHARK | 5.50 |

| C64 SPECIAL OFFERS | |
|---|---|
| BORED OF RINGS | 2.99 |
| THE BOGGIT | 2.99 |
| FOOTBALL MANAGER | 2.99 |
| HEACOACH | 2.99 |
| INTERNATIONAL KARATE | 2.99 |
| BREAKTHROUGH | 2.99 |
| CRYSTAL CASTLES | 1.99 |
| KUNG FU MASTER | 2.99 |
| SIGMA 7 | 2.99 |
| TOMAHAWK | £2.99 |
| NOW GAMES 4 | 5.95 |
| LORDS OF MIDNIGHT | 2.99 |
| DOMARKS REVENGE | 4.95 |
| MOVIE MONSTER | 3.95 |
| SHAO LINS ROAD | 3.95 |
| FA CUP FOOTBALL | 2.99 |
| BALL BLAZER | 1.99 |
| NODES OF YESOD | 2.99 |
| I.C.U.P.S. | 1.99 |
| THING BOUNCES BACK | 3.95 |
| KNIGHT GAMES | 2.99 |
| SILENT SERVICE | 5.50 |
| FIST II | 3.95 |
| SPACE HARRIER | 3.95 |
| SENTINEL | 3.95 |
| TIGER MISSION | 2.99 |
| JUDGE DREDD | 2.99 |
| JAIL BREAK | 2.99 |
| NEMISIS FINAL CHAL | 2.99 |
| EAGLES | 2.99 |
| RANA RAMA | 2.99 |
| NEMISIS WARLOCK | 2.99 |
| CHOLO | 4.99 |
| GREAT ESCAPE | 2.99 |
| WERNER | 2.99 |
| MARIO BROS | 2.99 |

| C64 SPECIAL OFFERS | |
|---|---|
| ALLEYCAT | 2.99 |
| BOULDERDASH CON KIT | 3.95 |
| NOMAD | 1.99 |
| GLIDER RIDER | 2.99 |
| MUTANTS | 2.99 |
| BIGGLES | 2.99 |
| SHORT CIRCUIT | 3.95 |
| ASTERIX | 2.99 |
| PSIS TRADING CO | 2.99 |
| ASSAULT MACHINE | 2.99 |
| PARALLAX | 2.99 |
| DANOY | 2.99 |
| DEACTIVATORS | 2.99 |
| TAG TEAM WRESTLING | 3.95 |
| GOLF CONST SET | 3.95 |
| NUCLEAR EMBARGO | 3.95 |
| MISSION ELEVATOR | 2.99 |
| BAZOOKA BILL | 2.99 |
| VIKINGS | 2.99 |
| COMIC BAKERY | 1.99 |
| TAU CETI | 1.99 |
| ROCKY HORROR SHOW | 2.99 |
| SPLIT PERSONALITIES | 1.99 |
| TIGERS IN THE SNOW | 3.95 |
| ROBIN OF THE WOOD | 2.99 |
| JACK THE NIPPER | 2.99 |
| YIE AR KUNG FU II | 3.95 |
| AVENGER | 2.99 |
| BISMARK | 6.95 |
| CYBORG | 3.95 |
| DEATH OR GLORY | 3.95 |
| CONVOY RAIDER | 6.50 |
| KAYLETH | 3.95 |
| SABOTEUR II | 5.50 |
| LIVING STONE | 6.50 |
| DOUBLE TAKE | 2.99 |
| DONKEY KONG | 2.99 |
| DOG FIGHT 2187 | 2.99 |
| DEATH SCAPE 2000 | 2.99 |

# SALE NOW ON!

| C64 DISCS | |
|---|---|
| BORED OF RINGS | 2.99 |
| WOLRD TOUR GOLF | 11.95 |
| W CLAS L'BOARD | 10.50 |
| THE INHERITANCE | 4.95 |
| SHAOLINS ROAD | 5.95 |
| BOBBY BEARING | 4.95 |
| CAMELOT WARRIORS | 5.95 |
| DANDY | 4.95 |
| THE VIKINGS | 4.95 |
| VERA CRUZ | 6.95 |
| GANDALF THE SORCERER | 2.99 |
| I.C.U.P.S. | 4.95 |
| MISSION ELEVATOR | 5.95 |
| JUDGE DREDD | 5.95 |
| INFILTRATOR | 4.95 |
| DRAGONS LAIR | 5.95 |
| SKY RUNNER | 5.95 |
| FIST II | 5.95 |
| CHAMP WRESTLING | 5.95 |
| ROCK 'N' WRESTLE | 4.95 |
| RAMBO | 3.95 |
| INFODROID | 2.99 |
| TAI PAN | 10.50 |
| RENEGADE | 10.50 |
| EPICS EPYX | 10.50 |
| GUNSHIP | 14.95 |
| DEFENDER OF CROWN | 10.50 |
| TEMPLE OF APSHI (Tril) | 4.95 |
| BISMARK | 10.50 |
| RODE RUNNER | 10.50 |
| GUILD OF THIEVES | 14.95 |
| **THEY'RE ALL SSI DISCS TO CLEAR!** | |
| GETTYSBURG | 12.95 |
| REBEL CHARGE OF CHICKAMAUGA | 12.95 |
| RDF | 11.95 |
| GEMSTONE HEALER | 9.95 |
| PANZER GRENADIER | 12.95 |

| AMSTRAD SPECIAL OFFERS | |
|---|---|
| TOP GUN | 3.95 |
| EXELON | 6.50 |
| TAI PAN | 6.50 |
| RENEGADE | 6.50 |
| ENDURO RACER | 6.95 |
| W CLASS L'BOARD | 6.95 |
| SPACE HARRIER | 3.95 |
| BIG SLEEZE | 5.95 |
| NODES OF YESOD | 2.99 |
| TT RACER | 4.95 |
| BREAKTHROUGH | 3.95 |
| THE BOGGIT | 2.99 |
| MAG MAX | 3.95 |
| GRANGE HILL | 2.99 |
| SPINDIZZY | 2.99 |
| SHOCKWAY RIDER | 2.99 |
| SHORT CIRCUIT | 2.99 |
| FAIRLIGHT | 2.99 |
| STRIKE FORCE COBRA | 2.99 |
| CITY SLICKER | 1.99 |
| ELEVATOR ACTION | 2.99 |
| NOW GAMES 3 | 3.95 |
| OUTRUN | 6.95 |
| SABOUTER II | 2.99 |
| COMIC SHOCK ABSOBRBER | 2.99 |
| NEMISIS THE WARLOCK | 2.99 |
| NEMISIS FINAL CHALLENGE | 2.99 |
| CHOLO | 4.95 |
| JACKAL | 6.50 |
| ACTION FORCE | 6.95 |
| ELECTRO GLIDE | 2.99 |
| GAME SET & MATCH | 9.50 |
| KUNG FUN MASTER | 3.99 |

| AMSTRAD DISCS | |
|---|---|
| W CLASS L'BOARD | 10.95 |
| RENEGADE | 10.95 |
| TAI PAN | 10.95 |
| EXELON | 10.95 |
| V | 3.95 |
| PING PONG | 3.95 |
| MOVIE | 3.95 |
| STAINLESS STEEL | 4.95 |
| SHAOLINS ROAD | 4.95 |

| ST SPECIAL OFFERS | |
|---|---|
| BARBARIAN (PALACE) | 10.95 |
| T.N.T. | 13.95 |
| EAGLES NEXT | 13.95 |
| BOULDERDASH | 17.95 |
| ROAD RUNNER | 17.95 |
| DEATH STRIKE | 10.95 |
| GUILD OF THIEVES | 17.95 |
| DEGAS ELITE | 20.95 |
| BUREAUCRACY | 22.95 |
| MOONMIST | 22.95 |
| KINGS QUEST II | 22.95 |
| HOLLYWOOD HIJINX | 22.95 |
| STRATREX | 14.50 |
| BALANCE OF POWER | 22.95 |
| STRIP POKER | 14.50 |
| SUPER HUEY | 14.50 |
| WINTER GAMES | 17.95 |
| STARGLIDER | 17.95 |
| TAI PAN | 14.75 |
| RENEGADE | 14.75 |
| ARMY MOVES | 14.75 |
| FLIGHT SIMULATOR II | 42.50 |
| PHANTASIE II | 17.95 |
| TERRORPODS | 17.95 |
| BARBARIAN | 17.95 |
| NINJA MISSION | 6.95 |
| SILENT SERVICE | 17.95 |
| W CLASS L'BOARD | 17.95 |
| HITCH HIKERS GUIDE | 22.95 |
| TOP GUN | 14.75 |
| SLAP FIGHT | 14.75 |
| PERRY MASON | 14.50 |
| LURKING HORROR | 22.95 |
| THE BAROS TALE | 22.95 |
| THE PAWN | 17.95 |
| WORLD GAMES | 17.95 |
| GOLD RUNNER | P.O.A. |
| THE SENTINEL | 14.95 |
| AIRBALL | 17.95 |
| TRACKER | 17.95 |
| DEFENDER OF CROWN | 16.95 |
| FLIGHT SIMULATOR II | 34.95 |
| MORTVILLE MANOR | 13.99 |
| DIABLO | 10.95 |

| AMIGA SPECIAL OFFERS | |
|---|---|
| FLIGHT SIMULATOR II | 34.95 |
| GUILD OF THIEVES | 17.95 |
| BALANCE OF POWER | 21.95 |
| BARBARIAN | 17.95 |
| TERRORPODS | 17.95 |
| GOLD RUNNER | 17.95 |
| DEFENDER OF THE CROWN | 21.95 |
| DEJA VU | 21.95 |
| FAERYTALE ADVENTURE | 34.95 |
| GUILD OF THIEVES | 16.95 |
| MEAN 18 GOLF | 21.95 |
| SUPER HUEY | 14.95 |
| WIZARDS CROWN | 21.95 |
| ROADWAR 2000 | 21.95 |
| SPACE BATTLE | 6.95 |
| PHALANX | 6.95 |
| DEMOLITION | 6.95 |
| STATIONFALL | 21.95 |
| HARDBALL | 17.95 |
| SHANGHAI | 17.95 |
| BUREAUCRACY | 21.95 |
| STARGLIDER | 17.95 |
| ADVENTURE CON SET | 21.95 |
| UNINVITED | 21.95 |
| TEMPLE OF APSHAI (Tril) | 12.95 |
| SINBAD | 21.95 |
| EARL WEAVER BASEBALL | 17.95 |
| CHESSMASTER 2000 | 17.95 |
| LEADERBOARD | 17.95 |
| CHALLENGER | 6.95 |
| ARCTIC FOX | 14.95 |
| BORROWED TIME | 17.95 |
| SORCERER | 21.95 |
| DEADLINE | 21.95 |
| ENCHANGER | 21.95 |
| WITNESS | 21.95 |
| STARCROSS | 21.95 |
| DELUXE PAINT II | 51.95 |
| DELUXE MUSIC KIT | 51.95 |
| NINJA MISSION | 7.50 |
| FEUD | 7.50 |
| SPACE RANGER | 7.50 |
| WINTER GAMES | 17.95 |
| AMIGA A500 | 470.00 |

## HARDWARE BARGAINS

| | |
|---|---|
| SPECTRUM +2 | £129.95 |
| SPECTRUM +3 | £165.95 |
| AMSTRAD 464 MONO | £165.95 |
| AMSTRAD 464 COLOUR | £275.95 |
| ATARI 520 STM | £230.00 |
| ATARI 520 STFM | £269.00 |
| AMIGA 500 +MOD | £460.00 |
| AMIGA 500 +SOFTWARE | £460.00 |
| AMSTRAD 1512 FROM | £440.00 |
| AMSTRAD 1640 FROM | £895.00 |

ALL PRICES INCLUDE VAT CARRIAGE £5 EXTRA

## SEGA MASTER SYSTEM £94.95

### LIGHT PHASER £42.95

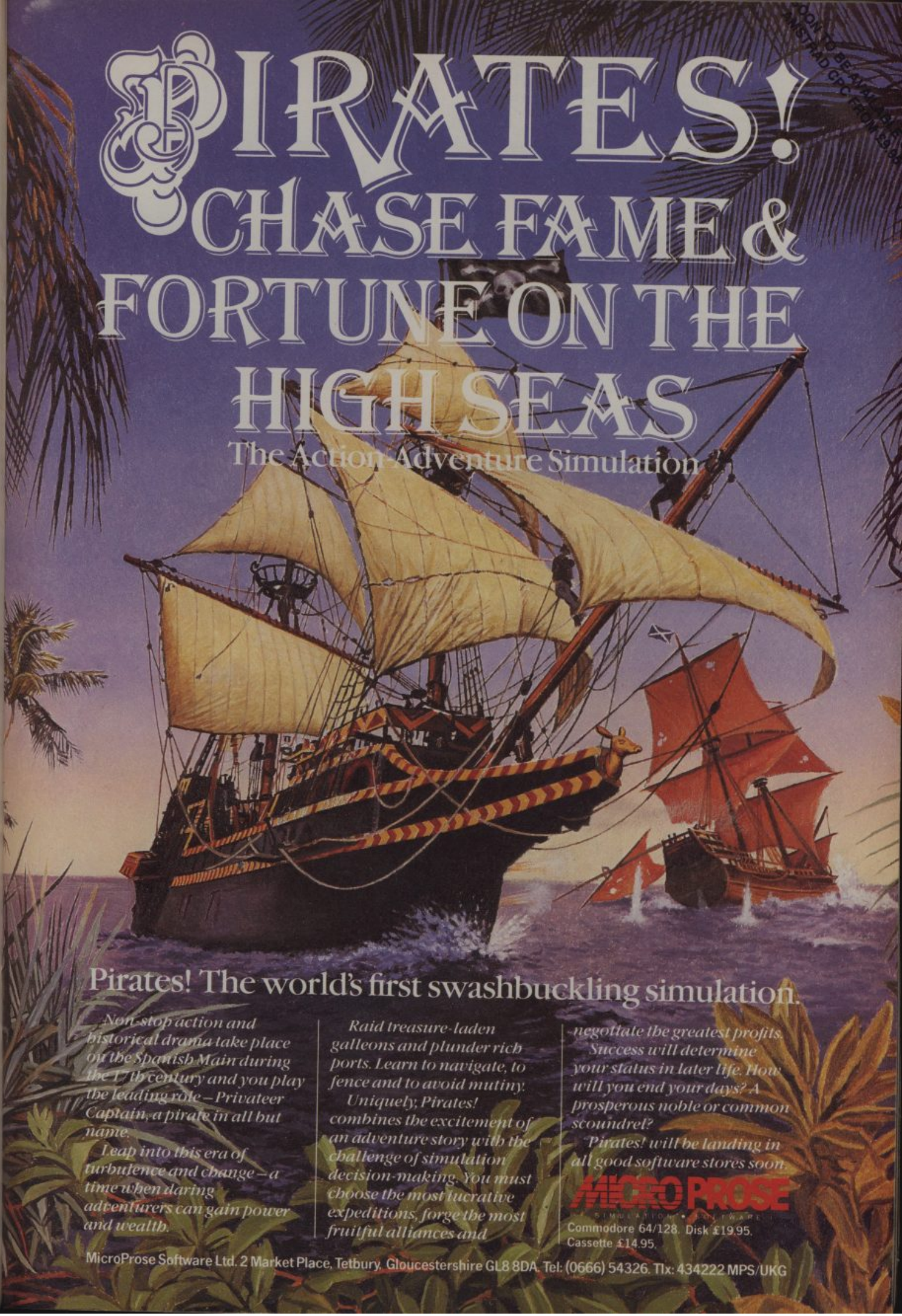
| | | | |
|---|---|---|---|
| THE NINJA | 18.95 | SUPER TENNIS | 13.95 |
| ENDURO RACER | 18.95 | MY HERO | 13.95 |
| WORLD SOCCER | 18.95 | TRANSBOT | 13.95 |
| QUARTET | 18.95 | ROCKY | 23.95 |
| OUT RUN | 23.95 | SPACE HARRIER | 23.95 |
| CHOPLIFTER | 18.95 | WONDER BOY | 18.95 |
| GANGSTERTOWN | 18.95 | ASTRO WARRIOR | 18.95 |
| BLACK BELT | 18.95 | WLD GRAND PRIX | 18.95 |

**ANY GAME NOT RELEASED WILL BE SENT ON DAY OF RELEASE**

## BEST SERVICE, BEST PRICES
## PHONE US NOW. WE WON'T BE BEATEN

**P.P. Free on order over £5. Under £5 add 50p. Overseas £1 per game**

(MAIL ORDER PRICES ONLY)

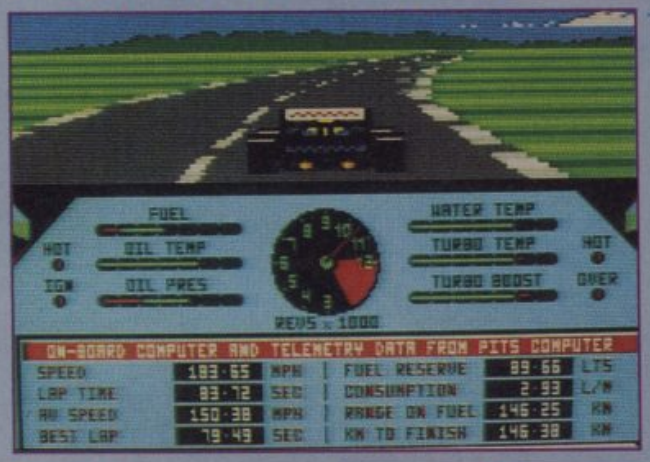

PIRATES!
CHASE FAME & FORTUNE ON THE HIGH SEAS
The Action-Adventure Simulation
Pirates! The world's first swashbuckling simulation.
Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role – Privateer Captain, a pirate in all but name.
Leap into this era of turbulence and change – a time when daring adventurers can gain power and wealth.
Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.
Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and negotiate the greatest profits.
Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?
Pirates! will be landing in all good software stores soon.
MICROPROSE
Commodore 64/128. Disk £19.95. Cassette £14.95.
MicroProse Software Ltd. 2 Market Place, Tetbury. Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 434222 MPS/UKG

# FAST LA

**By the time you read this, Nigel Mansell, Britain's fastest man, could just be the Formula One World Champion. The last Grand Prix of the season takes place in Australia and our Nige will have been going all out to make sure he comes out on top down under! What ever the result, YOU can be sure that Martech's new F1 racing game will be on pole position when all the driving games line up on the starting grid this Christmas. We've been taking a stroll around the pits to bring you this exclusive preview . . .**

Nigel Mansell's Grand Prix racing game promises to be the most accurate representation of Formula One racing yet-seen on computer. The programmers, father and son team Dave and John Looker, have submerged themselves in technical data supplied by the Canon Williams-Honda team to make sure every aspect of the game is as close to real Formula One racing as they can possibly get.

The game will put you in the cockpit of a Canon Williams-Honda F1 racer — complete with mega-powerful turbo-charged engine! You'll be able to practice, race in full length Grand Prix events for championship points, experience the thrill of pit stops, take on the world's top racing drivers and, just maybe, win the World Championship.




Load up the game and you are presented with a view of the track and all the cockpit instrumentation.

OK, so a real racing driver wouldn't see such a bewildering array of read-outs — but he would have all the info about fuel consumption, laps left, fastest lap, and how near the nearest rival is on the radio link modern drivers have with their teams in the pits.

If you're serious about going for the World Champ title, you're going to have to take notice of this info — but forget it for a while and just experience the thrill of driving a turbo-racer around any one of the 16 Grand Prix circuits in Europe, the US, Japan and Australia.

The scrolling is fast and silky smooth — and there's added realism thanks to the trackside scenery and competing cars on the track.




Before you take to the track however you'll be asked to "set-up" your car. That means you can choose which tyres you want, adjust the wing settings — those aerodynamic devices on the nose of the car — and play around with the ride height — how far the car runs above the track surface. If you're not into all this fiddling around you'll be able to select a standard setting and simply blast away!

During a race you'll also be able to drop in on the pits to change tyres if you find your car losing grip or if you receive a radio message from your team to come in.

You can ignore their advice however — if you reckon you can last until the end of the race on the same set of rubber.

Like the real thing, your computerised Williams-Hondas has a six speed gear box — operated via the joystick — and a turbo-boost button. You use the turbo to gain greater speed — but it uses up fuel at a horrendous rate, so watch that fuel guage while you are racing.




It has been known for racing drivers to run out of fuel on the last lap of a race just as they were about to win the race — you don't want that to happen to you!

Watch your gear changes too — if you over-rev the engine once too often you might just end up with a pile of mangled metal where your engine used to be. The game is that realistic! Worn tyres are another hazard — you might just end up spinning off if you've abused your tyres by overbraking into corners and so on.

Weather conditions are another random factor in Grand Prix racing — rain and heat affect the performance of cars. And this is also being built into the game. You could end up driving in torrential rain in England or watching your engine temperature soar to danger level in Brazil.

During each race you'll be able to call up a map of the circuit — a facility unavailable to even the most hi-tech drivers — which shows you your position in the race. Useful to check on the opposition. Also useful are the wing mirrors which show who is attempting to overtake and grab that first place away from you!

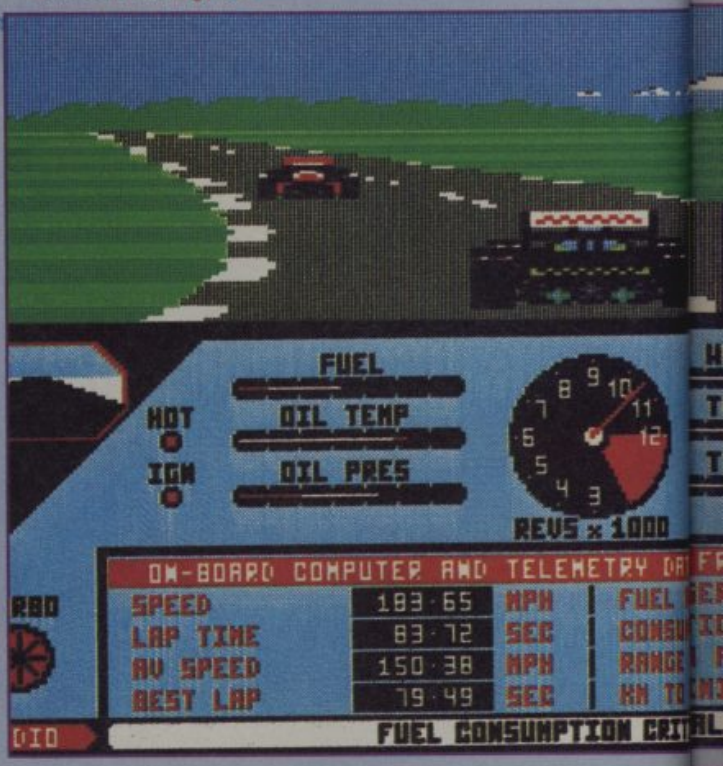
"We wanted to make the game as accurate as possible — but without making it so technical it puts people off," said programmer Dave Looker. "You can either play the game as if it was, say a *Pole Position*, or you can go the whole way and compete in a World Championship season."

"We got a lot of technical back up from the Canon Williams-Hona team. Details about the car and how it was set up. There was too much really — much of it we won't be able to use!

"We also went down to Brands Hatch for one of their racing school sessions to get the feel of driving a single seater."

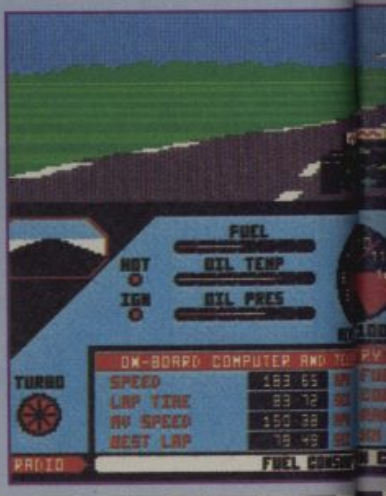
Many hours and lots of technical work has gone into producing *Nigel Mansell's Grand Prix* — and it shows. You'll really feel like you're competing in a Grand Prix.

Driving games are IN this year — but you won't get one that's more realistic than *Nigel Mansell's Grand Prix*!



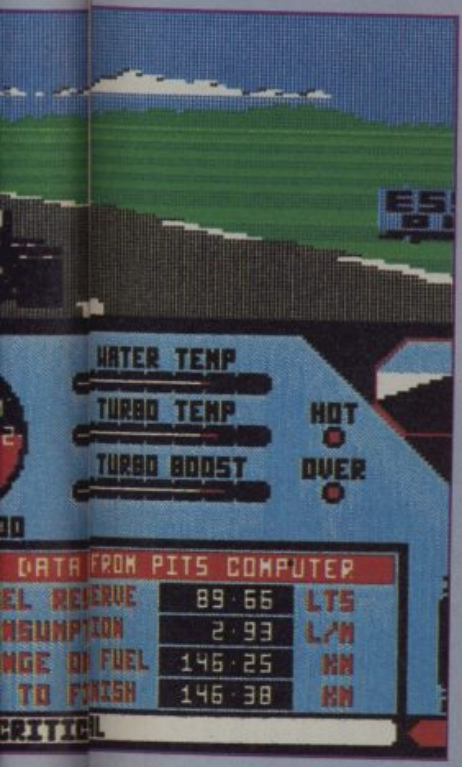






# LANE











## 200 MPH CHIPS!

The modern Formula One car is almost a 200 mph computer! Microprocessors control many aspects of the modern Grand Prix car — the fuel consumption, engine management and recently even the suspension system. In the pits the F1 teams monitor the performance of the car throughout the race via a radio link to all these chips, relaying the information back to the driver via his helmet radio. Outside the cockpit complex computer systems run the highly advanced timing devices used to check speeds of the cars — splitting



them down to fractions of a second. And it's these fractions which can separate the cars on the front row of a Grand Prix grid — that's how competitive F1 racing is.

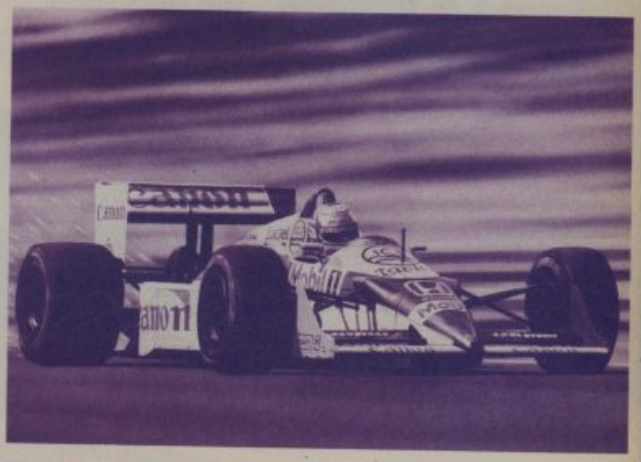
How will you measure up the computer World Championship?



ABOUT NIGEL MANSELL

- Nationality: British
- Age: 33
- Home: Isle of Man
- F1 Teams: Lotus 1980-4, 1985 onwards Canon Williams-Honda.
- First Grand Prix: Austria 1980
- Number of Grand Prix Wins in 1987: Six
- World Championship Placings: 1981-14th, 1982-14th, 1983-12th, 1984-9th, 1985-6th, 1986-2nd.
- Favourite track: Monaco.

# COMPETITION



Want to win a VIP day out at next year's *British Grand Prix* at Silverstone? With grandstand tickets, pit passes, AND a free lunch? You bet you do! Well *Martech* want to make sure YOU can attend the premier event in the UK's motor racing calendar, so they've given us two tickets for a C+VG reader and a friend. And they'll make sure you'll get that VIP treatment we were talking about earlier!

Then 20 runners-up will get a copy of *Martech's* Mansell game, available for the Commodore, Spectrum and Amstrad. Just answer the high octane Formula One quiz, fill in the coupon and burn rubber to get it to *Computer and Video Games*, Martech Grand Prix Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply and the editor's decision is final 'cos he thinks he knows everything about Grand Prix racing and is upset he can't win.

C+VG/MARTECH GRAND PRIX QUIZ

1) Name the driver who has won the most Grand Prix races.
2) Name the team Nigel Mansell drove for BEFORE the Canon Williams Honda team.
3) Name the owner of the Canon Williams team.
4) Name Nigel Mansell's team mate in the Canon Williams Honda team.
5) In what year did Nigel Mansell last win the British Grand Prix?

C+VG/MARTECH GRAND PRIX COMPETITION

Name: _____

Address: _____

_____

My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐

10 HIT GAMES

# THE GREATEST EVER SPORTS PACK

OVER 20 EXCITING EVENTS

# GAME SET AND MATCH




AVAILABLE FOR
AMSTRAD
COMMODORE
SPECTRUM
SPECTRUM +

CASSETTE
£12.95

DISK
£17.95

FROM YOUR LOCAL SOFTWARE DEALER NOW!

ocean

FEATURING

BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHT LIFTING · PING-PONG · PISTOL SHOOTING · CYCLING · SPRING BOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL ·

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

# IDEAS CENTRAL

To C vg Readers.....

Who I am doesn't matter — YET

But if you want to see Melissa R again

then you better start sending in hints,

tips and lots more POKES! Or else.

The Kidnappers

ALERT . . . ALERT . . . ALERT . . . ALERT . . . ALERT. Melissa Ravenflame has been kidnapped. Send help to IDEAs Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Until this crisis resolved IDEAs Central is operating on remote control.

## RED L.E.D.

For success at *Reaktor's RED L.E.D.* you must get to know the abilities of the three droids and a good few maps intimately.

1 FANG sticks to slopes, very useful for the centre (red) hexagon and for the top right and bottom left green hexagons, but is uncontrollable on acid lakes — even when they are ice. Take him to an acid world at your peril.

2 HOVER floats over the surface and so is immune to acid. Isn't so manouevrable as FANG or BALL but is a lot safer until you learn where the ice switches are. Very useful for bottom right and top left green hexagons and many others. A very handy droid.

3 BALL doesn't have the abilities of either FANG or HOVER, but can manoeuvre anywhere if the acid does not kill him. Also he does not take as much damage from the nasties trying to end your game as the other two droids. A good choice for the most of the "dry" landscapes and usually safe anywhere else once you find the ice switches.

Learn the maps. Each of the hexagons will always go to the same landscape and on level one there are fourteen time-plus capsules. Ever needed an extra seventy minutes? You'll find a couple of handy ones in the hexagon just below centre. Just make sure you can tell the difference between the positive and negative ones. It's a good idea to have a route across the hexagon grid which takes you through as many landscapes as possible, with time plus capsules in. You can always just dive in to grab the others.

Don't be afraid of aborting a level if it doesn't harm your route. It can be worth going in just to get some time or to get energy for a weak droid, where you know a safe spot where you can sit and defend yourself. Always try to enter the next grid level with all the time you can get your hands on.

The BONUS is a critical part of playing *RED L.E.D.* Sometimes even that extra 70 minutes is not enough. An extra bonus letter is awarded every 10,000 provided you picked up the last one, and only one is given for each hexagon. Learn where the bonus letter appears, so you can take it as soon as it's there and get out for the next one.

Always try to collect the S on the top and bottom blue hexagons, as the bonus phase starts you next to the exit for a massive 28,000 points and seven very handy minutes. Decide on your favourites and save them for that S.

The Smart bomb really comes into its own on grids two onwards. After level one, the enemy droids really go for you once you have collected your last energy pod. Try top make the last one you collect the one nearest the exit. Having a smart bomb on boards can make all the difference, as you dash for the exit.

Always leave the last pod until after you have collected anything else you want to collect on the level. A good trick on a few landscapes is to shoot all generators you meet and then carry a smart bomb to the exit, when there is both another generator and your last pod. Fire the smart bomb, and you're all alone and completely safe.

Droid freeze devices are a handy breather at any time, but like smart bombs, can be a real droid-saver on higher grids if you can save them until just before collecting the last pod. Again learn where they are.

The most crucial thing to remember about *RED L.E.D.* is that you can save alot of time by getting to really know the maps.

A lot of landscapes have short cuts over the edge of cliffs which can make the difference between a good bonus and a poor bonus, and between life and death as your last ice freeze is running out.

The teleport network can also save a lot of running around but isn't always the quickest route — a pod that is three or four teleports away may be just over the edge of that cliff you are standing on.

## THE LAST NINJA

Following on from where Ian Walker left you hanging about on level 6 of the *Last Ninja,* Trevor Fox of Norfolk has come to the rescue with the final solution. start at the beginning of level 6 and go NW to NE and get the blue bottle of sleeping potion, go SW, NW, NE and then follow the path up to the room full vases. Open the door by putting the flower in the blue/white vase nearest the door. Go through and stun the dog by using the sleeping position — fire button/stick left to right — but you must not be holding any weapons. Go NE through the door. In this room there is a giant stone archer. To get past him touch the small brown patch on the floor to gain Ninja Magic and just walk past. Keep going until you reach the evil Shogun, kill him with your sword. You are then sent to the room with the scrolls in, there are two squares on the floor, jump in to the inner one. The outer one kills you. Once in the inner square pick up the scrolls and you have finished.

**A.I.S. DISTRIBUTION**

# SEGA

CONSUL + HANGON £99.95

**TWO MEGA £24.95**
ASTROWARRIER
OUTRUN
SPACE HARRIER
ROCKY

**ONE MEGA £19.95**
ALEX KIDD
BLACK BELT
THE NINJA
ACTION FIGHTER
WORLD GRAND PRIX
SECRET COMMAND
FANTASY ZONE
QUARTET
WONDERBOY
CHOPLIFTER
PRO WRESTLING
ENDURO RACER

**SEGA CARD £14.95**
F.16 FIGHTER
MY HERO
SUPERTENNIS
GHOST HOUSE
TRANS BOT
TEDDY BOY

**NEW RELEASES PLEASE PHONE**

# CLEAR OUT SPEC C64. Ams

**£2.99 or 5 for £10**

**SPECTRUM**
URIDIUM
QUAZATRON
GUN RUNNER
RANA RANA
SPORT OF KINGS
PSI TRADING CO
BUBBLER
GOONIES
SPY HUNTER
HIGHWAY ENCOUNTER
FAT WORM
THANATONOS
DEEP STRIKE
NEMESIS THE WARLOCK
JAILBREAK
NEMESIS
STRIKE FORCE COBRA
INFILTRATOR
KRAKOUT
KUNG FU MASTER
KICK BOXING
B.M.X. SIMULATOR
GRAND PRIX
SKI SIMULULATOR
FRUIT MACHINE
JOE BLADE
MARTIONOIDS
REVOLUTION
STAR GAMES I
DANDY
HYJACK
DRUID
SOCCER BOSS
VECTRON 3D
HYPARBALL
BREAKTHROUGH
SNOOKER
XEVIOUS
PARK PATROL
SMASH OUT
DIZZY PRICE
HEADCOACH
FOOTBALL MANAGER
CHESS
INDOOR SOCCER
FIRELORD
SAM CRUISE
CITY SLICKER
PYRACRUISE
ACROJET
SKYFOX
PULSATOR
COSMIC SHOCK ABSORBER
HEARTLAND
XARQ
UCH. MATA
GUNFRIGHT
PENTA GRAM
TARZAN
TEM PEST
TEMPLE OF TERROR
ZOIDS
I.C.C.U.P.S.
COMET GAME
EXPRESS RAIDER
ICE TEMPLE
MOONLIGHT MADNESS
RESCUE ON FRACTULAS
SIGMA 7

**COMMODORE 64**
URIDIUM
VIETNAM
AMERICAN ROAD RACE
DECEPTOR
DANDY
DELTA
SENTINAL
100 GAMES (ROBTEC)
SKATE ROCK
DRUID
TRANSFORMERS
NEMESIS
JAILBREAK
SHAO LINS ROAD
INFODROID
MISSION A.D.
ALLEYCAT
FIRELORD
CHAMELION
EXPLORER
HEADCOACH
FOOTBALL MANAGER
MICRYTHUM +
UBIK MUSIC
JOE BLADE
CYBORG
RANA RANA
SHOOT 'EM UP (4 GAMES)
PLATFORM (4 GAMES)
INDOOR SPORTS
TRACKER
CHOLLO
SOLDIER ONE
EAGLES
HYPABALL
CAPTURED
MAX HEADROOM
THE FORCE
SOCCER BOSS
TAI BOXING
CLASSIC SNOOKER
POLICE CADET
KNIGHT GAMES
COMET GAME
DIZZY DICE
SHANGHIA
STRIKEFORCE COBRA
TAGTEAM/KARATE CHAMP
DESERT FOX
KRAKOUT
BOUNTY BoB
INFILTRATOR
ALIENS
GRAND PRIX
B.M.X. SIM
DRUID
NEMIS THE WARLOCK
STRIKE FORCE COBRA
ROGUE TROOPER
SABATEUR II
PULSATOR
COSMIC SHOCK ABSORBER
FIRELORD
CITY SLICKER

**When ordering from clear out, to keep our high standard of delivery we advise:**
**For SINGLE order, 2 alternatives; for 5 PACK order, 3 alternatives.**

KILLER CARTRIDGE
STAR GAMES I
MOONLIGHT MADNESS
HEARTLAND
APACHE GOLD
KINECTIC
ACROJET
MASTER OF UNIVERSE
TARZAN
PARK PATROL
KRAKOUT
R.M.S. TITANIC
TEMPLE OF TERROR
ZORRO
ALIENS
I.C.C.U.P.S.
XEVIOUS
EXCAPE FROM PARADISE
MUTANTS
TIME TUNNEL

**AMSTRAD**
T.T. RACER
JAILBREAK
NEMESIS
PRO TENNIS
TURBO TAPE
TURBO TEXT
HEART LAND
STAR GAMES I
XARQ
PARK PATROL
SOCCER BOSS
SNOOKER
TARZAN
JOE BLADE
TAI BOXING
IMPOSSIBLE
MOVIE
"V"
ITS A KNOCKOUT
ELECTRIA GLIDE
GT ESCAPE
M BROS
GALVAN

**A.I.S. DISTRIBUTION,** 202/203 Shopping Hall, Myrtle Road, East Ham, London E.6 **Tel: 01-471 8900**

# REPAIRS

**BY PROFESSIONALS WITH FOUR YEARS COMPUTER REPAIR EXPERIENCE TO THE TRADE**

NOW OFFERING A NEW SERVICE DIRECT TO END-USERS

* REALISTIC PRICES

**SPECTRUM £14**
**AMSTRAD £25**
**(464 664 6128)**
**BBC £35**

**QL £25**
**COMMODORE £18**
**(64, 128, C16 +4)**
**ELECTRON £25**

ALSO: DISK DRIVES, PRINTERS & MONITOR REPAIRS.
*CALL FOR QUOTATION*

* ABSOLUTELY NO FURTHER CHARGES
* 12 MONTH GUARANTEE ON ALL REPAIRS

**PLUS**

* 12 MONTH REPAIR CONTRACT FREE!
*YES! ALL REPARIS FOR FOLLOWING 12 MONTHS COVERED ABSOLUTELY FREE!*

**Midland Computer Repair Services**
**Unit 1, North Street, Melton Mowbray, Leics., LE13 1NL. Tel: (0664) 410148**

# COMPUTER ANGLE

**The leading 16 bit Software/Hardware dealer**

**NOW IN STOCK — AMIGA A500**
With free Software including free modulator, mouse mat, Startkit and deluxe paint, all for the amazing price of
**£525.00 inc VAT**

**ALSO IN STOCK — ATARI STFM 520**
with free software for
**£279.00 inc VAT**

| Amiga Software | Our Price | Atari Software | Our Price |
|---|---|---|---|
| Marble Madness | 24.00 | Gold Runner | 21.95 |
| Karate Kidd II | 20.95 | Karate Kid II | 20.95 |
| Indiana Jones | 17.95 | Indiana Jones | 17.95 |
| Pack Boy | 9.95 | T.N.T. | 18.00 |
| Mindbreaker | 9.95 | Road Runner | 19.95 |
| Space Fighter | 9.95 | Int. Karate | 17.50 |
| Shooting Star | 9.95 | F15 Strike Eagle | 20.95 |
| Rocket Attack | 9.95 | Airball Con. Kit | 20.95 |
| Barbarian | 20.00 | Barbarian | 20.00 |
| Terrorpods | 20.00 | Terrorpods | 20.00 |
| Ancient Mariner | 19.00 | Ancint Mariner | 19.00 |
| Knight Orc | 18.00 | Tai-Pan | 17.00 |
| Space Battle | 7.00 | Adictaball | 17.50 |
| OGRE | 17.00 | Perfect Match | 20.00 |
| Moebius | 17.00 | Gauntlet | 17.00 |
| Tai-Pan | 17.00 | Hades Nebula | 20.00 |
| Faery Tale | 20.00 | Star Trek | 14.95 |
| Road Runner | 19.95 | M.G.T. | 19.95 |
| Gauntlet | 18.95 | Alternate Reality | 20.00 |

**Cinema Ware Software**

| | | | |
|---|---|---|---|
| SDI | 26.00 | Sinbad Throne of Falcon | 26.00 |
| Defender of the Crown | 26.00 | King of Chicago | 26.00 |

*All titles available on Amiga. SDI available on Atari*

Infocom adventures in stock. American Software available. Full range of business products backup utilities. Commodore 64s and software in stock. For price lists and information ring.

**Harlow (0279) 639567**
Cheques postal orders made payable to:

**COMPUTER ANGLE**
**Unit A, 31 Amherst Lodge, Bramble Rise, Hodings Road Harlow, Essex CM20 1EE**

# IDEAS CENTRAL

## ARMY MOVES

Chris Redding of Birmingham has spent the last few weeks seriously pounding his joystick and German pilsner pinching, and has finally completed Dynamic's *Army Moves*, but as he says "rather than waste my time giving you hints and tips I'll just tell you to expect the sequel to be Navy Moves and the first important part of the code on the Amstrad in 15372.

Another quick tip from Chris if the code on the Spectrum for *Game Over*. It is 18024. When you are to the Helicopter and Jeep stages of *Army Moves* you will find them annoying difficult. However, A O'Donnell of Barnsley had found this way to complete stage one — after jumping the first gap move the jeep as far right as possible. This may seem suicidal, but by continuously pressing fire one and fire two one after the other you will not be gunned down nor crash. Use this tactic all the time even though it may become exhausting. When a gap appears wait until it is directly in front then drop the jeep back to the left, still firing, until the screen scrolls enough for you to jump across, landing as far right as possible.

The best strategy at the 2nd, 3rd and 4th stages is to keep the helicopter roughly centralised on the screen. Drop bombs continuously and destroy aircraft before they touch the missiles.

Finally — don't use a joystick — unless it's a quickshot. Operating two fire buttons on joystick and keyboard is impossible.

## GUNSHIP

Help from Lee Foulser of Herts on *Gunship*, where he has worked his way up to Captain level and has got the medals to prove it. Start off by getting used to your aircraft, always try yo get used to realistic flight, it helps later on. Also in practice, fiddle around with your engines. When you are a couple of hundred feet up and have translational lift, try to shut down one engine, it saves fuel.

Now the real missions, this is important if you have acquired some points. Keep updating your saved status. If you act bravely and destroy at least one of your objectives — do not just quit.

When it gives you the option to retry, type No if your mission status says you are seriously wounded behind enemy lines then your likely to become 'missing in action', so you would do better to switch off and start again. But, if it says you are dead, don't switch off, wait and review your record — you may get a campaign medal as a consolation and at least some points for your record.

So, it may be better to die fighting than go 'M.I.A'. Also something obviously but helpful, copy out your counter signs and stick them up and copy your objectives and their position off one of those 'wipe off' plastic sheets — it saves time.

## TAI-PAN

Before we start with hints for *Tai-Pan*, Anthony Dixon and his friend Andrew have a few complaints. The biggest is that it is a right pain in the backside to have to keep on loading the Town section when you get killed. Or sail into a port and then having to load the Sailing section to get to sea. They think it ruins the game completely.

Okay guys, moan over get on with the tips. The first thing you have to do is go to the restaurant and not to a meal. You will then be lent $300,000, by your benefactor and must repay it in six months time. This done you will be placed outside the restaurant, but don't go and buy a ship just yet.

Go back inside the restaurant and refuse the meal, you will then be offered the chance to gamble on a strange game. Accept the offer and you will be able to gamble. Put the largest amount you are allowed to bet ($10,000) onto the Green animal which is a 25 to 1 bet.

It does not matter how many times you lose, keep having another bet and always bet the maximum amount, as you will win $250,000 every time you win.

No matter how many times you lose, keep having another bet. You will win more than once with your $300,000 so it is well worth being patient as you can soon get the money you have been loaned in winnings and then have all the extra money to play the game.

As you walk around the town you will see something on the ground. This is a truncheon and when you have picked it up you can knock sailors on the head and your son will carry them off to your ship. If you attack one of the dark characters that carry a stick around — the Bannerman — you will go to Gaol for 30 days, so be careful who you attack. You can also go to the Inn and after buying — or refusing — a drink you can buy crews for $100 a man.

Don't drink too much — or visit the ladies chambers! — as after three visits you will be to weak to resist being press ganged and so end the game.

If you attack a ship make sure that you don't fire your cannon(s) and hit it after it had stopped still. If you do then it will sink. As soon as he ship has stopped then press space and get into the plan mode. If you do it quickly enough you will not be boarded.

If you are near enough to the other ship, then you press fire and you have boarded the ship. The captain is at the far left of the ship, but you have to go through a type of maze to get yo him. The crew will be out to stop you, and there are lots of them, so good luck.

If you have boarded, the only advice to give you is to get to the far right of the screen and use your gun to shoot the invading crew. If you lose too many of your men's lives, then even if you repell the invading crew you will finsd they have mutinied and you will have to restart the game!

## HELP

Miss R Monument of Norfolk writes: Recently I bought the game *Flunky*. I have played it but cannot get past the first problem. I have tried every possible way and have not succeeded. In the second room there is what looks like a spring board and I have tried using this but when I attempt to go through the door with it I am immediately blown up by a ferocious guard. I was wondering if anyone can help me how to get past this — even Paul who reviewed it could help me. Eh, go on Paul, why don't you write to me."

Michael Noble, of Dundee, is also looking for help. His problem is on *Tarzan* for the Amstrad 464. First up — how do you get on and off the ropes? How do you get into the caves and temple? Is there a special route or a statue to go up or down? "I can't find any gemstones or torches or monkeys. I found a rhombus shape in a tree but could not obtain it. what on earth do I do?" he writes.

Finally, Level 9 Computing has just printed their own, full cluesheet for *Knight Orc*. Players who would like a free copy should send a stamped, self-addressed envelope to: PO Box 39, Weston-super-Mare, Avon BS24 9UR.

To c vg Readers.....

Who I am doesn't matter — YE

But if you want to see Melissa R aga

then you better start sendin in hints,

tips and lots more pokes! Or else.

The Kidnappers

To order and receive up to date list of available stock please send cheque/Postal order/Access/ Visa No: payable to Software Supersavers. Please be careful to quote your full name and address, the make and model of your computer, and your selection in block capitals to avoid any errors. P&P inc UK: £1 per tape overseas.

# SOFTWARE SUPERSAVERS

## 102 HIGH STREET, BRENTWOOD ESSEX CM14 4AP 0277-211702

### SPECTRUM

| | |
|---|---|
| Andy Capp | 5.20 |
| Alternative World Games | 5.00 |
| Auf Monty | 5.20 |
| Adv Tact Fighter | 6.50 |
| Aliens (US) | 6.50 |
| Arc of Yesod | 2.50 |
| Action Force (disk 10.50) | 6.50 |
| Arctic Fox | 7.00 |
| Army Moves | 5.00 |
| Armageddon Man | 9.00 |
| ACE | 3.50 |
| ACE II (48k) | 6.00 |
| ACE II (128k) | 6.50 |
| Art Studio (48k) | 9.00 |
| Adv Art Studio (128K) | 16.50 |
| Arkanoid | 5.00 |
| Athena | 5.00 |
| Blood Valley | 5.00 |
| Best of Beyond | 3.50 |
| Basil the Mouse Det. | 5.00 |
| Buggy Boy | 5.00 |
| Ballbreaker | 6.00 |
| Bouderdash | 2.50 |
| Bouderdash II | 2.50 |
| Bride of Frankenstein | 2.50 |
| Bards Tale | 7.00 |
| Bravestarr | 5.00 |
| Best of Elite Vol. 2 | 6.00 |
| Barbarian | 4.50 |
| Bubble Bobble | 5.00 |
| Battle Guadalcanal | 6.40 |
| Bombjack II + Bombjack | 5.50 |
| Bangkok Knights | 5.50 |
| Bubbler | 2.50 |
| Battle of Britain | 4.00 |
| Battle for Midway | 4.00 |
| Big 4 | 6.00 |
| Big 4 Vol II | 6.50 |
| Barry McGuigan | 2.50 |
| Compendium | 5.00 |
| Colour of Magic | 3.50 |
| Captain Courageous | 6.50 |
| Combat School | 5.00 |
| California Games (disk 9.00) | 5.00 |
| Captain America | 5.00 |
| Charlie Chaplin | 5.00 |
| Catch 23 | 5.20 |
| Centurians | 6.00 |
| Convoy Raider | 5.00 |
| Champ Football | 6.00 |
| Challenge of Gobots | 3.00 |
| Camelot Warriors | 2.50 |
| Computer Hits 3 | 6.50 |
| Computer Hits 4 | 6.50 |
| Cyrus II Chess | 9.00 |
| Classix 1 | 6.50 |
| Druid II (Enlightenment) | 5.00 |
| Deluxe Scrabble (disk 12.00) | 8.00 |
| Defector | 5.00 |
| Dark Sceptre | 6.00 |
| Deactivators | 2.50 |
| Dogfight 2187 | 2.50 |
| Deathscape | 2.50 |
| Deadringer | 2.50 |
| Deathwish III | 5.00 |
| Dragonslair | 3.00 |
| Driller | 9.90 |
| Druid | 2.50 |
| Dandy | 3.50 |
| Eidolon | 2.50 |
| Elite 6 Pack | 6.50 |
| Elite 6 Pack II | 6.50 |
| Elite Trio Pack | 5.00 |
| Enduro Racer | 6.50 |
| Equinox | 1.50 |
| Exxion | 5.00 |
| Express Raider | 2.50 |
| Evening Star | 5.20 |
| Elite | 6.50 |
| Enlightenment (Druid II) | 5.00 |
| Empire | 3.00 |
| Flying Shark | 5.00 |
| Football Director | 6.00 |
| Fighter Pilot | 2.50 |
| Fist F/Thunderceptor | 6.00 |
| F15 Strike Eagle | 6.50 |
| Flunky | 6.50 |
| Final Matrix | 3.00 |
| Freddy Hardest | 5.20 |
| Five Star 2 | 5.00 |
| Frostbyte | 1.50 |
| Football Manager | 2.50 |
| Football Manager II | 6.50 |
| Five Computer Hits | 3.50 |
| Five Star | 6.00 |
| Graphic Adv Creator | 17.00 |
| Gary Lineker Soccer | 5.00 |
| Galactic Games | 5.50 |
| Gnome Ranger | 7.00 |
| Gauntlet (disk 9.00) | 5.00 |
| Gauntlet II | 5.00 |
| Gauntlet Deep Dungeons | 4.00 |
| Gunslinger | 5.50 |
| Gryzor | 5.00 |
| Game Over | 5.00 |
| Game Set Match (disk 12.00) | 8.50 |
| Goonies | 2.50 |
| Guild of Thieves | 9.00 |
| Gunboat | 5.90 |
| Gunship | 6.40 |
| Greyfell | 3.00 |
| Gunrunner | 3.00 |
| Headcoach | 2.50 |
| Heartland | 3.00 |
| Highlander | 3.00 |
| High Frontier | 6.40 |
| Hysteria | 5.00 |
| Hardball | 4.00 |
| How to be a complete bastard | 5.00 |
| Head over Heels | 5.00 |
| Hive | 3.00 |
| Hotshots | 3.00 |
| Hybrid | 3.00 |
| Hydrofool | 5.00 |
| Hijack | 3.00 |
| Howard the Duck | 3.00 |
| Int Karate + | 6.50 |
| Int Karate + | 2.50 |
| ICUPS | 2.50 |
| Impossible Mission II | 5.00 |
| Implosion | 6.20 |
| Ikari Warriors | 5.20 |
| Impossaball | 2.00 |
| Indy Jones Temple of Doom | 5.00 |
| Indoor Sports | 5.00 |
| Jackal | 5.20 |
| Jailbreak | 4.00 |
| Jewels of Darkness | 9.00 |
| Jack the Nipper II | 5.00 |
| Judge Death | 6.40 |
| Knightmare | 6.50 |
| Knight Orc | 9.00 |
| Karnovs Rift | 3.00 |
| Kat Trap | 4.00 |
| Konami Coin Ops | 6.50 |
| Kinetik | 3.00 |
| Krakout | 5.00 |
| Killer Ring | 2.50 |
| Karnation City | 3.50 |
| Livingstone I Presume | 5.50 |
| Live Ammo (disk 10.50) | 6.50 |
| Lazer Tag | 5.00 |
| Last Ninja | 6.20 |
| Living Daylights | 6.50 |
| Leaderboard | 5.50 |
| Leaderboard (Town) | 4.00 |
| Last Mission | 5.50 |
| Lightforce | 3.00 |
| Legend of Kage | 2.50 |
| Mailstrom | 3.00 |
| Mugsys Revenge | 2.00 |
| Mermaid Madness | 3.00 |
| Mask | 5.00 |
| Mask III | 5.00 |
| Magnetron | 5.20 |
| Madballs | 5.00 |
| Matchday II | 5.00 |
| Meanstreak | 5.00 |
| Mercenary | 6.50 |
| Mandroid | 7.00 |
| Mario Bros | 3.00 |
| Moonstrike | 5.20 |
| Martianoids | 2.50 |
| Mystery of Nile | 5.00 |
| Marble Mad + Cons Set | 5.00 |
| Metrocross | 5.50 |
| Mountie Micks Deathride | 3.00 |
| Mag Max | 5.00 |
| Nigel Mansells G.P | 6.50 |
| Navy Moves | 5.00 |
| Nightshade | 2.00 |
| Not a Penny More | 11.50 |
| Nebulus | 5.00 |
| Now Games 4 | 6.50 |
| Nemesis | 5.00 |
| Nemesis the Warlock | 6.00 |
| No Can Read | 7.50 |
| Out Run Out Run | 5.00 |
| Pegasus Bridge | 9.80 |
| Pro Adv Writer | 17.00 |
| ne | 6.00 |
| Phantis | 5.00 |
| Phantom Club | 5.00 |
| Psycho Soldier | 5.00 |
| Platoon | 5.00 |
| Pulsator | 2.50 |
| Paperboy | 5.20 |
| P.H.M. Pegasus | 7.00 |
| Prodigy | 2.50 |
| Pawn (128) | 9.00 |
| PSI 5 Trading | 2.50 |
| Rampage | 6.50 |
| Ringworld | 6.00 |
| Rastan | 5.00 |
| Red Led | 5.50 |
| Rygar | 5.00 |
| Rebel | 6.00 |
| Renegade | 5.20 |
| Road Runner | 5.50 |
| Rescue on Fractulus | 2.00 |
| Runestone | 1.50 |
| Roy of Rovers | 6.40 |
| Re Bounder | 6.00 |
| Rana Rama | 2.50 |
| Square Harrier | 5.50 |
| Spitfire (Durell) | 5.20 |
| Street Hassle | 5.50 |
| Super Hangon | 6.50 |
| Sam Fox Strip Poker | 3.50 |
| Solar Fire | 6.00 |
| Star Wars | 7.00 |
| Star Paws | 5.00 |
| Sir Fred | 2.00 |
| Sam Stoat Safe Breaker | 2.00 |
| Sky Runner | 3.00 |
| Spec Gray | 1.50 |
| Stainless Steel | 2.50 |
| Southern Belle | 5.00 |
| Sword of the Samurai | 6.00 |
| Side Arms | 5.00 |
| Streetsports Basketball | 5.00 |
| Solid Gold | 5.00 |
| Shadows of Mardor | 5.20 |
| Stargilder | 9.00 |
| Sentinel | 6.00 |
| Side Wise | 5.00 |
| Slaine the King | 5.90 |
| Star Games | 5.00 |
| Star Games II | 6.50 |
| Silent Service | 6.50 |
| Samurai Trilogy | 5.20 |
| Short Circuit | 4.00 |
| Shockway Rider | 3.00 |
| Stapfight | 5.20 |
| Saboteur II | 5.00 |
| Supersprint | 6.40 |
| Silicon Dreams | 9.00 |
| Stiffip & Co | 6.40 |
| Solomons Key | 5.50 |
| Skooldaze | 3.00 |
| Survivor | 2.50 |
| 720° | 2.50 |
| Tnaxos | 2.50 |
| Tarzan | 2.50 |
| Thundercats (disk 10.50) | 5.20 |
| Tour de Force | 5.00 |
| The Tube | 2.00 |
| Trantor | 5.00 |
| Tujad | 5.00 |
| Toad runner | 5.20 |
| Trivial Pursuit | 4.00 |
| Twister | 9.00 |
| The Planets | 5.00 |
| Tank | 1.50 |
| Tom Cat | 6.40 |
| Thing Bounces Back | 6.50 |
| Tournament Snooker | 5.00 |
| Terra Cresta | 3.00 |
| Temple of Terror | 4.00 |
| Thanatos | 3.50 |
| Taipan | 2.50 |
| Trailblazer | 5.29 |
| Through the Trap Door | 3.00 |
| Tibet (When time stood still) | 5.20 |
| They Sold A Million | 5.00 |
| They Sold A Million 2 | 6.50 |
| They Sold A Million 3 | 6.50 |
| Tempest | 3.00 |
| They stole a million | 2.50 |
| Unidium | 5.00 |
| Unbelievable Ultimate | 2.00 |
| Vectron 3D | 5.00 |
| Victory Road | 2.50 |
| Werewolves of London | 5.50 |
| Winter Olympiad '88 | 5.50 |
| Wizard Warz | 5.00 |
| Wonderboy | 6.50 |
| Wizball | 5.20 |
| World Games | 5.00 |
| Xor | 6.40 |
| Xecutor | 11.50 |
| Yes Prime Minister | 2.50 |
| Yie Ar Kung Fu 2 | 5.20 |
| Zynaps | 3.00 |
| Barry McGuigan (128) | 5.20 |
| Ball Blazer (128) | 2.50 |
| Hacker (128) | 5.00 |
| 3 Weeks in Paradise (128) | 5.00 |
| Little Camp People (128) | 5.50 |
| Rampants | |

### CBM

| | C | D |
|---|---|---|
| Autodual | | 15.00 |
| ACE 2 | 6.50 | 10.50 |
| Alternative World Games | 6.00 | 10.00 |
| Adv Music System | | 29.00 |
| Art Studio | 9.00 | 12.00 |
| Adv Art Studio | 17.00 | 18.00 |
| Aliens | 5.00 | 5.00 |
| Apollo 18 | 11.00 | 14.00 |
| Alley Kat | 2.00 | 4.00 |
| Arctic Fox | 8.00 | 11.00 |
| Airborne Ranger | 10.00 | 15.00 |
| Big 4 Vol II | 6.50 | 6.50 |
| Blazer | 6.50 | 10.50 |
| Barbarian | 6.50 | 10.50 |
| Blood Valley | 6.00 | 10.00 |
| Bravestarr | 6.00 | 8.00 |
| Bubble Bobble | 6.00 | 9.00 |
| Basil Mouse Detective | 6.00 | 10.00 |
| Battleships | 6.50 | 10.50 |
| Buggy Boy | 6.00 | 9.00 |
| Bards Tale | 8.00 | 12.00 |
| Boulderdash Cons Kit | 3.50 | |
| Ball Breaker | 8.00 | 12.00 |
| Best of Elite Vol 2 | 6.50 | 10.50 |
| Bangkok Knights | 6.50 | 10.50 |
| Chuck Yeagers Flt Trainer | 7.00 | 12.00 |
| Compendium | 6.00 | 10.00 |
| Combat School | 6.00 | 10.00 |
| California Games | 6.00 | 9.00 |
| Captain America | 6.00 | 8.00 |
| Classic Collection | 3.00 | |
| Charlie Chaplin | 6.00 | 9.00 |
| Deflektor | 6.00 | 10.00 |
| Druid | 2.50 | 4.00 |
| Druid II (Enlightenment) | 5.50 | 9.00 |
| Death Wish III | 6.50 | 10.50 |
| Defender of Crown | | 10.50 |
| Decathlon | 2.00 | 3.50 |
| Evening Star | 6.00 | 9.00 |
| Exxion | 2.50 | 4.00 |
| Elite 6 Pack | 6.50 | 10.50 |
| Elite 6 Pack II | 6.50 | 10.50 |
| Epyx Epics | 6.00 | 9.00 |
| Empire | 2.50 | 4.00 |
| Elite | 9.00 | 13.00 |
| Eye | 7.00 | 11.00 |
| Exolon | 5.50 | 9.00 |
| Frostbyte | 1.50 | |
| Freddy Hardest | 6.00 | 10.00 |
| Flying Shark | 5.50 | 9.00 |
| Firetrap | 6.50 | 10.50 |
| Football Manager 2 | 6.50 | 10.50 |
| Game Set Match | 9.00 | 13.00 |
| Gunboat | 6.50 | 10.50 |
| Gauntlet | 6.00 | 9.00 |
| Galactic Games | 6.50 | 10.50 |
| Gary Lineker Soccer | 6.50 | 10.50 |
| G. Gooch All Star Cricket | 6.50 | |
| Gunship | 10.50 | 15.00 |
| Gunslinger | | 10.00 |
| Ghostchaser | 1.50 | |
| Gauntlet II | 6.00 | 9.00 |
| Guild of Thieves | | 15.00 |
| Gryzar | 6.00 | 9.00 |
| Heartland | 2.50 | 4.00 |
| Hysteria | 6.00 | 10.00 |
| Int Karate | 2.50 | 6.00 |
| Int Karate + | 6.50 | 10.50 |
| Ikari Warriors | 6.50 | 10.50 |
| Indy Jones Temple of Doom | 6.00 | 10.00 |
| Infiltrator II | 4.00 | 7.00 |
| Impossible Mission II | 6.00 | 9.00 |
| Indoor Sports | 4.50 | |
| Implosion | 6.50 | 10.50 |
| Jackal | 6.00 | 10.50 |
| Jack Nipper II | 6.00 | 10.00 |
| Jailbreak | 3.50 | |
| Karonis Rift | 2.50 | 4.00 |
| Knight Orc | 11.00 | 11.00 |
| Kinetik | 2.00 | 3.00 |
| Live Ammo (5 Games) | 6.00 | 10.00 |
| Lazer Tag | 6.00 | 9.00 |
| Leaderboard Exec | 6.00 | 9.00 |
| Mission A.D | 2.50 | 4.00 |
| Mad Balls | 6.00 | 10.00 |
| Matchday II | 6.00 | 10.00 |
| Magnetron | 6.00 | 10.00 |
| Meanstreak | 6.50 | 9.50 |
| Marriage Madness | 6.50 | 10.50 |
| Mystery of Nile | 5.00 | 8.00 |
| Mask | 6.00 | 9.00 |
| Mask 2 | 6.00 | 9.00 |
| Morpheus | 6.00 | 9.50 |
| Nebulus | 6.00 | 9.50 |
| Out Run | 6.00 | 9.00 |
| On the Tiles | 5.00 | 8.00 |
| Ogre | 6.50 | 15.00 |
| Paradroid | 2.00 | 3.50 |
| Plasmatron | 6.50 | 10.50 |
| Phantis | 6.00 | 10.00 |
| Paperboy | 6.50 | 10.50 |
| Pirates | 10.50 | 15.00 |
| Psycho Soldier | 6.00 | 10.00 |
| Pawn | | 15.00 |
| Quedex | 6.50 | 10.00 |
| Ranarama | 2.50 | |
| Renegade | 6.00 | 10.00 |
| R.M.S. Titanic | 2.50 | 4.00 |
| Red Led | 6.50 | 9.50 |
| Roy of Rovers | 6.50 | 10.50 |
| Rygar | 6.00 | 9.00 |
| Rampants | 6.00 | 9.00 |
| Revs! | 7.00 | 10.00 |
| Rough copy | 5.00 | 7.00 |
| Super Sunday | 3.50 | |
| Slaine | 6.50 | 9.00 |
| Shoot Emlip Cons Kit | 10.00 | 15.00 |
| Silent Service | 6.50 | 10.50 |
| Solomons Key | 6.00 | 9.00 |
| Supersprint | 6.50 | 10.50 |
| Street Baseball | 6.00 | 9.00 |
| Super Zasooon | 3.50 | |
| Solid Gold | 6.00 | 9.00 |
| Street Basketball | 6.00 | 9.00 |
| 720° | 6.00 | 9.00 |
| Side Arms | 6.00 | 9.00 |
| Scary Monsters | 5.00 | 8.00 |
| Silicon Dreams | 9.00 | 9.00 |
| Sigma 7 | 3.50 | 5.00 |
| Starglider | 9.00 | 12.00 |
| Side Wize | 6.00 | 9.00 |
| Super Hang On | 6.50 | 10.50 |
| Stealth Fighter | 10.00 | 15.00 |
| Tomahawk | 3.50 | 5.00 |
| Through Trap Door | 6.00 | 10.50 |
| Thundercats | 6.50 | 10.50 |
| Taipan | 6.00 | 10.50 |
| Tour De Force | 6.00 | 10.00 |
| Trantar | 6.00 | 9.00 |
| Tag Team Wrestling | 2.50 | |
| Ultima I, III, IV or V | | 14.00 |
| Victory Road | 6.00 | 9.00 |
| Water Polo | 6.00 | 9.00 |
| W. C. Leaderboard | 6.00 | 9.00 |
| Wizard Warz | 6.00 | 9.00 |
| World Tour Golf | 8.00 | 11.00 |
| Wizball | 6.00 | 9.00 |
| World Games | 6.00 | 9.00 |
| Yogi Bear | 6.50 | 10.50 |
| Zzap Sizzlers II | 3.50 | |

### SEGA

| | C | D |
|---|---|---|
| Adv Music System | | 22.00 |
| Adv Art Studio | | 14.00 |
| Alternative World Games | 6.00 | 10.00 |
| Action Force | 6.50 | 10.50 |
| Athena | 6.00 | 10.00 |
| Arkanoid | 6.00 | 10.00 |
| ACE | 3.50 | |
| Ballblazer | | 4.00 |
| Batman | 4.50 | 6.50 |
| Bangkok Knights | 6.50 | 10.50 |
| Blue War | | 11.00 |
| Bravestarr | 6.00 | 10.00 |
| Blood Valley | 6.00 | 10.00 |
| Bubble Bobble | 5.50 | 9.00 |
| Barbarian | 6.50 | 10.50 |
| Big 4 | 5.00 | |
| Big 4 Vol 2 | 6.50 | 6.50 |
| Best of Elite Vol 2 | 6.50 | 10.50 |
| Buggy Boy | 5.50 | 9.00 |
| Battle of Planets | 2.50 | |
| Barry McGuigan | | 4.00 |
| Back To Future | | 4.00 |
| Cop Out | 2.50 | 4.00 |
| Combat School | 6.00 | 10.00 |
| California Games | 6.00 | 10.00 |
| Captain America | 6.00 | 10.00 |
| Charlie Chaplin | 6.00 | 10.00 |
| Compendium | 6.00 | 10.00 |
| Dan Dare | 3.50 | |
| Dandy | 2.50 | 4.00 |
| Druid | 2.50 | 4.00 |
| Druid II (Enlightenment) | 6.00 | 9.50 |
| Deathwish III | 6.00 | 10.00 |
| Dragonslair | 3.00 | |
| Doomsday Blues | 2.50 | |
| Eidolon | 2.50 | 4.00 |
| Explorer | 2.50 | 4.00 |
| Elite 6 Pak | 6.50 | 10.50 |
| Elite 6 Pak 2 | 6.50 | 10.50 |
| Elite | 6.00 | 9.00 |
| Exolon | 6.00 | 11.00 |
| Evening Star | 6.00 | 10.00 |
| Enlightenment (Druid II) | 6.00 | 9.50 |
| Firetrap | 6.50 | 11.00 |
| Football Director | 7.00 | |
| Football Manager | 2.50 | 6.00 |
| Flying Shark | 5.50 | 9.00 |
| Football Manager 2 | 6.50 | 10.50 |
| Freddy Harvest | 6.00 | 10.00 |
| Footballer of Year | 3.00 | |
| Gauntlet | 6.50 | 10.00 |
| Gryzar | 6.00 | 10.00 |
| Game Set Match | 8.50 | 13.00 |
| Gary Lineker Soccer | 6.00 | 10.00 |
| Guild of Thieves | | 14.00 |
| Gauntlet II | 6.00 | 10.00 |
| Game Over | 6.00 | 10.50 |
| Ghostbusters | 3.50 | 6.50 |
| Great Escape | 3.00 | |
| Head Over Heels | 6.00 | 10.50 |
| Hysteria | 6.00 | 10.50 |
| Hijack | 3.00 | 5.00 |
| Hunchback the Adv | 3.00 | |
| Hive | 2.50 | 4.00 |
| Hacker | 3.00 | 5.00 |
| Heartland | 2.50 | 4.00 |
| Infiltrator | 3.50 | |
| Impossaball | 2.50 | |
| Indy Jones Temple of Doom | 6.00 | 10.00 |
| Impossible Mission II | 6.00 | 10.00 |
| International Karate | 2.50 | 6.00 |
| International Karate + | 6.50 | 10.50 |
| Ikari Warriors | 3.50 | |
| Jack Nipper II | 6.00 | 10.00 |
| Jewels of Darkness | 9.00 | 14.00 |
| Judge Death | 6.50 | 10.50 |
| Jailbreak | 3.50 | |
| Kinetik | 2.50 | 4.00 |
| Knight Orc | 9.50 | 14.00 |
| Knightmare | 6.50 | 10.50 |
| Koronis Rift | | 4.00 |
| Lazer Tag | 6.00 | 10.00 |
| Live Ammo | 6.50 | 10.50 |
| Livingstone | 6.00 | 10.00 |
| Mad Balls | 6.00 | 10.50 |
| Mermaid Madness | | 4.00 |
| Mario Bros | 3.00 | |
| Match Day | 2.00 | |
| Match Day II | 6.00 | 10.50 |
| Mask | 6.00 | 10.00 |
| Music System | 9.00 | 14.00 |
| Mask 2 | 6.00 | 10.00 |
| Mercenary | 4.50 | |
| Movie | 3.00 | 5.00 |
| Nemesis | 4.00 | |
| Out Run | 6.00 | 10.00 |
| Psycho Soldier | 6.00 | 10.50 |
| Phantics | 6.00 | 10.50 |
| Paperbox | 6.50 | 10.50 |
| Pawn | | 13.00 |
| Prodigy | 2.50 | 4.00 |
| Ranarama | 3.00 | |
| Ramparts | 6.50 | 10.50 |
| Road Runner | 6.00 | 10.00 |
| Renegade | 6.00 | 10.00 |
| Rastan Sciga | 6.00 | 10.00 |
| Red Led | 6.50 | 11.0 |
| Rygar | 6.00 | 10.00 |
| Roy of Rovers | 6.50 | 10.50 |
| Starstrike II | 3.00 | 5.00 |
| Sam Fox Strip Poker | 3.50 | |
| Saboteur | 2.00 | |
| Sentinel | 6.00 | 9.00 |
| Star Glider | 9.00 | 14.00 |
| Silicon Dreams | 9.00 | 14.00 |
| Side Arms | 6.00 | 10.00 |
| Street Basketball | 6.00 | 10.00 |
| Solid Gold | 6.00 | 10.00 |
| Supersprint | 6.50 | 10.50 |
| 720° | 6.00 | 10.00 |
| Silent Service | 6.50 | 10.50 |
| Slaine | 6.50 | 10.50 |
| Scrabble Deluxe | | 12.00 |
| Solomons Key | 6.00 | 10.00 |
| Star Games II | 6.50 | 10.50 |
| Star Wars | 6.50 | |
| Side Walk | 6.50 | 10.50 |
| Shadowfire | 2.50 | 4.00 |
| Supercycle | 3.50 | |
| Shockway Rider | 3.00 | |
| Shaolins Rd | 2.50 | |
| Space Harrier | 3.50 | |
| Through Trap Door | 6.00 | 10.50 |
| Tank | 6.00 | 10.00 |
| Trantor | 6.00 | 10.00 |
| Taipan | 6.00 | 10.00 |
| Trivial Pursuit | 10.50 | 14.50 |
| Thundercats | 6.00 | 10.50 |
| Top Gun | 3.50 | |
| Thai Boxing | 2.50 | 4.00 |
| T. P. Baby Boomer | 5.00 | |
| V | 3.00 | 5.00 |
| Victory Road | 6.00 | 10.50 |
| Wizard Warz | 6.00 | 10.00 |
| W. C. Leaderboard | 6.00 | 10.00 |
| Wintersports | | 4.00 |
| Wizball | 6.00 | 10.00 |
| Xarq | 2.50 | 4.00 |
| Yie Ar Kung Fu 2 | 2.50 | |

### ST

| | |
|---|---|
| Advanced Art Studio | 16.80 |
| Addictaball | 10.00 |
| Autoduel | 13.50 |
| Arctic Fox | 16.00 |
| Army Moves | 13.50 |
| ACE 2 | 15.00 |
| Apache Gunship + | 17.50 |
| Airball | 16.50 |
| Amazon | 9.50 |
| Arkanoid | 13.50 |
| Art Director | 35.00 |
| Arena/Brattacus | 24.50 |
| Apshai Trilogy | 16.50 |
| Blue War | 12.00 |
| Bangkok Knights | 18.00 |
| Bravestarr | 12.00 |
| Barbarians | 16.50 |
| Barbarian (Palace) | 13.50 |
| Bards Tale | 20.00 |
| Bermuda Project | 16.50 |
| Bubble Bobble | 13.00 |
| Balance of Power | 20.50 |
| Backlash | 13.50 |
| Bureaucracy | 20.50 |
| Bouldercbash Cons Set | 13.50 |
| Bridge Player 2000 | 13.50 |
| Charlie Chaplin | 12.00 |
| Check Mate | 9.50 |
| Chess Master 2000 | 20.00 |
| Colour Winter | 9.50 |
| Captain America | 12.00 |
| Champ Wrestling | 16.50 |
| Defender of Crown | 20.50 |
| Database/Calc | 9.50 |
| Degas Elite | 20.00 |
| Deja Vu | 20.50 |
| Damocles | 13.50 |
| Deathstrike | 10.00 |
| Deep Space | 24.50 |
| E.C.O. | 13.00 |
| Eye | 9.50 |
| Enduro Racer | 13.50 |
| Flight Simulator II | 35.00 |
| Film Director | 42.00 |
| Football Manager | 11.50 |
| Flying Shark | 13.00 |
| Fahrenheit 451 | 9.50 |
| Football Fortunes | 16.50 |
| F15 Strike Eagle | 14.50 |
| Gary Lineker | 13.50 |
| Gauntlet II | 12.00 |
| G.A.T.O. | 20.50 |
| Guild of Thieves | 16.50 |
| Golden Path | 9.50 |
| Gauntlet | 16.50 |
| Galax 3D | 13.50 |
| Goldrunner | 16.50 |
| Hacker | 16.50 |
| Hades Nebula | 15.00 |
| Hacker II | 16.50 |
| Head over Heels | 13.50 |
| Hitch Hikers | 20.50 |
| Hollywood Poker | 12.00 |
| Hollywood Jinx | 20.50 |
| Impossible Mission II | 12.00 |
| Indy Jones Temple of Doom | 13.00 |
| Impact | 10.00 |
| Into Eagles Nest | 13.50 |
| Jewels of Darkness | 9.50 |
| Karate Kid II | 16.50 |
| Knight Orc | 13.50 |
| Kings Quest | 17.00 |
| Lattice C | 75.00 |
| Last Ninja | 13.50 |
| Leaderboard | 16.50 |
| Leaderboard (Town) | 7.00 |
| Leather Goddess | 20.50 |
| Little Computer People | 24.50 |
| Lurking Horror | 20.00 |
| Marble Madness | 16.00 |
| Music Cons Set | 20.00 |
| Missing one Droid | 7.00 |
| Moon Mist | 20.50 |
| Mouse Trap | 10.00 |
| Metrocross | 16.50 |
| Mercenary Compendium | 16.50 |
| Macro Manager | 9.50 |
| Nine Princes in Amber | 9.50 |
| Ninja | 7.50 |
| Out Run | 12.00 |
| Ogre | 14.00 |
| Pawn | 16.50 |
| Perry Mason | 9.50 |
| Passenger Wind 1 or 2 | 16.50 |
| Phantasie I, II or III | 16.50 |
| Pinball Factory | 16.50 |
| Planetfall | 20.50 |
| Plutos | 10.00 |
| Pirates of Barbary | 9.50 |
| Prohibition | 13.50 |
| Portal | 24.00 |
| TNT | 13.50 |
| Red October | 16.50 |
| Road Runner | 16.50 |
| Ranarama | 13.50 |
| Renegade | 13.50 |
| Rings of Zifin | 16.50 |
| SDI | 23.00 |
| Solomons Key | 12.00 |
| Starglider | 16.50 |
| Silicon Dreams | 9.50 |
| Sentinel | 13.50 |
| Star Trek | 13.50 |
| Sky Fox | 12.00 |
| Strike Force Harrier | 16.50 |
| Supersprint | 13.50 |
| Space Battle | 7.50 |
| Space Pilot | 7.50 |
| Spitfire 40 | 16.50 |
| Silent Service | 16.50 |
| Side Walk | 13.50 |
| Sub Battle Sim | 16.50 |
| Wizball | 13.50 |
| Terrapods | 16.50 |
| Slap Fight | 13.50 |
| Strip Poker | 9.50 |
| 720° | 12.00 |
| Suspect | 20.50 |
| S. T. Key | 9.50 |
| Trivial Pursuits | 13.50 |
| Tau Ceti | 16.00 |
| Trantor | 13.00 |
| Wizard Warz | 12.00 |
| Taipan | 13.50 |
| Tee Up Golf | 7.50 |
| Thai Boxing | 7.50 |
| Top Gun | 13.50 |
| Tracker | 16.50 |

SOFTWARE AVAILABLE FOR ALL OTHER MACHINES. PLEASE WRITE FOR LISTS

# The big event of 1987...

# Atari User Christmas Show

*Organised by*
Database Exhibitions

**Champagne Suite, Novotel, Hammersmith, London W6**

**10am-6pm Friday November 20**
**10am-6pm Saturday November 21**
**10am-4pm Sunday November 22**

***The record-breaking Atari User Show is back – with three action-packed days devoted to the ever-expanding Atari market.***

- ★ **Try out the very latest UK and US 8-bit software**
- ★ **See the full ST range, including the new mega-ST**
- ★ **Snap up the never-to-be-repeated bargains**
- ★ **Expand your system with powerful new add-ons**
- ★ **Get helpful advice from *Atari User's* own experts**
- ★ **Experience the fascinating world of communications**

**... and much, much more!**

# *This is the one show you mustn't miss!*

***Send for your advance tickets now – and SAVE £1 a head!***

## *Advance ticket order*

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

*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 USER CHRISTMAS SHOW

***Champagne Suite, Novotel, Hammersmith, London W6. November 20-22, 1987***

Name.....

Address.....

.....

.....Signed.....

**PHONE ORDERS: Ring Show Hotline: 061-480 0171**
**PRESTEL ORDERS: KEY *89, THEN 614568383** **A196**
**MICROLINK ORDERS: MAILBOX 72:MAG001**
*Please quote credit card number and full address + address*

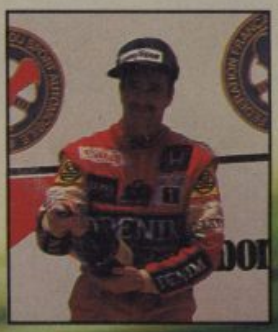
# NIGEL MANSELL'S

# GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



*(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)*

**Nigel Mansell celebrating victory.**

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!




Produced by
martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

| | | |
|---|---|---|
| Spectrum 48/128 | Cassette | £9.99 |
| Commodore 64/128 | Cassette | £9.99 |
| | Disc | £12.99 |
| Amstrad CPC | Cassette | £9.99 |
| | Disc | £14.99 |

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

# DREAMS COME TRUE!

## Fantasy Role-playing Special




## Over the table

**This is where it all started. The first thing you should do is have a word with a few of your friends who are interested in playing and decide what kind of F.R.P. game you would all like to play.**

The list is almost infinite, but the most popular games played over the table are of the *Swords and Sorcery* type.

However the type of games vary immensely. For instance there are sci-fi games, where you can play anything from a 50 foot tall robot to a weird, exotic alien. There are supernatural detective games, where you have to find the solution to crimes caused by mysterious beings; superhero type games, where you play the superhero who has powers of your own creation; holocaust games, where the dreaded A-bomb has been dropped and you have to survive.

Once you have decided what game you wish to play, you either go out and buy (or order by post) the relevant F.R.P. system or join a local F.R.P. club so that you can give it a try to see if you like it.

A few hints here. Any shop worth its salt will let you have a good look inside the books or boxes, so that you can see what you are buying. Don't be put off by what you see, it may seem all gibberish at first, but after a couple of reads and a couple of practice games you will find that it all falls into place.

See what kind of dice you need to play the game — a well packaged game will have dice included with it — but buy some more, as you'll need them.

Finally, contemplate investing in a few metal figures and other metal items — monsters, boxes of treasure or vehicles — that are relevant to your game. These will enhance your enjoyment immensely, as it's easier to relate your character to a painted lead figure than a piece of paper.

Once you have your game and before you read anything in detail, decide between yourself who is to become Games Master (G.M.). The duties of a G.M. are many and varied, but the main one is to become a sort of umpire. Just as in football F.R.P. games require a referee who is loyal to neither side, can make unbiased decisions.

There is an art to this and it is as enjoyable as playing the game itself.

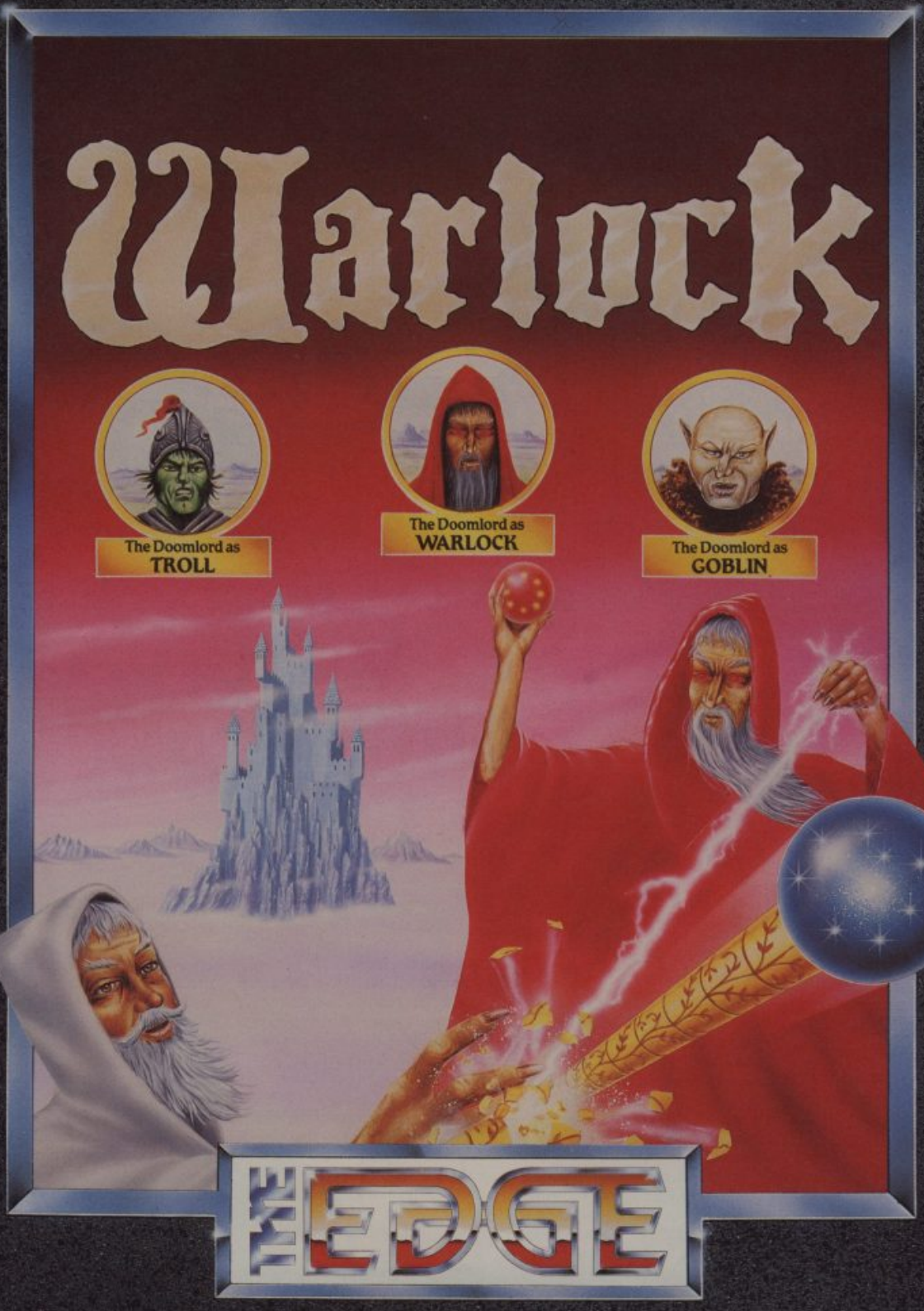
The G.M. shapes the world where all the adventures take place. They are allowed access to every piece of information, whereas the players are not. You, as G.M., must know the games system inside out so you are able to tell the players what dice to roll, work out the combat situation from the charts provided and generally enforce the rules.

The players play a game you create and it is your task to play the part of every person that your characters meet.

For example, if the players either meet a barmaid, a fifteen foot bug eyed monster, a zombie lord or a king, it is your task to play the part of these characters.

*continued on page 85*

# The supreme multi-rôle arcade fantasy game!




Enter a realm of damsels, dragons, ghouls and dwarves; of castles, dungeons, caves; and of magic. As The Doomlord, you take the form of a Warlock to do battle with the forces of good. Use your magical powers to change into Goblin or Troll forms and seek the Orb of Power which will assure you of victory in final confrontation with the White Wizard!

**NOW OUT! C64/AMSTRAD CPC/SPECTRUM/ATARI ST**

Tape versions £8.95 Disc versions £14.95

# Fantasy Role-playing Special

A F.R.P. game is only as good as the G.M. that runs it. To give you some idea what characteristics a good G.M. should have — they should like to see their friends squirm with fear; they should have an inventive and imaginative mind, they should be able to think on their feet, making decisions at the drop of a hat.

Once the G.M. is decided upon, the other players read the books that they are allowed to and then create their characters as allowed by the rules. You should put as much background, detail and personality into your character creation as you can. The closer you are to your character, the more you will role play it correctly. Again this is an important process, as ultimately, when your character gets killed a little bit of your heart should be broken.

Just imagine the G.M. telling you this; *"You are sitting in a dark, dingy tavern which is thick with smoke. There are about seventeen other people in here who all look very shady to say the least! Some of these folk are small squat humanoids, some are dark skinned and reptilian looking, whilst the majority are tall, humans who are wearing armour and carrying a variety of lethal looking weapons. Whilst you are supping your ale, you see a small, old, craggy looking man approaching you. He is dressed in black robes and looks like he is going to pull something out of his pocket. What are your reactions?"*

As your character, you decide what would you do. You could attack him, talk to him, run away or do anything else that may come in your mind.

This is the gateway to adventure and now you hold the key!

## Play by mail

This is a form of F.R.P. by post, which also can include diplomacy, tactics and strategy. The G.M. here is the P.B.M. company and they send you all the information you need.

You are spoiled for choice at the moment as there are P.B.M. games covering all the following topics; gangland warfare, supremacy of the galaxy, *Swords and Sorcery*, football, gangster, sci-fi and world domination! When you have made your choice, you may have to send off an amount of money — ranging from 50p up to £10.00. However £5.00 is the average for a start-up and some companies charge nothing at all.

Within a few days you should receive a rulebook plus any additional info about the game. This usually consists of newsletters, source books, notes of historical interest or current events plus various pieces of background info.

The next step is to read the rulebook several times to make sure you understand the rules. Then, you create your character or team, adding a full background of your choice. This may include aims, attitudes, beliefs, morals and history, to name but a few things.

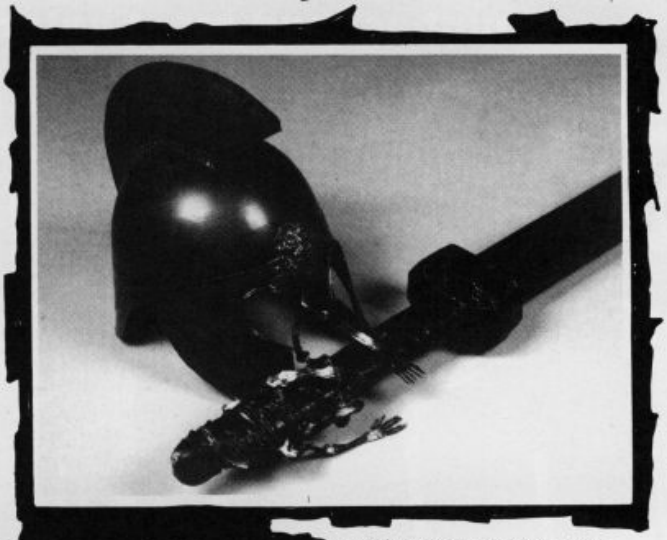
You keep a copy of this information, called a start-up sheet, for your own reference and send the original to the company. After about a week or so you should receive your turn sheet and it should contain detailed information of your starting position, rumours of happenings that you may care to investigate plus additional info that your character or team may have discovered.

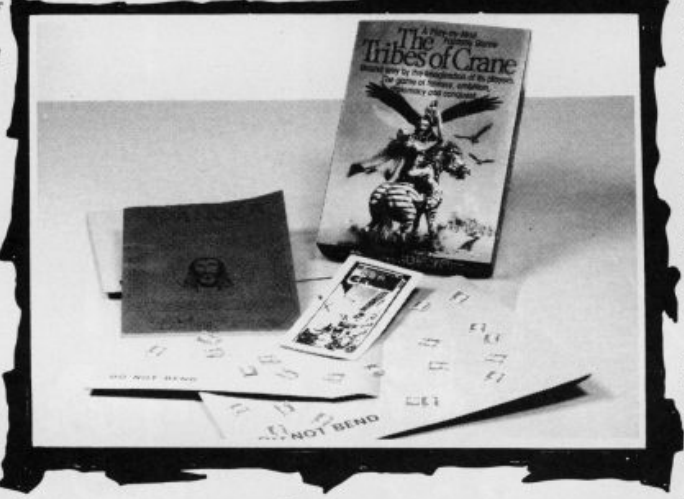
Then it is up to you to use your skills to explore the unknown, develop your team, make friends — or enemies — use your diplomatic skill and generally survive. The main aim IS to survive in the hostile environment out there.

Once you have entered your ideas and decisions on the turn sheet you return it to the G.M. In doing this you have completed your first turn. In about two weeks time the G.M. — be it human or a computer — then examines your turn and using dice, imagination, ancient mystic formulae or computer programs, analyses it, enters various comments and returns it to you.

Each time a G.M. analyses your turn, you pay a charge for this service. You are informed of this when you get your start up package and it is usually a fixed price. The average price of a turn at the moment is approx between £1.50 and £2.00.

## The Living Sword






This is the chance for you to actually show your skill — or the lack of it — with a sword. You get the chance to play the part of a hero or heroine you create in a live situation.

If you fancy dressing up in armour, wielding a sword — made of wood, wrapped in a lot of foam and covered in gaffa tape — running around in dark, damp, cold, wet caves getting totally covered in mud then fighting zombies, skeletons and goblins, Live Role Playing is for you!

It's your chance to see if you are as mighty as Conan or as wimpy as Ukko the Dwarf.

The way to get involved in this is to telephone a live role playing company. Make a booking, send your money off — on average £6.00 an adventure — and within a couple of days you will receive full details of what the game is all about, where to go and when.

You can book individually or for up to a group of ten people. On the appointed day you travel to the caves or castle where you are kitted out with all the accessories. If you want to bring your own costume that's fine, it can be as outlandish as you want, but no armour is allowed at first as you have to "earn" it and the ability to wear it.

You get instruction on the use of various pieces of weaponry, safety regulations, the rules of the game and how they are applied. Then, as is the way in F.R.P., you are asked to stat what character you want to play. Then you are informed about your powers, abilities and weaknesses.

You usually get the chance to play either a warrior, scout, magician or priest.

Once everything has been explained and all your questions have been answered, you are set an adventure. This can be done in many ways, but here is just one example.

You will be approached by a merchant, who tells you that his daughter has been kidnapped by an evil magician. He will pay you a princely sum if you will rescue her and return her safely. The money he pays is real in game terms and with this you can buy better armour, magic potions or more vicious weapons.

If you agree, he takes you to a dungeon entrance and your party is left to investigate. You usually have three real candles between the ten of you and this means that you cannot see more than two feet in any direction! You then amble along a maze of passages and it is up to you how you deal with the real life monsters, traps, and people that you encounter.

A typical adventure lasts two to three hours. It is advisable to wear some old warm clothing that you don't mind getting filthy dirty or damaged. Boots are a must. If you are under 18 years of age, you MUST get a letter of approval signed by your parents before you go.

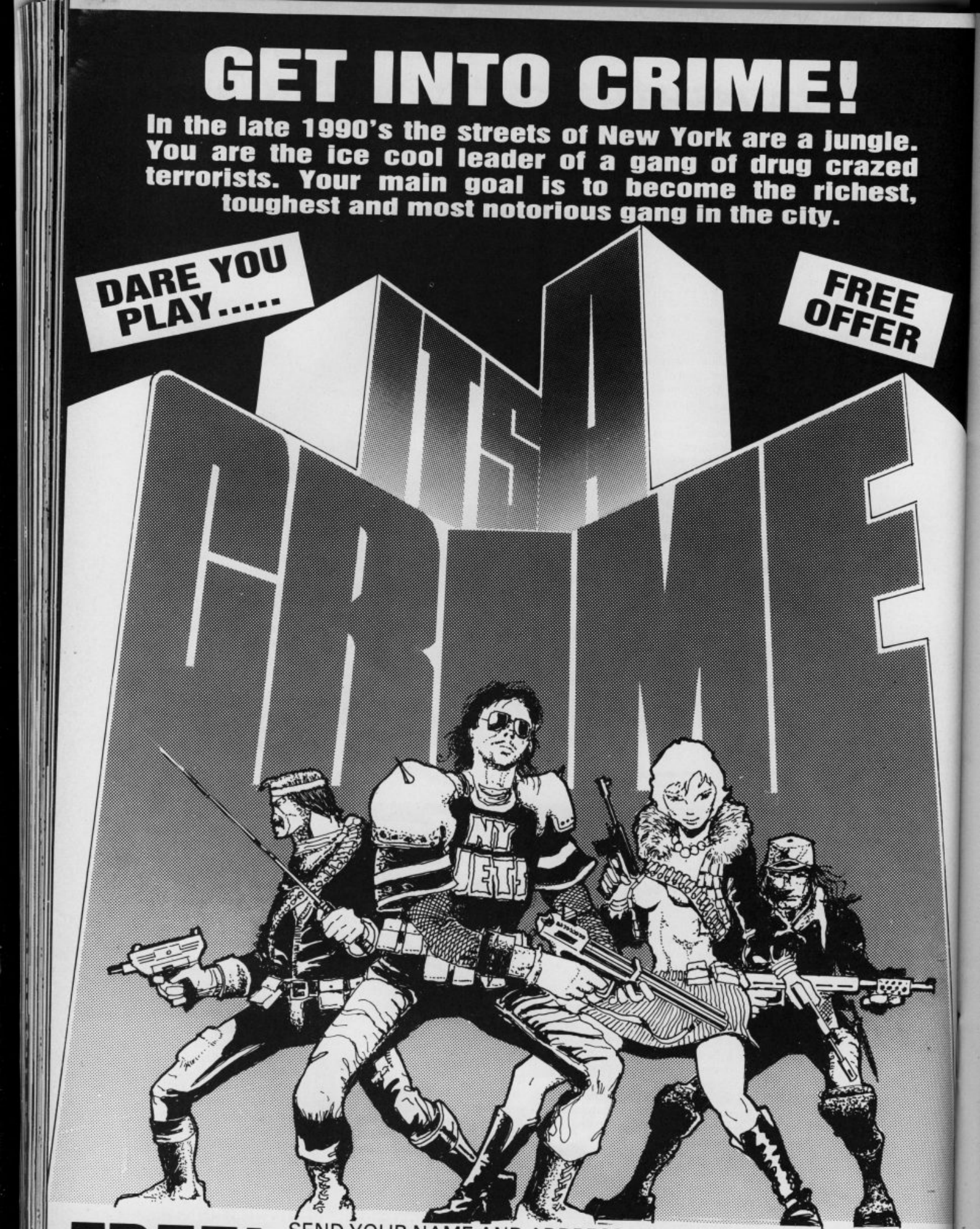
*Continued on page 87*

# GET INTO CRIME!

**In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.**

**DARE YOU PLAY.....**

**FREE OFFER**




**FREE!**

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:–

**KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.**

# Solo role-playing books

This has got to be the ultimate in solo roleplaying! You need nothing else except a pencil, a couple of dice and some paper.

Ever since the introduction of F.R.P. there have been solo roleplaying books. But at first they were just a written form of over the table gaming and you needed to have the large rulebooks handy, or a very good memory, to remember all the rules.

The first break from the mould was *Tunnels And Trolls* a *Swords and Sorcery* solo game from a company called Flying Buffalo. They produced a game that could be played fairly simply with lots of hack and slay involvement to keep the player happy. This was not exactly a challenging task and when you had done several of them, they became a bit tedious.




However, solo gaming re-emerged as a force to be reckoned with when *The Warlock Of Firetop Mountain* was relased in late 1982. This solo book had its own unique role playing system, called *Fighting Fantasy* which was simple, easy to play and very fast. It not only contained the hack and slay element, but there were problems to be solved, puzzles to answer and traps to be negotiated.

Steve Jackson and Ian Livingstone, who wrote and produced the game immediately realized that they had a mega best seller on their hands, so they went on to produce many others, including another notable adventure called *Deathtrap Dungeon*. Since then there have been many other solo adventures, written by many different authors.

Mark Smith and Jamie Thompson produced *Falcon: The Renegade Lord*, which was eventually turned into a computer game.

It was an adventure set in 3033 A.D. and your aim was to travel back into the past to stop a renegade Time Lord meddeling with history.

Indeed the list goes on, but out of all these solo adventures there has only been one best seller to rival the *Fighting Fantasy* to date and this was the *Lone Wolf* series by Joe Dever and Gary Chalk. The series was in fact so good that it won the game book of the year award three years running in 1985, 1986 and 1987.

The *Wolf* series allowed you a lot more control over your character. After your character reached a certain level you could choose his weapon skills, psionic powers and various other abilities. You get the feeling that you were actually running the character and that you were not being shuffled from one part of the book to the other by random chance.

If you survived a *Wolf* adventure, you were allowed to take your character onto the next book, where not only could you start off a new adventure at ana dvantage, but you could continue to develop your character further.

The latest craze in adventure gaming though is nothing to do with playing solo, believe it or not. You play an adventure against your best friend. You buy a set of two books, then one person plays a goodie and the other a baddie.

Then, you call out to each other a number on the bottom of the page you are on, and then each of you turns to a page where you see a picture of where you are in a dungeon.

If you call out certain paragraphs you will meet your opponent and perhaps catch them off guard.

The way most adventures are played though are dead easy. The book gives you a system whereby you "roll up" a character using a six sided dice. You add your dice rool to certain present numbers and that gives your attributes in weapon skill, stamina, luck etc.

These final attributes tell you how well balanced your character is. You are then allowed to pick your characters' magical spells and equipment. Then you read how to operate the combat system when you meet monsters and the like. This is very simple.

Usually you compare your weapon skill plus a random number you roll on a six sided dice to that of a monsters. If your total number is higher than the monsters, then you do a certain amount of damage to it and you note that down. After the monster has taken a certain amount of damage it is dead.

You usually get a brief history of your land and you are set some task, like obtaining a magic crown to ensure the unity amongst your leaders. You then turn to paragraph one where you'll read something like this: *"As you make your way down the corridor a portcullis descends with a loud clang blocking off the southerly way behind you. Unimpressed, you walk down the dark, cold, dirty corridor and finally you come to the end. Here you can see a strong looking wooden door in front of you to the north, the first steps of a set of descending stairs to the east and a stone wall to the west. Will you try to open the door to the north (29), go down the stairs to the east (87) or examine the wall to the west for secret passages (69)?"*

The book is divided up into hundreds of numbered paragraphs and the figures in brackets relate to those. So, if you wish to take a certain course of action your turn to the appropriate paragraph, where apart from a possible encounter with a monster, which you resolve via the combat system, you are given another chance.

The game goes on like this until you achieve your objective or die trying. If you die, no problem, a couple of dice rolls and a new character is formed to fight again.

# Board games

These are probably the most restrictive forms of role playing, but nevertheless very enjoyable. They vary enormously from solo board games, where you play a predetermined character but make the decisions yourself, to games where up to ten people can play at once.

The rulebooks are usually simple-to-read and easy to understand. There is a good possibility of "option cards" being involved and you have to place these on certain parts of the board.

One of the first board games I played many years ago, which involved an element of role playing was the *Battle Of The Litte Big Horn*. It was a game for two people where you reinacted this famous battle, one taking the guise of General Custer and the other of Chief Sitting Bull. However, times have changed and Standard Games have lead the way for many years, with games such as *Cry Havoc* and *Dark Blades*. See *Board Battles* for a full review.

Games Workshop has also come up with the solo board game *Chainsaw Warrior*, where you play a special forces operative who has twenty four hours to kill a powerful extra dimensional being which is threatening to pull the whole of New York through a time warp, destroying it totally.




The same company has also produced a game called *Blood Bowl* which is a cross between American Football and *Swords and Sorcery*! You create teams of orcs, trolls or any other creatures for that matter and you put them on a typical American football pitch, where they batter hell out of each other most of the time, with vague thoughts of a mystical thing called a touchdown crossing their minds occassionally.

*Continued on page 88*

# DREAMS COME TRUE!

## Fantasy Role-playing Special

## Computer role-playing

For many years the nearest the computer companies have come to creating role playing games was via the adventure. However, although they were very popular, they left a lot to be desired as far as role playing was concerned. The games were based on obtaining certain items or passwords and using them at the appropriate time to progress further in the game.




Recently though, there has been a new style of computer games entering the market and through one company. That company is *S.S.I.* They have released over 10 roleplaying games, which are totally unique. True, they have only a limited form of role playing, but their games get better and better. They have also taken the initiative by snapping up the rights to T.S.R.'s *Dungeons and Dragons* F.R.P. game and they are busing producing the computerized version as I write.

As in F.R.P. in general the way the games work are as follows. You create a team of characters with randomly selected abilities, which range from the magical powers of a wizard to the sowrd arm of a fighter.

You then set out exploring the world, picking up tasks and quests as you go.

You usually move your group until you get to a combat situation, where you can move each character independently and select various options which can include fighting, moving, spell casting or issuing forth a divine power.

You meet various monster on the way, find magic items and meet various interesting people. You can fight until you are badly wounded, then retreat, get healed up at a village and come back for more or you can press on regardless, losing a couple of your party on the way, hoping that you can strive on and achieve your objective.

Games can be saved at certain stages to stop repetition and the worst thing that can happen to you is that you can get wiped out! If this is the case, no cause for tears because all you do is create a new party of characters and off you go again!!

The best F.R.P. computer games are at present coming out on disc for both the Commodore 64/128 and the I.B.M. I suspect that in the not so distant future you will see a mass of these type of games swamping the market for the Atari ST and Amiga. People are at present saying that the Amiga has the better capacity to run games, but it will take time for the programmers to get to grips with it.

There are other companies out there at the moment issuing F.R.P. type games and it will be nice to see how they take them up. For example *Moebius* from Origin was an attempt at making a computerized F.R.P.

French software company Infogrames also produce a role playing game called *Mandragore* — which is a big over the Channel but wasn't received well here in the UK.

*US Gold* has been released all the *Ultima* series of FRP's — all of which have a big cult following in this country.

But as yet computerised RFP's have yet to take off in a big way — but here at C+GV we confidently predict that '88 will be the year of the role-playing game.

We reckon that *Gauntlet* and all it's clones will have given you the taste for the real thing. And computers are the ideal medium for FRP's — solo games or otherwise.

Dedicated adventurers will enjoy them, arcade players with a desire to try out something more demanding will enjoy them — and most of all this type of game respresents great value for money and will last for a long, long time.

The biggest release of the New Year will be S.S.I.'s *AD&D* computerised FRP — we've seen some early screens from the game and it looks tryly awesome. Watch this space for more news on this impending release!





## Fantasy figures

These are an essential aid to F.R.P. as they give the over the table games a greater depth and sense of involvement. There are now thousands of figures to choose from ranging from fighters in full plate armour weilding huge swords to detectives in raincoats menacingly pointing huge magnums.

Most figures in the F.R.P. world 25mm scale and are usually made of a soft metal plus a liberal quantity of lead. Most of the figures come completely assembled in certain poses with fixed bases; but some companies have started issuing figures with plastic detachable bases and shields. You can also buy figures that have the ability to wield a varied array of weapons that are included with the model.



Collecting these models has now become a hobby in its own right. Some people like nothing more than to buy the figures and paint them, collecting them to make one vast, impressive, army. Other people make "dioramas" with them. Basically this means painting your models and, mounting them in highly detailed model dungeons or villages. This takes a lot of time and dedication.

FIREBIRD

# FLYING SHARK




**HOT FROM THE ARCADES, FLYING SHARK IS THE ULTIMATE SHOOT-EM-UP FROM TAITO. BOMB AND BLAST YOUR WAY INTO ARCADE HISTORY.**

Spectrum £7.95 Commodore & Amstrad £8.95 (£12.95 & £14.95 d) Atari ST £19.95

PUBLISHED BY FIREBIRD SOFTWARE, A DIVISION OF BRITISH TELECOM PLC. FIRST FLOOR, 64-76 NEW OXFORD ST. LONDON WC1A 1PS

Fantasy Role-playing Special

# Table top games

► GAME: FANTASY MASTER: TOWN OF BALDEMAR
► AUTHOR: ROBERT J. BLAKE
► PUBLISHER: NEW INFINITIES PRODUCTIONS INC
► PRICE: £7.95

He's back! Yes, E. Gary Gygax, the grandfather of F.R.P. has returned with a new company and even newer product.

The first thing that catches your eye when you open this book is the detachable, well-produced, full-colour 17in by 22in town map. It is divided up into four major areas with a river and a major road responsible for this divide. On the reverse side is a chart on which you recall the current political situation of the town and a list of the most important townspeople.

It gives an in-depth description of over 125 citizens plus the shops and the guilds they run. It has a helpful introduction which contains many useful hints and tips. It even has a section so you can create your own political power struggle between whatever section of society you want, be it the church, the guilds or the ordinary populace.

My only criticism of the booklet is that the artwork leaves a lot to be desired and some of the statistical charts are complex. However, if you are feeling lazy and want a complete town setting in a medieval-style which is compatible with any F.R.P. system and that is good value for money, then this role-playing accessory is for you. As the man said, you can have this converted to your system within an hour.

E. Gary Gygax is back and it's good to see him.

● RATING: 88%

► GAME: LORDS OF THE MIDDLE EARTH — Vol. II; THE MANNISH RACES: A FANTASY GAME CHARACTER COMPENDIUM
► PUBLISHER: IRON CROWN ENTERPRISES
► PRICE: £8.95

This book is NOT a game in itself. It is a source of subsidiary information for a role-playing system called Middle Earth Role Playing (M.E.R.P. for short).

For the uninitiated, M.E.R.P. is a F.R.P. system based on J. R. R. Tolkien's *The Hobbit* and *Lord of the Rings*. It provides the structure and framework for role-playing in Tolkien's mystical mythical world, so you can play characters and enjoy the universe that he so stylishly wrote about.

If you have read any of Tolkien's book you will really appreciate the work that has gone into this supplement. Basically, what it does is allow you to have at your finger tips access to almost all of the humanoid that occupied the Middle Earth realm.

Spread over 108 detailed pages are hundreds of descriptions of the most prominent or powerful individuals Tolkien created. The descriptions are written in two formats either long or short (short being up to 50 words). They contain detailed notes on the character's personality, as well as their history, traits, abilities, magical powers and special weapons, if any. Furthermore, it gives a full breakdown of a character's statistics from level rating to Skill bonuses and is cross-referenced with the Tolkien's actual books and other M.E.R.P. aids.

You also get a fairly lengthy precis of the history of the Middle Earth plus a very handy abbreviation table. To top this all off, it gives a massive 25-page spread to the Nine Nardgul, which is worth reading on its own.

To be honest, when I first read it, The Mannish Races took my breath away. From the minute you look at the exceptional artwork on the cover to the time you finish the last page, you can appreciate the awesome amount of work that has gone into researching this. The artwork throughout (and there is a lot of it) is of a high quality. The tables provided are easy to understand and the family trees of the most important humans are a sheer joy to read. It is also written in a very friendly manner, which makes you want to get up and play immediately.

If you play M.E.R.P. it is an essential buy, if you play another F.R.P. system buy it anyway, you'll get years of use

# fighting miniatures

**Tabletop Games** (formerly Asguard Miniatures) have sent me most of the figures in their aptly named '*Torture Chamber*' range amongst others. These little beauties vary from The Rack, where you get a victim, a torturer, a sadistic onlooker and the actual rack itself, to the Iron Maiden, where you just get the spiked maiden and screaming victim.

There are 12 models in the Torture Chamber Range and they vary from 75p to £2.50.

The set I got did not include assembly instructions and without them an inexperienced modeller could run into a few minor problems.

All the figures are relatively flash free and only a small amount of tidying up work was necessary.

Some figures have to be glued together, so a small amount of modelling skill with lead figures would be an advantage, but not essential.

I was also sent a selection of **Tabletops'** Orc range and you'll have a hard time finding a more nastier, evil looking bunch of characters. The models come armed with a frightening array of weapons with massive maces to whopping whips. Well worth a look! The cost is anything from 45p upwards.

Turning now to **Prince August Gaming**. They sent me a selection of figures from their *Fantasy Armies* range, their catalogue and a poster. The poster, which can be obtained by sending an s.s.a.e. and three backing cards to any of their models, shows the full range of their products.

Out of all the figures they sent me I was most impressed with their ranger. It is posed in an all action fashion, sword drawn and ready to swing, whilst his ankle length cape flutters behind him.

A neat touch that I liked was the addition of groundwork to the base. It means that even if you are inexperienced at modelling, you can still give the figure a presentable base setting with a few strokes of a brush. All models come in a blister pack, with a foam backing.

One thing that makes **Prince August** different from the majority of the modelling companies is that they give you the chance to mould your own models.




You can buy casts, moulds and soft metal at very reasonable prices, so you can create your own figures.

Their handbook (which is free) shows you step by step how you can turn lumps of soft lead into crisp sharp painted figures in a fairly short time.

It also contains a fault finding table to tell you what happens if, your moulds go wrong.

They have a large range of fantasy moulds ready and waiting to be used. If you want really big armies then this is for you, because after you make the initial outlay for the moulding start up set, figures cost around 10p each to make. For full details of start up packs etc, please contact **Prince August** at the address below.

# Board games

► CRY HAVOC
► SUPPLIER: STANDARD GAMES
► PRICE: £9.95




two players (or more if you play team games) controlling various counters, that can represent anything from a mounted knight to a peasant, which either fight until they surrender or die.

You move your counters over the two full-coloured maps that are supplied through the use of hexagons (or hexes for short). Using the hex system it's easy to keep track just how far up your characters can move in one turn. It is also possible to re-arrange the maps in 10 different terrains and this gives you various options to change the game.

There are three easy-to-read booklets supplied with the game. These are: The Rules of play; Historical Background and Playing Pieces; and The Scenarios.

The Historical Background and Playing Pieces booklets gives you a detailed background of 13th-century life, full details of the characters involved and the way to use the playing pieces. You learn the way the world was run then and how each character was respected or feared.




Have you ever thought of playing board-based F.R.P. games, but been put off by the look of the awesome size rulebook and the complex combat tables? Well, don't be put off any longer.

**Cry Havoc** is a simple game aimed at beginners. The idea is to slowly, but surely, get involved in a tremendous hobby, step by step. C.H. is based in 'medieval' times with

If you have never played a role-playing board game before, then you should give C.H. a go, as it is just what you want to start you off.

● **RATING: 81%**

► DARK BLADES
► SUPPLIER: STANDARD GAMES
► PRICE: £11.50

**Dark Blades** is the expansion of the *Cry Havoc* board game reviewed above. It includes the full rules of C.H. and use the same basic system, but it goes much, much further, introducing the element of fantasy by bringing you a magic system, mythical beasts and monsters by the score.

In the tradition of Standard Games, **D.B.** is simple to play and easy to learn. If you can master the C.H. system you are half-way there. In this set you only get one booklet called, naturally enough *Dark Blades*.

Basically, mankind strived to make the world perfect by developing all the land. Some non-humans regarded certain places sacred, but mankind ignored them. They then started to use non-human creatures for only menial jobs and this made them change even more in attitude and appearance. Finally, the non-humans became fed up with being second-class citizens and revolted. The humans tried to wipe out the creatures, now called monsters, but some escaped and hid from man. In their exile they adapted to the environment they were forced to live in and after the years they became Mon-Ogres, a mighty creation of man crossed with ogres. Once the Mon-Ogres had sufficient numbers, they launched a series of attacks against humans and led by their most powerful warrior The Black Fox, they quickly turned the tables on the humans.

There were many, many battles and the humans lost most of them. The only successful human general was a warrior called Tristan, who fought with a mighty black sword, that legend has it, can cut through any armour. As he reputation grew he became known as Dark Blade.

This game, for two players, is suitable for those who enjoy a good deal of Hack and Slay on a regular basis. You need not play one of the two leaders all the time, as you can play majors of certain forces and fight for strategic places, paving the way for The Fox and The Blade to meet in a grand finale.

Overall, I thought it was a great game for a novice to start off with as it is very playable and highly enjoyable.

● **RATING: 87%**

Standard Games can be contacted at: Arion House, Scation Road, King's Langley, Herts WD4 8LF.

# Live role-playing

**The Labyrinthe** has done it again! Not being content with having two of the most unusual places to run live role playing adventures, namely a massive countryside dungeon complex and an island in the middle of the Medway, it has obtained the rights to use an intricate cave system under Dover Castle!

Needless to say, the location is ideal, being a series of rough hewn caves that were excavated in the 17th century as a part of the castle's defence system.

The adventure we went on was up to **Labyrinthe's** usual good standards.

The seven of us were hired by a merchant woman, who had had her identical sister kidnapped by an evil demon. We were asked to rescue her and she came up front with the cash, we agreed.

At first we trekked above ground on Dover castle itself taking on very powerful castle guards.

We at last found one guard half asleep at his post, so we quickly swarmed over him like ants and disposed of him. From this encounter I "obtained" a rather tasty long sword! We entered the gate behind him and entered the dungeon proper.

Finally we came to the last room and found the captive maiden. Two evil people were casting spells at us, but I managed to get in and attack the main man himself.

I started attacking the other man and disposed of him quickly, freed the maiden and then we all made a run for it.

That was our big mistake, as we got lost in the maze of caves and, separated, we were easy meat.

I understand that the **Labyrinthe** will be running fully residential holidays based on the location and you can get more details from the address below.

Write to: **The Labyrinthe Club, 77 Hinton Rd, Herne Hill, London, SE24 0HT.**

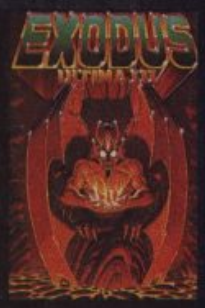
Fantasy Role-playing Special




The latest adventure in the award winning Ultima saga

# Ultima V

## Warriors of Destiny




## An Adventure of Epic Proportions

Origin Systems' Lord British, one of fantasy gaming's most imaginative and respected authors, brings you Ultima V: Warriors of Destiny, the latest in the award-winning Ultima series.

Over four man-years have been spent developing Ultima V, making this labyrinth of mystery and intrigue your greatest challenge yet!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expedition's fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

The Ultima series of fantasy role-playing games, from Origin Systems Inc, is brought to you by Microprose Software Limited.

ORIGIN SYSTEMS INC.

THE START OF SOMETHING NEW




ULTIMA I: CBM 64/128 £19.95; IBM, APPLE £24.95. ULTIMA III: CBM 64/128, ATARI XE/XL £19.95; MAC, IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA IV: CBM 64/128, ATARI XE/XL £19.95; IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA V CBM 64/128 £19.95; APPLE £24.95.

Please send_____ copy/ies of _____ Format_____ Price_____

Name (block capitals)_____ Address_____

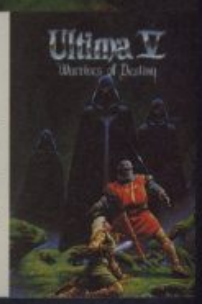
_____ Post Code_____

I enclose £_____ including £1.00 P&P. UK Only. (Overseas £2.00) Cheques payable to MicroProse Software Ltd.

or debit my Access/Visa card. Expiry date_____ No. | | | | | | | | | | | | | | | | |

For more information on the Origin range please tick box ☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.




Each Ultima game is a self-contained fantasy, requiring no experience of the other Ultima games. For your copy or a free catalogue, complete and post the coupon to the address shown.

● In a major coup *K.J.C. Games* has obtained the rights to run **Trolls Bottom** from Project Basilisk.

It would appear Basilisk is going into the development side of P.B.M. and is more interested in creating games rather than running them. This leaves K.J.C. with the two most enjoyable computerised P.B.M.s in the country.

K.J.C. players can expect an announcement about the matter in their **It's A Crime** turns shortly. Meanwhile, check November's C+VG for the review of **Trolls Bottom.**

● Now for an update on C+VG's **It's A Crime Game 14.** The colburnites (102) and The Sons Of Batman (689) have slipped dramatically down the notoriety table. The Numero Uno gang is now The Killer Hawks (184) with 332 points, but they are closely followed by the Bogie Men (512) with 329 points and the Satanfists with 328. Less than 50 points separate the top ten gangs.

● Legend Incorporated Ltd the company which runs A.E's, apologise to players for the delays in the turn around time. Despite taking on more G.Ms they are still overworked and some delays were inevitable. But by the time you read this they should have all their problems nearly solved. However, they do NOT want any more new players to apply for playing positions as there are none left. It is pointless sending in applications for rule books, set ups etc, as they will take ages to be processed. I will let you know when normal service will be resumed.

● Two Fantasy role playing companies are moving into P.B.M. Games Workshop is contemplating running a P.B.M. on **Warhammer!**

It will be fully computerised and should be running by late summer 1988. They envisage large player attended meets when two major armies face each other in the game and want to re-inact the actual battle over the table with the appropriate figures. This could be very interesting, but also costly and hard to present.

Meanwhile, Standard Games, the company who produced the excellent miniaturised figures for C+VG, have also decided to run a P.B.M. based on their board games, **Dark Blades** and **Cry Havoc.** I was talking to Richard Cockerill of Standard Games, and he is very keen to start the game in the not to distant future. It will also be computerised, but he has the advantage of having a well-known programmer, who has to remain nameless at the moment, at his disposal. Also, being a man who likes to give value for money, Richard is more than likely going to have a stall at the Third British P.B.M. conference in February and he will hand out questionaires to find out what kind of game YOU want. This is a highly original move and one that could really pay dividends.

● The Third British P.B.M. Conference takes place at the Porchester Centre, Queensway, London, W2 on February 20 between 10.30 a.m. and 5.00 p.m. and we are expecting a near sell out. People with advance tickets will be given priority entrance on the day.

Not only are at least 20 of the major P.B.M. companies taking part, but there are at least 20 small ones. We have the usual attractions of the Labyrinthe. U.K's leading Live Role Playing company, will be running mini-dungeons for free, a leading Fantasy role playing and board game company displaying their latest wares, an open AD+D competition, *P.B.M.* seminars, computer competitions, bookstalls, the British Play By Mail Players Association will have a stall, and there will be a licenced bar and mini cafe. You will also get your chance to vote for the various coveted P.B.M. awards, including magazine with the best P.B.M. coverage.

Entry on the door will cost £2.00, but if you apply to: The British Play By Mail Association, 2 David Court, 200 Lansdown Road, Edmonton, London N17 9XW, enclosing the logo above, a S.A.E. and a cheque for £1.50, you will receive your advance ticket. All cheques/POs should be made payable to the organisation.

● A few copies of the booklet 'The B.P.B.M.P.A. Guide to P.B.M.' are still available. The booklet is free and if you are interested in obtaining a copy, cut out the PBM logo and send it to me at C+VG with a large S.A.E. First come, first served.

● Spellbinder has just taken over a Football game called **Kickabout.** In fact it is the biggest football P.B.M. in the world. The first full season has just finished and a new enhanced version of the game with inter-league European Knock Out tournaments and representative World Cup matches are about to commence. I've looked at the rulebook and will be reviewing it shortly. Meanwhile here is a selection of options.

**Aggression:** You can get your team to play harder in certain areas and you have a increased chance of injuring one of the oposing teams start players by getting stuck in. But with this tactic you also stand a better chance of getting booked

**Schoolboys and apprentices:** You can create a Maradona by training him and giving him first hand experience in a league game. Your teams performance may suffer at first, but as time goes on the youngsters get better.

**Transfer Markets:** Can you play Big Ron Atkinson and make a killing on the transfer market?

Spellbinder's traditional policy of freebies for all, continues. They are giving away copies of their rulebooks for FREE to people who write into me via the mag and enclose a S.A.E. When all the applications are in they will pull two names from the hat and they will be entitled to play the first season free.



**Hi, everybody, Wayne here again. Signed, sealed, delivered, I'm yours! The Play-By-Mail pages have a new look this month. Hope you like them. Meanwhile, as the festive season approaches, I'd like to wish everybody a Merry Christmas and a PBM New Year.**

## Reviews

● **GAME: Starship Commander**
● **SUPPLIER: Mitre Games**
● **REVIEWER: The Devout Despot**

JUDGE; Ladies and Gentlemen of the jury, do you find Mitre Games guilty or not guilty of producing top quality, affordable and very playable games?

JURY; Guilty, your Honour!!

JUDGE; Mitre Games , you have been found guilty of the aforementioned crime. It is my judgement that you shall be taken from this place to a building full of computers and data bases, pens and paper, stamps and envelopes, where you will be chained to a swivel chair and shall produce, correlate, assign and deliver to the general public a brilliant concept that is affordable by anyone with a weekly income over £1.00.

And so into the sunset, surrounded by armed guards goes the creator of the new budget game **Starship Commander.** But wait a minute, did I say "BUDGET" game? If so, surely that means lack of quality, quantity and Quark torpedoes?

Well, not really, because if you examine exactly what you

*Continued on page 95*

# LOGIC SALES

## NEW SPECTRUM TITLES

| | |
|---|---|
| BUBBLE BOBBLE | £5.55 |
| RENEGADE | £5.55 |
| INDIANA JONES | £5.55 |
| TAI-PAN | £5.55 |
| JACK NIPPER II | £5.55 |
| EXECUTOR | £5.55 |
| HYSTERIA | £5.55 |
| GAME OVER | £5.55 |
| SIDE WIZE | £5.55 |
| MASK | £5.55 |
| TRANTOR | £5.55 |
| PAPERBOY | £5.55 |
| SABATOUER II | £5.55 |
| MERCENARY | £6.95 |
| F15 STRIKE EAGLE | £6.95 |
| SPY V'S SPY III | £6.95 |
| COMPUTER HITS 4 | £6.95 |
| BARBARIAN | £6.95 |
| WORLD CLASS LEADERBD | £6.95 |
| DEATH WISH III | £6.95 |
| SUPER SPRINT | £6.25 |
| RED L.E.D. | £6.25 |
| EXOLON | £6.25 |
| WORLD GAMES | £6.25 |
| GAME SET & MATCH | £9.00 |

## NEW COMMODORE 64 TITLES

| | |
|---|---|
| RENEGADE | £6.25 |
| TAI-PAN | £6.25 |
| HYSTERIA | £6.25 |
| LIVINGSTONE I PRESUME | £6.25 |
| MASK | £6.25 |
| BUBBLE BOBBLE | £6.95 |
| QUEDEX | £6.95 |
| SUPER SPRINT | £6.95 |
| INDIANA JONES | £6.95 |
| RED L.E.D. | £6.95 |
| ACE II | £6.95 |
| TRACK & FIELD | £6.95 |
| JACK NIPPER II | £6.95 |
| BISMARK | £6.95 |
| WORLD CLASS LEADERBD | £6.95 |
| LAST NINJA | £6.95 |
| BARBARIAN | £6.95 |
| HEAD OVER HEALS | £6.95 |
| ARKANOID | £6.95 |
| CALIFORNIA GAMES | £6.95 |
| HIT PACK 6 VOL 11 | £6.95 |

## NEW ATARI ST TITLES

| | |
|---|---|
| TERRORPODS | £17.50 |
| F15 STRIKE EAGLE | £17.50 |
| DEFENDER CROWN | £17.50 |
| INDIANA JONES | £17.50 |
| GUILD OF THIEVES | £17.50 |
| BARBARIAN | £17.50 |
| ROAD RUNNER | £17.50 |
| AIRBALL | £17.50 |
| BALANCE OF POWER | £17.50 |
| TAI-PAN | £13.95 |
| T.N.T. | £13.95 |
| TRIVIAL PURSUIT | £13.95 |
| 3D GALAX | £13.95 |
| IMPACT | £10.50 |
| ARKANOID | £10.50 |
| ADDICTABALL | £10.50 |
| FLIGHT SIMULATOR II | £34.95 |
| SIDEWALK | 30% off RRP |

## NEW AMIGA TITLES

| | |
|---|---|
| GOLD RUNNER | £17.50 |
| BARBARIAN | £17.50 |
| TERRORPODS | £17.50 |
| STAR GLIDER | £17.50 |
| PLUTOS | £17.50 |
| GUILD OF THIEVES | £17.50 |
| DEFENDER CROWN | £20.95 |
| IMPACT | £10.50 |
| MOUSE TRAP | £10.50 |
| FLIGHT SIMULATOR II | £34.95 |

## SPECTRUM SOFTWARE ON CASSETTE ALL £1.99 EACH

BALLBLAZER, LESFLICS, FRANKENSTEIN, SORDERONS SHADOW, PITFALL 2, RESCUE ON FRACTALUS, BATTLE OF THE PLANETS, 3 WEEKS IN PARADISE, XCEL, BIZZICOM SMALL TRADER, REVOLUTION, ROBIN OF SHERLOCK, EQUINOX, COP-OUT, H.U.R.G, GERRY THE GERM, THE EVIL CROWN, FIGHTING WARRIOR, MERMAID MADNESS, STAINLESS STEEL POLE POSITION, £2.99, MARTIONOIDS, INFILTRATOR, BACK TO THE FUTURE, KRAKOUT, ITS A KNOCKOUT, HIGHLANDER, HEARTLAND, MOONLIGHT MADNESS, DONKEY KONG, BOULDERDASH, BOULDERDASH 2, EMPIRE, DRAGONS LAIR, LEGEND OF KAGE, ARC OF YESOD, SOUTHERN BELLE, VISIONS SNOOKER, MARIO BROS.

## £2.99 COMPILATIONS

BEST OF BEYOND INC. SHADOWFIRE, DOOMDARKS REVENGE, ENIGMA FORCE, SORDERONS SHADOW. £3.99 TAPES LEADERBOARD.

## SPECTRUM UTILITYS & PERIPHERALS

SPECDRUMS £25.00.
ROTRONICS WAFADRIVES £17.49 INCL FREE 64K WAFA ALSO INC P&P.
CURRAH MICRO-SLOTS £2.99 EACH.
ALPHACOM PAPER £10.95 FOR 5 ROLLS, MICRO-DRIVE CARTS £1.99 EACH, JOYSTICK + INTERFACE £12.95, WAFADRIVE CENTRONICS OR RS232 LEADS £10.50 EACH.

## SPINNAKER EDUCATIONAL SOFTWARE ALL £1.99 EACH

RANCH, AEGEAN VOYAGE, UP & ADD EM, DANCE FANTASY, NUMBER TUMBLERS, ALPHABET ZOO, KINDERKOMP, MAKE A FACE, LOGIC LEVELS, KIDS ON KEYS, FRACTION FEVER.

## COMMODORE 64 CASSETTES ALL £1.99 EACH

SIGMA 7, SPIDERMAN/HULK, SURFCHAMP, FASSEM M/C LANG ASS, GRANDMASTER CHESS/OTHELLO, PITMAN TYPING TUTOR, CHUCKIE EGG 2, FIRELORD, CHIMERA, THING ON A SPRING, ENIGMA FORCE, IRIDIS ALPHA, MUGSYS REVENGE, PARADROID, BEACHHEAD, HIGHWAY ENCOUNTER, ARC PANDORA, DRAGONSKULLE, KETTLE, BULLDOG, ADRIAN MOLE, SHERLOCK, KRYSTALS OF ZONG, NEOCLYPS, WILLOW PATTERN, OUT ON A LIMB, EVIL CROWN, HYPER BIKER, EMPIRE, BOMBO, HAMPSTEAD, PSYTRON, LITTLE COMP PEOPLE, BEAMRIDER, TOUCH TYPE, DEVS EX MACHINA, SPIRIT OF STONES, £2.99, TEMPLE OF APSHAI TRILOGY, GT AMERICAN ROAD RACE, GHOSTBUSTERS, KORONIS RIFT, THE EIDOLON, TRANSFORMERS, MUSIC STUDIO, DANDY, AVENGER, ICUPS, BOULDERDASH, INFODROID, HEADCOACH, HIGHLANDER, THE FORCE, MAX HEADROOM,SUPERBOWL, PARRALLAX, HYPABALL, BOULDERDASH CONST KIT, SUPER HUEY 2, SUPERBASIC, BOULDERDASH 2, UCHI, MATA, PRODIGY, RMS TITANIC, HACKER, BARRY MCGUIGANS BOXING, XEVIOUS, CHAMELEON, DRAGONS LAIR, EXPLORER, BACK TO THE FUTURE, CLASSIC SNOOKER, WAY OF THE TIGER, COMET GAME, JACK THE NIPPER, KINETIK, SKOOLDAZE 64, AMERICAS CUP CHALLENGE, FIGHTER PILOT, BEACH HEAD 2, HOT WHEELS, MONTY ON THE RUN, ROBIN OF THE WOOD, SYSTEM 1500 2ND EDITION, RETURN TO OZ, MAGIC MADNESS, ESCAPE FROM PARADISE, MASTERS OF UNIV ARC, MASTERS OF UNIV ADV, WAR, FOOTBALL MANAGER, ON COURT TENNIS, MOON CRISIS IGGY, MISSION AD, DRUID, MARIO BROS.
RANARAMA, TEN COMPUTER HITS VOL 3, NEMISIS THE WARLOCK, URIDIUM, EAGLES.

## COMMODORE 64 DISCS @ £4.99 EACH

ALTER EGO MALE, ALTER EGO FEMALE, THE HOBBIT.

## COMPILATION DISCS @ £4.99 EACH

DISC 1. INC TURBO 64, DERBY DAY, HANDICAP GOLF, WORLD CUP, TESTMATCH, PILOT 64.
DISC 2. INC VIEW TO KILL, FRIDAY 13TH, CODENAME MATT 2, THE PYRAMID, TEST MATCH, BEAKY AND THE EGG SNATCHAS.

## COMMODORE 64 DISCS @ £3.99 EACH

HEARTLAND, MASTERS OF THE UNIVERSE, DRUID, HYPABALL, PRODIGY, MURDER ON THE MISSISIPI, GT AMERICAN ROAD RACE, HACKER, EXPLORER, CHAMELEON, BATTLE FOR MIDWAY, KORONIS RIFT, RMS TITANIC, TRANSFORMERS, SPINDIZZY, LITTLE COMPUTER PEOPLE, 10TH FRAME, CHOLO, BOULDERDASH CONSTRUCTION KIT, POLAR PIERRE, TOMAHAWK, NEMISIS THE WARLOCK.

## COMM 64 SPINNAKER EDUCATIONAL SOFTWARE

ALF, AEGEAN VOYAGE, SONGMAKER, RANCH, SEASPELLER, NUMBER TUMBLERS, FRACTION FEVER, MAKE A FACE, STORY MACHINE, ALPHA BUILD, DANCE FANTASY, LOGIC LEVELS, ALPHABET ZOO.

## COMMODORE 64 UTILITYS

| | |
|---|---|
| SCRABBLE CLUEDO MONOPOLY | 3 FOR £7.95 |
| FUTURE FINANCE | £4.95 |
| EASY FILE | £4.95 |
| C64 MUSIC MAKER KEYBOARDS | £5.00 |
| PROGRAMMERS UTILITYS DISC | £4.95 |
| ASSEMBLER TUTOR DISC | £4.95 |
| NEOS MOUSE CASSETTE | £20.00 |
| NEOS MOUSE DISC | £23.00 |
| INTRO TO BASIC PT 1 | £2.95 |
| 8 BOOKS FROM 1ST PUBLISHING | £12.99 INC P&P |

## COMMODORE 64 TITLES @ £3.99 EACH

OIL WELLS BY SIERRA (Cartridge)
MR COOL BY SIERRA (Cartridge)

## COMM 64 COMPILATIONS ALL £2.99 EACH

ACTION PACK INC ROCKET RODGER, 3D WATERSKI, GAURDIAN, HYPERCIRCUIT.
ZAPP SIZZLERS "2" INC MONTY ON THE RUN, "Z", STARQUAKE, BOUNDER.
BEST OF BEYOND INC PSI WARRIOR, QUAKE MINUS I, ENIGMA FORCE, SHADOWFIRE.
STARR GAMES ONE INC WAY OF THE TIGER, BEACHEAD 2, BARRY MCGUIGANS BOXING, RESCUE FRACTALUS.
INDOOR SPORTS INC AIR HOCKEY, BOWLING, DARTS.
BIG NAME BONANZA INC STELLAR 7, FORBIDDEN FOREST, FIGHT NITE, TALLEDEGA.
SHOOT EM UPS INC SUPER ZAXXON, BLUE MAX 2001, DROP ZONE, FORT APOCALYPSE.

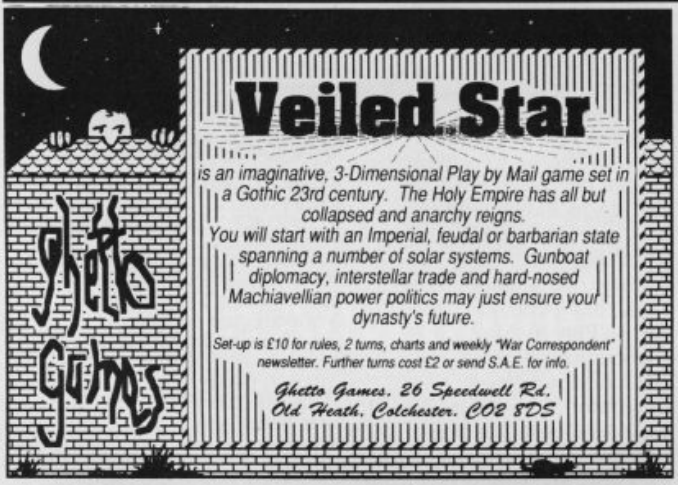
***p&p 1-3 titles 75p 3 or more £1.00.***
***Overseas £1.20 per tape***

**CHEQUES PAYABLE TO**

**LOGIC SALES LTD**

**Department 4**
**17 Leofric Square, Eastern Industry**
**Peterborough, Cambs.**
**Tel: 0733 313870**

---







---

## STANDARD GAMES — STANDARD MINIATURES

**We produced the miniatures that you received with this issue** and have an extensive range of our own miniatures and gaming accessories. Please send 50p and an s.a.e. to receive a catalogue and order form.

**Standard Games** produces the well known Cry Havoc series of board games featuring man to man combat.

| | |
|---|---|
| **Cry Havoc** | 9.95 *(postage free)* |
| **Siege** | 9.95 *(postage free)* |
| **Samurai Blades** | 9.95 *(postage free)* |
| **Outremer** | 11.50 *(postage free)* |
| **Viking Raiders** | 11.50 *(postage free)* |
| **Dark Blades** | 11.50 *(postage free)* |

Send your postal order or cheque to Standard Games, Arlon House, Station Road, Kings Langley, Herts.

## PLAY BY MAIL

**Dark Blades** is being launched as a computer moderated play by mail game with up to 100 players per game **and** a **prize for the winner!** By sending a s.a.e. envelope to us NOW, early in 1988 you will receive the offer of a special start-up package, which will give you **two extra free turns.**

**STANDARD GAMES PLAY BY MAIL**
Arlon House, Station Road, Kings Langley, Herts.

***We are interested in computer software for the BBC micro range of computers, or books on any computer subject. Please send submissions for evaluation to IAN BISHOP at the above address.***

Continued from page 93

get for your £3.00 set up fee and £1.00 per turn, you will be pleasantly surprised.

First you receive a rulebook that isn't really a rulebook, but is a secret document designed as your mission briefing. It starts off telling you that as a newly promoted commander, you have been given command of a X-71 scout ship.

It then explains how parallel time space areas were discovered more than 50 years ago and finally colonised by the Home System. Unfortunately, these were already occupied not only by humans, but by aliens as well. Some of these aliens are good, some fair, some not so fair and some diabolical. Further reading shows a new parallel area has been discovered, namely shift D. They cleverly use a hexagonal diagram to show these shift locations. It is up to you as Starship Commander to go back/forward/across to shift D and set up bases, colonies, factories and trading embargoes with humans and aliens alike.

You then have to teleport materials and power crystals back to your mother system for credits, which can be used to raise the level of your via trade from a penny farthing to a megaplanet shattering allied destroying craft. The problem is that everybody else has the same goal!

The set up has examples of moves and results which help with the first move considerably, as this move is always the hardest.

Once the briefing section of the rulebook is read, you then get onto the How to Play section. This part of the rulebook is excellent because it reinforces the briefing section in a nice easy flowing manner.

This game is fully run by computer and you put your orders in via a special code explained in the rulebook!

**VERDICT**

The only criticism of the game is the results sheets get to be a bit samey, but as it only costs a £1.00 a time I can overlook that. It is the kind of game that would appeal to a person who had given great thought to starting up in a Sci Fi computer moderated game, but was undecided what to go for.

If you are interested in joining Starship Commander, it costs £3.00, but if you write to Wayne, enclosing the logo above, he will pass your money onto Mitre and they will credit you with two free turns. All cheques and POs payable to Mitre Games.

- **GAME: Saturnalia**
- **SUPPLIER: Sloth Enterprises**
- **REVIEWER: Wayne**

**Saturnalia** is without doubt the longest running single character fantasy P.B.M. in the U.K. I can remember starting the game way back in late 1984, because one of the G.M's, Neil Packer, had a party in another P.B.M. game that we both played and through the game we met at a pub meet. While chatting, he casually mentioned he was starting up a new P.B.M. with a partner called Simon Letts, under the banner of Sloth Enterprises and he invited me to try it out. To date, over three years have passed and I am still playing the game. I think this speaks for itself!

Admittedly I do have a soft spot for the game and wanted to review it for some time. However, Sloth had declined my offer of a review on several occasions because they had as many players as they could handle and they did not want anymore. I really respected this attitude. Now, times have changed as they have employed quite a few new G.M's and they have spaces available for new players.

The world of *Saturnalia* is one of monsters and magic. Great dragons abound. Magic Casters are common, monsters of all different kinds roam the planet, mighty warriors clash for glory and you have to try and survive amongst all this!

The mechanics behind this game are simple and are as follows. You control a single character, whose personality and background you create, then each turn you decide upon the actions your character wished to take. You can send in your turns whenever you want. This game has an "open" format, so it is really up to you how much you play. This is a good option for people of limited finances or live abroad. Of course, the more turns you send in, the more powerful your character becomes, so there is a slight disadvantage to not sending in regular turns.

You are given a total of 250 points to create your character with. These can be divided you among the five various attributes your character has, which are:

**Combat Ability (CA)**: A measure of your offensive and defensive weapon skill plus overall strength.

**Magic Power (MP)**: This determines what spells you are able to cast, what divine powers you are able to learn and how resistant to certain magic spells you are. It can also determine how mentally stable/unstable you are.

**Vitality (VIT)**:This gives you an indication of your characters overall health and physical condition. If you go to 0 or less vitality you are dead! A score of around 500 vitality means that you are very healthy.

**Scouting Ability (SA)**: This guages your ability to hide in the shadows, pick pockets and climb walls.

**Perception (PER)**: This measures how observant you are, how much you can see, hear and perceive out of the way places. A score of 0 PER means you are blind. A score of 500 means you would spot a needle on the floor of a room the minute you entered it.

You then give your character a background and history, plus traits and hbits. You are encouraged to go into great detail, as this gives the G.M. the idea what kind of character you are trying to play. You can also worship one of the 14 gods that rule Saturnalia, straight away, but I would advise you to read about the gods below, before you do!

Once you have created your character and you get your first turn back you are then set loose on one of Saturnalia's eight islands and expected to survive.

When you start wandering about actually doing things which call upon you to use your major abilities, you discover some of your total scores start to drop. For example, if you were a thief and you creep around someone's back yard and suss out their house for a potential future robbery, you would find that you lost points from your PER and SA overall total. What you have actually done is "used" them up with the effort you have put into spying and sneaking about. These losses are dependant on the GM, who decides what you have lost through a combination of personal opinion and random dice rolling.

Magic spells are quite easy to learn as they are usually available cheaply from temples, wisemen and sages throughout the world. The magic system and divine system are one and the same, being very easy to handle. Basically, you need 100 MP to "learn" a 10 point scroll, 200 to "learn" a 20 point scroll, etc, up to a maximum 400 points, which can "learn" you the most powerful spells.

**WAYNE'S VERDICT**

*Saturnalia* is my favourite game. However, when I started playing, it was the only game of it's kind and there were not many people playing. Now it is bigger and more commercial. I personally do not think the game's expansion has made the quality of it deteriorate.

## Tips

Good news for all you *It's A Crime* players who are not in the top 100 or are struggling to find your feet in this game. Jason Gilbert, who plays a bunch of hooligans called Dark Justice in game seven of Crime, has written enclosing a few hints and tips for the C+VG game. I have added a few of my own and I hope they will be of use.

If you want to make sure that you take over a certain block, work out how many men and machine guns you need from the following table:

| Block Type | Combat Value Needed |
|---|---|
| Pitiful | less than 7 |
| V. Weak | less than 7 |
| Weak | 7 |
| Cautious | 11 |
| Alert | 15 |
| Guarded | 18 |
| Rough | 20 |
| Strong | 24 |
| V. Strong | more than 24 |
| Too Strong | more than 42 |
| Invulnerable | more than you'll ever have! |

This table is approximate and success is not guaranteed!

For high notoriety Firebomb Churches, ambush other gangs and issue Control orders for other blcoks that other gangs own.

The minimum criteria for becoming a boss is: At least 30 blocks; five sub-machine guns; 13 pros; 400 notoriety points; $5000.

You also have to be the most notorious gang within a square of blocks not exceeding 300.

When robbing try sending only one pro, one punk and two recruits and make it the first order on your card. This usually has the effect of obtaining a lot of money.

Finally, never rob with your walkie-talkies on. The police listen in and have a greater chance of catching you.

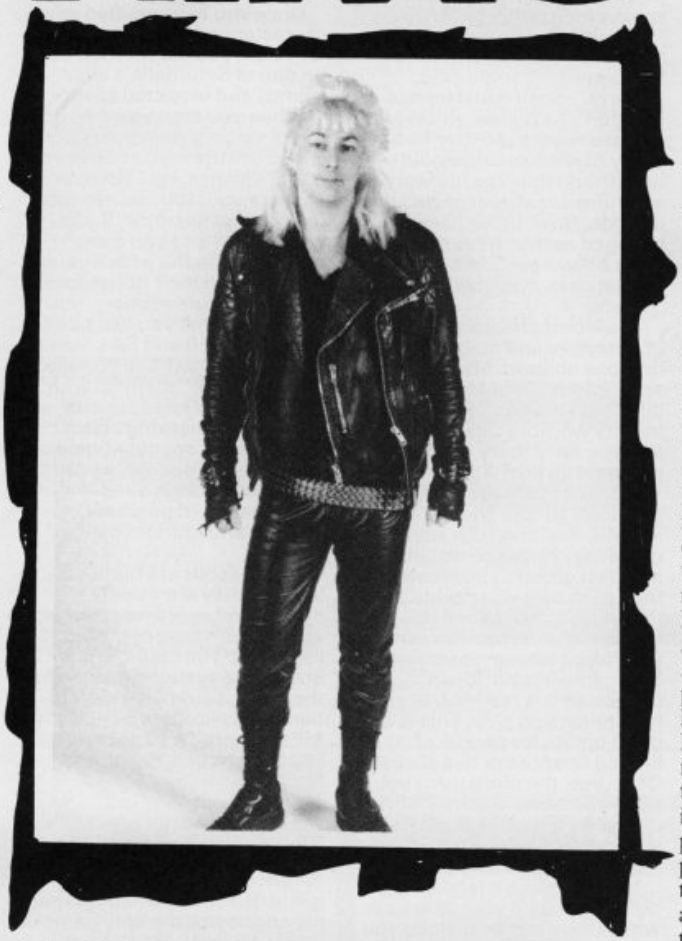
There is still time to join in the C+VG It's A Crime game. Just send me your name and address, which I will pass onto K.J.C. They will send you: a FREE rule book, two FREE Rounds and a FREE Start up.

**WAYNE'S WONDERFUL OFFER**

The cost of a start up in Saturnalia is usually £5.00 and future rounds are £1.75. However, after negotiating with the peopleat Sloth, I have come up with the following offers: ● Sloth will pull 20 applicants names out of a hat and they will get their cheque/PO sent back to them, with a FREE start-up package and rule book. ● Anybody else who applies will get a REDUCED start-up for £4.00 and will also get three FREE turns which is a SAVING of £5.25. ● Anybody who already plays Saturnalia can set up a second character for FREE and also get three FREE rounds.



# NEWS



## EVERYTHING MUST GO!

Yes, you can win a copy of any item that has been revealed on these pages if you write and tell me what you think of the C+VG Fantasy Role Playing Special. I want your thoughts on what was written and reviewed. Do you think that the fantasy special is a good thing? Do you want a fantasy problem page, a letters page or both? I want to know YOUR views, so I can shape the next special into what YOU want to read. So write to me via the mag and I will pick out the most interesting letters and send the lucky winners one item of their choice. Be sure to list your name, address, age and also give me a list of what items you would like to receive in order of priority. I look forward very much to hearing from you all soon!

● Talking about giving things away. I have a couple of items of fantasy metalware to give away as well. **Rieder Design,** had sent me a necklace and a couple of earings! For those of you that do not know Rieder Design, they are the UK's leading fantasy jewellery manufacturers.

They produce a large selection of rings, badges, belt buckles, pendants, clasps and key rings. Rieder hand make all their items, using traditional methods combined with the ancient metals of pewter and bronze. Their designs are unique and highly original.

All item range from £2.00 up to £20.00, so if you are interested further, please contact: Rieder Design Ltd, 5 Brainstone Gate, Leicester LE3 5LH.

I've got a necklace with a intricately designed tombstone hanging on it, with the words "R.I.P. See Ya There" engraved upon the stone and two earrings, one which is in the form of a large vicious looking battleaxe and the other which is the shape of a small grinning skull.

Reider Design have also gone into 25mm miniature figures suitable for F.R.P. Their range is called *Dungeon Dwellers* and they include a blister pack of basic adventurers, consisting of a magic user, cleric, thief and two fighters, plus Orc Wolvery, consisting of two charging wolves with separate orc riders.

● **Gamesday** is one of the largest meetings for F.R.P.ers in the U.K. and it takes place once a year. It's run by **Games Workshop** and is the place where you can come and look at all the new games, play games you have never seen before, meet loads of people with similar hobbies and much more. There are also demonstrations of live role playing, painting competitions, artists drawing your favourite F.R.P. characters and competitions to enter. Furthermore, you will find that Games Workshop try to sell you as many of their products as it possibly can.

This year it took place on the weekend of the 9/10/11 October at the Royal Horticultural Hall, Victoria, London.

Over the weekend there were a lot of C+VG readers around and I had a chat to most of them.

One major event of note was that there was the unofficial P.B.M. meet with a lot of players from **K.J.C. Games, Sloth** and **Ae's** all chatting away.

The hall was quite full and getting a place in a game was difficult, but not impossible.

After three days, I felt that, on the whole, *Gamesday* was a disappointment. There were not many tables where active participation was possible. The food was as bad as ever and even the independent trade stands had been vastly reduced in numbers, but to be honest that came as no surprise taking into account Games Workshop's policy towards their rivals.

● One of the highlights of *Gamesday* for me was meeting the editors of various fanzines and chatting to them for a while. I managed to "acquire" a couple and promised them a review, so here goes:

**U.D. (90p):** The biggest fanzine of the lot with 60 interestingly filled pages. Editors, Ben Gooddale and Gordon McLennan are certainly no strangers to the 'zine scene and have been around for many years. They have music columns, P.B.M. reviews, articles on F.R.P. and science fiction. It also runs a P.B.M. itself, which is unique to say the least. It is well printed and the front cover is absolutely brilliant. Well worth buying.

**Bone Of Contention (50p):** This 'zine was the funniest. It takes the micky out of a rather infamous daily gutter press paper very well indeed. However, it also does a great job of parodying *D+D*. My favourite article was the interview with a imaginary Thrash/speed metal band. It makes the *Comic Strip's* Bad News band look stylish. It also covers F.P.B. and P.B.M. and has very good artwork. To my mind the best out of the lot. Buy it!

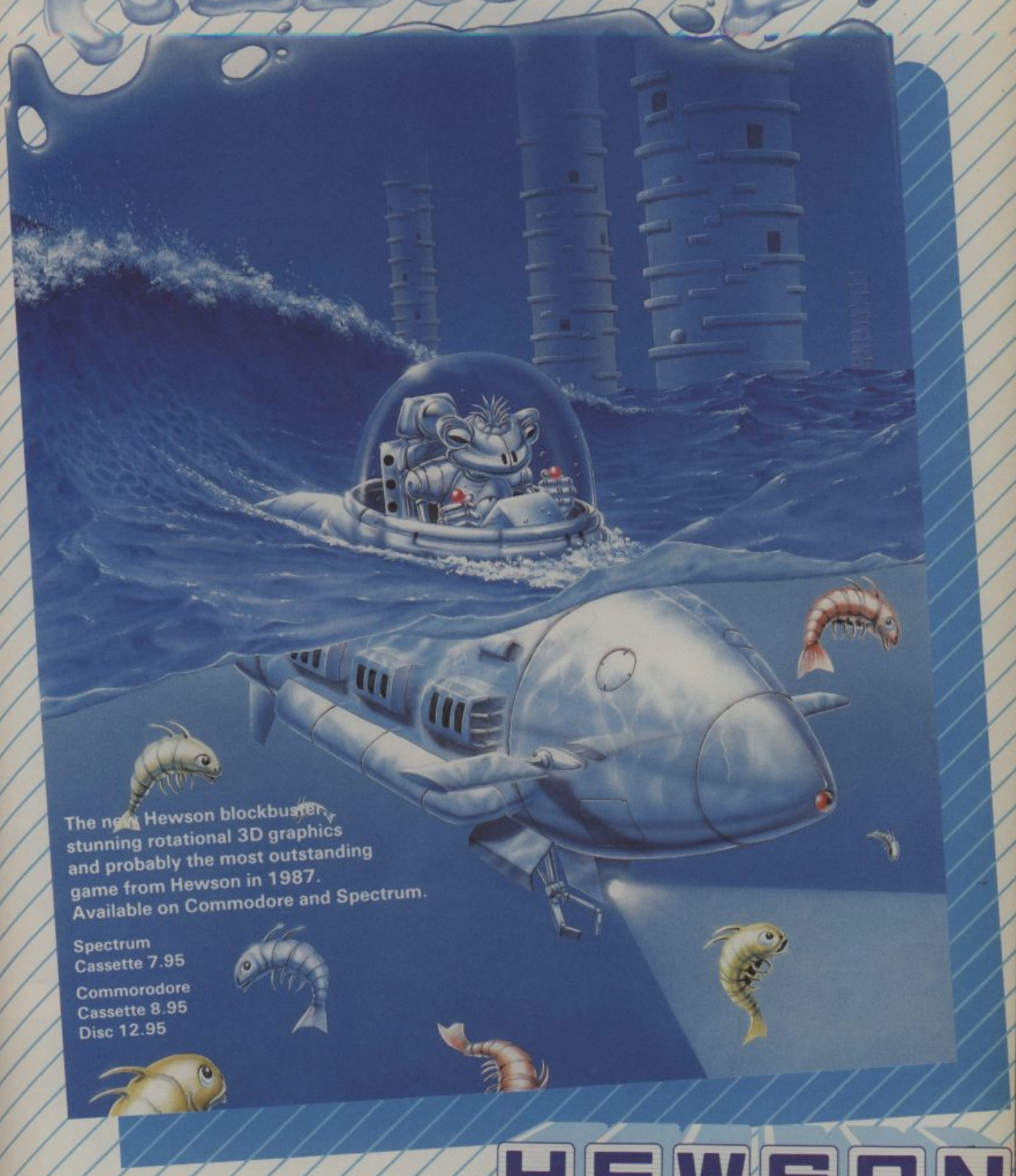
**The Blue Shaboo (40p):** Not my cup of tea at all I'm afraid. Badly printed, lack of interesting content and too diverse for my liking. It has two redeeming features, namely the review of the F.R.P. *Warhammer Fantasy Rules* and the discussion on Anarchy, but overall it's pretty poor.

**Brain Damage (50p):** Good F.R.P. coverage, it even has it's own fantasy continent and the rules to run it. A very interesting read, but the printing quality varies from page to page, making it hard to read at times. I agreed with a lot of what was said and like the style of the short, chatty reviews jumping from records to fanzines on one page. It has a silly game called *Sheep Killer Fiends* and after a cursory glance it looks like it could well be fun to play. It also has a few quizzes that are enjoyable. Highly recommended.

**Daughters Of Dool (30p):** I liked this 'zine a lot. Good cover, excellent letters page and quite a few stories of a high quality. It has a *Call Of Cthulhu* scenario, which is set in India and quite unique. Reading the scenario made me want to play it immediately.

**GLARG! (60p):** The smallest and wackiest of them all. *The Young Ones* of fanzines!! I loved the solo adventure *What The Hell Do I Do With These Hippy Trousers,* which is crazy. The editor must be mad, honest! The reviews of the F.R.P. material on the other hand are well written and informative. The artwork is weird to say the least, but understandable.

# NEBULUS



The new Hewson blockbuster, stunning rotational 3D graphics and probably the most outstanding game from Hewson in 1987. Available on Commodore and Spectrum.

Spectrum
Cassette 7.95

Commorodore
Cassette 8.95
Disc 12.95

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

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.

Produced/Photography
Marshal M. Rosenthal
Artwork:

ORKS!
O TO
ST
NE >

WEEZE

A STRANGE WIND BLOWS YOU HIGH IN THE AIR

CHANGE PLACES WITH ANYONE ON THE BOARD.

RADIATION DETECTOR ALERT!

LOSE 1 TURN.

LAVA BLOCKS THE PATH.

GO BACK 3 SPACES.

LANET
F DOOM

LADY CRUSHFIST

A ROCK SLIDE REVEALS A HIDDEN PATH!

TAKE A FREE TURN.

IT!
OR
HIP.

A SECRET WELL GIVE YOU FRESH WATER.

MOVE AHEAD 3 SPACES.

DEKE BENZETON

WHOOPS! YOU'RE CAUGHT IN A ZERO-GRAVITY ZONE!

LOSE A TURN.

< SAFETY ZONE >

Computer + Video Games

# Z·I·G·Z·A·G

MIRROR Soft



"Tony Crowther's best game to date" Zzap 64

**£9.95**

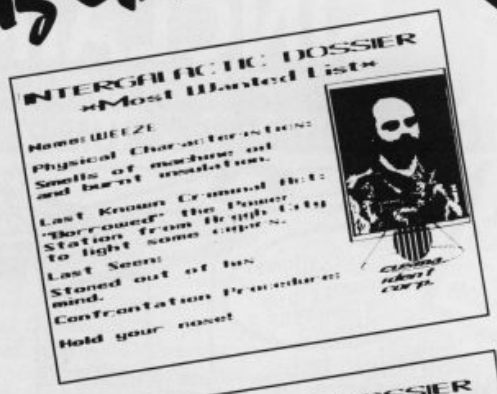
Mirrorsoft Limited
Athene House, 66-73
Shoe Lane, London
EC4P 4AB
Telephone: 01-377 4645

# PLANET OF DOOM

## C+VG's Role-playing Game

How to play

They said it couldn't be done! The C+VG team transformed into miniature figures and stuck in a plastic bag on the front cover! Please rescue them before they suffocate! Then save them from certain death on the planet of doom by playing our exclusive fantasy role-playing board game, created by none other than *Marshal M. Rosenthal*! Marshal transported the C+VG's into the 31st Century by digitising them using a neat bit of hi-tech machinery at his New York headquarters. He also made up the rules, designed the board and took all the pictures. Pretty good for a miniature figure you'll agree! Read the rules and play the game. Meanwhile, the boffins at IDEAS Central are hurriedly attempting to find a way to deminiaturise the C+VG team in time for the next ish. But meanwhile your mini-figures of Lesley, Tim, Paul, Craig and Marshal M. come complete with heavy-duty weaponry, designer space-wear and various silly hats ready for you to play around on the Planet of Doom! Just like having the whole team always available to use and abuse. Go to it!
















Here's the lowdown — and it isn't good! Being a criminal in the 34th century is no better than any other time. There are good days and bad days. Good days mean getting away with a planetful of plunder. A bad day means getting caught. Which is just what's happened.

But even that's not SO bad! You've got a chance for a quick parole. All you have to do is zip down to a good for nothing planet out in the sticks and pick up this special ore that the Federation of Mining Planets want to take a look at.

What's the catch? Well, seems that the place is radioactive, overgrown with mutated jungle creatures, and is definitely not the vacation spot of the Galaxy.

Plus there's one other slight catch to the whole affair. Four other slobs have been offered the same chance for parole. The first to get the ore and blast off wins freedom. Everybody else gets to stay!

### RULES

Place your figure on the corresponding picture of the character. Use a dice to take turns as you move counter-clockwise on the squares.

The object is to be the first person to recover the ore and blast off in the spaceship. To do this you must:

- First land ON the shielded box square.
- Then land ON the ORE square (if no box, then no ORE).
- Finally land ON the spaceship.

If you should land on a square occupied by another character, you can force him/her to:

- Take the next turn going backwards.
- Exchange places with anyone else on the board.

A Safety Zone protects whoever is on it from any harm. No one can do ANYTHING to a person while he/she is on a Safety Zone.

### YOUR FREE FIGURES!

Just a few words about the figures which come FREE with this issue of C+VG. There are FIVE figures to complete the Planet Doom set. You get two different figures with each issue. Why not swap them with your friends to get the exact team YOU want?

If you want to play the game with more than two people you can always use coloured counters or simply cut out the dossiers to opposite and use them to represent your character.

Please write and tell us what you think about this board game idea. Would you like to see more games like this? How about getting more figures to play with? We're waiting for your letters and phone calls . . .

# 24 HOUR COMPUTER REPAIRS and SINCLAIR COMPUTER SPARES

QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · AMSTRAD APPROVED REPAIR CENTRE · SEAL OF QUALITY ·

## HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

CALL IN AT OUR MANCHESTER CITY CENTRE BRANCH FOR WHILE YOU WAIT REPAIRS AND SPARES

ORDER NOW USING ACCESS

SPECTRUM (only) KEYBOARD REPAIRS £10.00 THE CHEAPEST AROUND

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

**WHILE YOU WAIT SERVICE**
**CALL FOR APPOINTMENT**

### SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only **£31.50** including fitting VAT and return post and packing
Normal recommended retail price **£49.95** Replacement printed DK Tronics key sets **£7.50** including post & packing

### SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as **£17.95** including VAT post and packing
If you would like us to fit the kit for you just send us **£19.95** which is a fully inclusive price to cover all costs including return postage
Full fitting instructions supplied with every kit
Issue 2 and 3 only

16K to 48K UPGRADE KIT

### Update Your Rubber Keyboard to a New Spectrum+

Fitted for only **£29.95** + £1.50 post & packing.
(Also D.I.Y. Kit available for only **£24.95** + £1.50 p & p)
Same day service LIMITED OFFER

ZX81 SPARES NOW IN STOCK

## TEN ★ REPAIR SERVICE

- While you wait Spectrum repairs **£22.50**. Also spare parts over the counter
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of **£19.95** including post, packing and VAT. (Not a between price of really up to **£30.00** which some of our competitors are quoting).(Mail order only)
- Discounts for schools and colleges.
- Six top games worth **£39.00** for you to enjoy and play with every Spectrum repair.
- We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- The most up to date test equipment developed by us to fully test and find all faults within your computer.
- Keyboard repairs, Spectrum rubber key boards only **£10.00**.
- 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

**BEST SERVICE – BEST PRICES!**

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals
**£10.95** plus £1.50 p & p

SOUND THROUGH YOUR T.V. WITH MEGASOUND
Want better sound through your T.V? Hear sounds you've never heard before? Then you need "MEGA-SOUND". Play games with unbelievable mega sound
**£10.95** plus £1.50 p & p

REPLACEMENT POWER SUPPLY
Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p

JOYSTICK & INTERFACE PACK
The Cheetah 125+ Rapid Fire Joystick and competition pro 200 Dual Port interface normal recommended retail price £21.90 - purchase together - special offer price **£18.25**.
Joystick available as separate item **£8.95** or interface available as separate item **£12.95** plus £1.50 p & p

KEYBOARD MEMBRANES
Spectrum keyboard membranes **£5.50** plus £1.50 p & p
Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p
ZX 81 membranes **£5.00** plus £1.50 p & p

### ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop, with all the **latest test equipment available**. You are more than welcome.
We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-

FREE

### OVERHAUL WITH EVERY REPAIR WE DO:-

We correct **Colour, sound, Keyboard, Check the loading and saving chip**, Put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed**. All for **an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever**. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A **first class reputation for speed and accuracy**. Don't forget, we also now have a Service Branch in **Manchester City Centre** for while you wait service.

COMMODORE POWER SUPPLY
Commodore replacement power transformer **£29.00** plus £1.50 p & p

ON-OFF SWITCHES FOR THE SPECTRUM AND SPECTRUM +
ORDER No 1067 SPECTRUM 1067A SPECTRUM+
**£4.95** + 1.50 p + p

**URGENT NOTICE** Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS

ORDER No 1062 SELECTRIC CONNECTION R.R.P £5.95 + 1.50 p+p




NEW **THE VIDEOVAULT COMPUTER COMPANION**
**EDITION NOW HOT OFF THE PRESS**

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 2×18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

# VideoVault Ltd.

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

OPEN 7 DAYS A WEEK. MANCHESTER MON - SAT ONLY

SPECIAL OFFER NOW

6 GREAT FREE GAMES

NORMAL RECOMMENDED RETAIL PRICE **£39.00**

YOURS FREE WITH EVERY SPECTRUM REPAIR

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & Access orders, queries.
Manchester 061- 236 0376 while you wait repair centre only.

© COPYRIGHT VIDEOVAULT LTD No. 789003 FAX No. 04574 68946

# COMPETITION RESULTS

## BALLBREAKER

Daniel Tudball, Twickenham; D. Vince, Birmingham; Alin Shelton, London; Owen Williams, Bath; Daniel Hondle, Bucks; Paul Duree, Bradford; D. Thompson, Newcastle; Mark Smith, London; Adam Penn, Luton.
Steve Lee, Surrey; Glenn Rivers, Perth; David Connor, Liverpool; Julian Smith East Sussex; Michael Hughes, Swansea; Paul Sawyer, South Glamorgan; David Jones, Worcs; Richard Spence, N. Ireland; Robert Johnson, Gwent.
Lucy Grzesik, Rotherham; Anthony Casel, Oxford; Alan Pullen, Worcs; Richard Burton, Cornwall; John Yeung, Glasgow; Kevan Gelling, Isle of Man; Edward Newiss, West Yorks.
Jon Sendel, Sheffield; Martin Riley, Eastleigh; Ian Sherwin, Manchester; Guy Watford, Melton Mowbray; Stephen Clark, N. Yorks; Mr. J. M. Berman, Dorset; Julian Blake, East Sussex; Itaen Beardmore, Staffs; Michael Burton, Cleveland.
Gareth Williams, Leicestershire; A. C. Pearson, Newcastle upon Tyne; Mat Seddon, York; Andrew and Lynsey Learoyd, Leeds; A. Milsom, Herts; Glen White, Essex; C. A. Macleod, London.
Richard Lang, Surrey; R. G. Messenger, Perth; Richard Walker, Dudley; G. Nichol, N. Ireland; Stephen Russell, Dorset; Russell Cushion, Norfolk; Jonathan Ewert, Guernsey; Duncan Tarrett, Cheltenham; Robert Horton, West Midlands.

## MILK RACE

Jason T. Derbyshire, Gwynedd; Des Albrighton, Bucks; Nabeel Ahmed, Bristol; Malcolm Jeckell, Norfolk; Craig Dors, Cheltenham; Lyndon Saunders, Mid Glamorgan; Stuart Smith, Gwent; Steven Wheller, Bridgend; Gabriel Leong, Berks.
Anthony Connelly, Lanarkshire; Trevor Page, Kent; Jon Morris, Lancs; Rodney Tregale, Slough; Alistair May, Moray; Simon Holt, Rotherham; Iain McDougall, Glasgow; Gareth Houghton, Cheshire.
Matthew Davies, Sheffield; Michael Fox, Wilts; Patrick Oliver, Birmingham; Jonathan Kane, Leicester; Fergus Mullins, Ireland; Karim Bovali, London.
Dean Betts, Kent; Richard Ramsden, West Yorks; Martin Wicker, Herts; Graeme Napier, Newcastle upon Tyne; T. L. Bahalim, London; Benn Webber, Wiltshire; Simon Rider, West Yorkshire; Philip Cahill, Inchicore; Andrew Little, Merseyside.
David Heath, Staffs; Andrew Griffiths, Surrey; John Summers, Merseyside; Neville Matthews, Beds; Nathan Taylor, Hull; Kieron Telford, Mid Lothian; Marc Davies, Wrexham; Steven Devlin, Aberdeenshire; Adam Penn, Luton.
William Knapp, Exeter; K. Grzesik, Rotherham; Mark Smith, Essex; Trevor C. Moore, Staffs; Jamie Hanik, Coventry; Colm Andrew, Hyde; L. C. Sendel, Sheffield; P. A. Richmond, Co. Durham; Adam Horton, Notts.

## PROHIBITION

Brian Brooks, London; Ian B. Platts, London; Gunnlauger Briem, Iceland; Aidan Loughridge, Co. Antrim; Michael Bland, Leeds; Tipu Sultan, London; Nicholas Twinn, Co. Durham; Karl Drinkwater, Manchester; David Menzies, Manchester.
Chris Neiger, Cheshire; Agusti Malave, Spain; Robert Bell, Cheshire; Simon Wendt, Beds; Neil Drew, Cornwall; Michael J. Dexter, Sheffield.
Richard Pargeter, Coventry; Mark Wilson, Staffs; Louk Smeets, Holland; Robert J. Hankey, Cheshire; Robert Douglas, N. Ireland; James Marshall, Essex.

## CODEMASTERS

Jason Watts, Gwent; Derek Wong, Surrey; Chris Andrews, Sheffield; Wayne Robson, Dundee; Ian Lucas, Gateshead; Nathan Hruzik, Dyfed; Matt Sears, Worcester; Craig Spencer, Bradford; David Menzies, Manchester.
Lee Godley, Stockton; Tom J. Ryan, Surrey; Ben Steele, Nr Hailsham; A. M. Barnes, BFPO 32; David Beavis, Somerset; David Lupton, E. Sussex; Tobias King, Wilts; J. Ryland, Lancs; Andrew Bull, London.
Peter Burman, Lincoln; Mark Hatrich, Lincs; Anon, Worcestershire; H. Schiffelers, The Netherlands; Mark Davidson, Lincs; Stewart Campion, Herts; Michael Wheeler, Lewis; Roy Lewis, Lancs; Paul Seamark, Bedfordshire.
Kenneth Ball, Uttoxeter; Stuart Kemp, Leicester; James M. Tebbutt, Stoke on Trent; James McAllister, Herts; Leon Quinn, Birmingham; James A. McLelland, Airdrie; Marcus W. Hartup, Lincoln; David Jenkyn, Cheshire; Chris Roynham, Belper.
Simon Baxet, N. Humberside; David Stephenson, Liverpool; Seb Geddes, Caithness; Andrew Boyce, West Sussex; Danny Rabjohns, North Yorkshire; Kelvin Hones, Port Talbot; Ian Ramdhany, London; Anthony Goodey, Kent; Paul Feltham, Dorset.
Kevin Liu, Liverpool; Ian Adams, Manchester; Ricky Hoad, London; Craig Cooper, Stoke on Trent, P. Meanwell, Herts.

## THING BOUNCES BACK

Roger Takenarine, Wembley; A. J. Whitehead, S. Glamorgan; Stephen Barker, Staffs; Brian Scofield, Gwent; Mr. A. Dolan, Cheshire; David Bannatyre, W. Lothian; Per Johansson, Sweden; Anthony Clapham, Somerset; Dean Jarman, Hants.
Andrew Hawley, Manchester; William Callaghan, W. Midlands; Scott Watson, Clydebank; Adam Bolton, Surrey; C. G. Roland, Lincoln; Simon Sharp, Surrey; Sean Drury, W. Yorks; Darren Perry, Stockport; Sammy Barber, Rosshire.
Tony Kidney, Co. Cork; Derek Jenkins, Cardiff; Delvin Suleyman, Herts; Richard Ramsden, Bradford; Adrian Holmes, Coventry; Leon Quinn, Birmingham; Mark Clapham, Harrogate; Nader Adamali, U.A.E.; Mark P. J. Miles, W. Sussex.
David Jones, Worcs; Stuart Scott, Walsall; David Bone, Tyne & Wear; Paul Crocker, Middlesex; Stephen Crawford, Wiltshire; G. Shirodkar, West Midlands.
David Imrie, Caithness; Filis Toumanidis, Greece; L. Smith, Hull; Mike Seuters, Holland; Finlay Bell, Northumberland; Nicholas Twinn, Co. Durham; Roar Tunes, Norway; J. Wright, W. Midlands.
Brett Patterson, Sheffield; Gavin Cassie, Aberdeenshire; Mr D. G. Thow, Gwent; Mark Smith, Herts; John Pack, Herts; Chris Raynham, Derbys; Martin Owen, Gwynedd; Lee Bennett, Northampton; James Riley, Hull.

## GOBOTS

Wai Hong Tsang, Beds; Jason Lo, Manchester; Stuart Thomson, Aberdeenshire; Mark Lee, Merseyside; Spencer L. Denniston, London; Benjamin Early, Maidenhead; Andrew Hall, Peterborough; Mr. T. Saxon, Swindon; Robert Byers, Warks.
Marc Couget, Birmingham; Ling Lo, Southampton; Christopher Lin in On, London; Adam Solomon, Kent; Philip Corbett, Warks; Lee Watson, Middlesex; Kamal Lakhiani, U.A.E.; Simon Gallagher, Nottingham; Allan Norris, South Glamorgan.

# Alternative WORLD GAMES Competition

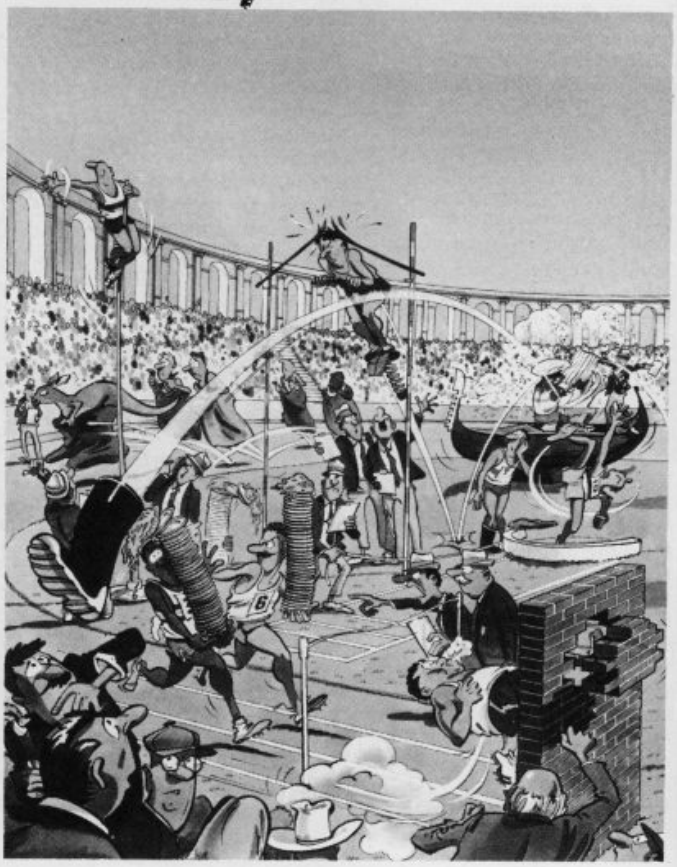
They're weird, they're wacky. What are they? Alternative World Games, that's what. Everybody seems to have got very serious about their sports simulations. But not the Gremlin guys. They've put the humour in to sport by coming up with some really strange events set against some exotic backdrops.

So, how do you fancy log throwing or boot hauling? You do? Well read on.

For the first prize, Gremlin will arrange for you to have six professional coaching lessons for one of the following sports — football, cricket, tennis, swimming, squash, badminton or table-tennis. So when you fill in the entry coupon don't forget to say which sport you are interested in.

The 50 runners-up will get a copy of Alternative World Games.

All you have to do is answer the following Gremlin Graphics questions and send your answers to Alternative World Games Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and the referee's decision is final.



Questions

1) What is the name of the evil organisation featured in Gremlin's Mask and Mask II? Is it A) VENOM. B) SPIT. C) BILE.

Answer: _____

2) What is the name of Jack the Nipper's second adventure?

Answer: _____

3) What animal is Monty? is he A) Mole. B) Badger. C) Rabbit.

Answer: _____

4) Gremlin's expected Christmas smash is based on which character? Is it A) He-Haw. B) Ho-Hum. C) He-Man.

Answer: _____

Alternative World Games Competition

Name: _____

Address: _____

_____

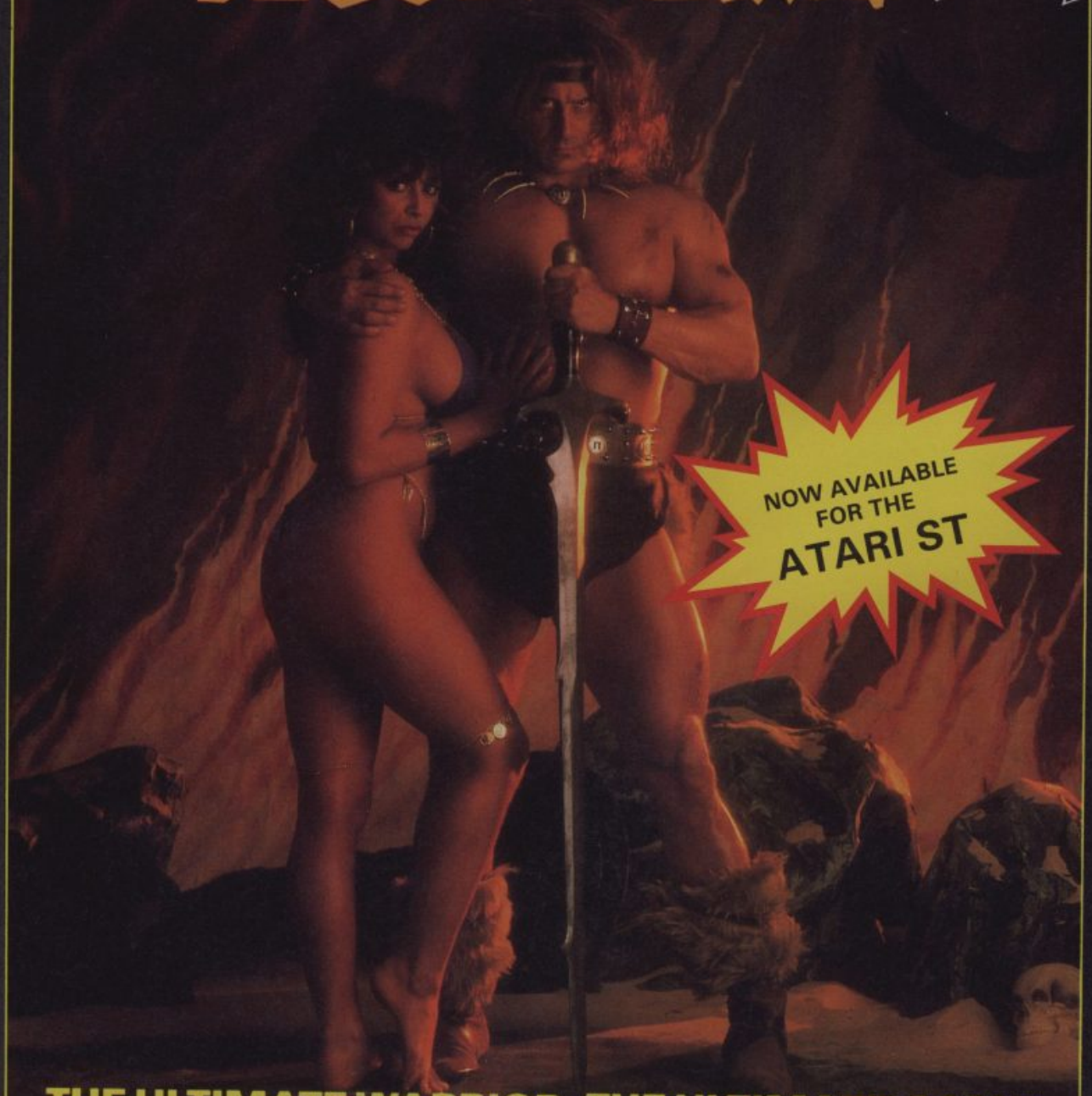
_____

The sport I want coaching in is _____

My computer is Spectrum ☐ Amstrad ☐ CBM 64 ☐

# BARBARIAN

## The Ultimate Warrior



NOW AVAILABLE FOR THE ATARI ST

**THE ULTIMATE WARRIOR THE ULTIMATE GAME**




SPECTRUM VERSION

*AVAILABLE FOR:*
**COMMODORE 64**
**48k SPECTRUM**
**AMSTRAD CPC**




AMSTRAD VERSION

Available from all good computer game stockists, or by mail order from: **Palace Software, 275 Pentonville Road, London N1 9NL.**

PALACE SOFTWARE

**Send cheque or postal order for £9.99 (Cassette), or £12.99 (Commodore or Amstrad Disk)** plus 80p P&P
Access and Barclaycard holders telephone **01-278 0751.**

BE FAST...BE ALERT...OR BE DEAD!

# R.I.S.K.



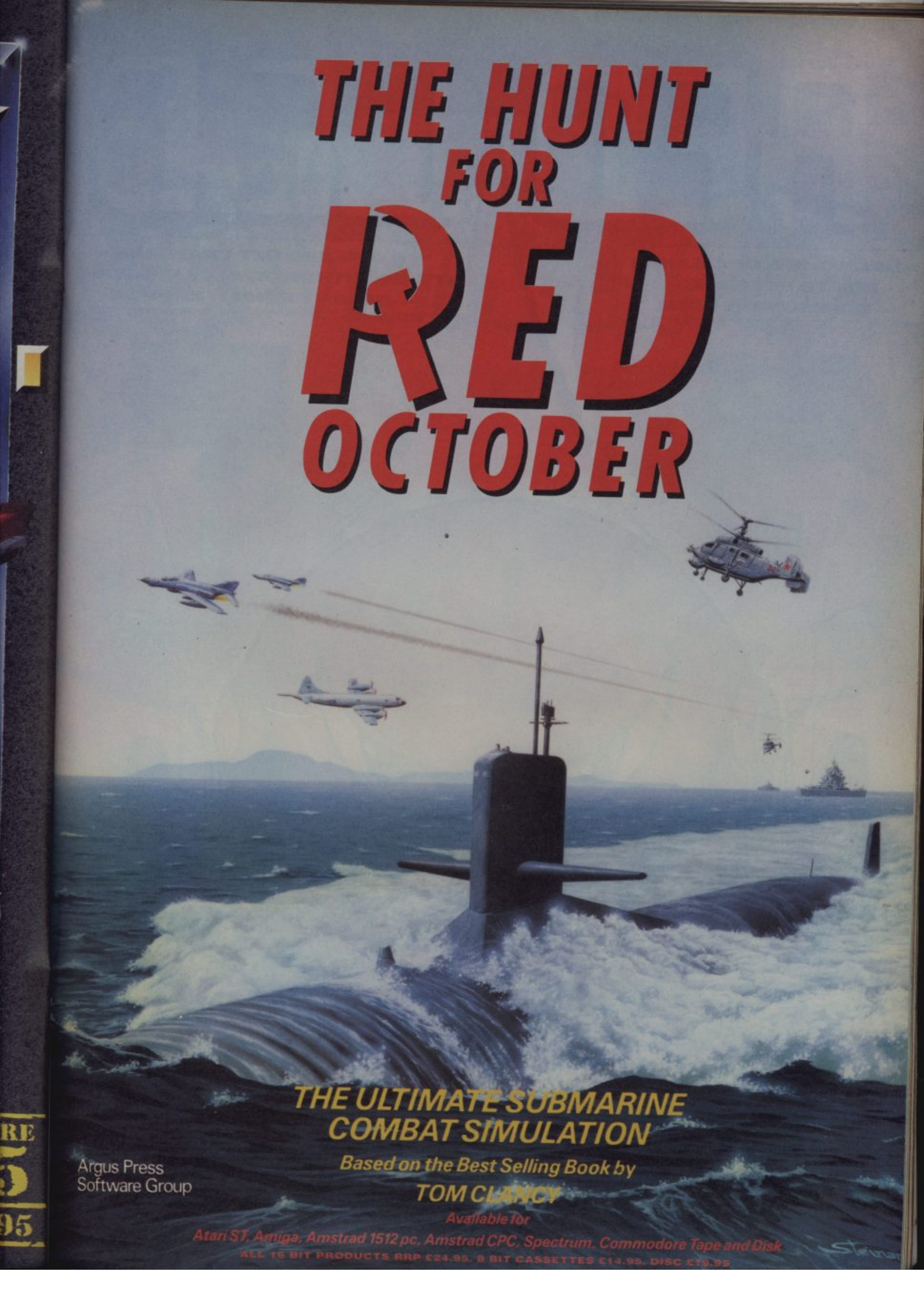


THE EDGE

I didn't expect to get a 'R.I.S.K.' order ... none of us ever does. I mean, Galactic Command doesn't call for a Rapid Intercept, Seek and Kill operative unless all else has failed ... but why do I get this feeling I'm gonna be on my own this time?

THE EDGE, 36/38 Southampton Street, London WC2E 7HE

COMMODORE
8.95
DISC 12.95


THE HUNT FOR RED OCTOBER
THE ULTIMATE SUBMARINE COMBAT SIMULATION
Based on the Best Selling Book by
TOM CLANCY
Available for
Atari ST, Amiga, Amstrad 1512 pc, Amstrad CPC, Spectrum, Commodore Tape and Disk
ALL 16 BIT PRODUCTS RRP £24.95. 8 BIT CASSETTES £14.95. DISC £19.95
Argus Press
Software Group

# RED L.E.D.

**RED L.E.D. IS A CHALLENGE NOT TO BE MISSED. — COMMODORE USER**

**"GO OUT AND GET THIS GAME — IT'S SOMETHING REALLY SPECIAL!" — JULIAN RIGNALL: ZAPP 64**

C.U. Screen Star

SIZZLER





## REAL ARCADE ACTION AT ITS BEST!

The year is 2379: Earth's vast resources are finally running out (again!). You must bridge the path to the much needed matter supplies, using three ZMX all-purpose battle-droids to link up the vital cosmic-interlace grid.

**SPECIAL FEATURES:**

- Full 3D smooth scrolling action
- 37 different landscapes
- Bonus levels, teleport pads and enemy generators
- Graphics by Pete James
- Sound FX by Tony Crowther.

STARLIGHT SOFTWARE

C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99

# TOP TEN GRAFFITI COMPETITION




Here's the first person to win his way through to the final of our wicked Graffiti Comp. The winner from October's issue is Nick Adams of Plymouth. If you think you can match Nick's graffiti skills, or perhaps you think you can do better, start working, now!! In case you've forgotten the rules, I'll quickly remind you.

Just create your own *original* piece of graffiti — the only restrictions on your creation are that it MUST include the Top Ten and C+VG logos somewhere. You can either send a photo of your work or simply send your completed artwork to Computer and Video Games, Top Ten Graffiti Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And the prize? An all expenses paid trip to New York to see graffiti artists at work!

Remember to secure the coupon to your entry.

C+VG/Top Ten Graffiti Competition.

Name _____

Address _____

_____

Age _____

Computer owned _____

# HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

**FREEPOST (No Stamp In UK)**
**SEDGLEY, DUDLEY**
**WEST MIDLANDS DY3 3QY**
**Tel: 0902-880971**

ANY VISA
PHONE/WRITE PROMPT DESPATCH

CHEQUE/P.O./£ DRAFT TO: HOLMESOFT.
C.O.D SERVICE (+£3 In Advance)
UK P&P INCL. (Add 50p for Rec Delivery)
EUROPE ADD 50p PER ITEM,
ELSEWHERE add 75p per item

| SPECTRUM | OUR PRICE |
|---|---|
| 6-Pack II | 6.75 |
| 720 Degrees (D 9.95) | 6.50 |
| ACE-2 (128 7.50 | 6.50 |
| Action Force (D 10.95) | 6.75 |
| Adv. Tactical Fighter | 6.75 |
| Alt. World Games | 5.50 |
| Apache Gunship (D 9.95) | 6.75 |
| Arctic Fox | 6.50 |
| Backpack — Kidsplay | 6.75 |
| Bailbreaker | 5.50 |
| Bangkok Knights | 6.75 |
| Barbarian (D 9.95) | 6.75 |
| Basil, Mouse Detective | 6.50 |
| Blood Valley | 5.50 |
| Big 4 Vol. II | 6.75 |
| Bobsleigh | 6.75 |
| Bravestar (D 9.95) | 6.50 |
| Bubble Bobble | 5.50 |
| Buggy Boy | 5.50 |
| Burn Out | 5.50 |
| California Games (D 9.95) | 6.50 |
| Captain America | 6.50 |
| Charlie Chaplin (D 9.95) | 6.50 |
| Combat School | 5.50 |
| Compendium | 5.50 |
| Dark Sceptre | 6.75 |
| Double, The | 8.95 |
| Driller | 10.50 |
| Elite 8-Collection | 6.75 |
| Enlight. Druid II (D 9.95) | 5.50 |
| Evening Star | 5.50 |
| Exolon | 5.50 |
| Fairlight, Legend (D 9.95) | 6.50 |
| Firetrap | 6.75 |
| Football Manager II | 6.50 |
| Fortress America (D 9.95) | 6.75 |
| Flying Shark | 5.50 |
| Freddy Hardest | 5.50 |
| Galactic Games | 5.50 |
| G. Gooch All-Star Cricket | 6.75 |
| G. Lineker's Soccer | 5.50 |
| Game Over | 5.50 |
| Game Set & Match (D 13.50) | 8.95 |
| Gauntlet II (D 9.95) | 6.50 |
| Gryzor | 5.50 |
| Guadal Canal | 6.75 |
| Gunboat | 6.50 |
| High Frontier | 6.75 |
| Hysteria | 5.50 |
| Ikari Warriors | 5.50 |
| Impossible Mission II | 6.50 |
| Indiana Jones (D 9.95) | 6.50 |
| Int. Karate II | 6.75 |
| Jackal | 5.50 |
| Jack the Nipper II | 5.50 |

– 100s of £1.99/£2.99 GAMES
BULK DISCOUNTS/INVOICES

| SPECTRUM | OUR PRICE |
|---|---|
| Judge Death (D 9.95) | 6.50 |
| Knight Orc (D 14.95) | 10.50 |
| Knightmare | 6.75 |
| Last Ninja | 6.75 |
| Lucaslim, 4-Coll (D 10.95) | 6.75 |
| Lazer Tag | 6.50 |
| Live Ammo (D 10.95) | 6.75 |
| Mad Balls | 5.50 |
| Magnetron | 5.50 |
| Mask/Mask-2 Each | 6.50 |
| Match Day II | 5.50 |
| N. Mansell Grand Prix | 6.75 |
| Mean Streak | 5.50 |
| Mercenary | 6.75 |
| Moon strike | 5.50 |
| Nebulus | 5.50 |
| Outrun (D 9.95) | 6.50 |
| Pegasus Bridge | 9.50 |
| Phantys | 5.50 |
| Psycho Soldier | 5.50 |
| Platoon | 5.50 |
| Rampage | 5.50 |
| Ramparts | 6.50 |
| Rastan Saga | 5.50 |
| Red L.E.D. | 6.50 |
| Red October | 10.95 |
| Renegade | 5.50 |
| Road Runner (D 10.95) | 6.50 |
| Roy Of The Rovers | 6.75 |
| Rygar | 6.50 |
| Scrabble De-Luxe (D 11.95) | 7.75 |
| Scruples (D 10.95) | 6.75 |
| Side Arms (D 9.95) | 6.50 |
| Slaine | 6.50 |
| Solar Fire | 5.50 |
| Solid Gold | 6.75 |
| Solomon's Key | 6.50 |
| Spitfire | 6.75 |
| Street Baseball | 6.75 |
| Street Basketball | 6.75 |
| Street Hassle | 5.50 |
| Super Hang-On | 6.75 |
| Super Sprint | 6.50 |
| Tai-Pan | 5.50 |
| Tank | 5.50 |
| Through The Trap Door | 6.50 |
| Thundercats | 5.50 |
| Tour De Force | 5.50 |
| Trantor (D 9.50) | 6.50 |
| Victory Road | 5.50 |
| Werewolves of London | 6.75 |
| W.C. Leaderboard (D 9.50) | 6.50 |
| Winter Olympiad 88 | 5.50 |
| Wizard Wars | 6.50 |
| Wizball | 5.50 |
| X-15 Alpha Mission | 6.75 |
| Xecutor | 5.50 |
| Yes Prime Minister | 10.95 |
| Zynaps | 5.50 |

| COMMODORE 64 | OUR PRICE |
|---|---|
| Action Force | 6.75 |
| 6-Pack II (D10.95) | 6.75 |
| 720 Degrees (D 10.95) | 6.75 |
| Airborne Ranger (D 14.95) | 10.95 |
| Alternative Games (D10.95) | 6.75 |
| B-24 Flight Sim (D 14.95) | 10.95 |
| Backpack — Kidsplay | 6.75 |
| Bangkok Knights (D 10.95) | 6.50 |
| Barbarian (D 10.95) | 6.75 |
| Big 4 Vol. II (D 6.95) | 6.75 |
| Blood Valley (D 10.95) | 6.75 |
| Bobsleigh (D 10.95) | 6.75 |
| Bravestar (D 10.95) | 6.75 |
| Bubble Bobble (D 9.95) | 6.50 |
| Buggy Boy (D 10.95) | 6.75 |
| Burn Out (D 10.95) | 6.75 |
| California Games (D 9.50) | 6.75 |
| Captain America (D 9.95) | 6.75 |
| Charlie Chaplin (D 10.95) | 6.75 |
| Chessmaster 2000 DISC ONLY | 10.95 |
| Chuch Yeager AFS (D 10.95) | 6.75 |
| Combat School (D 10.95) | 6.50 |
| Compendium (D 10.95) | 6.75 |
| Death Wish 3 (D 10.95) | 6.75 |
| Defender Crown DISC ONLY | 10.95 |
| Double, The | 8.95 |
| Driller (D 12.95) | 10.50 |
| Druid II (Enlight) (D 9.95) | 6.50 |
| Elite 8-Collection (D 10.95) | 6.75 |
| Epyx Epics (D 10.95) | 6.75 |
| Exolon (D 9.95) | 6.50 |
| Fairlight The Legend (D 10.95) | 6.75 |
| Flying Shark (D 10.95) | 6.50 |
| Football Manager II (D 9.95) | 6.50 |
| Freddy Hardest | 6.50 |
| Galactic Games (D 10.95) | 6.75 |
| G. Gooch Cricket (D 10.95) | 6.75 |
| G. Lineker's Soccer (D 10.95) | 6.75 |
| Game Set & Match (D 13.50) | 8.95 |
| Gauntlet II (D 10.95) | 6.75 |
| Gryzor | 6.25 |
| Guadal Canal (D 10.95) | 6.75 |
| Hysteria (D 9.95) | 6.50 |
| Imposs Mission II (D 10.95) | 6.75 |
| Indiana Jones (D 10.95) | 6.75 |
| Infiltrator II (D 6.95) | 3.75 |
| Int. Karate II (D 10.95) | 6.75 |
| Jackal (D 10.95) | 6.50 |
| Jack the Nipper II (D 10.95) | 6.75 |
| Judge Death (D 9.95) | 6.50 |
| Knight Orc (D 10.95) | 10.95 |
| Knightmare (D 10.95) | 6.75 |
| Laser Tag (D 10.95) | 6.75 |
| Last Ninja (D 10.95) | 6.75 |

SOFTWARE ADD-ONS FOR BBC/ELECTRON, C16/+4, VCS, SEGA, NINTENDO, MSX, QL IBM, SPECTRUM +3, Vic 20 etc

| COMMODORE 64 | OUR PRICE |
|---|---|
| Live Ammo (D 10.95) | 6.75 |
| Lucaslim 4-Coll (D 10.95) | 6.75 |
| Magnetron (D 9.95) | 6.50 |
| Mandroid (D 10.95) | 6.75 |
| Maniac Mansion (D 10.95) | 6.75 |
| Mask/Mask-2 EACH (D 10.95) | 6.75 |
| Mean Streak (D 10.95) | 6.75 |
| Morpheus (D 9.95) | 6.50 |
| Nebulus (D 9.95) | 6.50 |
| N. Mansell Grand Prix (D 10.95) | 6.75 |
| Nineteen (D 10.95) | 6.75 |
| Outrun (D 10.95) | 6.75 |
| Pegasus Bridge (D 14.95) | 9.95 |
| PHM Pegasus (D 10.95) | 6.75 |
| Pirates (D 14.95) | 10.95 |
| Pro: Stith Fighter (D 14.95) | 10.95 |
| Psycho Soldier | 6.50 |
| Quedex (D 10.95) | 6.50 |
| Ramparts (D 9.95) | 6.75 |
| Rastan Saga (D 9.95) | 6.50 |
| Red October (D 14.95) | 10.50 |
| Red L.E.D. (D 9.95) | 6.75 |
| Renegade (D 9.95) | 6.50 |
| Road Runner (D 10.95) | 6.50 |
| Roy of The Rovers (D 10.95) | 6.75 |
| Rygar (D 10.95) | 6.75 |
| Scrabble De-Luxe (D 11.95) | 9.50 |
| Scruples (D 10.95) | 9.95 |
| Shoot 'em up Const. (D 14.95) | 10.50 |
| Slaine (D 10.95) | 6.75 |
| Side Arms (D 9.95) | 6.75 |
| Solid Gold (D 10.95) | 6.75 |
| Solomon's Key (D 10.95) | 6.75 |
| Speed Rumbler (D 9.50) | 6.75 |
| Star Wars (D 10.95) | 6.75 |
| Star Paws (D 9.50) | 4.50 |
| Street Baseball (D 10.95) | 6.75 |
| Street Basketball (D 10.95) | 6.75 |
| Subbattle (D 10.95) | 6.75 |
| Summer Gold (D 10.95) | 6.75 |
| Super Hang-One (D 10.95) | 6.75 |
| Super Sprint (D 10.95) | 6.50 |
| Tai-Pan (D 9.95) | 6.50 |
| Tank (D 9.95) | 6.50 |
| Through Trap Door (D 10.95) | 6.50 |
| Thundercats (D 10.50) | 6.50 |
| Tour De Force (D 10.95) | 6.75 |
| Track & Field (D 10.95) | 6.50 |
| Trantor (D 9.50) | 6.75 |
| Victory Road (D 9.95) | 6.50 |
| W.C. Leaderboard (D 10.95) | 5.95 |
| Winter Olympiad 88 | 6.75 |
| Wizard Warz (D 9.95) | 6.75 |
| Wizball (D 9.95) | 6.50 |
| X-15 Alpha Mision (D 10.95) | 6.75 |
| Yes Prime Minister (D 14.95) | 10.95 |

AMIGA SOFTWARE
100's PHONE/WRITE

| AMSTRAD | OUR PRICE |
|---|---|
| 6-Pack II (D 10.95) | 6.75 |
| 720 Degrees (D 10.95) | 6.75 |
| Alt World Games (D 10.95) | 6.75 |
| Bangkok Knights (D 10.95) | 6.75 |
| Barbarian (D 10.95) | 6.75 |
| Blood Valley (D 10.95) | 6.75 |
| Buggy Boy (D 10.95) | 6.50 |
| Bubble Bobble (D 9.95) | 6.50 |
| Burn Out (D 10.95) | 6.75 |
| California Games (D 10.95) | 6.75 |
| Captain America (D 10.95) | 6.75 |
| Combat School (D 10.95) | 6.50 |
| Compendium (D 10.95) | 6.75 |
| Elite 8-Collection (D 10.95) | 6.75 |
| Epyx Epics (D 10.95) | 6.75 |
| Enlight. Druid II (D 9.95) | 6.50 |
| Evening Star (D 10.95) | 6.50 |
| Exolon (D 10.95) | 6.50 |
| Football Manager II (D 10.95) | 6.75 |
| Freddy Hardest (D 10.95) | 6.50 |
| G. Lineker's Soccer (D 10.95) | 6.75 |
| Game Set & Match (D 12.95) | 8.50 |
| Gauntlet II (D 10.95) | 6.75 |
| Gryzor (D 10.95) | 6.50 |
| Guadal Canal | 6.75 |
| Hysteria (D 10.95) | 6.75 |
| Indiana Jones (D 10.95) | 6.75 |
| Int. Karate II (D 10.95) | 6.75 |
| Jackal (D 10.95) | 6.50 |
| Jack the Nipper II (D 10.95) | 6.75 |
| Knightmare (D 10.95) | 6.75 |
| Live Ammo (D 10.95) | 6.75 |
| Mask/Mask-2 EACH (D 10.95) | 6.75 |
| Matchday II | 6.50 |
| Outrun (D 10.95) | 6.75 |
| Pirates (D 14.95) | 10.95 |
| Rastan Saga (D 10.95) | 6.50 |
| Red October (D 14.95) | 10.95 |
| Red L.E.D. (D 10.95) | 6.75 |
| Renegade (D 10.95) | 6.50 |
| Road Runner (D 10.95) | 6.75 |
| Roy Of The Rovers (D 10.95) | 6.75 |
| Rygar (D 10.95) | 6.75 |
| Scrabble De-Luxe DISC ONLY | 12.95 |
| Scruples (D 10.95) | 6.75 |
| Side Arms (D 10.95) | 6.75 |
| Slain (D 10.95) | 6.75 |
| Solomon's Key (D 10.95) | 6.75 |
| Solid Gold (D 10.95) | 6.75 |
| Star Wars (D 10.95) | 6.75 |
| Super Hang-On (D 10.95) | 6.75 |
| Super Sprint (D 10.95) | 6.75 |
| Through Trap Door (D 10.95) | 6.50 |
| Thundercats (D 10.95) | 6.50 |
| Victory Road (D 10.95) | 6.50 |
| W.C. Leaderboard (D 10.95) | 6.75 |
| Wizard Warz (D 10.95) | 6.75 |
| Wizball | 6.50 |

| ATARI ST | OUR PRICE |
|---|---|
| Apache Gunship+ | 18.50 |
| Bangkok Knights | 18.50 |
| Barbarian (Palace) | 14.50 |
| Barbarian (Psygnosis) | 18.50 |
| Bermuda Project | 18.50 |
| Bubble Bobble | 14.50 |
| Charlie Chaplin | 14.50 |
| Defender Of The Crown | 23.50 |
| Enduro Racer | 14.50 |
| Flying Shark | 14.50 |
| G. Linekers Soccer | 14.50 |
| Gauntlet II | 18.50 |
| Guild Of Thieves | 14.50 |
| Impossible Mission II | 14.50 |
| Indian Jones & TOD | 14.50 |
| Last Ninja | 18.50 |
| Metropolis | 17.00 |
| Outrun | 14.50 |
| Precipice | 14.50 |
| Red October | 18.50 |
| Renegade | 14.50 |
| Road Runner | 18.50 |
| Scrabble De-Luxe | 14.50 |
| Sentinel | 14.50 |
| Side Arms | 14.50 |
| Spitfire 40 | 18.50 |
| Star Trek | 13.95 |
| Sub Battle Simulation | 18.50 |
| Super Sprint | 14.50 |
| Tracker | 18.50 |
| Wizard Warz | 14.50 |
| Wizball | 14.50 |

ALL OTHER CURRENT PRODUCTS
20% or more OFF RRP

HARDWARE, ADD-ONS, BLANKS
ALL PRICES INCLUDE VAT & POSTAGE
Overseas £1 Secretcor Add £5

| | |
|---|---|
| Atari 520 STFM (Full pkg, Mouse etc) | 270.00 |
| SF 354, 500K Disk Drive | 139.00 |
| Amiga 500, Starter + DeLux Paint Etc | 455.00 |
| Comm-64 + 2CN Cassette ONLY | 159.00 |
| Excelerator+ (Inc Freeze Mahine etc) | 174.00 |
| Star NL-10, 80 Col Dot Matrix Printer | 189.00 |
| SEGA Game System Complete | 95.00 |
| Nintendo Game System | 95.00 |
| Spectrum +2 Complete | 129.00 |
| Amstrad 464 Mono | 165.00 |
| Expert Cartridge + ESM | 27.50 |
| Quickshot II Turbo | 12.95 |
| Konix Speedking | 11.50 |
| Euromax Pro+ | 18.50 |
| Cheetah 125+ | 7.50 |

# WE GUARANTEE 2 DAY SERVICE

Forthcoming Releases Sent on Release Day
SAE for Software/Hardware List

UNLISTED PRODUCT

NEW/OLD SOFTWARE
DEDUCT 20% From RRP
HARDWARE: DEDUCT 10%

# CUT PRICE SOFTWARE

| SPECTRUM | RRP | OUR |
|---|---|---|
| Elite | 14.95 | 7.50 |
| Stars On 128 | 9.95 | 6.95 |
| Superstar Socc | 7.95 | 5.50 |
| Gauntlet II | 8.95 | 6.50 |
| Trantor | 8.99 | 6.50 |
| Triaxos | 8.99 | 6.50 |
| Paperboy | 7.95 | 5.50 |
| Knight Orc | 14.95 | 11.95 |
| Live Ammo | 9.95 | 6.95 |
| Wizball | 7.95 | 5.50 |
| Renegade | 7.95 | 5.50 |
| Saboteaur 2 | 7.95 | 5.75 |
| Alt World Games | 7.95 | 5.50 |
| Road Runner | 8.99 | 6.50 |
| Triv Pursuit | 14.95 | 11.95 |
| Flying Shark | 7.95 | 5.50 |
| Hit 6 1 or 2 | 9.95 | 7.25 |
| Calafornia Game | 8.99 | 6.50 |
| Super Sprint | 9.95 | 7.25 |
| Battle Ships | 7.95 | 5.50 |
| Ace2 48K or 128K | 8.95 | 6.50 |
| Space Harrier | 7.95 | 5.50 |
| Five Star 2 | 9.95 | 7.25 |
| Bubble Bobble | 7.95 | 5.50 |
| Game, Set, Match | 12.95 | 8.50 |
| Enduro Racer | 9.95 | 7.25 |
| Jack Nipp II | 7.99 | 5.50 |
| Gryzor | 7.95 | 5.50 |
| Exolon | 7.95 | 5.50 |
| Roy Of Rovers | 9.95 | 7.25 |
| Ace | 9.95 | 7.25 |
| W.C. Leaderboard | 9.95 | 7.25 |
| Zynaps | 7.95 | 5.50 |
| Uridium | 8.95 | 6.50 |
| P.A.W. | 22.95 | 17.95 |
| Survivor | 8.99 | 6.50 |
| Barbaricn | 9.95 | 7.25 |
| Stealth Fighter | 7.95 | 5.50 |
| Living Daylight | 9.95 | 7.25 |
| Bismark | 9.95 | 7.25 |
| Out Run | 9.95 | 7.25 |
| Big 4 1 or 2 | 9.95 | 6.95 |
| Head O Heels | 7.25 | 5.50 |
| Jack Nipper + Bubble Bobble | £10.00 each | |

| COMMODORE 64/128 OUR | PRICE |
|---|---|
| Jack Nipp II | 7.25 11.95 |
| Freeze Frame 3 | Cart 35.95 |
| Rygar | 7.25 11.95 |
| Epyx Epics | 7.25 11.95 |
| Roy of the Rovers | 7.25 11.95 |
| Out Run | 7.25 11.95 |
| Battle Ships | 7.25 11.95 |
| Expert Cart | N/A 28.95 |
| Flying Shark | 6.50 10.95 |
| Destroyer | N/A 11.95 |
| Stealth Fighter | 11.95 14.95 |
| Mega-Apocalypse | 6.50 11.95 |
| Road Runner | 7.25 11.95 |
| The Pawn | N/A 16.95 |
| Durell's Big 4 | 6.95 11.95 |
| W.C. Leaderboard | 7.25 11.95 |
| Ace 2 | 7.25 11.95 |
| Wizz Ball | 6.50 10.95 |
| Defender of Crown | N/A 11.95 |
| Triv Pursuit | 11.95 14.95 |
| Star Games II | 7.25 11.95 |
| Gauntlet 1 or 2 | 7.25 11.95 |
| Death Wish 3 | 7.25 11.95 |
| Barbarian | 7.25 11.95 |
| Superstar Soccer | 7.25 11.95 |
| Alt World Games | 7.25 11.95 |
| Gryzor | 5.50 11.95 |
| Elite | 7.50 14.95 |
| Last Ninja | 7.25 11.95 |
| Live Ammo | 7.25 11.95 |
| Compendium | 7.25 11.95 |
| Pirates | 11.95 15.95 |
| Trantor | 7.25 11.95 |
| Graphic Ad Creator | 17.00 22.00 |
| Renegade | 6.75 11.95 |
| Sold Million 3 | 6.95 11.95 |
| Hit Pak 6 1 or 2 | 7.25 11.95 |
| Gunship | 11.95 14.95 |
| Tai-Pan | 6.95 11.95 |
| Exolon | 6.95 11.95 |
| Knight Orc | 11.95 11.95 |
| Super Sprint | 7.25 11.95 |
| Bubble Bobble | 6.50 10.95 |

| ATARI ST | CASS | DISK |
|---|---|---|
| Triv Pursuit | 19.95 | 14.95 |
| Sentinal | 19.95 | 13.95 |
| Knight Orc | 24.95 | 15.95 |
| Gauntlet 1 or 2 | 19.95 | 13.95 |
| Alt World Game | 19.95 | 13.95 |
| Barbarian | 24.95 | 15.95 |
| Terrorpods | 24.95 | 15.95 |
| Guild Thieves | 24.95 | 15.95 |
| Indiana Jones | 19.95 | 13.95 |
| Tai-Pan | 19.95 | 12.95 |
| Defender Crown | 29.95 | 19.95 |
| TNT | 19.95 | 13.95 |
| Alt. W. Games | 19.99 | 13.95 |
| Blood Valley | 19.99 | 13.95 |
| Solomans Key | 19.99 | 13.95 |
| Mercenary com | 24.95 | 15.95 |
| **AMIGA** | **RRP** | **OUR** |
| California Game | 24.95 | 19.95 |
| Terrorpods | 24.95 | 19.95 |
| Barbarian | 24.95 | 19.95 |
| Defender Crown | 24.95 | 19.99 |
| Silent Service | 24.95 | 19.95 |
| Guild Thieves | 24.95 | 19.95 |
| Karate Kid II | 24.95 | 19.95 |
| Mean 18 | 29.99 | 24.95 |
| Swooper | 19.95 | 15.95 |
| Super Huey | 19.99 | 15.95 |
| S.D.I. | 29.95 | 24.95 |
| Winter Games | 24.99 | 19.99 |
| Gold Runner | 24.95 | 19.99 |
| Hollywood Poker | 19.95 | 15.95 |
| Hardball | 24.95 | 19.99 |
| **AMSTRAD TOP 10** | **CASS** | **DISK** |
| Hit 6 1 or 2 | 7.25 | 11.95 |
| California Games | 7.25 | 11.95 |
| Mini Office 2 | 11.95 | 14.95 |
| Exolon | 6.50 | 11.95 |
| Paperboy | 6.50 | 10.95 |
| W.C. Leaderboard | 6.50 | 10.95 |
| Live Ammo | 7.25 | 11.95 |
| Gauntlet 1 or 2 | 7.25 | 11.95 |
| Out Run | 7.25 | 11.95 |
| Knight Orc | 7.25 | 11.95 |

Post & Packing Inc. Overseas Orders please add £1 per tape Cheques/post orders (Sterling only please). Made payable to:

**Cut Price Software**

Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW
24 HOUR ANSWER PHONE (0279) 24433 OR (0279) 31956

(SEGA GAMES MACHINE NOW AVAILABLE ONLY £99.95 PLUS FREE NEXT DAY DELEVERY UK. PLUS FREE GAME, FULL RANGE OF SOFTWARE + LIST AVAILABLE)

# NATIONAL COMPUTER LIBRARY

ATARI ST TITLES NOW AVAILABLE

## Hire Software Before You Buy It

- NOW UNDER new management
- OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers and now **ATARI ST. VERY SOON CBM AMIGA.**
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only £1.00 INC. P&P.
- 20% DISCOUNT off all purchase software.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- LARGE DISCOUNTS ON ALL PURCHASES for members.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means.

Send large S.A.E. now for free catalogue.

**NATIONAL COMPUTER LIBRARY**

1 Walkers Road, North Moons Moat, Redditch 139B 9HE 0527 591450

CVG

NAME .....

ADDRESS .....

.....

.....

COMPUTER MODEL .....

"DID I REALLY JUST **DIVE** THROUGH A MONITOR SCREEN..?

"A SCREEN THAT SEEMED TO HAVE SWALLOWED **LION-O** JUST SECONDS EARLIER..?

"THE OLD SPACE-SHIP WE FOUND IN THE FOREST WAS REAL, WASN'T IT? AND HADN'T THERE BEEN SOME WEIRD ENERGY FIELD..?

"...WHICH PLUCKED THE **EYE OF THUNDERA** FROM LION-O'S SWORD...

"AND DIDN'T WE RUSH ON BOARD AFTER THE EYE, AND SEE THE SCREEN..?"

IF ALL THAT HAPPENED, AND I REALLY DID DIVE THROUGH THE SCREEN... WHERE HAS LION-O GOT TO..?"

THUNDERCATS

# GHOST IN THE MACHINE

PART TWO

...AND WHERE IN THUNDERA'S NAME AM I?

IT'S A GOOD QUESTION, **TYGRA** — BUT I HAVEN'T HAD TIME TO COME UP WITH ANY ANSWERS YET!

**LION-O!** YOU'RE SAFE!

YES — BUT IS THE EYE..? LOOK! THE THUNDERCAT SYMBOL WARNS OF DANGER...

EVEN IF WE DON'T KNOW WHERE WE ARE, WE AT LEAST KNOW WHERE WE'RE HEADED! COME ON..!



AS THEY RACE ACROSS THE STRANGE LANDSCAPE...

IT'S ALMOST LIKE A... **VID-SCREEN** WORLD. IT **RESEMBLES** THIRD EARTH... ONLY IT'S AN ELECTRONIC VERSION OF IT...

LOOK — **THE LAIR OF THE CATS!**

THE EXCITEMENT'S MAKING YOU TONGUE-TIED, LION-O... THE **CAT'S LAIR**, YES.

BUT LOOK CLOSER... SEE THE DIFFERENCES? IT **ISN'T** A PERFECT COPY!

UH-OH! A **ROCKMAN!** AND I GET THE FEELING HE ISN'T FROM A WELCOMING COMMITTEE!

I'LL HANDLE THIS, TYGRA... WATCH...

...I'VE HAD TO USE THE OMEN'S SWORD ALREADY BEFORE YOU ARRIVED HERE...

OMEN'S SWORD..? LION-O'S SO WORKED UP HE KEEPS MIXING HIS WORDS...



**SWISH!**

NOTHING'S WRONG WITH HIS ACTIONS, THOUGH. I'D SAY HE'S...

**THUNK-KRISHSH!**

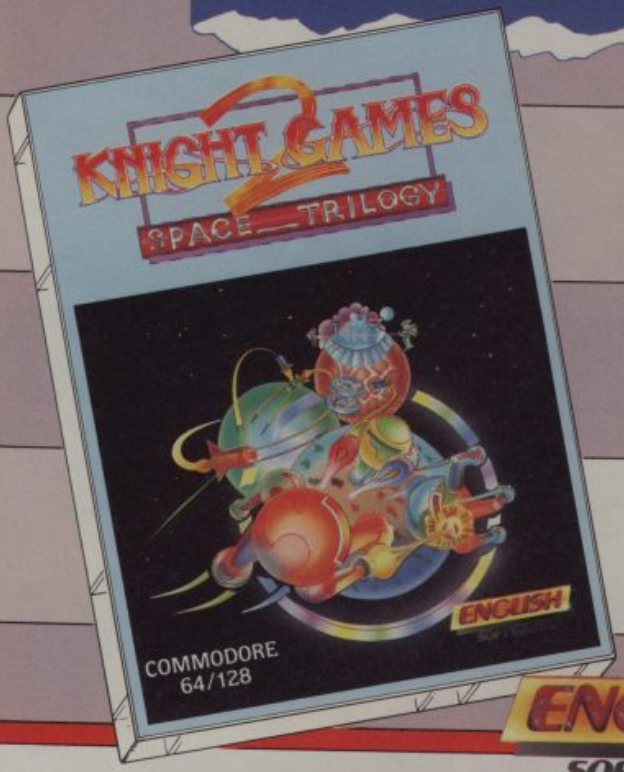
**...GOT HIM!**

LOOK, TYGRA. HE'S SHATTERED — LIKE HE WAS MADE OF GLASS...!





# KNIGHT GAMES 2
## SPACE TRILOGY






CASSETTE
£9.95

CBM 64





DISK
£12.95

ENGLISH SOFTWARE™

# LEVIATHAN




COMMODORE AMIGA 512K
£19.95

ATARI ST £14.95

# Q-BALL




COMMODORE AMIGA 512K
£19.95

"I advise all game starved Amiga owners to buy this, the most original and challenging piece of software on their machine."

*COMMODORE USER SCREENSTAR.*

ENGLISH SOFTWARE...

ENGLISH SOFTWARE, 1 NORTH PARADE, PARSONAGE GARDENS, MANCHESTER M3 2NH.
TEL: 061-835 1358

# A DOZEN GOOD REASONS W

## 1 C64 CONNOISSEUR PACK

C64C, C2N, MOUSE AND CHEESE (PAINT/ART SOFTWARE), CLUEDO, MONOPOLY, SCRABBLE, CHESS, RENAISSANCE, TYPING TUTOR, PLUS 2 JOYSTICKS, 5 BOOKS, 10 BLANK DATA CASSETTES AND 10 PIECES OF EXTRA SOFTWARE.

**£189.99▲**




## 2 128 COMPENDIUM PACK

COMMODORE 128, C2N, MUSIC MAKER, INTERNATIONAL SOCCER, JACK ATTACK, SPIRIT OF THE STONES, PLUS 2 JOYSTICKS AND ITB 1 AND 2.

**£220.00▲**




## 3 PLUS 4 PRESENTATION PACK

PLUS 4, C2N DATASSETTE, 10 CASSETTE GAMES, 3 CARTRIDGE GAMES, SCRIPT PLUS WORDPROCESSOR, BUILT IN SPREADSHEET AND DATABASE, PLUS JOYSTICK.

**£79.95▲**




## 4 COMPLETE MUSIC PACK

C64C COMPUTER, C2N DATASSETTE, 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, PLUS 3 PLAYALONG ALBUM CASSETTES. A PROFESSIONAL SYNTHESISER IN YOUR OWN HOME.

**£215.00**




## 5 MUSIC EXPANSION SYSTEM

FOR USE WITH C64, C64C, C128. INCLUDES 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, 3 PLAYALONG ALBUMS CASSETTE OR DISC. PLAYALONG ALBUMS AVAILABLE SEPARATELY AT £5.99 EACH

**£75.00▲**




## 6 SEIKOSHA PRINTER

COMPATIBLE WITH MOST MAKES OF COMMODORE COMPUTERS. FEATURES VARIETY OF FONTS INCLUDING GRAPHICS AND NEAR LETTER QUALITY, REVERSE PRINTING, ITALICS, TRACTOR FEED AND PAPER SEPARATOR. COMES COMPLETE WITH SERIAL CABLE AND FREE EASY SCRIPT WORD PROCESSOR PACKAGE.

**£169.99▲**




## 7 COMMODORE 64C AND C2N DATASETTE

(DATASETTES ARE AVAILABLE SEPARATELY FOR ONLY £27.99)

**£149.99▲**




## 8 COMMODORE 1901 COLOUR MONITOR

COMPATIBLE WITH MOST COMMODORE HOME COMPUTERS. HIGH QUALITY RESOLUTION AND SOUND. RGB AND PAL SWITCH. ALLOWS FOR 80 COLUMN MODE.

**£275.00▲**



# WHY YOU SHOULD READ THIS







## 9 COMMODORE 1541c DISK DRIVE

THIS NEW STYLE 1541 DISK DRIVE COMES WITH 20 BLANK DISKS, LOCKABLE DISKETTE STORAGE BOX AND 5 PIECES OF DISK BASED SOFTWARE ALL INCLUDED IN THE OFFER.

**£189.99▲**

## 10 EVESHAM EXCELERATOR PLUS DISK DRIVE

COMPATIBLE WITH COMMODORE HOME COMPUTERS COMES WITH 20 BLANK DISKS, LOCKABLE DISKETTE STORAGE BOX PLUS 5 PIECES OF DISK BASED SOFTWARE AS FEATURED.

**£159.99▲**

## 11 XSL PHASER COMMAND THE INFRARED GAME SYSTEM

XSL PHASER GUN SHOOTS SAFE INVISIBLE LIGHT BEAMS 150 FEET AND MORE. AUTOMATIC LASERTAG TARGET SENSOR: ACCELERATED SOUND AND LIGHT SYSTEM ELECTRONICALLY INDICATES HITS. SENSOR CAN ALSO BE CLIPPED ONTO BELTS, SHIRTS, AND HUNG ON THE WALL, AS WELL AS WORN ON THE BODY HARNESS SUPPLIED. SINGLE PACK INCLUDES: 1 XSL PHASER GUN, 1 HEAVY DUTY BODY HARNESS, 1 HOLSTER, 1 TARGET UNIT.

**£29.99▲**

SPECIAL OFFER 2 PACKS ONLY **£50.00▲**

# THE NEW AMIGA 500 WITH OVER £200.00 WORTH OF FREE SOFTWARE & ACCESSORIES










## ALL THIS FOR JUST £450▲

OFFER INCLUDES: AMIGA 500 COMPUTER · MOUSE · DISC STORAGE BOX · 10 BLANK DISCS · 2 JOY STICKS · DE LUXE PAINT · SHANGHAI · HACKER II · MUSIC STUDIO

Offer applies to U.K. Mainland only. All products guaranteed for 12 months.

### Privileged Purchase Card

When you participate in this unique offer from Postronix, you will also receive a privileged purchaser card enabling you to add to you collection of Amiga software, accessories and hardware plus many other products available from Postronix, all at incredible discount prices.

PRIVILEGED PURCHASE CARD

postronix ltd

A Prestwich Holdings plc Company

SEND YOUR ORDER TO
POSTRONIX LTD.
8 FARADAY COURT,
PARK FARM,
WELLINGBOROUGH,
NORTHANTS NN8 3XY
REG NO - 2015351

Please send me

TITLE (TICK) MR. MRS. MISS
INITIALS
SURNAME
ADDRESS
POSTCODE
CUSTOMER NO (IF KNOWN)
DATE
SIGNATURE
PLEASE DEBIT MY CREDIT CARD
(OVERSEAS CARD HOLDERS PLEASE STATE EXPIRY DATE)
OR I ENCLOSE CHEQUE/ POSTAL ORDER FOR £ CHEQUE PAYABLE TO POSTRONIX LTD

SUB TOTAL
LESS TRADE DISCOUNT
TOTAL GOODS
POSTAGE & PACKING
GRAND TOTAL

IF YOU DO NOT WISH TO ORDER BUT WOULD LIKE A FREE CATALOGUE, FILL IN THIS COUPON AND SEND TO ADDRESS SHOWN

OR PHONE (0533) 477732 24 HOUR ORDER SERVICE

▲ TO ALL PRICES ADD £5.00 POST & PACKAGE OR £10 FOR NEXT DAY DELIVERY.




ANCO SOFTWARE LTD, 35 WEST HILL, DARTFORD, KENT DA1 2EL. TEL: 0322 92513 FAX NO: 0322 93422.
MAIL ORDER HOT LINE: 0322 522631 PAYMENT BY CHEQUE P.O., VISA OR ACCESS


THE SAME THING'S HAPPENED WITH ALL THE FOES I'VE DEALT WITH — AND HERE COMES ANOTHER!
MUTANT VULTUREMAN!
MAKE THAT BRITTLEMAN!
THRATTISSH!
THEY'RE JUST LIKE THIS ELECTRONIC LANDSCAPE — JUST COPIES OF THIRD EARTH CREATURES...
...AND THEY'RE USELESS AGAINST REAL BEINGS LIKE US.
OKAY— THE EYE-BEAM'S JUST OVER THAT RISE, THOUGH THAT ROCKY PASS. LET'S GO...
AND...
NEARLY THROUGH... HELLO — ANOTHER ROCKMAN ON OUR TAIL. I WON'T BOTHER LION-O — IT'S TIME I SHATTERED A FEW ILLUSIONS!
KRAK!
ONE GOOD CLEAN PUNCH SHOULD — OWW! MY HAND!
TH-THIS ROCKMAN'S REAL! AND SO IS HIS AXE...!




NEXT: CHOICES!

**SPECTRUM**

Indiana Jones....6.00
Gryzor....6.00
Through the Trap Door....6.00
Freddy Harvest....5.35
Bubble Bobble....5.35
Football Director....6.00
Durrell Spectrum 4....5.35
Big 4 Vol 2....6.65
Gunship....6.65
Renegade....5.35
Ace 2 (48K)....6.00
Ace 2 (128K)....6.65
Ikari Warriors....5.35
Last Ninja....6.65
Slaine....6.00
Mearstreak....5.35
Trantor....6.00
Driller....9.95
Rygar....6.00

**COMMODORE 64**

Gary Linekers S/Soccer D3 6.65
Alt. World Games D3....6.65
Compendium D3....6.65
Blood Valley D3....6.65
Rygar D3....6.65
Live Ammo D3....6.65
Morpheus D2....6.00
Nebulus D2....6.00
Druid 2 D2....6.00
Int. Karate Plus D3....6.65
Bubble Bobble D2....6.00
Game Set & Match D4....8.65
Athena D2....6.00
Shoot em up Const. Set D5 9.95
Yogi Bear D3....6.65
Through the Trap Door D3 6.00
Roy of the Rovers D3....6.65
Judge Death D3....6.65
Gunboat D3....6.00

**COMMODORE AMIGA**

Brian Cloughs Football....16.95
Challenger....6.65
Cruncher Factory....6.65
Dr Fruit....6.65
Final Trip....6.65
Goldrunner....16.95
Gunship....16.95
Knight Orc....13.45
Norrie & Burt....16.95
Ogre....16.95
Phantasie 3....16.95
Plundered Heart....16.95
Sky Fighter....9.95
Space Quest....16.95
Super Huey....13.45
Terrapods....16.95
Vador....6.65
Barbarian....16.95
Demolition....6.65

## Micro★ ★Magic *software by mail*

Sidewize....5.35
September....5.35
Wizard Warz....6.00
Supersprint....6.65
Red Led....6.00
Victory Road....5.35
Wizzball....5.35
Moonstrike....5.35
Hysteria....5.35
Roy of the Rovers....6.65
Judge Death....6.65
Gunboat....6.00
Yogi Bear....6.65
Mercenary....6.65
Elite 6 Pack Vol 2....6.65
California Games....6.00
Bangkok Knights....6.65
Street Sport Basketball....6.65
Gary Lineker Super Soccer 5.35
Alternative World Games....5.35
Compendium....5.35
Live Ammo....6.65
Nebulus....5.35
Druid 2....5.35
Game Set & Match....8.65
Galactic Games....5.35
Super Hang On....6.65
Ramparts....6.00
Captain America....6.00
720 degrees....6.00
Eye....6.65
Gauntlet 2....6.00
F15 Strike Eagle....6.65
Battle of Guadalcanal....6.65
Star Games 2....6.65
Stiffip & Co....6.65

Galactic Games D3....6.65
Renegade D2....6.00
Super Hang On D3....6.65
Mean Streak D2....6.65
Ramparts D1....6.65
Captain America D1....6.65
Red L.E.D. D2....6.65
Sidewize D2....6.00
September D3....6.65
Street Sport Basketball D3 6.65
Street Sport Baseball D3....6.65
Wizard Warz D1....6.65
F15 Strike Eagle D3....6.65
Pirates D5....9.95
Airborne Ranger D5....9.95
Project Stealth Fighter D5....9.95
Kids Play....9.99
720 degrees D1....6.65
Quedex D3....6.65
Eye D3....6.65
Victory Road D2....6.00
Gauntlet 2 D1....6.65
Hysteria D2....6.00
Trantor D1....6.65
Indiana Jones D3....6.65
Bangkok Knights D3....6.65
Supersprint D3....6.65
Football Director....6.00
Ace 2 D3....6.65
Evening Star D2....6.00
B24 D5....9.95
Wargame Cons. Set D5....9.95
Elite 6 Pack Vol. 2 D3....6.65
Gunship D5....9.95
California Games D1....6.65

Faery Tale....33.95
Kampfgruppe....19.95
Karate Kid 2....16.95
Phalanx....6.65
Roadwar 2000....16.95
Space Battle....6.65
Silent Service....16.95
SDI....19.95
Starglider....16.95
California Games....16.95

**ATARI ST**

3D Galaxy....13.45
Addictaball....9.95
Advanced Art Studio....16.95
Airball Construction Set....9.95
Amazon....13.45
Easy Calc....19.95
Trivial Pursuit....13.45
Tracker....16.95
Fahrenheit 451....13.45
F15 Strike Eagle....16.95
Indiana Jones....13.45
Terrapods....16.95
Maltville Manor....16.95
Hollywood Strip Poker....9.95
Gunship....16.95
Barbarian....16.95
TNT....13.45
Bubble Bobble....13.45
Renegade....13.45
Gauntlet 2....13.45
Eye....9.95
Wizard Warz....13.45
Captain America....13.45
Box/ten DS/DD 3" Discs....13.95

Mail order only. Disc prices D1=8.25 D2=8.75 D3=9.95 D4=11.95 D5=13.45
Cheques and postal orders to MICRO MAGIC, Sutton Place, 49 Stoney Street, Nottingham, NG1 1LX





*Of course it's only a game, Prime Minister. But in all probity we can hardly say so!*

# YES PRIME MINISTER

You're the Rt. Hon. James Hacker MP, Prime Minister. You have the world at your feet, the future ahead of you, and Sir Humphrey and Bernard behind you. Can you carry the Party, the Electorate, the Can and the Day?

Maybe. But for *five* days ....?

**Britain's premier computer game!**

**Program by Oxford Digital Enterprises.**
**Spectrum, Commodore, Amstrad and BBC**
**Cassette £14.95 Disk £19.95.**
**IBM PC and compatibles, Amstrad PCW £24.95.**
**Available from W.H. Smiths, Boots and other leading stockists**

Mosaic Publishing Ltd,
Gorley Firs, South Gorley, Hants SP6 2PS Tel: 0425 57077



# MEGASAVE FANTASTIC SAVINGS

**SPECTRUM**

Gnome Ranger....7.95
J. Archer's Not A Penny More....12.95
Starwars....7.95
Gary Lineker's S. Soccer....5.95
Alter. World Games....5.95
Slaine....6.95
Compendium (Gremlin)....5.95
Deflektor....5.95
Basic Detective....5.95
Tour De France....5.95
Werewolves of London....7.95
Peagasus Bridge....10.95
Sorcerer's Lord....10.95
Rampage....7.95
In. Karate +....7.95
Airbourne Ranger....7.95
Stealth Fighter....7.95
Bobsleigh....7.95
Action Force....7.95
Scruples D1....7.95
Starship....7.95
Buggy Boy D1....5.95
Thundercats D1....5.95
Jackal....5.95
Roy of Rovers....7.95
Trap Door II....6.95
Gunbaot....6.95
Sidearms....6.95
720°....6.95
Solid Gold D1....7.95
Outrun....6.95
Bravestarr....6.95
Captain America....6.95
Wizard Warz....6.95
Lazer Tag....6.95
Platoon....5.95
Combat School....5.95
Rastan....5.95
Psycho Soldier....5.95
Victory Road....5.95
Madballs....5.95
Phantasie....5.95
Driller....12.95
Hysteria....5.95
Freddy Hardest....5.95
Rygar....6.95
Executor....5.95
Apache Gunship....7.95

Game Set & Match....10.95
Druid II....5.95
Gauntlet II....6.95
Ikari Warriors....5.95
Last Ninja....7.95
Tai-Pan....5.95
Renegade....5.95
Wld Class L'Board....7.95
Indiana Jones....6.95
Mask II....5.95
Super Sprint....7.95
Jack Nipper II....5.95
Judge Death....7.95
Gryzor....5.95
Mean Streak....5.95
Yogi Bear....7.95
California Games....7.95
Adv. Tactical Fighter....7.95
The Double....8.95
Bubble Bobble....5.95
Trantor....6.95
Moon Strike....5.95
Be A complete B....5.95
Guadal Canal....7.95
6 Hit Pack Volume II....5.95
Bangkok Knights....5.95

**COMMODORE 64**

Gnome Ranger....7.95
J. Archer Not A Penny More D4....12.95
Starwars D1....7.95
Gary Lineker S. Soccer D1 7.95
Alt. World Games D1....7.95
Slaine D1....7.95
Compendium D1....7.95
Deflektor D1....7.95
Basil Detective D1....7.95
Tour De France D1....7.95
Werewolves London D1....7.95
Pegasus Bridge D5....10.95
Sorcerer's Lord D5....10.95
Rampage D1....7.95
Int. karate+ D1....7.95
Airbourne Ranger D4....12.95
Stealth Fighter D4....12.95
Bobsleigh D1....7.95
Adv. Tactical Fighter D1....6.95
Action Force....7.95
Be A Complete B....7.95
Scruples D1....10.95

Starship D1....7.95
Buggy Boy D1....7.95
Thundercats D1....7.95
Jackal D1....6.95
Roy of Rovers D1....7.95
Gauntlet II D3....7.95
Sidearms D3....7.95
720° D3....7.95
Solid Gold D1....7.95
Outrun D3....7.95
Bravestar D3....7.95
Captain America D3....7.95
Lazer Tag D3....7.95
Platoon....6.95
Combat School....6.95
Rastan....6.95
Psycho Soldier....6.95
Victory Road D3....6.95
Driller....12.95
Hysteria....6.95
Freddy Hardest....6.95
Rygar D1....7.95
Executor....6.95
Gryzor....6.95
Game Set & Match D5....10.95
Firezone D5....10.95
Tobruk D1....7.95
Diplomacy D1....10.95
Track & Field D1....6.95
Shoot 'Em Up Con. Set D4 12.95
Subbattle D1....7.95
Apache Gunship D4....12.95
Barbarian D3....7.95
Colonial Quest DK Only....17.50
World Cls. L'Board D1....7.95
Pirates D4....12.95
Defender of Crown DK only....12.95
Street Basketball D1....7.95
Street Baseball D1....7.95
Bangkok Knight D1....7.95
6 Hit Pack Volume II D1....7.95
Indiana Jones D1....7.95
B24 D1....7.95
Guadal Canal D1....7.95
Judge Death....6.95
California Games D1....7.95
Super Sprint D1....7.95
Renegade D3....6.95

**Postage included UK. Please state which micro. Fast service.**
**Send cheque/PO to: MEGASAVE, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX**

***MAIL ORDER ONLY: Send for FREE list Amstrad, C16, MSX, Atari ST Commodore, Spectrum. D=Disks Available: D1 at £12.95, D3 at £10.95, D4 at £17.50, D5 at £15.95***



**400/806** **XL/XE**

# LOOK

**NOW** **ST**

## ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

**CHARNWOOD PRODUCTS AND GAMES**
**30A Warwick Avenue, Quorn, Loughborough**
**Leicestershire LE12 8HD**
**Tel: 0509 412604**






© MIRRORSOFT 1987 What **ARE** they playing ?

OFFICIAL COMMODORE DEALERS

# AMIGA SPECIALS

| | |
|---|---|
| Barbarian (Palace) | £11.50 |
| Defender of the Crown | £22.00 |
| Flight Simulator II | £35.00 |
| Faery Tale Adventure | £37.00 |
| Impact | £11.50 |
| Arbzales Tombs | £28.00 |
| Barbarian (Psygnosis) | £20.00 |
| Deja Vu | £24.00 |
| Digipaint | £52.00 |
| Aegus Sonics | £69.00 |
| Guild of Thieves | £20.00 |
| Hollywood Poker | £15.00 |
| Uninvited | £24.00 |
| Pluto's | £11.50 |
| Portal | £28.00 |
| Pawn | £20.00 |
| Silent Service | £20.00 |
| Starglider | £20.00 |
| Mouse Trap | £12.00 |

SYSTEMS ARCHITECTS

COMMERCIAL AND COMPUTER SERVICES LTD 01-549 3028

# AMIGA 500

- **STRAIGHT** **£450.00**
  A500 + Deluxe Paint
- **SPECIAL** **£474.00**
  A500 + **Modulator** + **Textcraft Word Processor or Goldrunner** + Deluxe Paint
- **MEGA** **£575.00**
  A500 + **1Mb Upgrade** + Modulator + Text Craft Wordprocessor or Goldrunner + Deluxe Paint
- **JUMBO** **£747.00**
  A500 + **Monitor** + Textcraft Word Processor or Goldrunner + Deluxe Paint
- **MEGA JUMBO** **£848.00**
  A500 + **1Mb Upgrade** + **Monitor** + Text Craft word processor or Goldrunner

| | |
|---|---|
| 1Mb upgrade | £99.00 |
| 1081 Monitor | £299.00 |

# ATARI ST SPECIALS

| | |
|---|---|
| Barbarian (Palace) | £11.50 |
| Defender of the Crown | £22.00 |
| Flight Simulator II | £35.00 |
| Impact | £11.50 |
| Barbarian (Psygnosis) | £22.00 |
| Colonial Conquest | £25.00 |
| Guild of Thieves | £20.00 |
| Hollywood Poker | £15.00 |
| Leaderboard | £20.00 |
| Pluto's | £11.50 |
| Portal | £28.00 |
| Pawn | £20.00 |
| Silent Service | £20.00 |
| Star Glider | £20.00 |
| Mouse Trap | £12.00 |
| Cumana IBM Disk Drive | £139.95 |
| Atari 520 STFM | £275 |
| Atari 1040 ST | £459 |
| Atari 1040 ST+SM 125 Mono Monitor | £559 |

- ALL PRICES INCLUDE VAT
- TELEPHONE ORDERS ON 549 3028
- CALLERS WELCOME AT SHOP
- ITEMS DESPATCHED WITHIN 10 DAYS (but please allow 10 days for delivery)
- PLEASE ADD 50p P+P
- PLEASE MAKE CHEQUES PAYABLE TO SYSTEMS ARCHITECTS

VISA

**Systems Architects, (C+VG), Syndicate Store, 6-9 Market Place, Kingston Upon Thames, Surrey KTI 4BR Tel: 549 3028 (24 hr ansaphone)**

# YOUR MICRO DESERVES THE BEST

**£5 OFF ALL TRADE PRICES**

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe. And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

## EUROPE'S LEADING COMPUTER REPAIR CENTRE

## AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS

**SPECTRUM SPARES**

| | |
|---|---|
| Z80 CPU | 2.50 |
| ULA 6C001 | 7.00 |
| Power Supply | 6.50 |
| ROM | 7.00 |
| 4116 RAMS | .75 |
| ZTX 650 | .40 |
| ZTX 213 | .40 |

**Keyboard Membrane**

| | |
|---|---|
| Spectrum | 3.00 |
| Spectrum Plus | 8.00 |
| QL | 9.00 |
| Metal Templates | 3.00 |

**COMMODORE SPARES**

| | |
|---|---|
| 6510 Processor | 12.00 |
| 6525 CIA | 12.00 |
| 6581 Sid Chip | 15.00 |
| 901225 Graphic ROM | 10.00 |
| 901226 Basic ROM | 10.00 |
| 901227 Kernal ROM | 15.00 |
| 906114 House Keeper | 10.00 |
| 6569 – VIC | 18.00 |
| 4164 RAMS – Memory | 1.00 |

**Power Supplies**

| | |
|---|---|
| C64 | 19.50 |
| C16 | 15.00 |

**All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.**

**HOW TO CONTACT US**

★ **For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting VID/127).**

★ **To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number.**

★ **And to obtain your special discount quote VID/127.**




Verran

Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

Recommended and Approved by
AMSTRAD ATARI COMMODORE ACORN SINCLAIR

*Merry Christmas from all of us at* Verran

# IN THE LAND OF THE BLIND THE ONE EYE'D MAN IS KING

## "More challenging and complex than Chess"

(Lee Rodwell – The Times, September 1987)






Actual Atari ST screen shots



Graphics vary according to format

Spectrum £9.95

Commodore 64/128 £9.95 (£14.95 Disk)

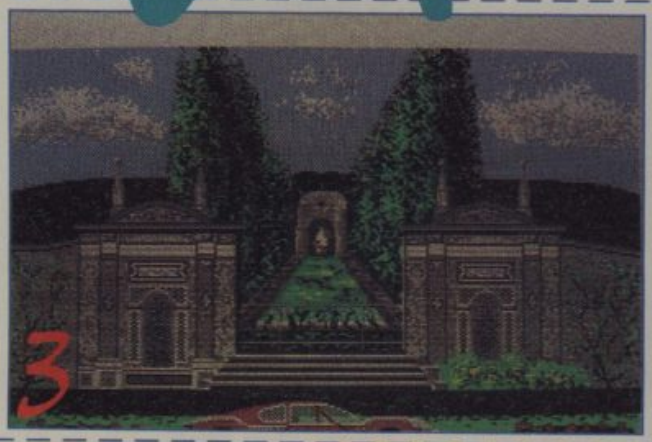
Atari ST £14.95

Amstrad £9.95 (£14.95 Disk)

PUBLISHED BY ENDURANCE GAMES UNDER LICENCE FROM FINGER PRODUCTS LTD.
ENDURANCE GAMES, UNIT 1, BAIRD ROAD, ENFIELD, MIDDLESEX. 01-804 8100. TLX 295944.
ENDURANCE GAMES IS A DIVISION OF PRISM LEISURE CORP PLC.

# Frame Up!

Welcome to the part of C+VG where we get to the art of the matter. Your screen gems revealed in all their glory for all to admire. And remember the top pics we print get a stupendous prize from **Rainbird Software** in the shape of their **Advanced Art Studio!** This ish we kick off with ST Art from **P. Morley** of High Wycombe, who sent us the stunning skull (1) and the B-a-a-d looking troll (2). He's the winner of our ST prize this month. More ST art from **Mike Watson** of Forres, Scotland who produced the nice picture of his new car (3) and a Stifflip loading screen (4). On to the 64 with this pin-up of *Miami Vice* favourites Sonny and Tubbs from **Rob Jackson** of Sudbury in Suffolk — our Commodore Art Studio winner (5). Overseas readers flood C+VG's offices with neat pics — and **Klaus Adamovsky** from Germany is one winner **Francis Lee's** passion going by these screens he sent us, a moody Jimmy Dean, (7), and a classy Diva poster (8). Finally more 64 pics from the mean team by **Mad and Josh** from Christchurch, Dorset. They sent us a whole bunch of neat pics but despite threats we picked the Dream Machine (9). If you are a master of the computer arts then send your masterpieces to **Frame Up**, *Computer and Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We're waiting for them!















7


6
KLAUS




2




8
Irene Silbermann
presente
Un Film de
Jean Beineix
DIVA

SPECIAL OFFER
Free Watch With
Every Joystick

£12.95

# SHOOT A PATH TO THE STARS




**Zap the opposition with the Phasor One Joystick. Microswitch mechanism gives swift response making play fast and accurate.**
**With a two year guarantee, the Phasor One is Number One for winners.**

- Pistol grip design for all ages.
- Left or right hand – it is as effective in either.
- Longlife micro switches give precision control.
- Hardwearing steel shaft and ball bearing pivot.
- Ultra sensitive control level for faster responses.
- 2 years unconditional guarantee for normal use.
- Extra long cable for additional mobility.

Any problems in obtaining your "Phasor One" joysticks you can contact us at:

Britannia

Britannia Software Limited
Cardiff Workshops, Lewis Road
Cardiff CF1 5EB
Telephone: 0222 481135

VISA

Trade enquiries welcome

# MAIL-SOFT

## ★★★★★★ SIMPLY THE CHEAPEST MAIL ORDER COMPANY ★★★★★★

### ★★★ SPECTRUM ★★★

| | |
|---|---|
| GAUNTLET II | 6.50 |
| OUT RUN | 6.99 |
| DRUID II | 5.40 |
| ALT WORLD GAMES | 5.50 |
| BUBBLE BOBBLE | 5.40 |
| SPY V SPY II | 6.99 |
| CONFLICT 1 | 9.99 |
| MASK II | 5.75 |
| COMBAT SCHOOL | 5.40 |
| FLASH POINT | 5.50 |
| SUPER SPRINT | 6.99 |
| TANK | 5.50 |
| GRYZOR | 5.50 |
| RYGAR | 6.50 |
| GRYZOT | 5.50 |
| BLOOD VALLEY | 5.50 |
| ELITE | 7.95 |
| THEATRE EUROPE | 4.99 |
| MAD BALLS | 5.50 |
| BATTLE OF BRITAIN | 4.95 |
| GAME SET + MATCH | 9.90 |
| PEGASUS BRIDGE | 9.99 |
| WORLD GAMES | 6.50 |
| WORLD CLASS L/BOARD | 6.50 |
| FREDDY HARDEST | 5.50 |
| JACKEL | 5.50 |
| SCALEXTRIC | 6.99 |
| BANKOK KNIGHTS | 6.99 |
| THR'T TRAP DOOR | 6.99 |
| ROY OF THE ROVERS | 6.99 |
| BRAVE STARR | 6.50 |
| RAMPARTS | 6.50 |
| SLAINE | 6.99 |
| SEPTEMBER | 6.99 |
| PRESIDENT | 2.99 |
| *LAST NINJA | 6.99 |
| ANIMATOR 1 | 6.99 |
| ENDURO RACER | 6.99 |
| FOOTBALL DIRECTOR | 6.50 |
| PLUS 2 DUST COVER | 4.50 |
| ARTIST 11 | 10.95 |
| ADV ART STUDIO | 17.95 |
| LIVE AMMO | 6.99 |
| RENAGADE | 5.45 |
| GUNSHIP | 7.25 |
| SENTINAL | 5.95 |
| TAI-PAN | 5.45 |
| GNOME RANGER | 6.99 |
| THE PAWN — 128K | 9.95 |
| ARTIST II — 128K | 13.95 |
| S. STREET BASKETBALL | 6.99 |
| FIRE TRAP | 6.99 |
| CALIFORNIA GAMES | 6.50 |

### ★★★ SPECTRUM ★★★

| | |
|---|---|
| EXPLODING FIST II | 6.50 |
| STAR WARS | 6.99 |
| NOT A PENNY MORE | 10.95 |
| FLYING SHARK | 5.40 |
| SORCERER LORD | 9.99 |
| ACE II | 6.99 |
| PHANTYS | 5.50 |
| LINEKERS FOOTBALL | 5.50 |
| PSYCHO SOLDIER | 5.50 |
| ACE II | 6.60 |
| ACE II — 128K | 6.99 |
| RASTAN | 5.50 |
| VICTORY ROAD | 5.40 |
| LUCAS FILMS 4 | 6.99 |
| RAMPAGE | 6.99 |
| 720 | 6.50 |
| BLITZKREIG | 6.99 |
| ANNALS OF ROME | 9.99 |
| BUGGIE BOY | 5.50 |
| SUPER HANG ON | 6.99 |
| DURRELL 4 VOL II | 6.99 |
| THUNDER CATS | 5.50 |
| DRILLER | 6.99 |
| BATTLEFIELD GERMANY | 9.99 |
| MAGNETRON | 5.40 |
| NEBULUS | 5.40 |
| SILENT SERVICE | 6.99 |
| DURELL 4 VOL II | 6.99 |
| GRAPHIC CREATOR | 18.95 |
| JACK NIPPER II | 5.50 |
| FOOTBALL MANAGER 2 | 6.99 |
| IMPOSS MISSION 2 | 6.99 |
| HYSTERIA | 5.50 |
| DESERT RATS | 6.99 |
| JEWELS OF DARKNESS | 9.95 |
| SILICON DREAMS | 9.95 |
| DELUXE SCRABBLE — DSK | 12.95 |
| STARGLIDER | 9.95 |
| CHARLIE CHAPLIN | 6.99 |
| TRIVIAL PURSUIT | 10.95 |
| SOLID GOLD | 7.25 |

### ★★★ ACCESSORIES ★★★

| | |
|---|---|
| 10 × 3" DISKS | 24.95 |
| RAM TURBO | 11.95 |
| KEMPSTON INTERFACE | 6.95 |
| PLUS 2 LEAD | 2.99 |
| MULTIFACE 128 | 43.95 |
| RAMPRINT + RAMWRITE | 29.99 |
| D.K.TRON'S LIGHTPEN | 18.95 |
| AMX MOUSE | 59.95 |
| CENT E INTERFACE | 34.95 |
| RAM MUSIC MACHINE | 44.95 |
| SPEC DRUM | 28.95 |

### ★★★ SEGA SYSTEM ★★★

| | |
|---|---|
| SEGA MASTER SYSTEM | 96.95 |
| LIGHT PHASER + CART | 43.95 |
| 3-D GLASSES | 38.95 |
| CONTROL STICK | 13.95 |
| MY HERO | 13.95 |
| GHOST HOUSE | 13.95 |
| TEDDY BOY | 13.95 |
| TRANSBOT | 13.95 |
| SUPER TENNIS | 13.95 |
| F-16 FIGHTER | 13.95 |
| MISSILE DEFENCE — 3-D | 23.95 |
| SPACE HARRIER | 23.95 |
| OUTRUN | 23.95 |
| ROCKY | 23.95 |
| ZAXXON 3-D | 23.95 |
| CHOPLIFTER | 18.95 |
| FANTASY ZONE | 18.95 |
| BLACK BELT | 18.95 |
| ACTION FIGHTER | 18.95 |
| PRO WRESTLING | 18.95 |
| GREAT GOLF | 18.95 |
| WORLD SOCCER | 18.95 |
| THE NINJA | 18.95 |
| ALEX KIDD | 18.95 |
| A.K. IN MIRACLE WORLD | 18.95 |
| WONDER BOY | 18.95 |
| QUARTET | 18.95 |
| ZILLION | 18.95 |
| ENDURO RACER | 18.95 |
| WORLD GRAND PRIX | 18.95 |
| SECRET COMMAND | 18.95 |
| ASTRO WARRIOR | 18.95 |
| SHOOTING GALLERY | 18.95 |
| GANGSTER TOWN | 18.95 |

### ★★★ NINTENDO SYSTEM ★★★

| | |
|---|---|
| DELUXE SYSTEM | 159.95 |
| CONTROL DECK | 99.95 |
| GYROMITE | 31.95 |
| STACK-UP | 31.95 |
| DUCK HUNT | 29.95 |
| GUM SHOE | 29.95 |
| GOLF | 19.95 |
| SOCCER | 19.95 |
| CLU CLU LAND | 19.95 |
| KUNG FU | 19.95 |
| SUPER MARIO BROS | 19.95 |

### ★★★ ATARI 8 BIT ★★★

| | |
|---|---|
| DRUID — D2 | 6.99 |
| AUTODUEL — DISK | 14.99 |
| KNIGHT ORC — D2 | 9.95 |
| GUILD OF THIEVES — D | 14.95 |
| SILICON DREAMS — D2 | 9.95 |
| PAWN — DISK | 14.95 |

### ★★★ COMMODORE 64 ★★★

| | |
|---|---|
| ★DRUID II — D1 | 6.40 |
| OUT RUN — D2 | 6.99 |
| BUBBLE BOBBLE — D1 | 6.40 |
| PHM PEGASUS — D2 | 7.25 |
| GAUNTLET II — D2 | 6.99 |
| SORCERER LORD — D4 | 9.95 |
| SIDE ARMS — D2 | 6.99 |
| GUILD OF THIEVES — D | 13.95 |
| ELITE 6 PACK II — D2 | 6.99 |
| OCEANS 5 HITS — D2 | 6.99 |
| COMBAT SCHOOL — D1 | 6.50 |
| JACK NIPPER II — D2 | 6.99 |
| GRYZOR — D1 | 6.50 |
| IMP MISSION 2 — D2 | 6.99 |
| TANK — D1 | 6.40 |
| PSYCHO SOLDIER — D1 | 6.50 |
| TAI-PAN — D1 | 6.30 |
| LAST NINJA — D2 | 6.99 |
| CAL'NIA GAMES — D2 | 6.99 |
| RASTAN — D2 | 6.50 |
| GUNSHIP — D4 | 10.95 |
| VICTORY ROAD — D2 | 6.50 |
| DEF OR CROWN — D | 10.95 |
| MASK II — D2 | 6.99 |
| BARBARIAN — D2 | 6.99 |
| RAMPAGE — D2 | 6.99 |
| 720 — D1 | 6.99 |
| SUPER HANG ON — D2 | 6.99 |
| PEGASUS BRIDGE — D4 | 9.95 |
| THUNDER CATS — D2 | 6.99 |
| BISMARK — D2 | 6.99 |
| DRILLER — D2 | 6.99 |
| STREET BASKETBALL — D2 | 6.99 |
| AZIMUTH HEAD ALIGN | 6.95 |
| SILICON DREAM — D2 | 9.95 |
| STREET BASEBALL — D2 | 6.99 |
| GNOME RANGER — D1 | 6.99 |
| SHOOT-EM KIT — D4 | 11.95 |
| INT KARATE PLUS — D2 | 6.99 |
| JACKEL — D2 | 6.50 |
| DURRELL 4 VOL II — D1 | 6.99 |
| STAR WARS | 6.99 |
| MAGNETRON — D1 | 6.40 |
| NEBULUS — D1 | 6.40 |
| MORPHEUS — D1 | 6.40 |
| ROY OF ROVERS — D2 | 6.99 |
| RING WORLD — D2 | 6.99 |
| B'KOK KNIGHTS — D2 | 6.99 |
| SUPER SPRINT — D2 | 6.99 |
| RAMPARTS — D2 | 6.99 |
| BRAVESTARR — D2 | 6.99 |
| SLAINE — D2 | 6.99 |
| G. S. + MATCH — D4 | 9.95 |
| BUGGY BOY — D2 | 6.99 |
| JINXTER — DISK | 14.95 |
| FOOTBALL MAN 2 — D2 | 6.99 |

### ★★★ COMMODORE 64 ★★★

| | |
|---|---|
| FLYING SHARK — D1 | 6.40 |
| FLASH POINT — D1 | 6.50 |
| ENCOUNTER — D2 | 6.99 |
| ELITE — D3 | 10.95 |
| ST'TH FIGHTER — D4 | 10.95 |
| FREDDY HARDEST — D2 | 6.50 |
| A'BORNE RANGER — D4 | 10.95 |
| RYGAR — D2 | 6.99 |
| MAD BALLS — D1 | 6.40 |
| SIDE WIZE — D1 | 6.40 |
| FINAL FRONTIER — D4 | 9.95 |
| FORTRESS AMERICA — D4 | 9.95 |
| KNIGHTMARE — D2 | 6.99 |
| PHANTOM | 74.95 |
| ACTION REPLAY MK. III | 28.99 |
| FREEZE MACHINE | 27.95 |
| SLIMLINE KEYBOARD | 18.95 |
| EXPERT + ESM CART | 27.99 |
| C2N DATA RECORDER | 28.95 |
| NEOS MOUSE + CHEESE | 28.95 |
| DOLPHIN DOS | 65.95 |

### ★★★ AMIGA ★★★

| | |
|---|---|
| KNIGHT ORC | 13.95 |
| GAUNTLET | 18.75 |
| CALIFORNIA GAMES | 18.75 |
| CARRIER COMMAND | 18.75 |
| JINXTER | 23.95 |
| BARBARIAN | 18.75 |
| PAWN | 18.95 |
| TIME + MAGIK | 14.95 |
| TRACKER | 19.95 |
| DEFENDER OF CROWN | 19.95 |
| STARGLIDER | 18.95 |
| GUILD OF THIEVES | 18.95 |
| SILICON DREAMS | 13.95 |
| 10 × 3.5" DISKS | 19.95 |

### ★★★ ATARI ST ★★★

| | |
|---|---|
| RENAGADE | 13.95 |
| TRANTOR | 13.95 |
| GAUNTLET II | 14.95 |
| TIME + MAGIK | 13.95 |
| SUPER SPRINT | 13.95 |
| STARGLIDER | 18.95 |
| DEFENDER OF CROWN | 20.99 |
| KNIGHT ORC | 13.95 |
| ADV ART STUDIO | 18.95 |
| FLYING SHARK | 13.95 |
| JINXTER | 18.95 |
| CARRIER COMMAND | 18.95 |
| FLIGHT SIMULATOR II | 34.95 |
| GUILD OF THIEVES | 18.95 |
| DISK SPECIAL | 18.75 |
| STAR TREK (Avl Oct) | 12.95 |
| BARBARIAN-PALACE | 11.99 |
| BUBBLE BOBBLE | 12.95 |
| JSTICK EXT LEAD | 5.95 |

### ★★★ AMSTRAD ★★★

| | |
|---|---|
| ★DRUID II — D1 | 6.40 |
| OCEAN 5 HITS — D2 | 6.99 |
| SUPER SPRINT — D2 | 6.99 |
| KNIGHTMARE — D2 | 6.99 |
| GRYZOR — D2 | 6.99 |
| G. S. + MATCH — D4 | 9.95 |
| OUT RUN — D2 | 6.99 |
| FREDDY HARDEST | 6.40 |
| JACKEL — D2 | 6.40 |
| TIME + MAGIK — D4 | 10.95 |
| CAL. GAMES — D2 | 6.99 |
| BUBBLE BOBBLE — D1 | 6.40 |
| 720 — D2 | 6.99 |
| ELITE HIT PACK II — D2 | 6.99 |
| FLYING SHARK — D2 | 6.99 |
| SUPER HANG ON — D2 | 6.99 |
| PEGASUS BRIDGE — D4 | 9.99 |
| TAI-PAN — D2 | 6.40 |
| RENAGADE — D2 | 6.40 |
| G'LD OF THIEVES — D | 14.95 |
| ART STUDIO — DISK | 14.95 |
| KNIGHT ORC — D4 | 9.99 |
| JEWELS D'NESS — D4 | 9.99 |
| SILICON DREAMS — D4 | 9.99 |
| THE PAWN — DISK | 13.95 |
| MINI OFFICE II — D4 | 10.95 |
| GAUNTLET II — D2 | 6.99 |
| 10 BLANK DISKS | 24.95 |
| MULTIFACE II | 44.95 |
| DRILLER — D2 | 6.99 |
| ROY OF ROVERS — D2 | 6.99 |
| BRAVESTARR — D2 | 6.99 |
| SLAINE — D2 | 6.99 |
| SEPTEMBER — D2 | 6.99 |
| STREET BASKETBALL — D2 | 6.99 |
| F. MANAGER 2 — D2 | 6.99 |
| IMP MISSION 2 — D2 | 6.99 |
| RAMPAGE — D2 | 6.99 |
| MAD BALLS — D2 | 6.50 |
| FLASH POINT — D2 | 6.50 |
| COMBAT SCHOOL — D2 | 6.50 |
| SIDE ARMS — D2 | 6.99 |
| LINEKERS FOOTBALL — D2 | 6.99 |

### ★★★ JOYSTICKS ★★★

| | |
|---|---|
| TAC 5 | 10.99 |
| KONIXS + AUTOFIRE | 11.99 |
| CHEETAH 125 SPECIAL | 11.99 |
| COMP PRO EXTRA | 14.95 |
| EUROMAX PROF PLUS | 17.95 |
| MICRO HANDLER | 23.95 |
| COMP PRO 5000 | 13.95 |
| CHEETAH 125 + | 7.95 |
| CHEETAH MACH 1 | 13.95 |
| KONIXS SPEEDKING | 10.99 |
| QUICK SHOT 11 TURBO | 13.95 |
| QUICK SHOT 11 | 7.95 |

AVAILABLE ON DISK FORMAT — D1=£9.95, D2=£10.95, D3=£12.95, D4=£14.95

PRICES INCLUDE P · P IN UK, EUROPE ADD £1 PER TAPE, ELSEWHERE ADD £1.50.
ADD £5 FOR P · P FOR MACHINES (UK ONLY) CHQ/PO PAYABLE TO MAILSOFT (C · VG)
PO BOX 589 LONDON N15 6JJ. ACCESS AND VISA ORDERS WELCOME.
PLEASE SPECIFY COMPUTER TYPE IN YOUR ORDER.
PLEASE NOTE: *DENOTES NEW RELEASES WHICH WILL BE SENT TO YOU AS SOON AS THEY ARE RELEASED BY THE SOFTWARE HOUSES CONCERNED.

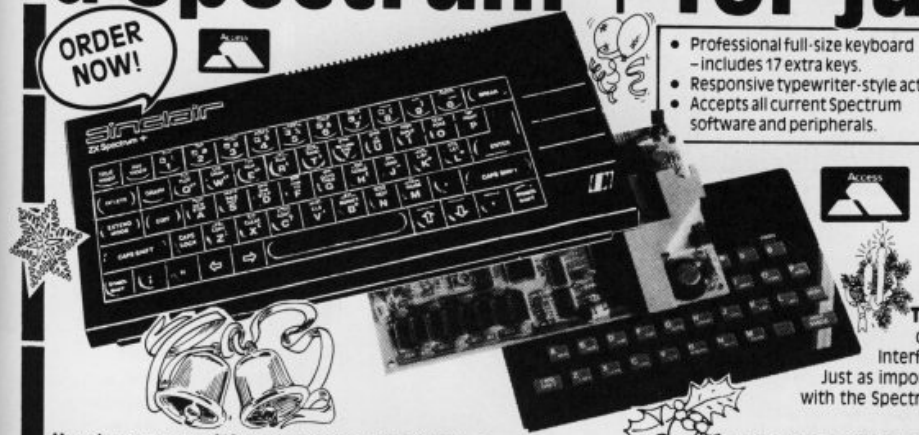
★★★★★★ PRICE MATCHING ★★★★★★
IF YOU SEE ANY SOFTWARE YOU WANT ADVERTISED CHEAPER THAN OUR PRICE IN THIS MAGAZINE, JUST ENCLOSE THE LOWER AMOUNT TO US AND TELL US WHICH COMPANY IT IS AND WE WILL MATCH THE PRICE — THIS ONLY APPLIES TO CURRENT TITLES AND NOT TO OTHER COMPANIES SPECIAL OFFERS. IF YOU DO NOT SEE THE TAPE YOU WANT SIMPLY DEDUCT 30% OFF THE R.R.P. AND WE WILL SEND IT TO YOU. (EXCEPT BUDGET, SEGA, NINTENDO, 2600 SOFTWARE.)

## NOW AVAILABLE – the official Spectrum Upgrade!

# Turn your Spectrum into a Spectrum + for just £24.95

Makes a great Christmas present

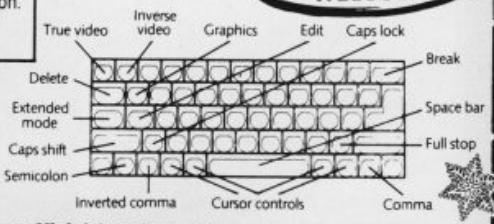
ORDER NOW!




- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p

ACCESS WELCOME




**The official Spectrum Upgrade.** Naturally your upgraded computer will accept all the peripherals in your Sinclair system-Interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

### Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£31.90** + £1 50 p + p we'll upgrade it for you.

### The bigger, better Spectrum keyboard

The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position.** There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

### HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send **£31.90** + £1.50 p + p. Total **£33.40.**
2. Should you require the do-it-yourself kit just send **£24.95** + £1.50 p + p. Total **£26.45.**
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

**VideoVault Ltd.**

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & access orders.
Manchester 061-236 0376 while you wait repair centre only.

© Copyright Videovault Ltd. No. 789003

# The Big Screen

**There are thrills-a-plenty as Ward R. Street hunts for his film of the month — and finally finds it in heaven!**

Beware! Ward's weather forecast is for pelting rain and icy winds this month. Better shelter in a nice warm cinema then, with a thriller to startle you out of hibernation.

Remember all those heist movies that were so popular in the seventies, where some big star would plan a bank raid in minute detail and almost get away with it? You do! Boring weren't they?

BELLMAN AND TRUE is a heist movie too — but you won't fall asleep on this job! There's no raid on Fort Knox, just a bank outside Heathrow Airport. There are no big American names but Bernard (Yosser) Hill proves yet again what a brilliant actor he is. And superheroics and unlikely stunts are replaced with computers and electronic trickery for this is crime as business — crime for the eighties!

Hiller arrives at Paddington station with his young son, and from the moment he steps off the train he's a marked man. A systems operator for a bank, he promised a criminal syndicate details of a security system but failed to deliver. To force him to complete the job, they take the boy hostage. Slowly he's drawn into their plot, and when he becomes invaluable he's forced to accompany them on the raid.

So this ordinary, honest man is drawn deeper into a world which he hates, but from which he can't escape. Everyday scenery, from London to the Suffolk coast, becomes hostile as the story unfolds. And as the promise of wealth tempts him, Hiller tries to remain close to his son.

*Bellman and True* will hold you hostage because it's not just about an ingenious robbery, it's about people — people you really care for. It cranks up the tension until it's almost unbearable. It'll be appearing on TV eventually, but it'd be a crime to miss this great British thriller in the cinema.

Corruption of a different sort rears its ugly head in HOUSE OF GAMES (15), a low-budget American movie set in Seattle — which appears to be the Stateside equivalent of Manchester, if the weather is anything to go by!

Margaret Ford is a successful psychotherapist who's just published a best-selling book, but is still worried that she's not really experiencing life, and that for all the listening, she's unable to do anything positive to help her patients.

When one of them, a compulsive gambler, claims that a local gangster is going to kill him because of a debt, she goes to 211 Beaumont Street, the 'House of Games', to talk to the hood. But instead of the poker players and petty criminals she expects, she finds herself drawn into the elaborate world of confidence tricksters.

From this point the film is like an onion, and every time she thinks she's reached the truth there's another skin to be peeled away, more lies to be uncovered. By the time Margaret discovers the truth it is too late, and she's been drawn into the dark heart of the confidence ring.

**▼ Bellman and True: Lesson three in how to make a Spectrum**






**▲ House of Games: Okay, hand over my copy of Barbarian**

If BELLMAN revives the heist movie, HOUSE OF GAMES takes a fresh, less sentimental look at the territory worked by The Sting. It's an intelligent movie with several small faults, but the revelation of trick after trick is spellbinding, like watching a master conjuror at work.

But that's not all. The thriller's a mighty versatile form, and the third variation on the theme is a guaranteed Best Seller.

In 1972 LA COP, Dennis Meechum survives a raid by masked intruders which leaves two of his colleagues dead. Fifteen years later he's become a best-selling writer of police procedural novels, though he remains on the force.

Then, into his life comes Cleve, a weirdo's weirdo who claims to have been an assassin for a top businessman. He wants Meechum to write his story, uncover the criminality in the big corporations . . . and portray him in a sympathetic light while he does so!

Meechum takes a little convincing at first. After all, Cleve appears to be totally whacked out. But slowly events piece together and an uneasy trust grows between the two men, until a sudden revelation reveals a link between the present and that fatal raid.



**▲ Best Seller: Honest, guv, I never nicked that C+VG**

The film is held together by the two central performances of big Brian Dennehy as the cop and James Woods, neurotically superb as the creepy killer. They play psychological games, circling like suspicious dogs, sniffing at each other. And what is the truth? You'll have to stay to the last page to find out!

After this terrific trio, SLAM DANCE (15) waltzes in and drops with a dull thud. There are so many twists and turns to its plot that it ends up tied in knots and chokes itself.

**▼ Slam Dance: Tom Hulce is quick on the draw**



Tom Hulce is C. C. Drood, an avant-garde cartoonist whose carefree lifestyle is ripped apart like one of his drawings when a casual liaison with a mysterious blonde catches up on him. With the police on one side and violent criminals on the other he has every reason to feel paranoid — everyone in LA appears to be out to get him.

Unfortunately director Wayne Wang has opted for style over content, but instead of adding to the sense of confusion it merely serves to cut-off any real interest in the labyrinthine conspiracy on screen. Still, three out of

four ain't bad, and any one of them could have been my film of the month, but for . . .

Just before my deadline, I saw a movie which is a fantasy (aww), a love story (aww-www) and unlike anything I've ever seen before! In fact it's so fresh and imaginative it's hard to believe that it wasn't actually MADE IN HEAVEN (PG).

**▼ Made in Heaven: "What's a girl like you doing in a mag like this?"**



In the 1940s Mike Shea (Timothy Hutton), young and unemployed, decides to look for a new life in California. But only a hundred miles from his home he rescues a family from a wrecked car . . . and loses his own life. Suddenly he is standing naked in a palatial room as his dead aunt comes to greet him. This is the afterlife.

Heaven is a place where anything can come true — and that includes falling in love, which Mike promptly does with Annie (Kelly McGillis), a beautiful soul who has never been sent to earth. Everything is — well, heavenly — until the time comes for her to depart to be born.

Luckily for Mike it's possible to be reincarnated, and he manages to persuade Emmett, God's manager, to let him be reborn. But he only has until his thirtieth birthday to find Annie — and she could be anywhere in America!

Okay, so it all sounds pretty soppy, but don't give up, because director Alan Rudolph is clever enough to give the whole confection a rich centre, to balance out the airiness of its icing. the result is exquisite — witty, funny and clever.

But most of all it's daringly imaginative in the way it tackles what's been called the last great taboo — death! Mike's reaction soon turns from dismay to delight as he realises that here is a place where all his long-dead friends are still alive, and (like the Land of Oz) where dreams really do come true. If heaven does exist, I sure hope it's like this!

**▼ Creepshow 2: Well, don't you enjoy biting your toenails?**



**▼ Surrender: No Michael, I won't let you make more than two films a day**





**▲ Bliss: You'd look furtive if you read Games Machine**

Next month there'll be a festive mix of blood, guts and adventure, but for now I have no hesitation in recommending this brilliant, mind-expanding, tender and funny — yes, truly divine — movie!

Of course there are still plenty of gore-hounds out there, so for you there's CREEPSHOW 2, sequel to the collection of Stephen King stories from a couple of years back. This new compilation has got a harder edge, though, and earned itself an 18 certificate.

The three tales are no great shakes, but they do have a ghoulish glee as they tell of a wooden Indian which comes to life, an unspeakable thing in a lake and a hitch-hiker who just won't take no as an answer.

Actually, the 18 seems unfair considering that it's all played for fun, and there are enough rough edges to keep any hint of nightmarish realism at bay. But I actually preferred this to the original. Creep in if you want some lightweight laughs in the jugular vein!

This month's other comedy offering is produced by Aaron Spelling of Dynasty fame, written and directed by Jerry Belson, a veteran of US sitcoms, and features Sally Field, who started her career as TV teenager Gidget. With credits like that your reaction may well be to SURRENDER!

SURRENDER's a smart-ass comedy about love, money and divorce in LA. It also stars Michael Caine, looking somewhat out of place as a much-divorced best-selling author who breaks his vow of celibacy when he meets Miss Field, but decides to keep his riches a secret to test her.

The pace is roller-coaster hectic and it's all silly stuff, packed with one-liners, a few of which are very funny, the others raising a smile or just falling flat. Whether you surrender to its outlandish plot will depend on your tolerance to American television comedy.

At the other extreme there's BLISS (18), a very odd Australian allegory about a happily middle-class man who dies for four minutes after a heart attack, then discovers that life can never be the same again.

He finds out the truth about his company's involvement with dangerous products, his wife's infidelity and the rest of his rotten world — all of which makes him suspect that hell is, in fact, on earth.

This is truly weird, unlike any of Hollywood's attempts at wackiness. But it rambles too much for its own good, and individual parts tend to be better than the whole. But if you're out of an adventurous nature give it a go — at times it's blissfully bizarre.

At the other extreme you could spend A MONTH IN THE COUNTRY (PG), one of those nostalgic tales, bathed in the golden glow of the years following the First World War, which the British do so well.

It's not all pretty pictures though. Two ex-soldiers are brought together in a small Yorkshire village to excavate for an ancient burial site and uncover a medieval mural. But during the long, hot summer the scars left by the Great War are re-opened. It's a small-scale picture, but it's none the worse for that.

# SUPA SOFT DISCOUNT SOFTWARE

## Present the Following Special Offers to C&VG Readers

| SPECTRUM | RRP | OUR |
|---|---|---|
| Superstar Socc | 7.95 | 6.50 |
| Space harrier | 7.95 | 5.25 |
| Barbarian | 9.95 | 6.75 |
| Head over Heels | 7.95 | 5.40 |
| Enduro Racer | 9.95 | 6.75 |
| Elite | 9.95 | 7.00 |
| Paperboy | 7.95 | 5.25 |
| Bubble Bobble | 7.95 | 5.25 |
| Kon Coin-op | 9.95 | 6.50 |
| Alt W. Games | 7.95 | 5.25 |
| Compendium | 7.95 | 5.25 |
| Arkanoid | 7.95 | 5.25 |
| W.C. Leaderboard | 9.95 | 6.50 |
| Hit 6 1 or 2 | 9.95 | 6.50 |
| Triv Pursuit | 14.95 | 10.95 |
| Ghost & Goblins | 7.95 | 5.25 |
| Blood Valley | 7.95 | 5.25 |
| Super Sprint | 9.95 | 6.50 |
| Knight Orc | 14.95 | 11.95 |
| Road Runner | 8.99 | 6.25 |
| Catch 23 | 7.95 | 5.25 |
| Out Run | 9.95 | 6.50 |
| Flying Shark | 7.95 | 5.25 |
| Trantor | 8.99 | 6.25 |
| Californ Games | 8.99 | 6.25 |
| Stars on 128 | 9.95 | 6.50 |
| Xor | 7.95 | 5.25 |
| Indiana Jones | 8.99 | 6.25 |
| Hysteria | 7.95 | 5.25 |
| Renegade | 7.95 | 5.25 |
| Ace | 9.95 | 7.00 |
| Ace 2 (48k) | 8.95 | 6.25 |
| Ace 2 (128k) | 9.95 | 7.00 |
| Sabateur 2 | 7.95 | 5.45 |
| Tai Pan | 7.95 | 5.25 |
| Wizball | 7.95 | 5.25 |
| Dracula | 9.95 | 6.75 |
| Red L.E.D. | 8.99 | 6.25 |
| High Frontier | 9.99 | 6.50 |
| Elite 6 Pak | 9.95 | 6.75 |
| Gryzor | 7.95 | 5.25 |
| Jack Nipper 2 + Bubble Bobble | | £10.00 |

| SPECTRUM | RRP | OUR |
|---|---|---|
| F-15 Eagle | 9.95 | 7.00 |
| Trap Door | 7.95 | 5.25 |
| Hyrdofool | 7.95 | 5.25 |
| Death Wish 3 | 7.99 | 5.50 |
| Sold a Mil 3 | 9.95 | 6.75 |
| Star Games II | 7.99 | 5.50 |
| Live Ammo | 9.95 | 6.75 |
| Rygar | 8.99 | 6.00 |
| Big 4 1 or 2 | 9.95 | 6.75 |
| Side Wize | 7.95 | 5.25 |
| Silent Service | 9.95 | 6.75 |
| Roy of Rovers | 9.95 | 6.50 |
| Footballer Year | 7.95 | 5.25 |
| Starfox | 8.99 | 5.50 |
| Gun Runner | 7.95 | 5.25 |
| 720 | 9.95 | 6.75 |
| Game, Set, Match | 12.95 | 7.50 |
| Slain | 8.99 | 6.50 |
| Hybrid | 8.99 | 5.50 |
| Stealth Fight | 7.95 | 5.25 |
| Stiff Lip & Co | 9.99 | 6.75 |
| Super Soccer | 7.95 | 5.25 |
| Eagle Nest | 9.95 | 6.75 |
| Judge Death | 9.95 | 6.75 |
| Winter Games | 9.95 | 6.50 |
| Mask | 7.99 | 5.25 |
| Athena | 7.95 | 5.50 |
| Living Daylight | 9.95 | 6.75 |
| Zynaps | 7.95 | 5.25 |
| Gunboat | 8.95 | 5.25 |
| Gauntlet 1 or 2 | 8.99 | 6.25 |
| Shadow Mordor | 7.95 | 5.25 |
| Yogi Bear | 7.95 | 5.25 |
| Game Over | 7.95 | 5.25 |
| Flunky | 9.95 | 6.75 |
| Last Ninja | 9.95 | 6.50 |
| Solomans Keys | 8.99 | 6.25 |
| Moonstrike | 7.95 | 5.25 |
| Karyssia | 7.95 | 5.25 |
| Survivor | 8.99 | 6.25 |
| Exolon | 7.95 | 5.50 |

| COMMODORE 64/128 | CASS | DISK |
|---|---|---|
| Superstar Socc | 6.50 | 10.95 |
| Leaderboard | 6.50 | 10.95 |
| Super Sprint | 6.50 | 10.95 |
| Renegade | 6.50 | 10.95 |
| Out Run | 6.50 | 10.95 |
| Paperboy | 6.50 | 10.95 |
| Flying Shark | 6.00 | 10.95 |
| World Leaderboard | 6.50 | 10.95 |
| Mask | 6.75 | 10.95 |
| California Games | 6.50 | 10.95 |
| Compendium | 6.50 | 10.95 |
| Alt World Games | 6.50 | 10.95 |
| Elite | 7.50 | 14.95 |
| Blood Valley | 6.50 | 10.95 |
| Roy of the Rovers | 6.50 | 10.95 |
| Live Ammo | 6.50 | 10.95 |
| Xor | 6.75 | 10.95 |
| Barbarian | 6.75 | 10.95 |
| Judge Death | 6.75 | 10.95 |
| Gauntlet 1 or 2 | 6.50 | 10.95 |
| Sold a Mil 3 | 6.50 | 10.95 |
| Road Runner | 6.75 | 10.95 |
| Yogi Bear | 6.50 | 10.95 |
| Catch 23 | 6.25 | 10.95 |
| Flunky | 6.50 | 10.95 |
| Ace | 6.50 | 10.95 |
| Ace 2 | 7.00 | 10.95 |
| Pirates | 11.95 | 15.95 |
| Freeze Frame 3 | (Cart) | 33.95 |
| Expert Cartride | N/A | 25.95 |
| Solomans Key | 6.75 | 10.95 |
| Bubble Bobble | 6.50 | 10.95 |
| Slap Fight | 6.25 | 10.95 |
| California Games | | 12.00 |
| Bubble Bobble | | 12.00 |
| The Pawn | N/A | 14.95 |
| 6 Pak 1 or 2 | 6.75 | 10.95 |
| Arkanoid | 6.00 | 10.00 |
| Game, Set, Match | 11.95 | 14.95 |
| Defender Crown | N/A | 11.95 |
| Quedex | 6.75 | 10.95 |
| Zynaps | 6.25 | 10.00 |
| Shadow Mordor | 6.25 | 10.95 |

| COMMODORE 64/128 | CASS | DISK |
|---|---|---|
| Deathscape | 6.75 | 10.95 |
| Death Wish 3 | 6.75 | 10.95 |
| Big 4 1 or 2 | 6.50 | 10.95 |
| Rebel | 6.75 | 10.95 |
| Red L.E.D. | 6.75 | 10.95 |
| Living Daylights | 6.75 | 10.95 |
| Side Wize | 6.75 | 10.95 |
| Hysteria | 6.50 | 10.95 |
| Gryzor | 6.50 | 10.95 |
| Stealth Fighter | 11.95 | 14.95 |
| Champ Water Ski | 6.95 | 10.95 |
| Epyx Epics | 6.75 | 10.95 |
| Five star 2 | 6.50 | 10.95 |
| Ghost & goblins | 6.50 | 10.95 |
| Wizball | 6.25 | 10.00 |
| Subbattle | N/A | 11.95 |
| Rygar | 6.75 | 10.95 |
| Silent Service | 6.75 | 10.95 |
| Acro Jet | 6.50 | 10.95 |
| Head Over Heels | 6.25 | 10.00 |
| Indiana Jones | 6.75 | 10.95 |
| Tai Pan | 6.25 | 10.00 |
| Game Over | 6.25 | 10.00 |
| Sold A Million 3 | 6.95 | 10.95 |
| Comics | N/A | 25.00 |
| Dracular | 6.50 | N/A |
| Last Ninja | 6.50 | 10.95 |
| Jack Nipp II | 6.75 | 10.95 |
| Gunship | 10.95 | 14.95 |
| Destroyer | N/A | 10.95 |
| Blazer | 6.75 | 10.95 |
| Knight Orc | 11.95 | 11.95 |
| Nemises | 6.25 | 10.95 |
| Elite Hit Pak 6 | 6.50 | 10.95 |
| Trantor | 6.75 | 10.95 |
| Star Games II | 6.75 | 11.95 |
| Graphic Ad Cre | 17.95 | 22.95 |
| Uridium/Paradroid | 6.00 | N/A |
| Mega Apocalypse | 6.75 | 10.95 |
| Silicon Dreams | 10.95 | 14.95 |
| Jewels Darkness | 10.95 | 14.95 |

| ATARI ST | RRP | OUR |
|---|---|---|
| Triv Pursuit | 19.99 | 15.95 |
| Guild Thieves | 24.95 | 19.95 |
| Leaderboard | 24.95 | 19.99 |
| Knight Orc | 19.95 | 14.95 |
| The Pawn | 24.95 | 15.99 |
| Silent Ser | 24.95 | 19.99 |
| Road Runner | 24.95 | 19.95 |
| Subbattle | 24.99 | 19.99 |
| Deep Space | 29.95 | 24.95 |
| Star Trex | 24.95 | 15.95 |
| Arkanoid | 14.95 | 11.95 |
| Solomans Key | 19.99 | 13.95 |
| Gauntlet 1 or 2 | 24.95 | 15.99 |
| Sentinel | 24.95 | 19.99 |
| Silicon Dream | 24.99 | 19.99 |
| Jewels Dark | 24.95 | 19.99 |
| Balance Power | 24.95 | 15.95 |
| TNT | 19.95 | 13.95 |
| Ghost + Gobs | 24.95 | 15.95 |
| Alt W. Games | 19.95 | 13.95 |
| Blood Valley | 19.99 | 13.95 |
| Superstar Soc | 19.95 | 13.95 |
| Strip Poker | 14.95 | 9.95 |
| Indiana Jones | 19.99 | 13.95 |
| Terrorpods | 24.95 | 19.95 |
| Barbarian | 24.95 | 15.95 |
| Deep Space | 34.95 | 19.95 |
| Mercenary Com | 24.95 | 15.95 |
| Art Director | 49.95 | 39.95 |
| Renegade | 19.95 | 13.95 |
| Sentinel | 19.95 | 13.95 |
| Goldrunner | 24.95 | 19.95 |
| Auto Duel | 24.95 | 15.95 |
| Side Walk | 19.95 | 13.95 |
| Mean 18 | 29.99 | 19.95 |
| S.D.I. | 29.95 | 19.95 |
| Psion Chess | 24.95 | 15.95 |
| Airball | 24.95 | 15.95 |
| Hades Nebula | 19.95 | 13.95 |
| Film Director | 59.95 | 44.95 |

| AMSTRAD PC1512 | RRP | OUR |
|---|---|---|
| Mini Office 2 | 12.00 | 14.95 |
| Bubble Bobble | 6.00 | 10.95 |
| Sold a Million 3 | 6.95 | 10.95 |
| Hit 6 1 or 2 | 6.95 | 10.95 |
| Live Ammo | 6.95 | 10.95 |
| California Games | 7.25 | 11.95 |
| Silent Service | 6.95 | 10.95 |
| Out Run | 6.95 | 10.95 |
| Tai-Pan | 6.50 | 11.95 |
| Head over Heels | 6.50 | 10.00 |
| Flying Shark | 6.00 | 10.95 |
| Exolon | 6.50 | 10.95 |
| Super Sprint | 6.50 | 10.95 |
| Gauntlet | 7.25 | 11.95 |
| Shadows Mordor | 6.50 | 10.95 |
| Gryzor | 6.00 | 10.95 |
| Sabatuer 2 | 6.25 | 10.00 |
| Arkanoid | 6.50 | 11.95 |
| Paperboy | 6.50 | 10.95 |
| Big Four 1 or 2 | 6.95 | 10.95 |
| **AMIGA SOFTWARE** | **RRP** | **OUR** |
| California Games | 24.95 | 19.95 |
| Defender of Crown | 45.95 | 39.95 |
| Mean 18 | 29.99 | 24.95 |
| Silent Service | 24.95 | 19.95 |
| Knight Orc | 19.95 | 15.95 |
| The Pawn | 24.95 | 19.95 |
| S.D.I. | 29.95 | 24.95 |
| World Games | 24.99 | 19.95 |
| King of Chicago | 24.95 | 19.95 |
| Goldrunner | 24.95 | 19.95 |
| Super Huey | 19.99 | 15.95 |
| Leaderboard | 24.95 | 19.95 |
| Winter Games | 24.99 | 19.99 |
| Barbarian | 24.95 | 19.95 |
| Terrorpods | 24.95 | 19.95 |
| Swooper | 19.95 | 15.95 |
| B. Clough Football | 24.95 | 19.95 |
| Karate Kid II | 24.95 | 19.95 |
| Music Studio | 34.99 | 30.95 |
| Hollywood Poker | 19.95 | 15.95 |

**(Sega machines now available only £99.99. Plus free next day delivery UK. Plus free game, full range of software + price list available)**
**Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order only. Cheques/postal orders**
**(Sterling only please) Made Payable to:**
**DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow, Essex, CM18 6EF**
**TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE**

VISA

# TELE-GAMES

Europe's Largest Stock Of
Video Games & Cartridges
100s of cartridges for —

CBS COLECO VISION
THE ARCADE QUALITY VIDEO GAME SYSTEM

INTELLIVISION

ATARI 2600

CBS COLECO VISION

Nintendo

SEGA

**SPECIAL PRICE**
**£59.95* with**
**2 FREE GAMES —**
DONKEY KONG and
SMURF

**.....STOP PRESS.....**
**2 NEW COLECO GAMES ARRIVING SOON**
* Plus £3.00 P&P

**WICO JOYSTICK FOR**



Nintendo

**£15.95 PLUS £1.00 P&P**

**IN STOCK NOW**
(Trade welcome)

Send for lists (state make of game) to
**TELEGAMES, WIGSTON, LEICESTER, LE8 1TE**
**(0533-880445)**

# FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 Classic Strategy games from E & J Software, packed with **GENUINE & REALISTIC FEATURES**.
**CRICKET MASTER** – A SUPERB SIMULATION OF ONE DAY INTERNATIONAL CRICKET – Features: Weather, Wicket, Outfield Conditions, Batting/Bowling Tactics, Team Selection, Select Field Layout, 3 Types Bowler, 4 Types Batsmen, Batting/Bowling Analysis, Scoreboard, Wides, No Ball, Misfield, Dropped Catches, LBW appeals, 3 Skill Levels, STAR FEATURE Complete Match Overview including ball by ball commentary ★ ★ MANY MORE FEATURES. **PRICE – SPECTRUM 48/128K ONLY £7.95 including FREE SET OF SCORESHEETS.**

**PREMIER II** – AN EXCITING FOOTBALL LEAGUE GAME – Features: Select Team, Play all teams Home and Away, Full Squad Details ALL TEAMS, Injuries, Team styles, In-match subs, Goal scorers recorded, Transfer market allows approach to any player in league, Job Offers, Team Morale, Financial problems, Transfer Demands, 7 Skill Levels. **PRICE – 48/128K Spectrum £6.95: 64/128 Commodore £7.95: Amstrad CPC £7.95.**

**WORLD CHAMPIONS** – A COMPLETE WORLD CUP SIMULATION – From the first friendlies, qualifying stages, tour matches and onto the FINALS – Select from squad of 25 players, 2 In-Match subs, Discipline table, 7 Skill Levels, Select Friendlies & Tour Opponents, COMPREHENSIVE TEXT MATCH SIMULATION includes Goal Times, Bookings, Named/Recorded Goal Scorers, Sending off, Corners, Free kicks, Penalties, Injury time, Match Clock, and MORE! **PRICE – 48/128K Spectrum £6.95: 64/128K Commodore £7.95: Amstrad CPC £7.95**

**EUROPEAN II** – CAPTURES THE FULL ATMOSPHERE OF EUROPEAN FOOTBALL – Features: Home & away legs, Away goals count double if drawn, 2 In-match Subs, 7 Skill Levels, FULL PENALTY SHOOT-OUT WITH SUDDEN DEATH, Team Selection, Disciplinary Table, SUPERB TEXT MATCH SIMULATION INCLUDES Named/Recorded Goal Scorers, Free Kicks, Corners, Penalties, Goal Times, Bookings, Disallowed Goals, Injury Time, Sending Off & MORE. **PRICE – 48/128K Spectrum £6.95: 64/128K Commodore £7.95**
**Amstrad CPC disc add £4.00 to tape price.**

**FANTASTIC VALUE: BUY ANY 2 GAMES DEDUCT £2 FROM TOTAL, BUY ANY 3 GAMES DEDUCT £3 FROM TOTAL, BUY ALL 4 GAMES DEDUCT £5 FROM TOTAL**

ALL GAMES AVAILABLE ON TAPE FOR IMMEDIATE DESPATCH BY FIRST CLASS POST

From: **E & J SOFTWARE, Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE**

# ATARI ST/800XL/XE OWNERS

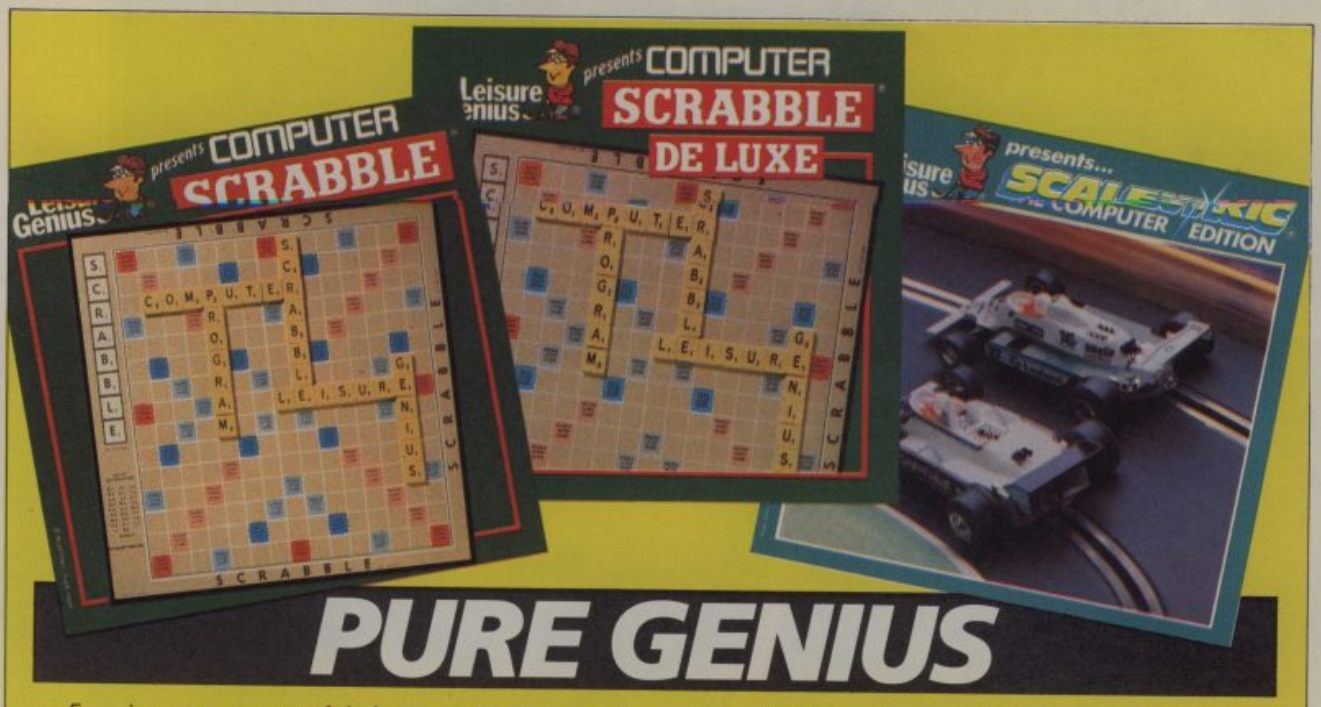
Why not compliment the greatest home computer on the market by obtaining membership with the **MIDLAND GAMES LIBRARY.** ***The greatest, biggest and best Atari Club on the market.***

## APPROX 675 ST TITLES NOW IN STOCK

**MIDLAND GAMES LIBRARY:** The company who nearly 5 years ago first conceived the idea of a software library.
Now approximately 2,000 titles on disc, cassette and Rom (games, business, education 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.
Several thousand very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.
A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities.

**SEND LARGE S.A.E. TO:**

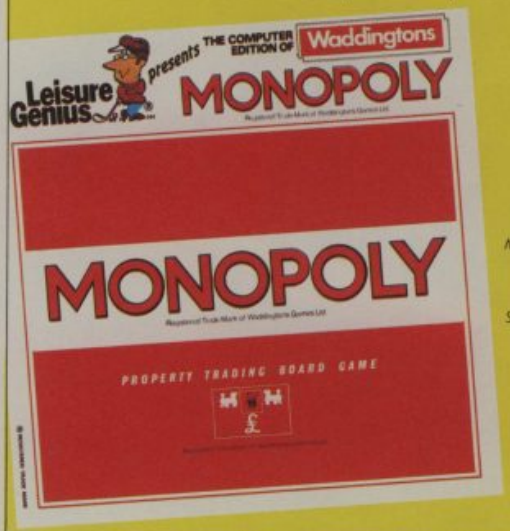
**MIDLAND GAMES LIBRARY**
**48 Readway, Bishops Cleeve, Cheltenham, Glos.**
**Tel: 0242-67-4960 9.30-4.30**
All our programs are originals with full documentation




# PURE GENIUS

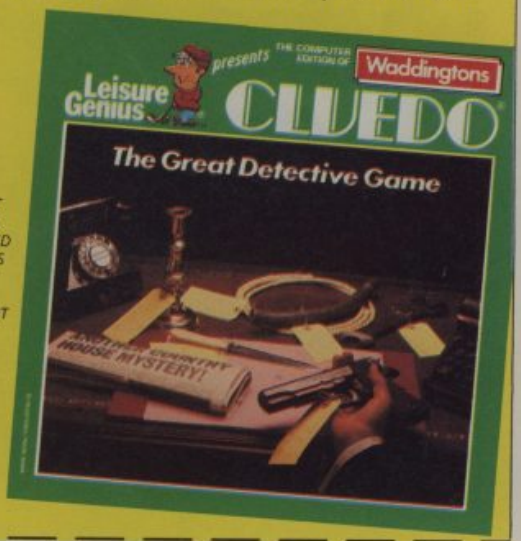
*Exercise your powers of deduction with **CLUEDO**,® race Formula One (and even design your own circuits) with **SCALEXTRIC**.® Wheel and deal as a property magnate with **MONOPOLY**® and extend your word power with **SCRABBLE**® or the 'genius' edition **SCRABBLE DE LUXE**.®*

*These four popular family games have been translated to a wide range of computers and, like the originals, appeal to game-players, young and old. The whole family can join in, or you can play alone against clever computer-generated opponents. The rules of the original game are followed and special computer enhancements are included, the computer adds up for you, and even throws your dice and times your moves in some games!*




Leisure Genius®

CLUEDO® TRADEMARK AND COPYRIGHT LICENSED BY WADDINGTONS GAMES LTD. MONOPOLY® THIS PRODUCT IS PRODUCED UNDER LICENCE FROM PARKER BROTHERS AND WADDINGTONS GAMES LTD © ALL COPYRIGHTS RESERVED. SCRABBLE® TRADE MARK AND COPYRIGHT LICENSED BY J.W. SPEAR & SONS PLC. SCALEXTRIC® IS A REGISTERED TRADEMARK OF HORNBY HOBBIES LTD © ALL COPYRIGHTS RESERVED




*Leisure Genius games are available from all good software stockists or directly from Virgin Games. Look at the table for machine types and prices. Please circle the software you require.*

*Make cheques or postal orders payable to Virgin Games Ltd, please do not post notes or coins. Send your order to Virgin Games, 2/4 Vernon Yard, Portobello Road, London W11 2DX.*

NAME_____

ADDRESS_____

_____

_____

| Available for | Monopoly cass | Monopoly disc | Cluedo cass | Cluedo disc | Scalextric cass | Scalextric disc | Scrabble cass | Scrabble disc | Scrabble De Luxe cass | Scrabble De Luxe disc |
|---|---|---|---|---|---|---|---|---|---|---|
| Commodore 64/128 | C | D | C | D | C | – | C | D | C | E |
| Spectrum 48 | A | – | A | – | A | – | A | – | – | – |
| Spectrum 128/+2/+3 | A | – | A | – | A | – | A | – | B | E |
| Amstrad CPC 464 | A | C | A | D | A | D | A | D | – | – |
| Amstrad CPC 6128 | A | D | A | D | A | D | A | D | – | E |
| Amstrad PCW 8256 | – | – | – | – | – | – | – | – | – | F |
| IBM PC (+ compatible) | – | H | – | – | – | – | – | – | – | G |
| BBC B | C | D | C | – | – | – | C | D | – | – |
| MSX | A | – | A | – | – | – | A | – | – | – |
| Sinclair QL | – | – | – | – | – | – | (m/d) | D | – | – |
| Einstein | – | E | – | E | – | – | – | E | – | – |
| Atari ST | – | – | – | – | – | – | – | – | – | H |

*A = £9.95 B = £10.95 C = £12.95 D = £14.95 E = £15.95 F = £19.95 G = £24.95 H = Coming 1988!*

## ACE2 – The Ultimate Head To Head Conflict

"... is a class of its own." Commodore User – October '87

"... fabulous feeling of speed and tension." Zzap! 64 October '87.

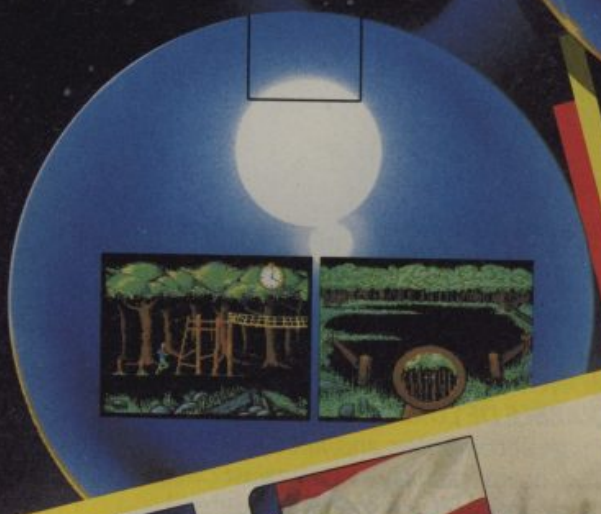
"... ACE 2 is a worthy successor to ACE." C + VG Hit! October '87

Danger and excitement over the Gulf. Flying the ultimate in military hardware, you must protect friendly shipping from the onslaught of enemy fighters.

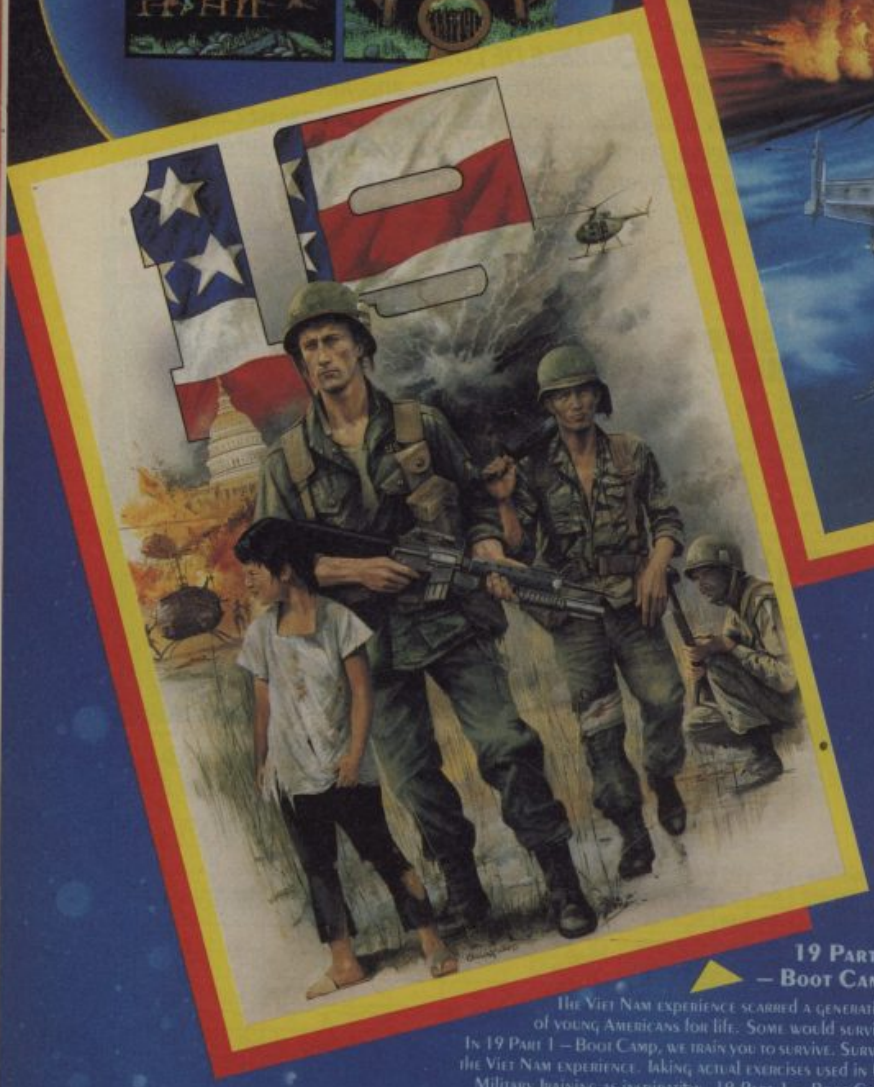
Featuring one or two pilot action, Player One must defend his fleet from Player Two who, armed with an array of sophisticated weaponry, will do his utmost to penetrate your defences.

**Commodore 64 Cassette £9.95**
**Disk £14.95 Spectrum Cassette £8.95**
**IBM PC Disk £19.95**







## Implosion – When Your World Is Under Attack – Fight Back

Without doubt the fastest multi-screen action blast-em-up ever Featuring: 360 degree scrolling action – Dual Play Field – Arcade style multi colour graphics and sound. Implosion will defy completion by even the most ardent game player. We challenge you....

**Commodore 64 Cassette £9.95 Disk £14.95**
**Spectrum Cassette £8.95**

## 19 Part 1 – Boot Camp

The Viet Nam experience scarred a generation of young Americans for life. Some would survive. In 19 Part 1 – Boot Camp, we train you to survive. Survive the Viet Nam experience. Taking actual exercises used in US Military training as inspiration, 19 Part 1 – Boot Camp recreates the tension, frustration and fatigue experienced by young American draftees.

Watch out for 19 part 2 – Viet Nam. Coming soon.

**Commodore 64 Cassette £9.95 Disk £14.95**
**Spectrum Cassette £8.95**

All of these titles are available from all good software suppliers.

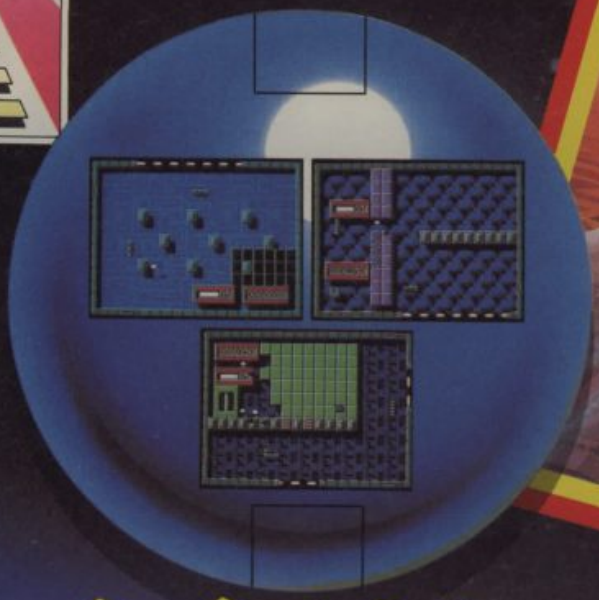
You may order by telephone on our 24 hour orderline by calling 0423 504663 quoting any major credit card or by post. Orders are despatched same day and you will receive a fantastic Cascade Poster Pack completely free of charge.

## TRAZ – A New Twist To A Great Game

Exciting one or two player action as you help the rogue robot prisoners escape from captivity. A challenging duel with your computer. TRAZ will keep you coming back for more. Uniquely laid out in an 8 x 8 grid and with random entry to the playing area. TRAZ brings a new twist to an arcade classic.

**Commodore 64 Cassette £9.95 Disk £14.95**
**Spectrum Cassette £8.95**
**Amstrad Cassette £8.95**











**Cascade Games** 1-3 Haywra Crescent, Harrogate, North Yorkshire, HG1 5BG. Telephone: 0423 525325/504526 Answerphone: 0423 504663 Telex: 265871MONREF G (Quote 72: MAG31320 in first line of text) Fax: 0423 530054.

# CASCADIA

CASCADIA...COMPUTER ENTERTAINMENT SECOND TO NONE.

Most screen shots taken from C64 versions.

# WIN AN AWESOME A

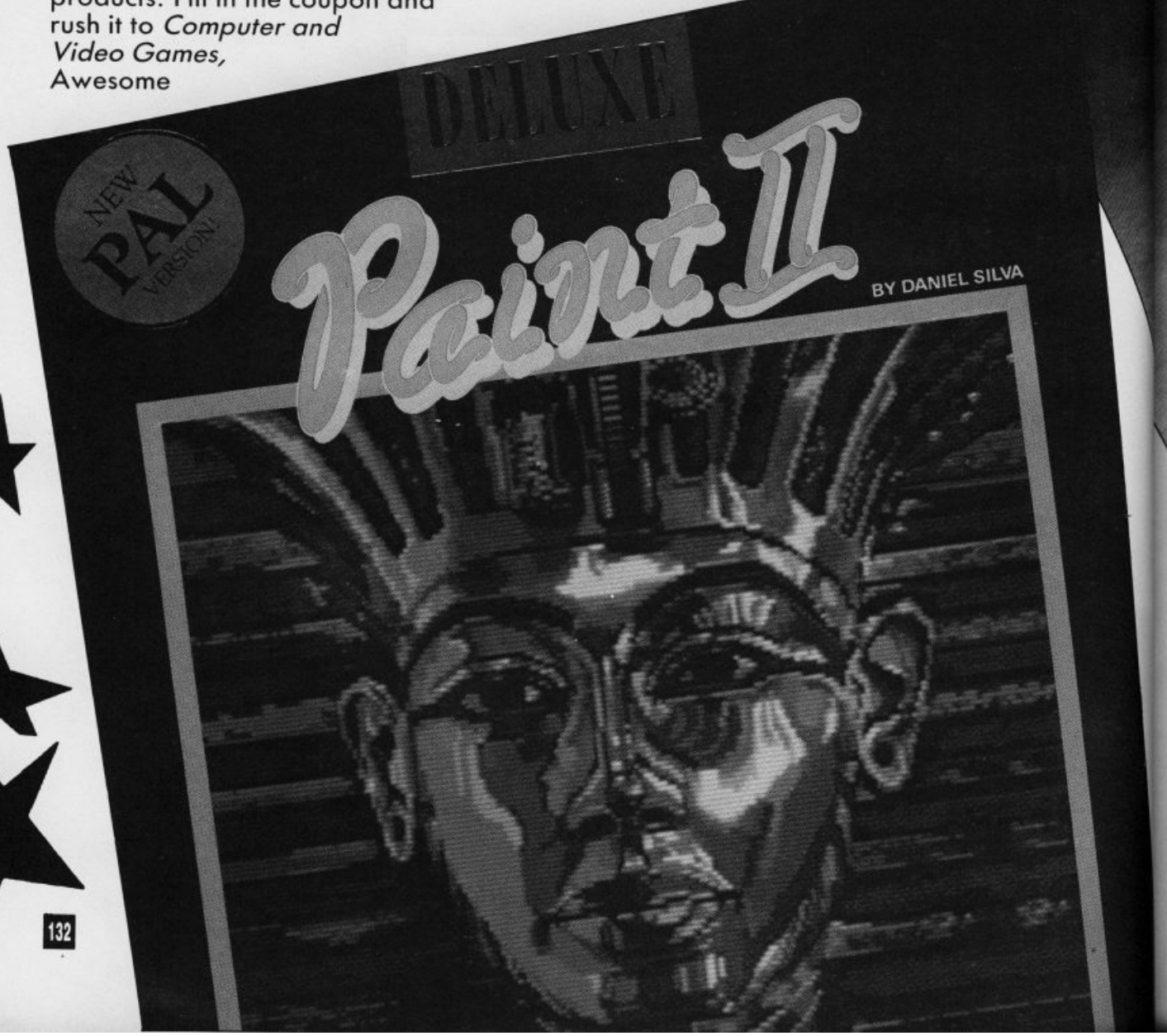
## ELECTRONIC ARTS™

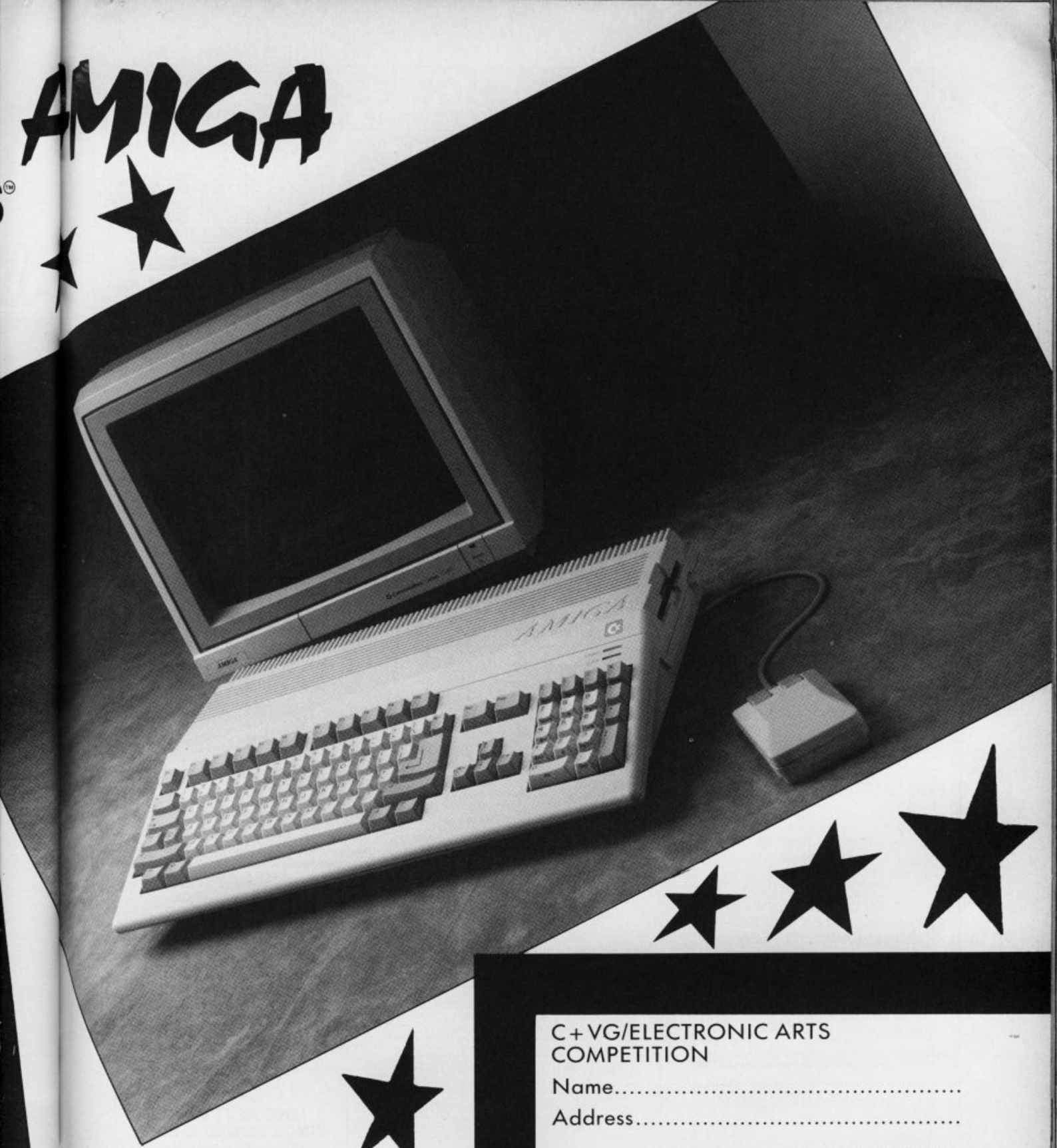
Wanna win an awesome **Amiga 500,** one of the new generation of mega - machines that bring games like you've only dreamed about into YOUR home? Thanks to leading US software company **Electric Arts, *C+VG*** can offer one of our readers this incredible package!

- An **Amiga 500** plus EA's excellent **Deluxe Paint II** graphics package AND **Deluxe Music!**
- Five runners-up will get a copy of **Deluxe Paint II** OR **Deluxe Music** for the Amiga worth around £70!

And all you have to do to win these incredible prizes is answer some simple questions based on Electronic Arts products. Fill in the coupon and rush it to *Computer and Video Games,* Awesome Amiga Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal *C+VG* rules apply and the Ed's decision is utterly final. Now for the questions:

1. Electronic Arts has just released a new flight simulator put together with the help of a top test pilot who had more than his fair share of the Right Stuff. Name that pilot!
2. Name the pharoah who has his golden image in the front of EA's Deluxe Paint II box.






3. Last year EA translated one of the really popular arcade games on to computer. Was it A) Pacman B) Marble Madness C) Space Harrier?
4. Name the odd one out and say why. A) SkyFox B) ArcticFox C) FireFox D) StarFox.

C+VG/ELECTRONIC ARTS COMPETITION

Name.....

Address.....

.....

If I'm a runner-up I'd like *Deluxe Paint II*/*Deluxe Musix* (delete where applicable)
My answers are:

1.....

2.....

3.....

4.....

If you wish to advertise in our classified section the cost is £16.50 + VAT per single column centimetre.
For further details call
**Katherine Lee**
**01-251 6222 Ex 2479**

**HOMESOFT**
**SOFTWARE AND HARDWARE**
WE OFFER ALL THE LATEST SOFTWARE AT DISCOUNT PRICES ON ALL MACHINES!!
COMMODORE 64/128/AMIGA
AMSTRAD..APPLE..BBC..
ATARI 8 BIT..ATARI 528 ST
ELECTRON..IBM..SPECTRUM
**HARDWARE OFFER** ATARI 520 STFM **£280**
PHONE NOW FOR OUR FAX-PACK, PLEASE STATE WHICH MACHINE
**0772-452414**
**24-HOUR SERVICE**

# CLASSIFIEDS

## LIVERPOOL (48K)
Featuring a full 42 game League season, FA, League and European Cups, team and tactics selection, spying missions, etc. BOTH C64 versions and Atari Disc have 4 Divisions, transfer market, income, expenditure, UEFA and Cup Winners Cups (if you qualify!), etc.
**Cassette £8.95 Disc £10.95**

## WORLD CUP 1986 (48K)
Replay the Mexico Finals, with scouts reports, injuries, suspensions, extra time, penalties, substitution etc.
**Cassette £7.49 Disc £7.99**

## ENGLAND'S GLORY (48K)
1966 and all that! Play up to 3 friendly fixtures to refine your squad before the big test. Uses the same game play system as World Cup 1986.
**Cassette £6.49 Disc £6.99**

All games are available for the Spectrum, Commodore 64 and Atari. Please state make of computer when ordering.

**P. M. CORBISHLEY,**
**212 WALMERSLEY OLD ROAD,**
**BURY, LANCS D19 6SA**

## SOFTWARE 48
Cheap games all original but low prices for the Spectrum 48 + CBM 64 e.g. Renegade £2.50
**Send S.A.E. for list to Software 48, P.O. Box 94, Radlett, Herts WD7 7LX**
**OR CALL 09276 2673 FOR DETAILS**

## FREE MEMBERSHIP
We are the biggest and the best. Top titles only.
Hire CBM 64, Spectrum, Amstrad, BBC Electron, C16, Atari software.
**Send S.A.E. to**
**Spectrohire Software Library,**
**23 Curzon Street,**
**Derby**

## Computer Software Exchange
Have the games you've stopped playing gathered dust? Then why not swap them through CSE.
For the AMSTRAD CPC, COMMODORE 64 and SEGA Card and Cartridge games.
For FREE membership and Quarterly Club magazine send SAE to -
**C.S.E. (C + VG), 27a, DIXON LANE, WORTLY, LEEDS 12, YORKSHIRE**

## MSX SOFTWARE
For one of the widest selections of MSX products in the south of England. Write, phone, or call in for our 400 title mail order price list
**D.L. Chittenden Ltd. 59-61 The Broadway**
**Chesham Bucks HP5 IBX**
**Tel: 0494 — 784441**

## FREE MEMBERSHIP!!
Hire – CBM64, Spectrum, Amstrad and VIC 20
Software (Top Titles)
Send 2 x 18p stamps for your hire kit
**Computersoft (CV), PO Box 20,**
**North PDO,**
**Nottingham NG5 2EE**
(Please state which machine)

## USED HARDWARE

| | | | |
|---|---|---|---|
| Spectrum 48K | £38 | Spectrum + | £49 |
| Spectrum 128K | £79 | Spectrum + 2 | £99 |
| Commodore 64 | £99 | Others: Please phone | |

*A wide range of peripherals always in stock. Please phone for prices etc.*

**USED SOFTWARE BARGAIN PACKS (Spec & 64)**
**10 Different £10 20 Different £17**
Please state machine when ordering
State preferences (Arcade, Adventure, Mixed).
Send a list of your own collection so we know what not to send.

**REPAIRS. SPECTRUM £15**
**OTHERS: PHONE**

All our used products are in good to excellent condition and include a 3 month warranty.
Send cheques/PO's to:
**Software City (CV)**
**173 Mansfield Road, Nottingham NG1 3FR**
**Telephone (0602) 410493**
*Allow 10 days for delivery. Overseas Add 5*

## ATARI 400/600/800XL/ST AMIGA SOFTWARE
We have all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,500 different original titles. For full details send large stamp addressed envelope or telephone evenings 7pm – 10pm or weekends

**LOW ATARI PRICES**
Atari 520 STFM **£299.90** post free + 15 disks
Antic and Analog magazines available.

**BEST QUALITY DISCS**
Memorex 5¼" S.S./DD Discs 10 for **11.95** p.f.
Unlabelled 5¼" S.S./DD Discs 10 for **9.95** p.f.
Unlabelled 3½" S.S./DD Discs 10 for **14.95** p.f.
25 for **£31.95** 50 for **£59.95**
Amiga A500 at only **£469.90**
Happy enhancement for the 1050 Drive with revision 7. **£99.90** post free

**GAMES & SOFTWARE CLUB**
**DEPT. C + VG, 35 Tilbury Road,**
**Thorney Close, Sunderland SR3 4PD**
**Tel: (091) 528 6351**

# CLASSIFIEDS

## A.I.S. DISTRIBUTION
are now becoming the leading back catalogue games suppliers to shops & market traders

**PHONE**
**01-471 8900 NOW!**

## UK SOFTWARE EXCHANGE
Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
NOW ALSO FOR THE ATARI ST
*Send s.a.e. for fast response and details to:*
**UK Software Exchange Club (CVG),**
**15 Tunwell Greave, Sheffield S5 9GB**

## MATRIX HIRE
The cheapest way to play them all.
Top games titles for Spectrum, Commodore and Amstrad. Please state system.
Details from:
**Matrix Leisure Club 271 Stanstead Road,**
**Bishop's Stortford, Herts CM23 2BT**

**THE MAIL ORDER SOFTWARE SOCIETY**
***'THE BEST THING SINCE SLICED BREAD'***
**'Try Before You Buy'**

**GAMES FOR**
**SPECTRUM – MSX – AMSTRAD**
**COMMODORE – ATARI**

Send your name, address and which computer(s) you have to:

**M.S.S.**
**P.O. Box 57,**
**Doncaster, South Yorkshire**
**DN4 5HZ**

# CAMERA!... ACTION!... ENTER THE SLAPSTICK WORLD OF SILENT MOVIES!

Attention all you budding film directors! Here's your opportunity to become a movie mogul directing none other than the legendary Charlie Chaplin!

Choose scripts, cast characters, select scenery, props and backdrops. Then it's SCENE ONE—TAKE ONE... CAMERA... ACTION!

Direct the crazy antics of Charlie as he performs stunts and plays the fool with the rest of the cast. Replay each scene in the editing suite; but be warned—a reshoot will be costly and you could go over budget!

Attend the premiere of your film! The critical acclaim of the audience will determine whether your box office earnings allow you the budget for another film, or leave you with a flop and a trip along skid row!

STARRING

# CHARLIE CHAPLIN™

UNIQUE • GAME • CONCEPT



| | |
|---|---|
| CBM 64/128 | £9.99 Cassette £14.99 Disk |
| Spectrum 48K | £8.99 Cassette |
| Amstrad CPC | £9.99 Cassette £14.99 Disk |
| Atari ST | £19.99 Disk |
| IBM PC | £24.99 Disk |

Screen shot from Atari ST

U.S. GOLD

Al American Software

© Bubbles Inc. 1985

# ARCA

**This year's arcade show brought a whole new crop of games that will be hitting your local arcade before Christmas.**

**Clare Edgeley also reports on the hottest new games previewed at the Japanese arcade show held a few weeks ago.**

## ▶ OPERATION WOLF

Sheer, unadulterated violence is the main theme in Taito's *Operation Wolf*. And much as I hate to say it, this game is extremely playable and was probably one of the best new games to be shown at the recent arcade show.

You're in the middle of a war. One man against an army. Your objective is to free some hostages and get them safety. How many times have we heard this hackneyed story line?

Your only weapon is a mean looking machine gun perched on the outside of the cabinet and a limited supply of bullets and grenades.

Starting at the Communications Depot, finger quivering on the trigger, you steady the gun for the first shot. In no time bullets are flying. Enemy snipers zip on and off the screen, some hiding in buildings, others running in at a crouch for a snipe at you. You've got to hit them all. Some run straight into the foreground of the screen, appearing right underneath your nose.

The appearance of depth on this battlefield has been extremely well done as those soldiers appearing closer to you are obviously larger than those hiding at the far end of the screen behind oil drums.

Watch out for the knives and grenades which will be chucked at you. There's not a lot you can do to dodge a bullet except gun down the enemy before he has a chance to fire. However, getting hit by a knife or catching a grenade at close quarters is not my idea of fun and if your are quick off the mark and a good shot, you should be able to hit these with a bullet, deflecting the knife and blowing up the grenade before it gets too close to do any damage.

The action's non-stop and doesn't let up for a second. Choppers fly in and turn to bear on you with cannons blazing. These need at least ten bullets before they'll explode. Trucks and tanks are slightly easier, but again have to be hit more than once. And then there are the paras. Descending from the clouds, they reach the ground and instantly open fire.

And all the time your ammo's decreasing. Luckily, magazines are dropped, and if you can hit these you'll be awarded another 30 bullets. It's frightening how quickly one magazine can be emptied. Taking careful aim and shooting in short bursts to conserve your ammunition is the only way to get through each screen. Spraying bullets wildly will get you nowhere, though the rat-a-tat-tat of the gun is very satisfying. Extra ammunition is only found when you hit coconuts, condors, chickens, wild pigs and other innocent objects. Just don't make the mistake of hitting an civilian and then expect a bonus or a thank you!.

One piece of ammo is a mortar rocket which acts in the manner of a smart bomb. Hit the button on the nozzle of your snub nosed machine and you'll let loose one of these killers. You've only got a few but they're devastating, wiping out all the ememy, their trucks, tanks and choppers on the screen. Like the magazines, extra rockets can be picked up by shooting at them when they appear. Your other bonus is a power drink which restores five units of damage. Very helpful when you're on your last legs and can give you the necessary time to finish a screen.

A panel down the side of the screen tells you at a glance how much ammo you have left, what damage you've suffered, how many hostages have been rescued, and the numbers of the enemy still at large.

There are six scenarios in all — the Communications Depot in which you have to kill all the enemy, the Jungle where you have to extract the exact location of the concentration camps from the enemy, the Village where you can restore your strength by clearing it of the enemy, the Concentration Camp where you can free the hostages and the Airport where you and the hostages can leap tired and thankful onto a plane home.

*Operation Wolf* is a powerful game and one of fast action, requiring a good aim and swift reflexes.








# ...DE ACTION

## ▶ WARDNER

Platforms, ladders, moving elevators and ropes, monster bashing and gold collecting — all the ingredients are here for a riotously enjoyable arcade game.

*Wardner* is cute, addictive and immensely playable. While taking a stroll in a magical forest, Wardner the evil Guardian swoops down from her castle eyrie and turns your girlfriend into a crystal ball. This is promptly spirited away by a dragon, leaving you seething with rage and determined to put all to rights. Playing a knight in shining armour means fighting your way through the magical forest, blasting baddies, avoiding traps and sneeking into the castle to do your rescue bit.

The game starts off in the forest. On the ground level are swamps in which lurk sundry nasties. Climb up the trees and there you'll find chests glinting with gold, witches, warlocks and other baddies. Use your flame thrower to hit the baddies and, jumping to the platforms, collect the gold — you'll need this later on in the level. Even this early on in the game, the going can be tricky. Shooting the witches, who are hidden behind leafy branches, can be a problem, especially as they shoot back and dodging a ball of fire while perched precariously on a branch isn't easy. You'll often have to jump and then fire to get the baddies. This saves you climbing to their height and into trouble. When the attackers are killed, golden crystals are left behind. Make sure you pick these up as they add extra fire balls to your flame thrower. On starting the game, the flame thrower only spits out one ball of fire, but as you go further into it, you'll soon be able to shoot out a barrage of fire which will sizzle your opponents.



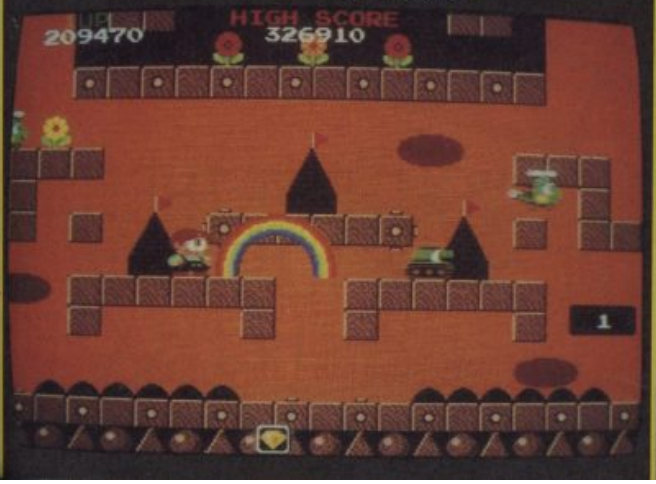
At the end of the level, a shop comes into sight where you can use the gold you've found to buy extra weapons such as a solar sword or magical cloak. The prices all vary, and if you haven't got the money you'll be turned away empty handed.

Further levels have been brilliantly designed, and the timing element is perhaps one of the most important parts of this great little game. On top of that, the areas you have to negotiate must have been designed by a particularly tortured mind. Traps are sprung, the forest becomes deeper, more nasties appear and you'll certainly need those more powerful weapons. Magic cloaks are in short supply and are found rarely.

Birds can be used at times to carry you across difficult terrains, like flowing rivers of burning lava. However, to hitch a ride on a bird you must be in the right spot and be ready to jump for its talons at the right time. If you're really lucky, the bird will carry you through a whole screen to the shop at the far end.

Flying dragons appear at regular intervals and these have to be defeated to continue the game. Hit them a number of times and they'll eventually dissolve into a ball of flame. While doing this, however, be ready to jump or duck their fire which can be uncomfortably accurate.

There's no way *Wardner* could be termed an 'original' game as bits have been borrowed from so many others of this type, *Ghosts 'n' Goblins* and the like. Still, only the best features have been used and I'd recommend you to try this one out for yourself.




## ▶ TOP SPEED

*Top Speed* from Taito is a five stage driving game with slick and sensitive handling and a game perspective exactly like that of *Out Run*. What's more, like *Out Run* it comes packaged as a huge sit in driving machine as well as your normal upright. The upright version is great fun and I initially reviewed the game on this format. However, if you get the chance, go for the monster version which moves left, right, backwards and forwards. A whole lot of fun.

Peering over the dashboard as you crest a hill at top speed is nerve racking — it's anybody's guess as to what's over the brow of the hill.






The idea in *Top Speed* is to get through all five stages in the shortest possible time. The tracks are tortuous and wind all over the place, with many circular diversions which add extra miles and time to the course. At the end of each level, study the track for the next stage and work out the shortest route. It's the only way you'll make it in the time allowed.

The first stage is fairly straightforward, no diversions, no loops, and the track itself is a multi-lane highway. Using your Nitro-switch on the straight, you can turbo charge your car and zoom forward at a much greater speed for a short while. Use this feature sparingly though, it only works three times on every stage.

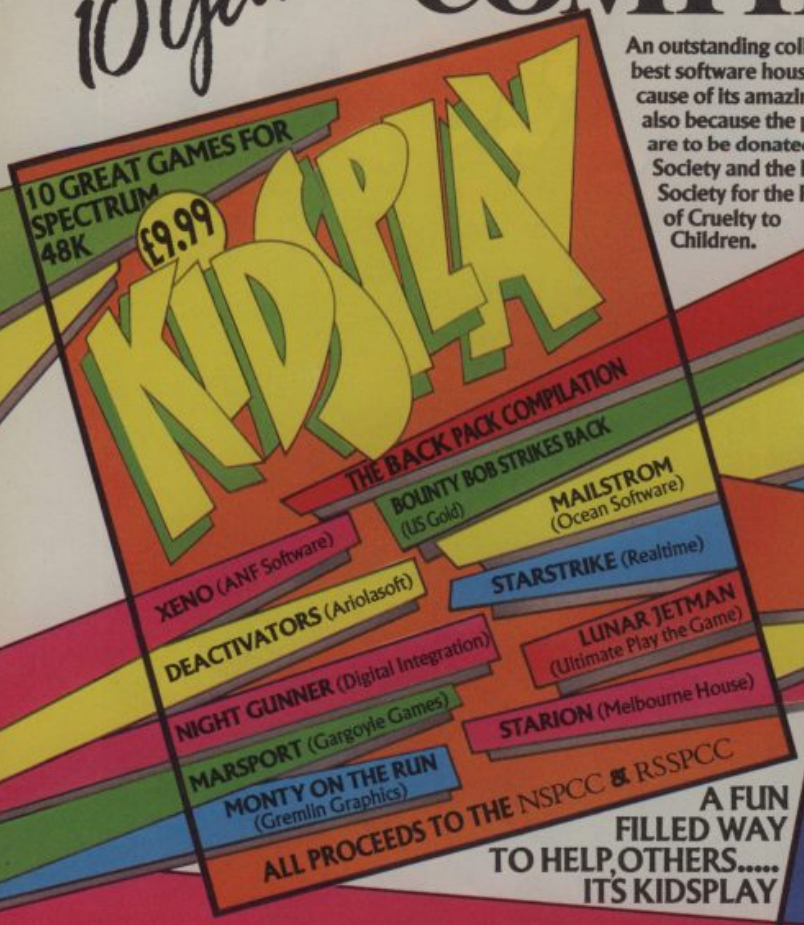
The second stage is a little more tricky. Although the track splits, the length of each section of road is the same. What you do have to worry about is the width of the track which alternates between multi-laned and single lane.

Bill-boards now line the route, and, with rocky cliffs tightly to one side of the road, there's no place to make a mistake. Normally in these games you can use the brakes to good effect, but in *Top Speed*, to stamp on the brake to slow down tends to stop you dead which doesn't help your time.

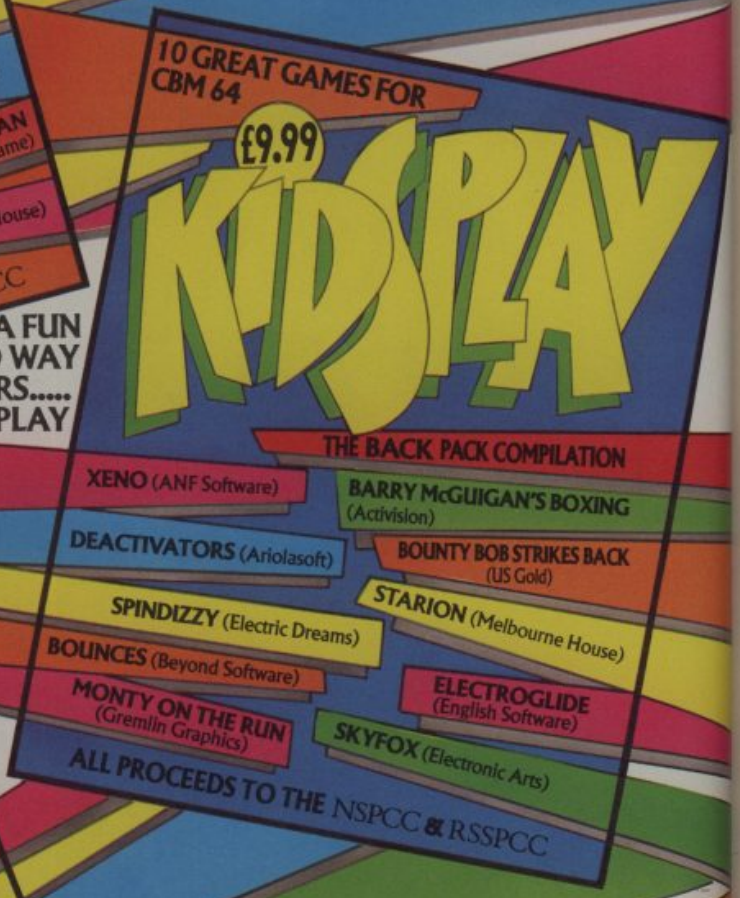
Racing games have been done to death, but manufacturers keep belting out new ones. It would be unfair to compare *Top Speed* with classics like *Wec Le Mans* and *Out Run* as these are dedicated games built and designed round sit-in cabinets. *Top Speed* is in an upright cabinet and for its kind, it must rank amongst the top as a realistic racing game with great graphics and smooth handling. It's also addictive and offers quite a challenge.

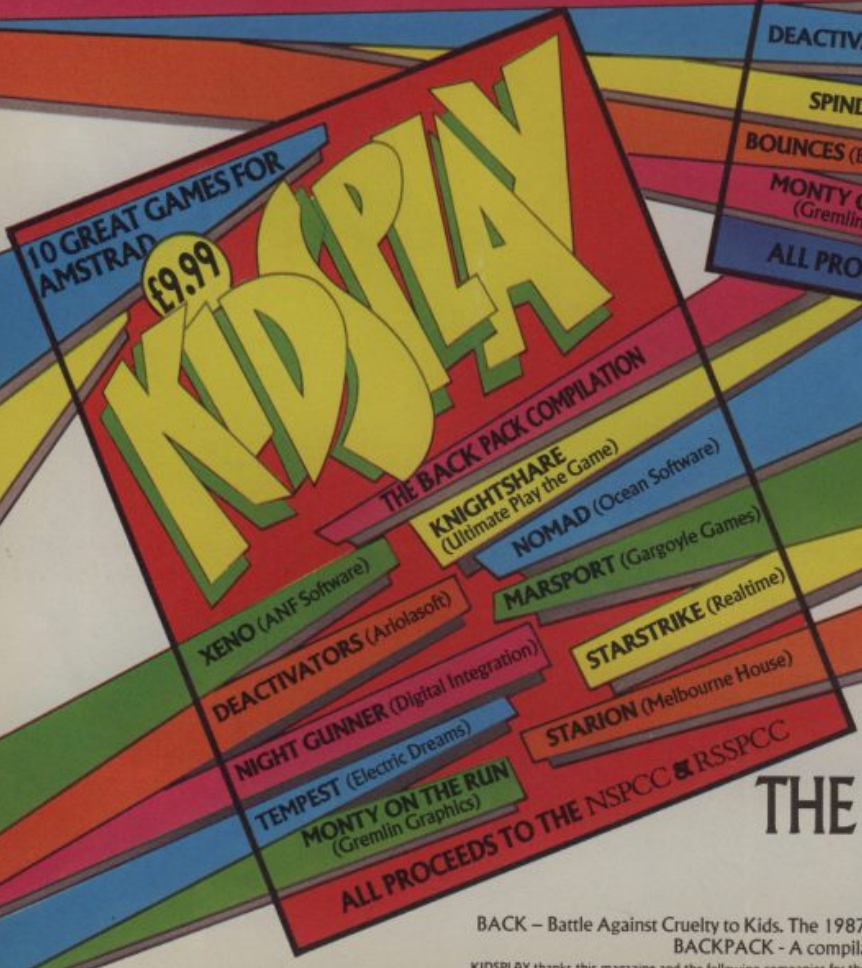
# THE ALLTIME GREATEST 10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.




A FUN FILLED WAY TO HELP OTHERS..... ITS KIDSPLAY




## YOU HAVE THE FUN...! THE NSPCC/RSSPCC HAVE THE PROCEEDS

BACK – Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC
BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPLAY thanks this magazine and the following companies for the generous donation of their services: CAMEL ADVERTISING, G & L SERVICES, ROWLEY STUDIOS, FRIARSGATE STUDIOS, PRE-PRESS SERVICES, CRYSTAL DESIGN, AMPERSAND, STEEL SPLASH, PRINTING CENTRE, LYNE PRINTERS, WILLBOND ARTISTS, PAUL CANNY, D. J. ROWE and INTER MEDIATES

# ARCADE ACTION

## ▶ PREVIEW '88

**Preview '88** was held last month and follows hot on the heels of the Japanese Coin'op Show, JAMMA. It's at about this time of every year that the show is staged to inform distributors and dealers what are going to be the new biggies in the coming year.

Sadly there wasn't a huge number of new games to be seen, and the really good ones were pretty thin on the ground. **Operation Wolf, Wardner,** and **Full Throttle** have been covered in some depth and Sega's **After Burner** is already filtering through to selected arcades.



▲ *After Burner.*

In fact, After Burner's already been updated to include some new features which are a welcome addition. The most important feature which I felt was missing on the early model I played was the lack of a throttle whereby your jet's speed could be reduced slightly to negotiate some of the more tortuous screens. That has now been added and works in the same way to that of a gear stick or racing sims. Push forwards to slow down or backwards to speed up. The graphics have been turned upside down on the new version too. Now there are night scenes in which you hurtle through the skies in the pitch black and all you see in the distance are the burning jet streams of enemy fighters zooming towards you. Landing strips now appear and you can watch as tankers trundle out to refuel and ground crew patch up the damage.

A great game which comes in three models, upright, the Commander version which incorporates a seat but has only two-way cockpit rotation and the Super Delux model which features all mod-cons plus four-way cockpit motion. Enough to make you air sick but it's a hell of a ride.

**Free Kick** from Sega/Niha is an idea ripped off from **Arkanoid/Breakout.** Still, whatever form this game takes it's always addictive and **Free Kick** is based on football. You still control a moving base which must be used to catch and bounce the ball back up the screen. However , instead of knocking out a brick wall, you must send the football back into the football team which is weaving intricate patterns round the screen. The ball, as usual, cannons off the players, knocking some out instantly, other have to be hit more than



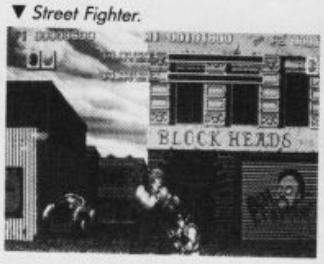

▲ *Free Kick.*

once. New screens can only be reached when you've eliminated all the players or by scoring enought goal points. If you are luckly, and skill does come into it, a goal can be scored though you have to get the ball past the goalie first. Moles appear, digging up the pitch and then quickly disappearing, though apart from deflecting the ball I couldn't work out what they were for. **Break Out** clones have been done to death, but **Free Kick** is well worth playing.

Taito's **Rainbow Islands** is **Bubble Bobble II** and is just as cute. The game is made up of seven islands and there are four scenes to clear on each island. Climb to the summit of each island by jumping from ledge to ledge and climbing rainbows. Rainbows can be made to appear and you can structure them in steps to cross large gaps. Pick fruit to increase your stamina and kill a myriad of nasties by using the rainbows as weapons. Trap a nastie in a rainbow and it won't be able to move for a short while, or spell a rainbow into the path of a monster to kill it. And you can even use the rainbow as a smart bomb to kill all the nasties creeping up from behind. Amazingly bright and colourful graphics, **Rainbow Island** looks set to be yet another hit.

Capcom's **Street Fighter** is yet another of the martial arts genre with some huge sprites. The characters are among the most realistic I've seen and the action is intense. At least it is when you've mastered the

▼ *Street Fighter.*




controls. It's a one or two player game and you must smash eight mean looking opponents from Japan, USA, England, China and Thailand. Each game is won by winning the best of three rounds and the competition is intense. Puches, kicks , stoop kicks, flip kicks and backward flips are just a few of the moves to master. The cabinet comes as a standard upright with the usual joystick and button controls, or a Deluxe version which is much more fun.

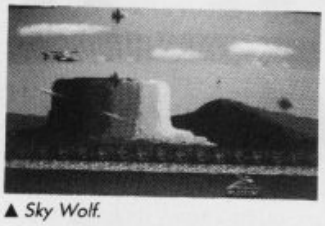
**Road Racer** from Euromax is a bicycle simulation which you are more likely to find in




▲ *Road Racer.*

recreation and shopping centres, gyms and the like. It's an exercise bicycle with a built in bike game and seems to be creating quite a bit of interest. No longer do you have to look at a blank wall while pedalling away like mad to keep fit. Just get up on Road Racer and play the arcade game. The faster you pedal, the faster your bike will move on the screen — and it keeps an accurate account of your speed. Whizz round a track strewn with obstacles and beat the other riders to the winning post while keeping a watch for puddles, oil slicks and maniac car drivers.

**Sky Wolf** is a very mediocre chopper game and in many ways similar to **Choplifter**. Steer your chopper through enemy skies shooting down squadrons of attacking helicopters and jets. These don't shoot at you in early levels but if you hit one you're a gonner. Next comes parachutists which must be treated in the same way and then you're attacked by surface

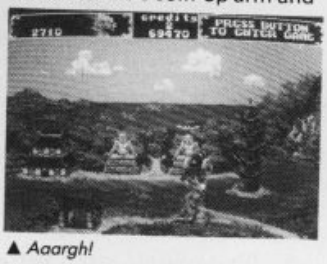


▲ *Sky Wolf.*

to air rockets fired left to right and though it's resonably playable, the sprites are minute and the movement of the chopper must be about the most unrealistic I've ever seen.

**Charge** is a one man in a tank against the enemy' type. Guide your tank into the emeny territory, shooting down the attacking forces. Re-equip your tank with extra weapons and thread your way through a maze of tunnels and track ways.

**Aaargh!** and **Road Wars** are two newies from Arcadia — Mastertronic's coin-op arm and




▲ *Aaargh!*

the're both a lot more slick than **Rockford.** Whoever programmed **Aaargh!** must have played **Rampage** in which you have to raze whole cities to the ground with your fists. The same seems to be true of **Aaargh!** It is a two player game in which you play a dragon or giant. Both are pretty mean though the dragon seems to have the edge as he can snort out flames to torch attacking nasties. The graphics are pretty slick though a little cramped. In **Road Wars** you control a battle sphere making its untiring way up a never ending highway. The idea is to become King of the Road and to do that you must clear the track of killer sparks, spikes and other obstacles. To get onto new levels, certain panels at the side of the road must be blasted out.

| | | |
|---|---|---|
| 1) | 1942 | Capcom |
| 2) | Wonder Boy | Sega |
| 3) | Arkanoid | Taito |
| 4) | Tiger Hali | Taito |
| 5) | Ghosts 'n' Goblins | Capcom |
| 6) | Bubble Bobble | Taito |
| 7) | Rygar | Techmo |
| 8) | Choplifter | Sega |
| 9) | Star Force | Tehkan |
| 10) | Commando | Capcom |

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

# comiX.




*"When titans clash . . ."* That must be the biggest cliche in the entire history of Marvel Comics. How many times has that title been used to tip off eager Marvelites that two of their favourite super-heroes are beating tar out of each other? More than I can be bothered to count. And more than once it's been used to describe a confrontation between The Incredible Hulk and The (ever-lovin' blue-eyed) Thing.

All of which is my long-winded way of saying that Greenskin and Rockhead are at it again. This is a titanic clash with a difference or two, however.

This time around, it takes place in the rarefied (not to mention expensive) surroundings of a Marvel Graphic Novel – a large-format, high-quality – printing square-bound book of the same kind as the Moebius albums I raved about last month.

Another unusual aspect is that this particular "battle royal" is scripted by Jim Starlin, doing his first Marvel super-hero story for quite a while. Starlin, better known as an artist, was responsible for the very first Marvel Graphic Novel, "The Death of Captain Marvel", which he wrote and drew as a fond farewell to the hero whose adventures he'd chronicled for some years, on and off. In this latest work, however – perhaps because he's already drawn one or two Hulk/Thing confrontations – Starlin has provided only the script, leaving the artwork to his occasional collaborator of the mid-1970s, Berni Wrightson.

Wrightson, of course, is best known for being the co-creator, with Len Wein, of the Swamp Thing (Drat! And I thought I could keep Alan Moore out of the column this month . . .). He was one of the first fan-acclaimed superstars of comics in the late 60s/early 70s, and one of the first to depart from comics for the more lucrative pastures of limited-edition prints, portfolios and book illustrations. Probably his finest work during this period is his magnificent illustration edition of "Frankenstein" – which, incidentally, has recently been remaindered by Marvel in the States, and may be available at your local comic ship for as little as $3.95.

During this time, Wrightson shared a studio (imaginatively known as "The Studio") with fellow ex-comic-artists Jeff Jones, Mike Kaluta and Barry Smith. Wrightson, though, maintained rather closer links with the comics world, contributing the occasional cover to, say, a reprint of his Swamp Thing stories. A year or so ago came his first Marvel Graphic Novel, "Hooky" – a largely unsatisfying depiction of Spider-Man up against a classic gruesome Wrightson monster in full ghastly colour.

That brings us to his latest work, the aforementioned Hulk/Thing "story" (if you can call it that). Here his portrayal of two very well known characters is much more convincing.

On the other hand, though, the idea of yet another typical meaningless Marvel slugfest must have seemed as big a turn-off to Starlin and Wrightson as it did to me – because they've pulled out all the stops to find a new approach to a tired old idea. In fact, they've chosen to play it mainly for laughs, and in so doing have come up with unusual and satisfying satire on that old Marvel standy, the all-battle issue ("when you've run out of plot ideas, spend a whole issue on a pointless fight between two heroes and call it a change of pace").

What is it about this story that transcends the cliches, then? Not the plot; that's a simple affair concerning our heroes being teleported across the galaxy to a distant planet where they must track down a kidnapped scientists. After facing a series of obstacles, they succeed and are sent back to Earth.

Fortunately, there's rather more to it than that, as we realise early in the story when the narrator informs us.

"I am the Watcher. I see all and record it for future generations. Some believe that I am only interested in tales of cosmic proportions. This is not so! I am also a keeper of small stories. Human stories.

"By the time you finish reading this time you shall realise that I even save silly and trivial stories.

"No one's perfect."

There's a lot more good stuff in here, too – such as Wrightson's ever more absurd hand-lettered sound effects. And one character deserves a special mention: a multi-tentacled alien who is knocked senseless by The Hulk and used as a headdress. Give that octopus his own book!



In short, quite against my original expectations, I find myself recommending this book. The full title is *"The Incredible Hulk and The Thing: The Big Change"* and it should cost you around $4.25 at your nearest comic shop. *Britain's most popular comics . . .* Just in case you weren't at the UK Comic Art Convention in London in September, here's a rundown of the winners in the Eagle Awards, voted for by British comic fans:

## UK CATEGORIES

- **Comic:** 2000 AD
- **Album:** D R & Quinch's Totally Awesome Guide To Life
- **Character:** Judge Dredd
- **Villain:** Torquemada
- **Supporting character:** Ukko The Dwarf
- **Most worthy of own title:** Captain Britain
- **Continued story:** Halo Jones Book Three
- **New comic:** Redfox
- **Cover:** 2000 AD no 500
- **Specialist comic publication:** Speakeasy
- **Roll of honour:** Frank Miller

## US CATEGORIES

- **Comic:** Watchmen
- **Graphic novel:** Dark Knight
- **Character:** Batman
- **Group or team:** X-Men
- **Villain:** The Joker
- **Supporting character:** John Constantine
- **Most worthy of own series:** Wolverine
- **Continued story:** Dark Knight 1-4
- **New title:** Watchmen
- **Cover:** Dark Knight 1
- **Specialist comic publication:** Amazing Heroes
- **Penciller:** Frank Miller
- **Inker:** Terry Austin
- **Writer:** Alan Moore (surprise, surprise . . .)

If any of those sound unfamiliar to you, what are you waiting for? Find your nearest purveyor of fine comics and give them a try . . .

*My favourite comic shop . . .* is London's Forbidden Planet, at 23 Denmark Street, London WC2 (01-836 4179). If you live closer to the south coast, you'll be glad to hear that there's now a new Forbidden Planet at 29 Sydney Street, Brighton (0273-687620). I'm told they have a good stock of back issues as well as the latest imports.

# FOR AS LITTLE AS £159 YOU CAN BE THE HOME SECRETARY.

There's more to home computers than fun and games.

Just add a printer (and the necessary software) and your computer becomes a word processor. And you become a very efficient secretary.

If the printer you add is the Amstrad DMP 2000 your efficiency will even extend to saving quite a lot of money.

Because the DMP 2000 costs just £159 (incl. VAT).

Yet it will print draft quality text at up to 105 characters per second. And Near Letter Quality at up to 26 characters per second.

As you would expect it is compatible with all Amstrad home computers. But it is also compatible with Epson and any other make that has the same Centronics Parallel Interface.




NEW

If you've already graduated to a PC there's the new Amstrad DMP 3160 printer.

It's compatible with all Amstrad PC's as well as Epson and all other IBM compatible PC's. It costs just £199 (plus VAT)*.

Both printers have easy front loading and both will take ordinary A4 paper. One of them is bound to be right for your particular home office.




Please send me further information on the DMP 2000 ☐ and the DMP 3160 ☐

CVG12

NAME

COMPANY TELEPHONE

ADDRESS

AVAILABLE AT: ALLDERS · COMET · CURRYS · DIXONS · LASKYS · JOHN LEWIS · AND GOOD INDEPENDENT COMPUTER STORES

*Recommended retail price including VAT, £228.85. Prices correct at 1-9-87 but may change without notice.

AMSTRAD

Amstrad plc., PO Box 462, Brentwood, Essex CM14 4EF. Telephone: (0277) 262326.

# PIRANHA

## YOGI BEAR

Hey Hey Hey!
Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Hunters, mooses, vultures, bees, caverns, geysers as well as good old Ranger Smith are determined to stop you!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95





## TRAP THROUGH THE DOOR

Berk is back!
Now you can actually explore the dark and nasty regions for yourself as you try to rescue your friend Boni, trapped in the murky depths. Along the way all sorts of creepy critters will try to spook you in exciting arcade action!

Spectrum Commodore Amstrad
Cassette £8.95 Discs £14.95







## FLUNKY

The Royal Family as they have never been seen before! This is your chance to work at Buck House — as a menial manservant. Your job is to cater to the residents' every whim, but you'll need cunning, strong nerves and quick reactions if you are going to avoid a nasty end.

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95
Coming soon for the Atari ST.



# ATTACK!

Piranha



## ROY OF THE ROVERS

Melchester Rovers is under threat of closure from greedy property developers. On the eve of a special celebrity match organised to save the club, Roy's team mysteriously disappears. Unless he rescues them he may end up facing the opposition alone!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

## JUDGE DEATH

Megacity is being terrorised by the Dark Judges — Death himself and his cronies Fear, Fire and Mortis. They are dedicated to putting an end to life itself. As Judge Anderson you stand alone. Only your psychic powers and blazing gun can save Megacity!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

## GUNBOAT

Powerful, manoeuvrable and deadly, the Gunboat under your command carries the most lethal waterborn weaponry to date. Deep in the complex maze of fjords and canal systems are your targets — huge submarine pens. Your mission — to seek and destroy!

Spectrum Commodore Amstrad
Cassettes £8.95 Discs £13.95

For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.

Piranha

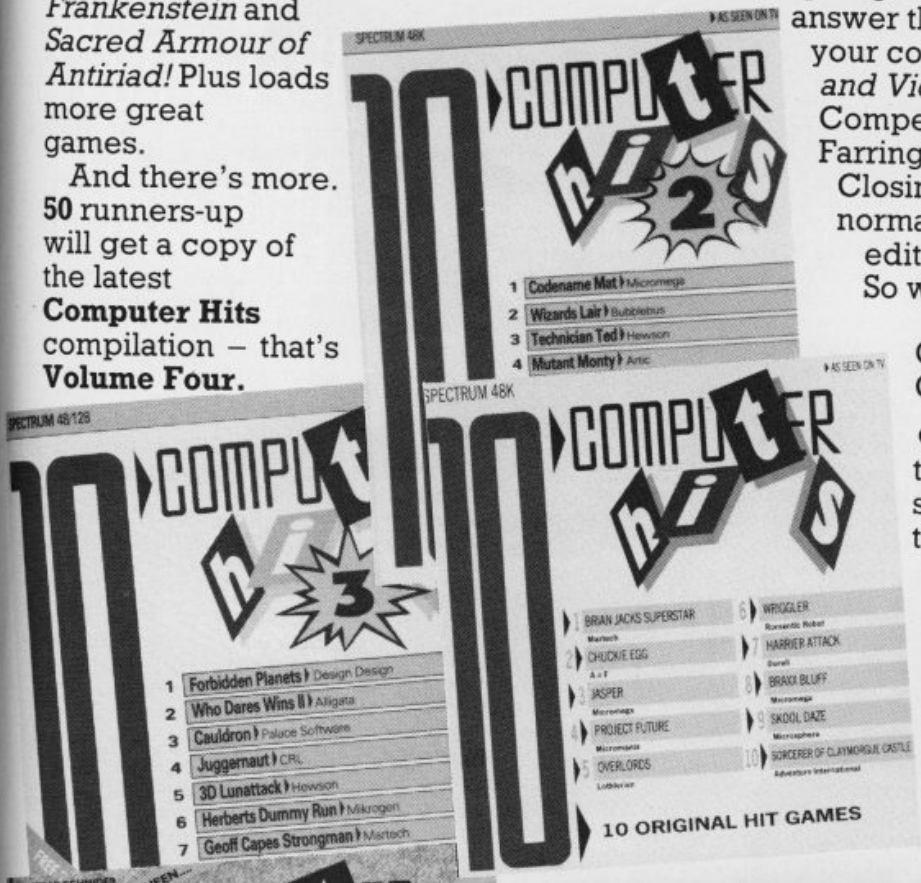

QuickShot
JOYSTICKS
ONE THING
MAKES THEM BETTER THAN
THE REST....
Performance
SPECTRAVIDEO LTD. 165 Garth Road, Morden, Surrey SM4 4LH, England. Telephone 01-330 0101 (10 lines)

# COMPUTER HITS COMPETITION

A games feast is coming YOUR way! We've got a real mega-mix of raves from the grave and up to date blasters piled up in the C+VG penthouse just waiting for YOU!

Thanks to **Beau-Jolly** we can offer **THREE** top prize winners complete sets – that's volumes one to four – of the sought after **Commodore Hits** compilations. That's a total of **42** games for the Commodore, Spectrum, Amstrad or BBC/Electron. The compilations include classics like *School Daze, Who Dares Wins, Astroclone, Wizard's Lair, Superpipeline, Bride of Frankenstein* and *Sacred Armour of Antiriad!* Plus loads more great games.

And there's more. **50** runners-up will get a copy of the latest **Computer Hits** compilation – that's **Volume Four.**




How do you get your hands on this giant grap-bag of good games? Simple, just answer the questions below and rush your completed coupon to *Computer and Video Games*, Computer Hits Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply and the editor's decision is final. So whaddaya waiting for?!

C+VG COMPUTER HITS COMPETITION

● All you have to do is complete the names of these famous games, some of which can be found on the **Computer Hits** compilations.

1. Chuckie.....?
2. Give My Regards To.....?
4. Codename.....?
5. Contact Sam.....?
6. How to be a Complete.....?
7. Solomon's.....?
8. Mario.....?
9. Road.....?
10. Bubble.....?

C+VG/BEAU JOLLY COMPUTER HITS COMPETITION

Name.....

Address.....

.....

My Answers are: 1..... 2..... 3..... 4.....

5..... 6..... 7..... 8..... 9.....

10..... Computer owned (tick box) Spectrum ☐ Amstrad ☐ C64 ☐ BBC/Electron ☐

# ADVENTURE ZONE

## news

**Welcome to the Adventure Zone! Anything can happen within the next few pages – and probably will as Keith Cambell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine – reality will be resumed as soon as possible . . .**

The eighth and final **Infocom** title to be launched this year, will be **Border Zone, Infocom's first adventure with a spy scenario.**

**It was written by Mark Blanc,** co-founder and co-author of **Zork.** No longer working at Infocom, Mark wrote the game on the Infocom computer, working remotely via a modem.

Release is expected during November in the USA, and a few weeks later in Europe and the UK.

Eight releases in one year is a record for Infocom, and it is expected that a similar number of new titles will be produced in 1988. One of these will be a Sherlock Holmes adventure. It will be unlike the **Deadline/Witness /Suspect** series, having more object manipulation. Two new Infocom games are reviewed this issue.

**From Darkness into Light** is the working title of a new game being written by **Judith Childs,** previously of **Delta 4.** Playing the part of a woman, your task is to return a chalice stolen from the local church. Written on the **Quill,** and to be published by **CRL** around November, the game will be available for C64, Spectrum, and Amstrad.

Following the success of **Rod Pike's Dracula** and **Frankenstein** adventures, CRL has three more tales of horror in the pipeline. Rod is working on **Wolf Man,** and **Jack the Ripper** is on the way for **St. Brides.** An adventure based on **Jekyll and Hyde** is also planned.

Two new non-Kerovnian adventures from **Magnetic Scrolls** will follow **Jinxter.**

**Assasin** is the working title of the next Scrolls release via **Rainbird.** Due early next year, it is set in present day London. Meanwhile, **Anita Sinclair's** own "special" adventure, **Upon Westminster Bridge,** has been postponed until late 1988.

Colleagues in the States commonly have underground tunnels linking the buildings on campus. They are built for use in the very cold weather often experienced in America. Those in **Lurking Horror** are a close copy of the tunnels at the Massachusets Institute of Technology, says author **Dave Lebling,** who co-wrote the original **Zork** on a DEC at MIT, before moving on to found Infocom, and put **Zork** on micros.

**"Lurking Horrors** should really have been written in the Interactive Fiction Plus system," explained Lebling. He would have liked to incorporate a lot more choices for the player, such as being able to repair the floor waxer, and then being able to ride it. However, he was half way through when it became apparent that to do this would mean moving iy over on to the larger 'plus' system for 128k machines, delaying the project by some months. Count yourselves lucky, 64 owners!

A letter from **Kostas Pollizos** of Athens, won him C+VG's monthly award of a free subscription to the **Adventurer's Club.** Cured of buying cheap pirated software after discovering that he couldn't play **Portal** because the pirate had omitted a complete data file from the illicit copy, Kostas decided the only way to get Adventure games, not easily available in Greece, was by mail order from the UK.

Kostas is a lone adventurer, for all his friends play arcade games. "Write to me if you can, so I do not feel so lonely when I am playing an adventure!" wrote Kostas.

To help him with his mail-ordering, Kostas will now get the benefit of discount software through ACL, and a bi-monthly dosier.

You too can win an ACL subscription! Write an interesting letter to me at the Adventure Helpline, and you're in with a chance! But no begging letters, please! Only letters not mentioning that the writer would like the award, will be considered eligible!

**Pete Moreland** and **John Jones-Steel** are discussing plans for a 16-bit version of the classic text adventure **Mordon's Quest.** Details are not yet finalsed, but is likely that Atari **Mordon** will have graphics.

Sutton public library is to be the venue of an **Adventure Convention,** on Saturday 28th November. Seminars on Multi-user adventures, adventure games, will form the background to an all-day workshop featuring on-line demos of multi-user adventures, with other games running on a variety of micros.

Organised by **Clubspot,** the Prestel arm of the Association of London Computer Clubs, together with Sutton Library Computer Club, the event commences at 9.30 am and admission costs £2.50 on the door. Sutton library is situated in St. Nicholas Way.

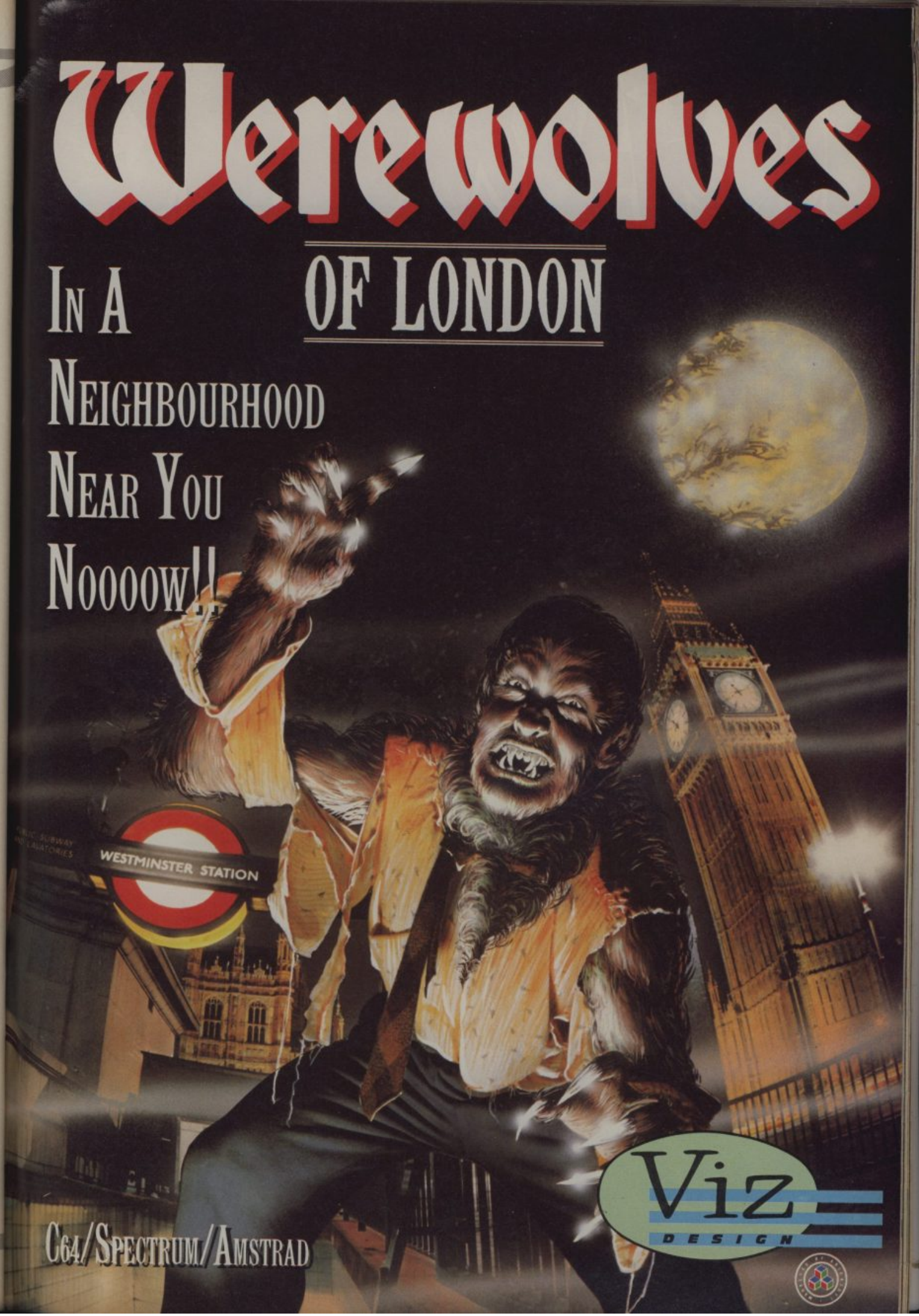
There w[illegible]mething not quite right about this particular visitor to our live Helpline at the PCW Show. Smiling and chatty, but starting to get up my nose. Don't you come here and pick my brains, and then start getting nasty, "I thought.

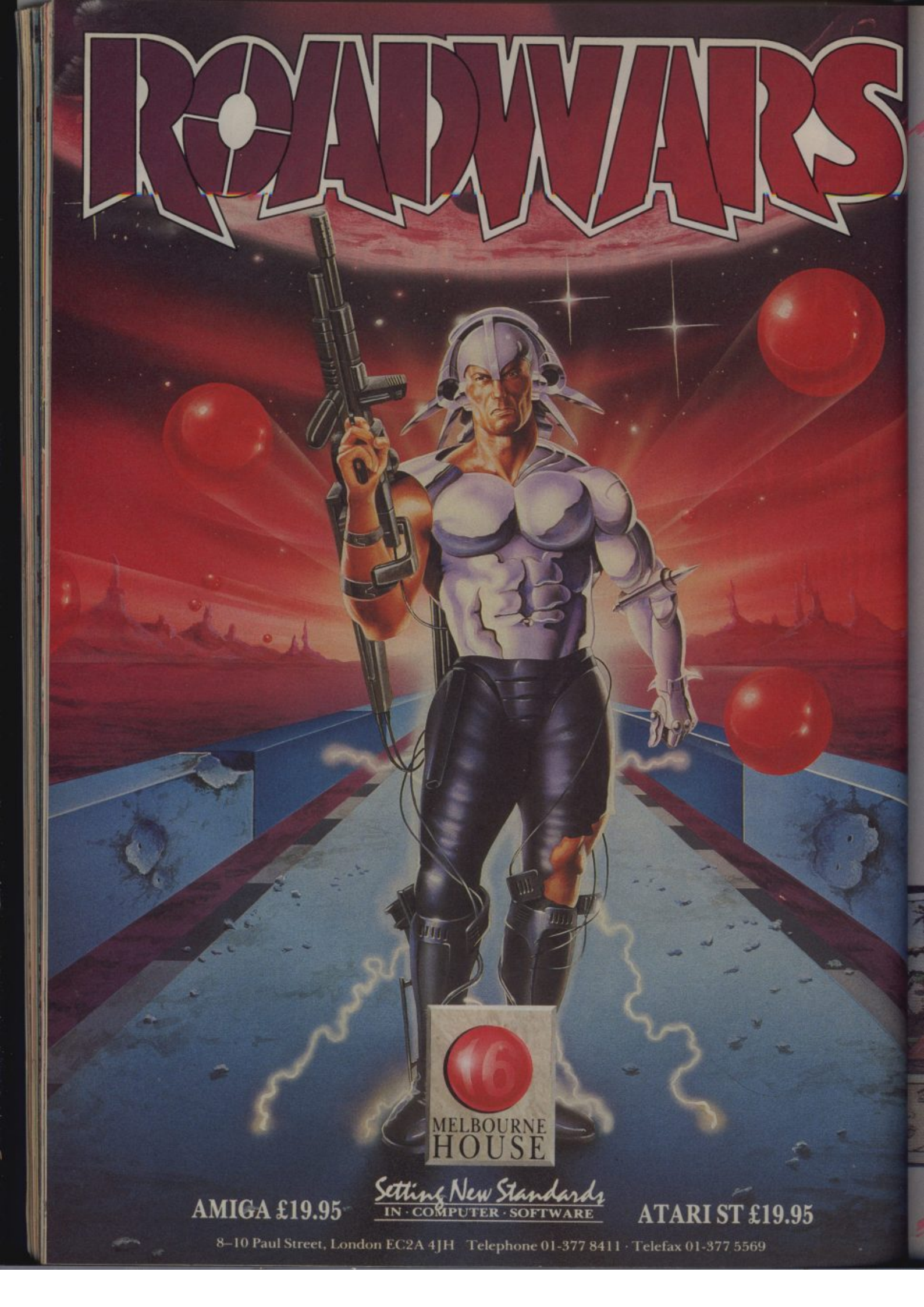
And then he did it. His smile turning to an ugly sneer, his lips curled, and he slowly reached for the zipper of his jacket. "I shall undo it now!" he announced, mockingly. Of course I knew in that last split second what horror would be revealed – THAT t-shirt.

I fled in terror, lest I became the object of his disgustingly evig gropings. And he calmly walked onto the stand, donned his paper bag, and took over the Helpline if you please!

That was my first and last sighting of the Fiend, when I plucked up courage enough to return, he had disappeared. I still don't know who he is, and so frighteningly ordinary are his features, I doubt if I would recognise him if ever I saw him again. He might even be standing behind you in the newsagents this very minute, reding this copy of C+VG over your shoulder!

A belated 'congrats' to **Fergus McNeill** and **Anna Popkess,** of **Delta 4** and **Abstract Concepts,** who recently became engaged, and plan to marry next year. One honeymoon possibility, a cruise in the Florida area, has been ruled out, because it's murder off Miami. **(KC's been playing far too much Nord and Bert! Ed).**


Werewolves
OF LONDON
In A
Neighbourhood
Near You
Noooow!!
WESTMINSTER STATION
C64/Spectrum/Amstrad
Viz
DESIGN


ROADWARS
16
MELBOURNE
HOUSE
Setting New Standards
IN · COMPUTER · SOFTWARE
AMIGA £19.95
ATARI ST £19.95
8–10 Paul Street, London EC2A 4JH Telephone 01-377 8411 · Telefax 01-377 5569

# ADVENTURE reviews

# PASSENGERS

► MACHINES: ATARI ST/CBM 64/128
► SUPPLIER: INFOGRAMES
► PRICE: £24.95 (Atari St)/ £14.95 (CBM disk)
► REVIEWER: PAUL

If you can remember back to C+VG's August issue and the review of the first *Passengers on the Wind* game, you'll know that Keith is very hostile to the style of this adventure. Indeed, he would probably argue that it is not a true problem-solving adventure.

That's a good point. It's more like a role-playing book where at the end of a paragraph you have to make a decision. The wrong choice can send you off on the wrong track. With *Passengers* you have to decide on the correct sequence of people to talk to and making the right decision when confronted with a choice. Getting the correct sequence right is vitally important to progressing into the game.

In *Passengers I* based on Francois Bourgeon's best-selling French comic books, all the main charcters were introduced. Basically the game is set on the eve of the French Revolution.

Isa, an adventure girl who turned out to be a countess whose title had been usurped. Hoel a young sailor unjustly accused of murder who fell in love with Isa. Mary, a young English girl expecting a child who fled from her father and country. John, an English Officer and the father of Mary's unborn child. St. Quentin, the ship's surgeon and also a good friend of Isa. Boisboeuf, a captain of a slave ship, and more than 15 other eighteenth-century characters.

After many adventures in France and a tough crossing on board a slave ship, the group reach Africa. Still with me? You are forgiven if you think this sounds more like a soap opera than a game. Right from now on it's *Passenger 2*. Unfortunately, fate is against them – John goes mad; Hoel becomes ill and the two women are exposed to the designs of the evil Viaroux and Montaguere. Deciding to help Hoel, Isa goes to Dahomey's kingdom to see King Kpengla. You must decide by living this adventure in which you will learn the mysteries of voodoo when meeting the king and upon visiting the Savannah.










Despite the fact that the operation of the game is fairly complex and, at times, confusing, I do enjoy playing it, although I'm not sure how much sense the second game makes if you haven't played the first. The graphics are truly impressive.

Before buying this game, I would advise you to try and see the game working first. The ideas behind it are, I think, new and exciting and deserve encouragement. The execution of the concept doesn't match this.

The *Passengers on the Wind* series runs, as far as I know, to about five volumes so there is the chance we will be seeing more *Passengers games* from Infogrames.

| | |
|---|---|
| ► VOCABULARY | N/A |
| ► ATMOSPHERE | 8 |
| ► PERSONAL | 7 |
| ► PACKAGE VALUE | 7 |

# PAC-LAND

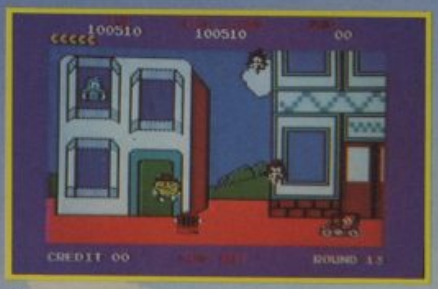
TM and © 1984
NAMCO Ltd

# PAC'S BACK




**PAC - the world's most famous computer character is back. There are many imitations but only one original PAC-LAND. This superb conversion of the internationally famous coin-op is not to be missed.**






QUICKSILVA

Victory House Leicester Place London WC2 7NB

AVAILABLE ON: SPECTRUM; AMSTRAD; MSX Cassette £8.95.
COMMODORE Cassette £9.95; Disk £14.95. ATARI ST; AMIGA £19.95.

You can obtain your copy of PAC-LAND direct from Argus Press Software - Post and packaging FREE! ! !

Write now or send with a cheque or postal order to:
B & L Distribution, Units 1 & 2, Conlon Development, Water Lane, Darwen, Lancs. BB3 2ET.

Name .....

Address .....

Town .....

or Phone: 01-439 0666 - our Credit Card Hotline

# ADVENTURE reviews

# PLUNDERED HEARTS

► MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)
► SUPPLIER: ACTIVISION/ INFOCOM
► REVIEWER: KEITH

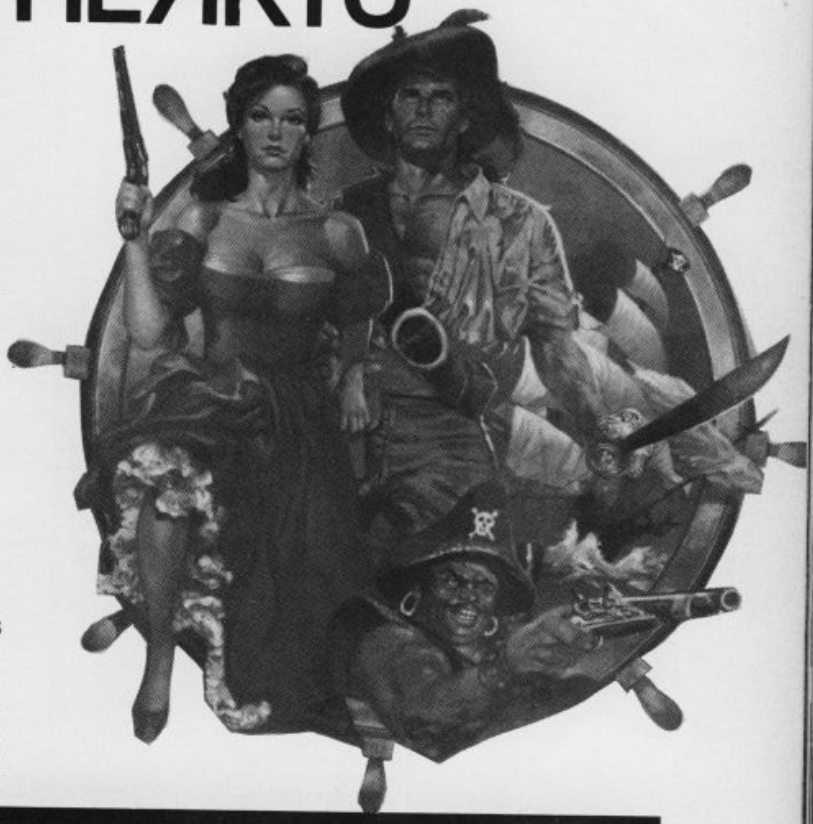
The schooner Lafond Deux is heading for the West Indies, supposedly taking you to visit your ailing father. But before reaching her destination, she is attacked by pirates, and Captain Davis is only too eager to hand a beautiful young lady like yourself over to them.

Narrowly escaping the clutches of the randy pirate Crulley, you are rescued by the pirate captain, the dreaded Falcon. Your father, it turns out, has commissioned The Falcon to rescue him from a dungeon in which he has been incarcerated by King Lafont. He sends you a letter begging you to trust The Falcon.

All this takes place at the beginning of the game, and there is very little else to do but to sit back and read the text, and press RETURN every now and again. But soon the player finds herself able to control her actions, and the game proper gets under way.

There is, of course, a place for easy adventures – after all, everyone has got to start somewhere.

*Plundered Hearts*, written by new Infocom Storyteller, Amy Briggs, is too romantic for my tastes but should suit beginners.



► VOCABULARY 9
► ATMOSPHERE 10
► PERSONAL 7
► VALUE 7

C+VG HIT!

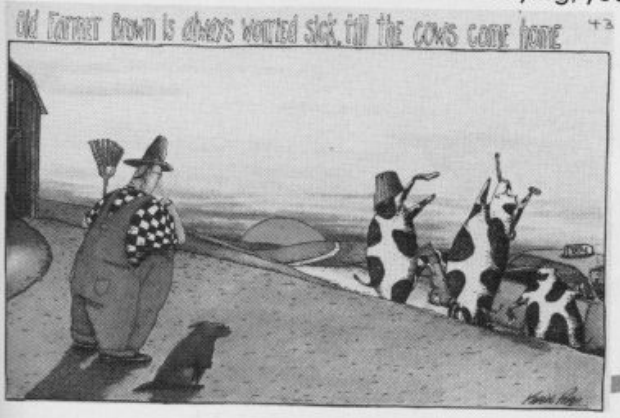
# NORD & BERT

► MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)
► SUPPLIER: ACTIVISION/ INFOCOM
► REVIEWER; KEITH

The little town of Punster is suffering from an outbreak of a plague of verbicide. Language itself is in danger. Here are eight short stories set in Punster, for you to unravel, to break the plague. The stories mainly involve word play, but each in a different way.

In Eat Your Words, you find yourself in the Teapot Cafe. Here you must use well-known sayings within the context of the story.

The trouble is, this plot is rather linear, and if you miss out on a saying, you may not get a chance with many more.




The Shopping Bizarre story find you cast is a dessert aisle in a supermarket. So far, so good. This one involves puns. You see a man with bad breath, so you hop over to the Meets aisle, and type MINTS when you spot the mince. Thus you can cure the bad breather.

In Play Jacks, you are confronted by a contraption with many controls, and using each one in turn converts it into something else beginning with the word JACK.

For example, Jack in the box, Jack-knife, Jaccuzzi . . . and you have to use the different objects obtainable, to solve the puzzles.

Two sections in particular are great fun. In Buy the Farm, you must guess the well-known phase or saying. So when I had taught an old dog some new tricks, and he ran off and knocked over a milk churn, I was soon not crying over the result.

Shake A Tower is a story of spoonerisms, and that too proved highly playable. Easy prey was the queer old dean, and quickly spotted was a shoving leopard.

Treat *Nord and Bert* as a parlour game, play it in a group and you'll get a lot of fun out of it, even if you do speak English. It's nice to see Infocom branching out with new ideas.

► ATMOSPHERE N/A
► VOCABULARY 6
► PERSONAL 7
► VALUE 7




FORMELY MUSIC BY MAIL

DECEMBER '87

P.O. BOX 1035, ENFIELD, MIDDLESEX,ENI IPG

# XMAS EDITION

WE WOULD LIKE TO WISH EVERYBODY A MERRY XMAS AND A HAPPY NEW YEAR

## SPECTRUM

| | |
|---|---|
| ALL OR NOTHING | 1.65 |
| ARCADE ACTION | 1.65 |
| ARMAGEDDON | 1.65 |
| BEAKEY & THE EGG SNATCHERS | 1.65 |
| BRAIN DAMAGE | 1.65 |
| BULLSEYE | 1.65 |
| CASEY JONES | 1.65 |
| CASINO ROYALE | 1.65 |
| CHEQUERED FLAG | 1.65 |
| CHESS | 1.65 |
| CHESS THE TURK | 1.65 |
| COMPUTER COOKBOOK (2tps) | 1.65 |
| CONFUSION | 1.65 |
| COSMIC DEBRIS | 1.65 |
| CYBER RATS | 1.65 |
| DIMENSION DESTRUCTORS | 1.65 |
| DODO | 1.65 |
| DOOMSDAY CASTLE | 1.65 |
| DRIVE IN | 1.65 |
| ENIGMA FORCE | 1.65 |
| EXTERMINATOR | 1.65 |
| F.A. FOOTBALL '87 | 1.65 |
| FREEZE' BEES | 1.65 |
| GOLF | 1.65 |
| GREAT SPACE RACE | 1.65 |
| ICICLE WORKS | 1.65 |
| JOHNNY REB 2 | 1.65 |
| KILLER KONG | 1.65 |
| KRAKATOA | 1.65 |
| MISSION IMPOSSIBLE | 1.65 |
| MONEY MANAGER | 1.65 |
| MOTHER SHIP | 1.65 |
| ON THE OCHE | 1.65 |
| ONE ON ONE | 1.65 |
| ORBITER | 1.65 |
| PANZADROME | 1.65 |
| THE PYRAMID | 1.65 |
| PSI GAMES | 1.65 |
| RAPSCALLION | 1.65 |
| REALM OF IMPOSSIBILITY | 1.65 |
| ROAD RACERS | 1.65 |
| RUPERT | 1.65 |
| SAM SPADE | 1.65 |
| SCHIZOFRENIA | 1.65 |
| SLIPPERY SID | 1.65 |
| SNOOKER | 1.65 |
| TIME TUNNELS | 1.65 |
| TITANIC | 1.65 |
| VALKYRIE 17 | 1.65 |
| VIDEO POOL | 1.65 |
| WORLD CUP FOOTBALL | 1.65 |
| BROAD STREET | 2.99 |
| CODE NAME MATT II | 2.99 |
| ENDURO | 2.99 |
| GROWING PAINS OF ADRIAN MOLE | 2.99 |
| HEADCOACH | 2.99 |
| HERO | 2.99 |
| PRESIDENT | 2.99 |
| PSYTRON | 2.99 |
| SKY RUNNER | 2.99 |
| SPLIT PERSONALITIES | 2.99 |
| TRANS-ATLANTIC BALLOON CHALLENGE | 2.99 |
| TWISTER | 2.99 |
| VIEW TO A KILL | 2.99 |
| VIRGIN ATLANTIC CHALLENGE | 2.99 |
| WAR ON WANT | 2.99 |
| INTERNATIONAL KARATE | 2.99 |
| BOULDERDASH | 2.99 |
| BOULDERDASH | 2.99 |
| SUPERMAN | 2.99 |
| FOOTBALL MANAGER | 2.99 |
| THEY STOLE A MILLION | 2.99 |
| GREYFELL | 2.99 |
| DOGFIGHT 2 | 2.99 |
| DEATHSCAPE | 2.99 |
| DEACTIVATORS | 2.99 |
| CHALLENGE OF THE GOBOTS | 2.99 |
| HYBRID | 2.99 |
| BRIDE OF FRANKENSTEIN | 2.99 |
| DEAD RINGER | 2.99 |

## SPECTRUM

| | |
|---|---|
| MOUNTIE MICKS DEATHRIDE | 2.99 |
| TIRAXOS | 2.99 |
| KILLING RING | 2.99 |
| TUJAD | 2.99 |
| TOAD RUNNER | 2.99 |
| CAMELOT WARRIORS | 2.99 |
| ACE | 3.50 |
| AVENGER | 3.50 |
| BATTLE OF THE PLANETS | 3.50 |
| THE FORCE | 3.50 |
| FRIDAY THE 13TH | 3.50 |
| FUTURE KNIGHT | 3.50 |
| GREAT ESCAPE | 3.50 |
| MIND SHADOW | 3.50 |
| NEXUS | 3.50 |
| OFF THE HOOK | 3.50 |
| PROHIBITION | 3.50 |
| RIVER RAID | 3.50 |
| SHADOW SKIMMER | 3.50 |
| SHERLOCK | 3.50 |
| STARFOX | 3.50 |
| THING BOUNCES BACK | 3.50 |
| THE YOUNG ONES | 3.50 |
| ZYNAPS | 3.50 |
| FRANKIE GOES HOLLYWOOD | 3.76 |
| PACMAN | 3.75 |
| PITFALL 2 | 3.75 |
| SKY FOX | 3.75 |
| SPACE SHUTTLE | 3.75 |
| MAX HEADROOM | 3.75 |
| MICRO VALUE (6 GAMES) | 3.75 |
| BALLBLAZER | 4.25 |
| GHOSTBUSTERS | 4.25 |
| GO TO HELL | 4.25 |
| HACKER | 4.25 |
| THREE WEEKS IN PARADISE | 4.25 |
| TRAILBLAZER | 4.25 |
| CLUEDO | 7.99 |
| MONOPOLY | 7.99 |
| SCRABBLE | 7.99 |
| SCALEXTRIX | 7.99 |
| LEADERBOARD | 7.99 |
| PAPERBOY | 7.99 |
| GAUNTLET | 7.99 |

## COMMODORE

| | |
|---|---|
| GOLF | 1.65 |
| F.A. FOOTBALL '87 | 1.65 |
| WORLD CUP FOOTBALL | 1.65 |
| BOULDERDASH | 2.99 |
| BOULDERDASH II | 2.99 |
| CODE NAME MATT II | 2.99 |
| FOOTBALL MANAGER | 2.99 |
| GROWING PAINS OF ADRIAN MOLE | 2.99 |
| HEADCOACH | 2.99 |
| INTERNATIONAL KARATE | 2.99 |
| PILOT 64 | 2.99 |
| PRESIDENT | 2.99 |
| SUPERMAN | 2.99 |
| TRANS-ATLANTIC BALLOON CHALLENGE | 2.99 |
| TURBO 64 | 2.99 |
| BLITZKREIG | 2.99 |
| MRS. MOP | 2.99 |
| CHALLENGE OF THE GOBOTS | 2.99 |
| HYBRID | 2.99 |
| BRIDE OF FRANKENSTEIN | 2.99 |
| DEADRINGER | 2.99 |
| MOUNTIE MICKS DEATHRIDE | 2.99 |
| TRIAXOS | 2.99 |
| KILLER RING | 2.99 |
| GOLF CONSTRUCTION SET | 2.99 |
| GREYFELL | 2.99 |
| DOGFIGHT 2187 | 2.99 |
| DEATHSCAPE | 2.99 |
| PILE-UP | 2.99 |

## COMMODORE

| | |
|---|---|
| RANA RAMA | 2.99 |
| EAGLES | 2.99 |
| TRANSFORMERS | 2.99 |
| THE FOURTH PROTOCOL | 2.99 |
| ACE | 3.50 |
| ACROJET | 3.50 |
| ALIENS | 3.50 |
| DAN DARE | 3.50 |
| DANDY | 3.50 |
| DECEPTOR | 3.50 |
| ELEVATOR ACTION | 3.50 |
| FUTURE KNIGHT | 3.50 |
| GRANGE HILL | 3.50 |
| GREAT ESCAPE | 3.50 |
| HYPABALL | 3.50 |
| LITTLE COMPUTER PEOPLE | 3.50 |
| MARBLE MADNESS | 3.50 |
| NUCLEAR EMBARGO | 3.50 |
| ON COURT FOOTBALL | 3.50 |
| VIKINGS | 3.50 |
| AVENGER | 4.25 |
| SHAOLINS ROAD | 4.25 |
| PILE-UP (DISC) | 4.99 |
| BRIDE OF FRANKENSTEIN (DISC) | 4.99 |
| TRIAXOS (DISC) | 4.99 |
| WERNER (DISC) | 4.99 |
| DEACTIVATORS (DISC) | 4.99 |
| CAMELOT WARRIORS (DISC) | 4.99 |
| GREYFELL (DISC) | 4.99 |
| DOGFIGHT 2187 (DISC) | 4.99 |
| DEATHSCAPE (DISC) | 4.99 |
| CHALLENGE OF THE GOBOTS(D) | 4.99 |
| HYBRID (DISC) | 4.99 |
| ACE 2 | 5.75 |
| INTERN'L KARATE - DISK | 5.75 |
| ROAD RUNNER | 5.75 |
| WORLD CLASS LEADERBOARD | 5.75 |
| BOMB JACK 2 | 7.95 |
| GAUNTLET | 7.95 |
| LEADERBOARD | 7.95 |
| PAPER BOY | 7.95 |
| SCRABBLE | 11.95 |
| MONOPOLY | 11.95 |
| CLUEDO | 11.95 |
| SCALEXTRIX | 11.95 |

## AMSTRAD

| | |
|---|---|
| F.A. FOOTBALL '87 | 1.65 |
| ON THE OCHE (DARTS) | 1.65 |
| ALIEN | 2.99 |
| BOUNTY BOB STRIKES BACK | 2.99 |
| G CAPES STRONGMAN | 2.99 |
| CHOPPER SQUAD | 2.99 |
| CODE NAME MATT II | 2.99 |
| ELECTRO FREDDY | 2.99 |
| FIGHTING WARRIOR | 2.99 |
| FOOTBALL MANAGER | 2.99 |
| FRIDAY THE 13TH | 2.99 |
| GLADIATORS | 2.99 |
| HAUNTED HEDGES | 2.99 |
| HUNCHBACK | 2.99 |
| INTERNATIONAL KARATE | 2.99 |
| JET BOOT JACK | 2.99 |
| MANIC MINER | 2.99 |
| MASTER OF THE LAMPS | 2.99 |
| PRESIDENT | 2.99 |
| PUNCHY | 2.99 |
| SPLIT PERSONALITIES | 2.99 |
| STAR COMMANDO | 2.99 |
| SUPERMAN | 2.99 |
| KAT TRAP | 2.99 |
| NEXOR | 2.99 |
| THE BIG SLEEZE | 2.99 |
| LORDS OF MIDNIGHT | 2.99 |
| G. HODDLE SOCCER | 2.99 |
| AIRWOLF | 2.99 |
| THEY STOLE A MILLION | 2.99 |

## AMSTRAD

| | |
|---|---|
| GREYFELL | 2.99 |
| DOGFIGHT | 2.99 |
| DEATHSCAPE | 2.99 |
| DEACTIVATORS | 2.99 |
| CHALLENGE OF THE GOBOTS | 2.99 |
| HYBRID | 2.99 |
| BRIDE OF FRANKENSTEIN | 2.99 |
| MOUNTIE MICKS DEATHRIDE | 2.99 |
| TRIAXOS | 2.99 |
| KILLER RING | 2.99 |
| TUJAD | 2.99 |
| TOADRUNNER | 2.99 |
| CAMELOT WARRIORS | 2.99 |
| WERNER | 2.99 |
| BLITZKRIEG | 2.99 |
| XARQ | 2.99 |
| PRODIGY | 2.99 |
| SEPULCRI | 2.99 |
| WINTER SPORTS | 2.99 |
| ANIMATOR | 3.50 |
| DANDY | 3.50 |
| FUTURE KNIGHT | 3.50 |
| GRANGE HILL | 3.50 |
| IMPOSSABALL | 3.50 |
| M.G.T. | 3.50 |
| TRAILBLAZER | 3.50 |
| MICROVALUE (6 GAMES) | 3.75 |
| WINTER SPORTS | 3.75 |
| FINAL MATRIX | 3.95 |
| DEACTIVATORS | 4.25 |
| MERMAID MADNESS | 4.25 |
| AUF WIEDERSEHEN MONTY | 5.75 |
| BACK TO THE FUTURE | 5.75 |
| COMPUTER HITS 3 | 5.75 |
| COMPUTER HITS 5 | 5.75 |
| FIVE STAR GAMES 2 | 5.75 |
| INTERN'L KARATE - DISK | 5.75 |
| LEADERBOARD | 5.75 |
| MAG MAX | 5.75 |
| SKYFOX | 5.75 |
| SPACE HARRIER | 5.75 |
| TRIVIAL PURSUIT | 5.75 |
| DEACTIVATORS (DISC) | 6.99 |
| CAMELOT WARRIORS (DISC) | 6.99 |
| WERNER (DISC) | 6.99 |
| THEY STOLE A MILLION (DISC) | 6.99 |
| GREYFELL (DISC) | 6.99 |
| DOGFIGHT 2187 (DISC) | 6.99 |
| DEATHSCAPE (DISC) | 6.99 |
| CHALLENGE OF THE GOBOTS(D) | 6.99 |
| HYBRID (DISC) | 6.99 |
| BRIDE OF FRANKENSTEIN (DISC) | 6.99 |
| TRIAXOS (DISC) | 6.99 |
| GAUNTLET | 7.95 |
| LEADERBOARD | 7.95 |
| WORLD CLASS LEADERBOARD | 7.95 |
| SCRABBLE | 7.99 |
| MONOPOLY | 7.99 |
| CLUEDO | 7.99 |
| SCALEXTRIX | 7.99 |

## IBM PC

| | |
|---|---|
| AM/FM TRIVIA 1 | 7.95 |
| AM/FM TRIVIA 2 | 7.95 |
| AM/FM TRIVIA 3 | 7.95 |
| ARCHON | 12.95 |
| BOULDERDASH I | 7.95 |
| BOULDERDASH II | 7.95 |
| WHEEL OF FORTUNE | 7.95 |
| BACKGAMMON | 7.99 |
| BLACKJACK | 7.99 |
| ARMCHAIR QUARTER BACK | 7.99 |
| POKER | 7.99 |
| GREETING CARD MAKER | 7.99 |
| SIGN BANNER MAKER | 7.99 |
| CALENDAR & STATIMAKER | 7.99 |
| FOOTBALL MANAGER | 12.95 |
| MIND DANCE | 7.95 |
| MUSIC CONSTRUCTION | 12.95 |
| PINBALL CONSTRUCTION | 12.95 |
| SUPER SUNDAY | 12.95 |

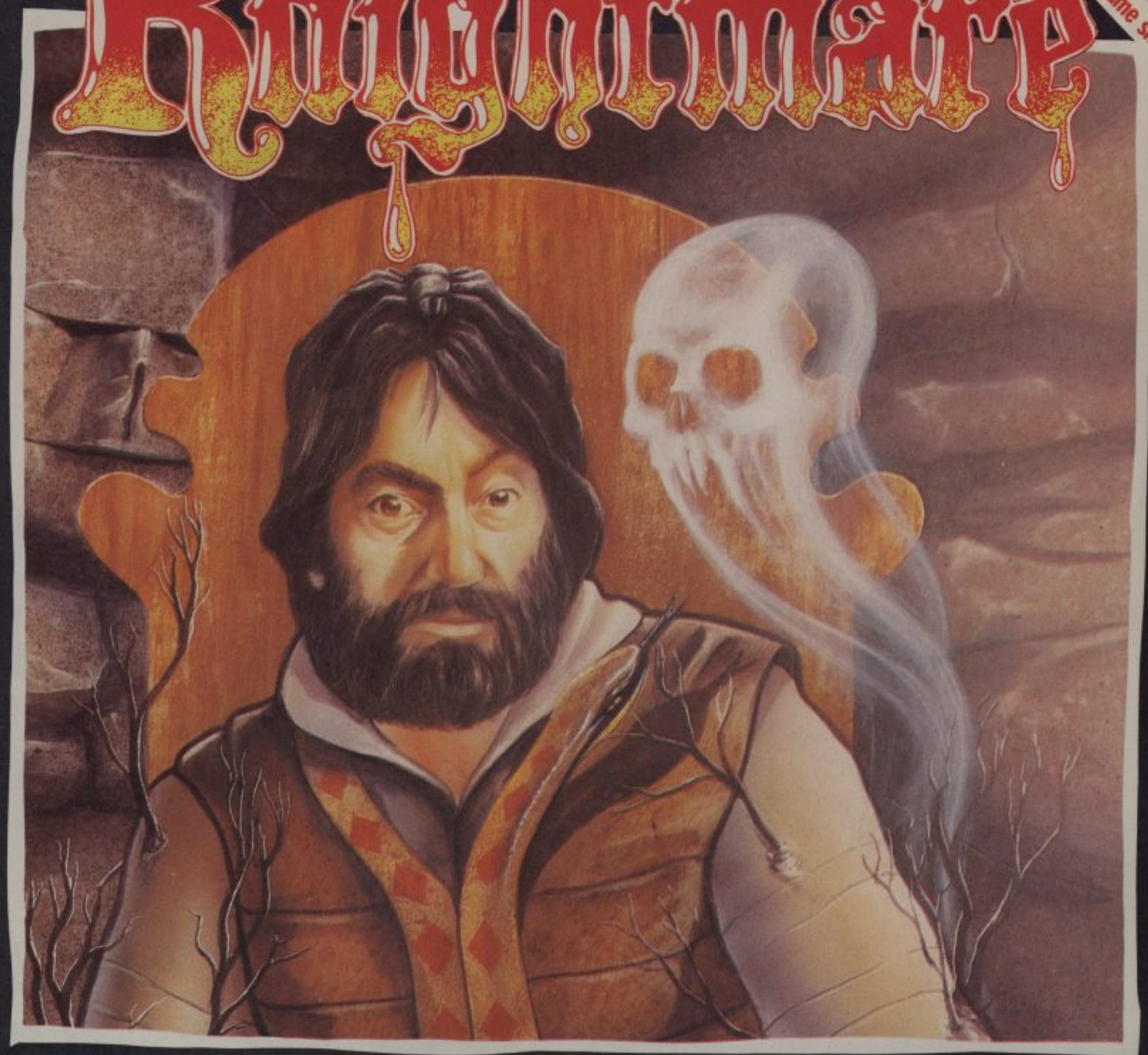
**ALL PRICES INCLIUDE V.A.T. AND DELIVERY WITHIN THE U.K.**

PLEASE PRINT YOUR NAME,ADDRESS,GAMES REQUIRED & FORMAT.ALLOW 21 DAYS FOR DELIVERY
EXPORT CUSTOMERS,PLEASE ADD £1.50 TO COVER POSTAGE.PAYMENT MUST BE IN STERLING

PLEASE MAKE CHEQUES/POSTAL ORDERS TO **BOXERS MAIL OUT**

# Knightmare

KNIGHTMARE: OFFICIAL COMPUTER VERSION OF ITV's adventure game show



## YOUR BEST EVER NIGHTMARE!!





**Knightmare** the computer game uniquely combines the best elements of traditional adventuring with some hot arcade action and provides puzzles and riddles of a varying nature not found before in computer games.

**Mail Order:** Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 76768

Commodore 64/128 Cassette (£9.99) and Disk (£12.99)
ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC Cassette (£9.99) and Disk (£14.99) Atari ST (£14.99).





ACTIVISION

Copyright 1987 Anglia Television. Game copyright 1987 Activision (UK) Ltd. All rights reserved.

# THE NEW AUTUMN BLOCKBUSTER

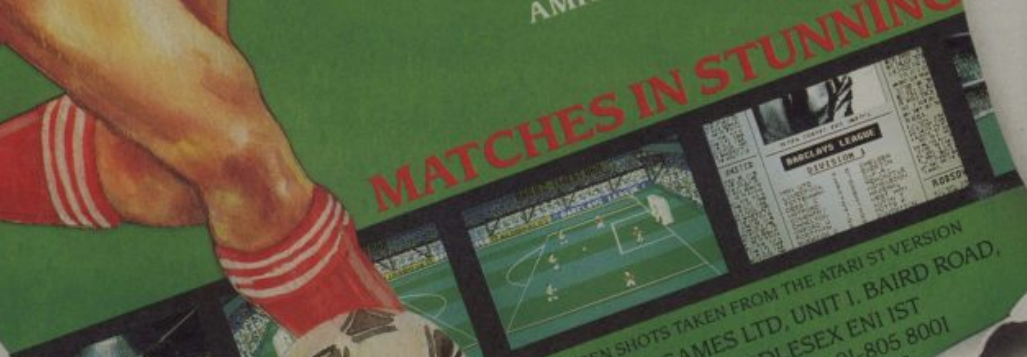
- END TO END ACTION
- TRAINING/COACHING FACILITY
- ENHANCED TACTICAL DECISIONS
- REALISTIC GRAPHICS
- TRANSFER MARKET BARGAINING
- VARYING PLAYING SKILLS
- PLUS MANY MORE




## THE ONLY GAME WORTH THE TRANSFER FEE

| | |
|---|---|
| SPECTRUM | £9.95 |
| COMMODORE 64/128 | £9.95 (DISC £14.95) |
| AMSTRAD CPC | £9.95 (DISC £14.95) |
| IBM | £19.95 |
| ATARI ST | £19.95 |
| AMIGA | £19.95 |

## MATCHES IN STUNNING 3D




SCREEN SHOTS TAKEN FROM THE ATARI ST VERSION

ADDICTIVE GAMES LTD, UNIT 1, BAIRD ROAD, ENFIELD, MIDDLESEX EN1 1ST
TEL: 01-804 8100 FAX: 01-805 8001
TELEX: 295944 PRISM G

Addictive

ADDICTIVE GAMES LTD IS A DIVISION OF PRISM LEISURE CORPORATION

# ADVENTURE

# The Fiend....

**Keith Campbell's deadly adversary, The Fiend of Faringdon, traditionally makes a furtive and unobserved visit to the C+VG stand at the PCW Show. Did he turn up this year? You bet he did!**

SO you wish you had been to the PCW Show? Someone wishes he hadn't! Here's a rundown of what was on offer for adventure players, from a a Fiendish point of view!

Those of you who were in the vicinity of the C+VG stand on Friday afternoon, may have been aware of a slight altercation.

Now, I ask you, what else did that nice Mr Campbell expect? After all, he did ask me to expose myself on the C+VG stand. What a thing to say to a Fiend!

KC rushed off in a panic, probably to fortify himself in the nearest bar, having suffered the ordeal of meeting The Fiend face to face. And for ten glorious minutes the Fiend found himself in sole charge of the Helpline!

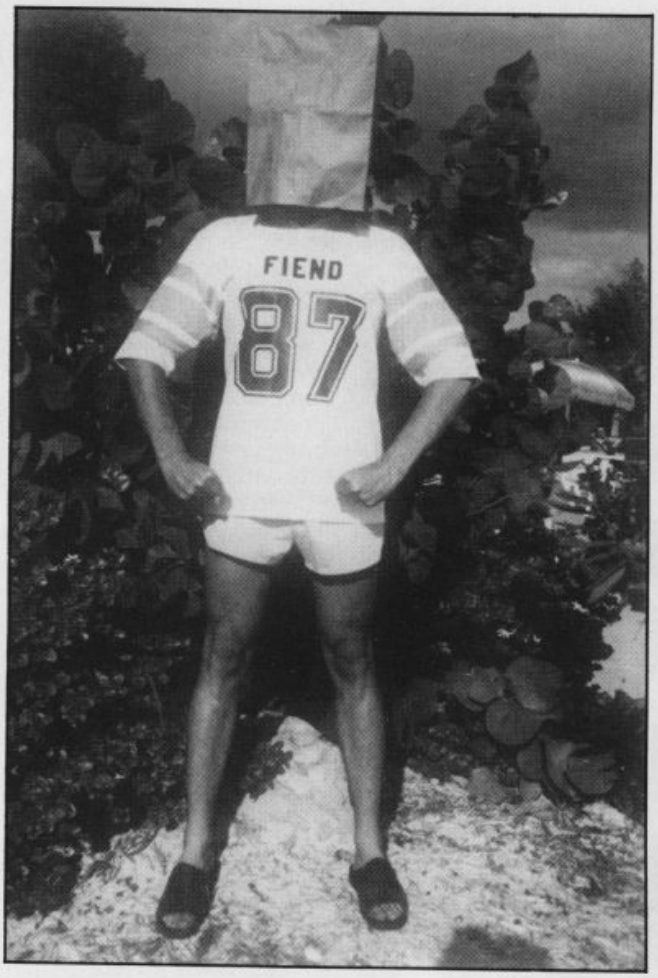
There can only be half a dozen games that have eluded the Fiend's great intellect, and blow me down if those who came to beg my aid didn't ask about those very games!

"Stuck at the river, sonny? So am I!" This was swiftly followed by a "Don't ask me," and a final "Push off!".

Oh, the joy! Not only did I get ten minutes of sheer unadulterated public nuisancing, but I managed to shatter the Helpline's reputation simultaneously! Mind you, even if I had known the answers, my replies would have been the same.

Those of you who suffered should consider yourselves deeply honoured, for after all these years the Fiend chose to make a public appearance.

The look upon KC's face as I unzipped my jacket to reveal the t-shirt, made it all seem worthwhile.




At first I thought the moisture on his brow was caused by fear, but in retrospect it was probably snow melting.

I ended up with a stiff neck from looking up, and sore feet from trying to stand on tiptoe.

So what did the Fiend make of the show? As a Spectrum-owning adventure player, I found it the most disappointing PCW ever.

Where was that lovely lady of last year who sold me no less than eight adventure games for the paltry sum of £1.50 each? Mind you, this bundle did include *Seas of Blood*. 'Nuff said.

Oh yes, it was all right for all you strutting about with your ST's and Amigas. There were parsers for you to choose from, and lots of pretty graphics, too. But such are not for the poor relation, your Spectrum owner. I could only fondle the *Leather Goddesses* wistfullfy, and caress *The Pawn* with longing. BAH!

All was not a total loss. I enjoyed a nice chat on the Level 9 stand, and elsewhere saw *Rebel Planet* on sale for a mere £2.50. All those of you who didn't snap up this bargain, hang your heads in shame, for this is THE one game that alone has received the Fiend's stamp of approval this twelve months gone.

If you haven't played it, then do yourself a big favour, for I have seen it recently as part of a compilation, and it must be good value.

In summary, then, was the show for adventurers at all? Or was it for arcade freaks, and an excuse for those involved in adventure writing to get together in order to quaff ale? The latter, I suspect.

Had it not been for the Helpline, any pure adventurer would have been badly served.

If anything, the whole show resembled one huge games arcade, complete with sweaty, shoving bodies, flashing lights and intolerable zapping noises. Add to this the queues for the indifferent and expensive refreshments.

In desperation I was forced to take refuge in one or two of the inner sancta, those closed off little areas that the bigger stands boast.

If you have ever wondered what goes on behind the curtains the 'Invited Guests only' notices, then eat your heart out. For the Fiend has seen, and what he has seen defies words.

So I am not going to tell you.

# ADVENTURE helpline

Who can help **Benedetto Dell 'Olmo**, presently languishing in Rome? He needs help with the meaning of the message from the resistance, in **Rebel Planet**. And where can he find the wire he needs to disable the fence?

**Inferno** is another game stumping Benedetto — he is trying to pass through the great barrier.

"How do you get through the door into the basement of the Carfax Estate?" asks **Dracula** player **Lewis McNiece**. And is there anyone in the world, he asks, who knows how to get ANYWHERE in **Twice Shy**?

Help is at hand for **Mrs Samuels** of Gillingham. To run her old Scott Adams cartridges on a Vic-20, the code needed to start the game is SYS 32592. Thanks to the many readers who wrote in with this information, including **Adrian Smith** and **Andrew Bethell** would like to know where to find the Mark of the Snake, in **Ultima 3**.

**Simon Percival**, of Colchester, is a bit of a do-gooder. He has this urge to dig the vicar's garden, but can't find a tool to use! He's playing **Shrewsbury Key**, and also wonders if the sneaker is a red herring?

Are you wondering where **Bard's Tale 2** has got to? It is about in the USA, according to **K. G. (Bing) Taylor**, of Dyfed. But don't start getting excited — yet! Bugs in the review copies make the game unplayable, says Bing.

Finally, a message hurled in the general direction of C+VG's Matthew Woodley, and The Fiend. "Get stuffed" says **David Picking**, of Upminster, attacking the duo who have attacked **Savage Island**!

Don't forget that you can write to the **C+VG Adventure Helpline**, for help in an adventure, or to help some other poor sufferer out, or to simply insult us! There's Paul Coppins, our long-standing adventure expert, and myself, to help you.

Write to me at the Adventure Helpline, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU — and we'll get back to you.

The **Adventure Helpline** was "live" at the recent PCW Show in London. Among the visitors to the stand, was **Dave Lebling**, co-founder of Infocom and author of the famous **Zork** trilogy, who popped in to find out how to solve one of the more difficult puzzles in his latest game, **The Lurking Horror**.

Just as welcome were the many readers who popped in with a problem, or just to say 'hello'. **Mike Thomas**, **Russell Mills** (thanks for the *Perrier*, Russell, it's real thirsty work at Olympia!), **John "Loony" Yeates**, **Paul Cunningham** (of *Sherlock*-solving fame), **Stephen Englhout** and **Colin Mattews**, were all adventurers I felt I knew, from letters written to the Helpline over the years.

There were so many more familiar names, that I lost track — please forgive me if you feel left out!

Two runners-up in last year's *Adventurer of the Year* competition, **Gareth Williams** and **William Hern**, called in on the Saturday morning, and so were both able to join me for an impromptu lunch.

Gareth had a long enough journey — he left Swansea at 6.30am to get to the show. But if you think that's keen, spare a thought for William, who left Aberdeen at 7pm on the previous day, aiming to return on the 8.45pm coach!

We were joined in the pub by **Mike Austin** and **John Jones-Steel**, and so Gareth and Williams were able to find out all they wanted to know but never had the chance to ask, about Level 9 adventures.

The highlight of the week, adventure-wise, was an Adventurers Night Out, when a party of 20, all connected with the world of adventure games, went out for a meal after the show.

Infocom, Level 9, Magnetic Scrolls, St. Brides, Abstact Concepts, Rainbird and Gilsoft, were represented. We were all delighted to be joined by visitors to the UK, Dave Lebling and his wife Janet, and Christian Martensen, adventure columnist and deputy editor of the Danish magazine, *COMputer*.

The remains of the beer kitty (yes, there was about £25 left over, so eat your heart out, Fiend!) was donated to the NSPCC on our behalf, by Anna Popkess, of Abstract Concepts.

Don't forget the C+VG Phone-In Helpline! we're about to relaunch our regular Friday afternoon problem solving sessions with the help of our trusty Atari ST, KC's computerised version of the awesome adventure database as constructed by his own fair hand. We've got extra help in the C+VG office, and once our switchboard has been sorted out we'll be announcing the data for the first phone-in session.

# ADVENTURE clues

Help came this month from the following adventurers: **Aage Christoffersen**, Denmark; **Lewis McNiece**, **Darwen**, Lancs; **Colin Hayward**, Tottenham.

**COLOUR OF MAGIC**: Trouble with the bear? Scarper!

**KAYLETH**: Stuck in a throat? Throw the nodule!

**SHADOWS OF MORDOR**: Try to kill Smeagol, tell him no, and then make him promise.

**WINTER WONDERLAND**: Don't give the egg away — SELL it!

**SPYTRACK**: For a good kid, feed the cat!

**THE LURKING HORROR**: To open up the brick wall, try from the other side.

Carrickergus; **Celebdgiar**

**FRANKENSTEIN**: Rub the ice well and blow your troubles away — but don't stand too close. Hit anvil three times, and question the blacksmith.

**DODGY GEEZERS**: Take Mr. Video literally.

**RUNESTONE**: To open any chest, describe the type of chest it is. E.g. MORVAL OPENS THE WOODEN CHEST.

**SORCEROR OF CLAYMORGUE CASTLE**: Bliss has three uses, and must be cast when well!

**MINDBENDER**: Fed up with being bashed over the head? Send the guard for swim.

U.S. GOLD

# LEADERBOARD

ACCESS Software Incorporated

# Famous Courses Of The World VOLUME 1

ALL THE FEATURES OF WORLDCLASS LEADERBOARD IN THIS GREAT NEW 4 COURSE COMPILATION




Following the amazing success of the now legendary Leaderboard series of products. Famous Courses of the World presents four superb new challengers for the joystick golf fanatic.

From the infamous Pebble Beach Course on the California coastline to the historical course of Muirfield, Edinburgh, the oldest golf club in the world. From the beautiful Colonial Country Club built by Texas oil baron Martin Leonard to the "designed for computer" challenge of Access's Glenmoor course, Great Courses of the World is a must for anyone hooked on computer golf.




"INDEPENDENT PRODUCT" NO PREVIOUS LEADERBOARD PROGRAMS REQUIRED

COMING SOON FOR CBM 64/128 ONLY VOLUME 2

## LEADERBOARD PRODUCT INDEX

| | SPECTRUM | AMSTRAD | CBM 64 | ATARI | ATARI ST | IBM | AMIGA |
|---|---|---|---|---|---|---|---|
| LEADERBOARD | 9.99c | 9.99c<br>14.99d | 9.99c<br>14.99d | 9.99c<br>14.99d | 24.99d | | 24.99d |
| EXECUTIVE LEADERBOARD | | | 9.99c<br>14.99d | | | | |
| LEADERBOARD TOURNAMENT | 4.99c | 4.99c<br>9.99d | 4.99c<br>6.99d | 4.99c<br>6.99d | 9.99d | | |
| WORLD CLASS LEADERBOARD | 8.99c<br>12.99d* | 9.99c<br>14.99d | 9.99c<br>11.99d | | | 24.99d | |
| FAMOUS COURSES | 4.99c | 4.99c<br>9.99d | 4.99c<br>6.99d | | | | |
| FAMOUS COURSES 2 | | | 4.99c<br>6.99d | | | | |

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

*SPECTRUM +3

# CALL IT A SEQUEL...
# AND YOU'LL LAND UP FLAT ON YOUR BACK.



Commodore Screens





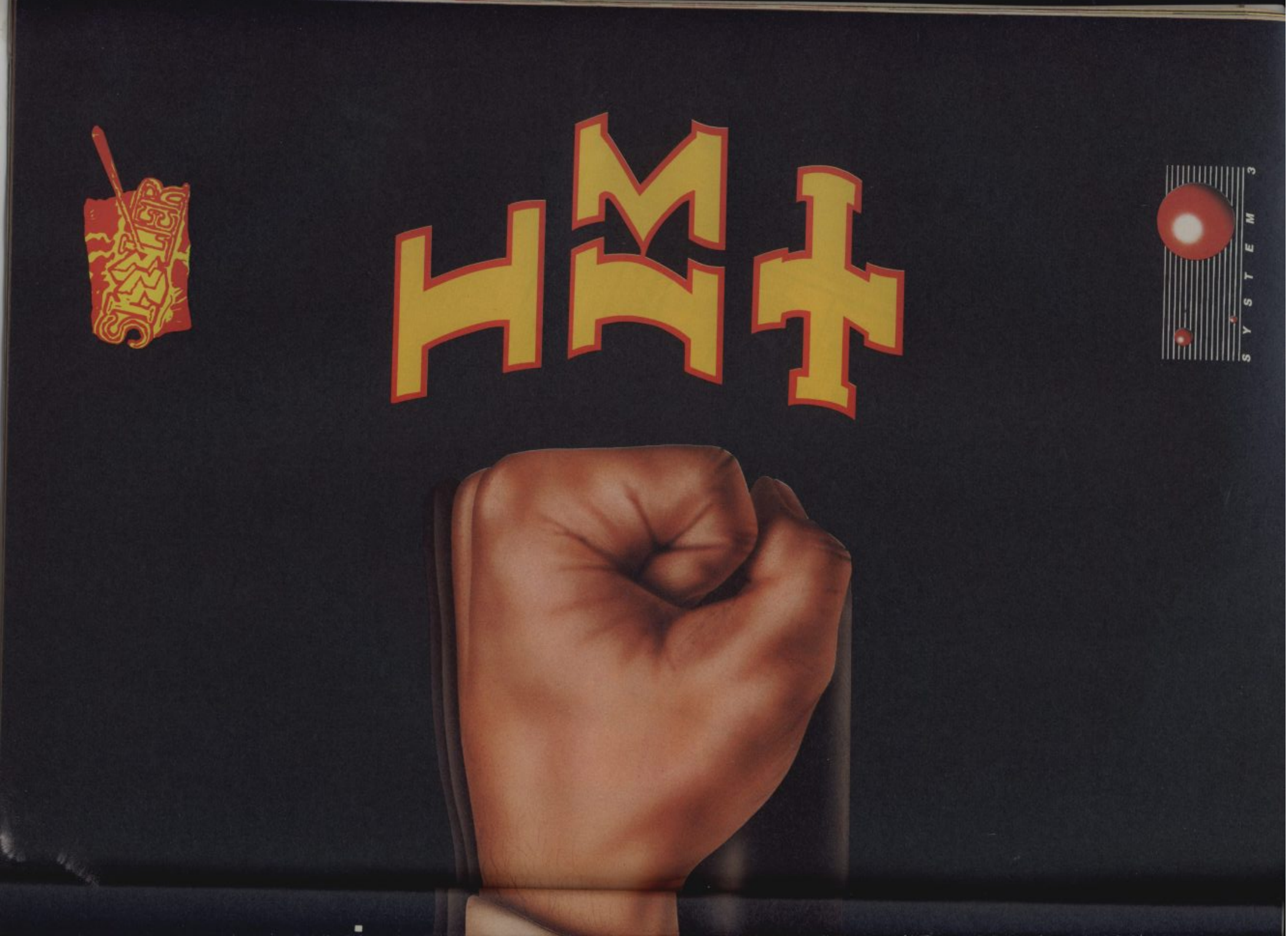


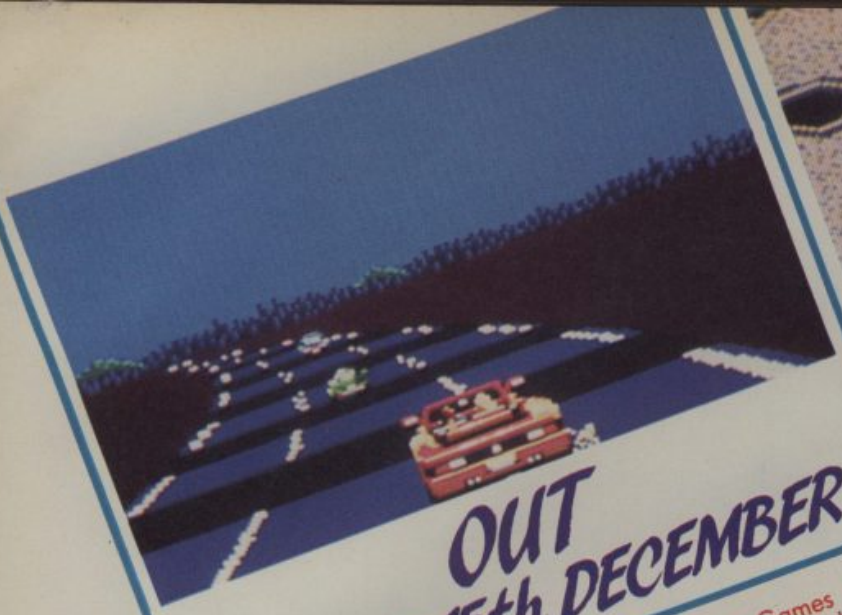
They called International Karate the best beat-em-up so far. And who are we to argue?
But Archer Maclean has come up with a stunner: A Third Fighter.
Amazing animated background. New moves. Re-mixed music.
And Balls!

Commodore 64/128 Cassette (£9.99) and Disk (£12.99). Coming soon for Spectrum and Amstrad home computers.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4FR. Tel: (0933) 76768
Access, Visa and American Express Cards welcome.

Distributed by Activision (UK) Ltd.


SYSTEM 3





# OUT ON THE 15th DECEMBER

It's **Out Run** month in Computer and Video Games next issue! The game that's a sure fire Christmas number one will be getting the special C+VG treatment.
● We'll have a genuine hydraulic **Out Run** arcade machine to GIVE away!

● We'll have a special FREE audio tape of the **Out Run** coin-op soundtrack, PLUS **720°** sounds on the B-side, stuck to the front of the mag. A cool-spool for your personal stereo!

● We'll have an in depth look at the computer version of **Sega's** arcade classic!

● Here's ANOTHER one to check out Brains! C+VG checks out the latest joysticks in one of our legendary guides to the wacky world of game controllers!

● He-Man storms in with the launch of Gremlin's **Masters of the Universe** Game. C+VG's very own muscle-bound blond hunk, Paul Boughton, brings you a preview of the fittest game around in the January issue of C+VG.

● Atari ST and Amiga owners can't afford to miss the January issue of everyone's favourite games magazine. We'll have a whole host of 16-bit hits to blow you away plus news and gossip from the mega-machine scene.

● Movie mayhem in the shape of the new **Star Wars** game! Win a bunch of *Star Wars* videos and a hi-tech TV/video outfit to watch them on!

● Check out the year ahead with our exclusive **Electronic Arts** poster calendar! All the dates you could possibly want on a giant full colour poster FREE with the January issue of **Computer and Video Games!**

● Nebulus, that totally addictive game from John Phillips and Hewson, gets the C+VG players guide treatment. Tips on the towers from the programmer himself in Jan's C+VG.

**All items correct at time of going to press.*



COMPUTER +VIDEO GAMES

## Next Month

COMPUTER +VIDEO GAMES

Dear Mr Newsagent, Avoid a visit from Lt. Laww and reserve me a copy of Computer + Video Games, December issue!

Name _____

Address _____

KICK OFF THE NEW YEAR TO STYLE — GET JANUARY'S COMPUTER+VIDEO GAMES — THE HOTTEST GAMES MAG IN THE KNOWN UNIVERSE!

# MASTERS OF THE UNIVERSE HAS COME TO LIFE!!

## • Now you can live it, as the conflict between good and evil continues •

Masters of the Universe, the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe the computer game of the film allows you to control the forces of good to do battle with the forces of evil, the prize being the KEY to time travel and with it the title Master of the Universe. Slipping through a vortex in time the KEY has fallen into the hands of an unsuspecting American college student.

Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his devilish army led by the frightening powerful Evil-Lyn. With the key in their possesion who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.

AMSTRAD
£9.99
Cassette
£14.99
Disk
SPECTRUM
£7.99
Cassette

CBM 64/128
£9.99
Cassette
£14.99
Disk
ATARI ST
£19.99



MASTERS™
OF THE
UNIVERSE
The Movie



GREMLIN

Masters of the Universe and associated characters are trademarks owned by and used under license from Mattel, Inc. © Mattel Inc. 1986. All Rights Reserved.

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

# 2 NEW Monster Zapping GAMES

MIND BLOWING BBC

from **PHS**, the NEW name in Software



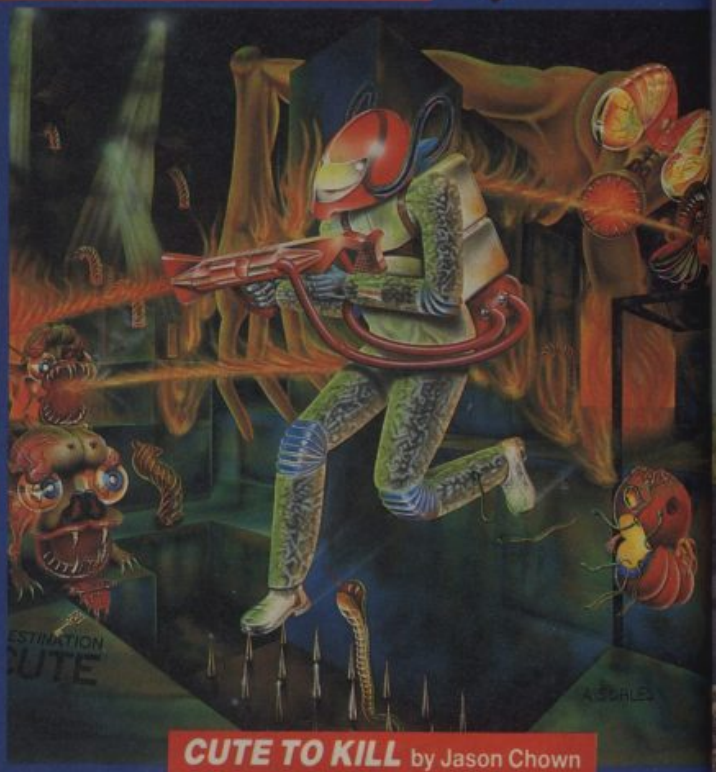
**MISSION ICARUS** by Julian Avis

**FAST! DEADLY!** Interactive game for 1 to 2 players, with over 19 levels of fast and furious droid zapping arcade type action.

**SITUATION –** Spacecraft Titan II, it's crew members eliminated by malfunctioning droids, is on a collision course with the Sun.

**YOU ARE –** One of 2 mercenaries teleported onto the craft.

**YOUR MISSION –** STOP and RID the craft of marauding droids and destroy the main computer, your only chance to avert impending disaster!



**CUTE TO KILL** by Jason Chown

**IMPENDING NUCLEAR ATTACK 0 MINUS 30 MINUTES AND COUNTING...**

**YOUR ORDERS –** Curb the rebellion on Planet Cute and prevent the attack taking place, or die in the attempt!

**YOUR DEFENCE –** Standard issue blaster plus any weapons found en route.

Using faulty teleports, beam your way through 128 catacombs and holds, eliminating the fire spitting, jaw snapping monsters. At all times be on your guard against the enormous deadly mega-monsters who lurk menacingly in the depths of the holds.

**YOUR DEADLIEST ENEMY – TIME – IT'S RUNNING OUT FAST!**

Available for BBC B and MASTER 128 on cassette at only £7.99 ea. or 80/40T disc at £14.99 ea. (inc. post and packing U.K. only).

Powerhouse Software Limited,
Newells Green, Newells Lane,
West Ashling, Chichester,
West Sussex PO18 8DF.

Please supply the following BBC games: Mission Icarus – Disc £14.99 ☐ Cassette £7.99 ☐
Cute to Kill – Disc £14.99 ☐ Cassette £7.99 ☐
I enclose cheque for £

Name _____ Signature _____

Address _____

(Please make cheques payable to Powerhouse Software Limited. All orders will be despatched within 10–14 days)

CVG

# THE ACTION—SIMULATION

# AIRBORNE RANGER™




You are one of the elite . . . parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests . . .you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

AIRBORNE RANGER. A challenging combination of danger and suspense. Available for the Commodore 64/128K. Cassette £14.95 Disk £19.95.

MICROPROSE
SIMULATION • SOFTWARE

Please send_____copy/ies of Airborne Ranger CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

_____ Post Code_____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd,

AR/C+VG/1287

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG

# Konami T-Shirt Kompetition

Cool dudes in the coin-op jungle will be wearing these ultra-trendy T-shirts to match their fave games. These shirts come from *Konami*, The converters of classic coin-op machines. They are big, baggy and extremely stylish.

On the front you can stun your friends with *Salamander*, dazzle them with *Gryzor*, look tough with *Jackal*, come on like the Drill Instructor with *Combat School*, look mystical wearing the *Maze of Gallious* or go all wild and woolly with *Iron Horse*. Well 'ard!

We've got *25* of these dazzling garments to GIVE away in our special Konami Kompetition.

But if you don't win one—never fear, the C+VG Saver Squad is here! Yup, you can get nearly £2 off one of the above mentioned T-shirts for just £4.95—they normally sell for over £6!

So, if you don't fancy your chances in the Komp, just send a cheque or postal order made payable to *W+V Supplies*, together with the special C+VG coupon on this page, to *W+V Supplies*, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL. Allow 28 days for delivery.



**C+VG/KONAMI KOMPETITION**

Name .....

Address .....

.....

My answers are:

1 .....

2 .....

3 .....

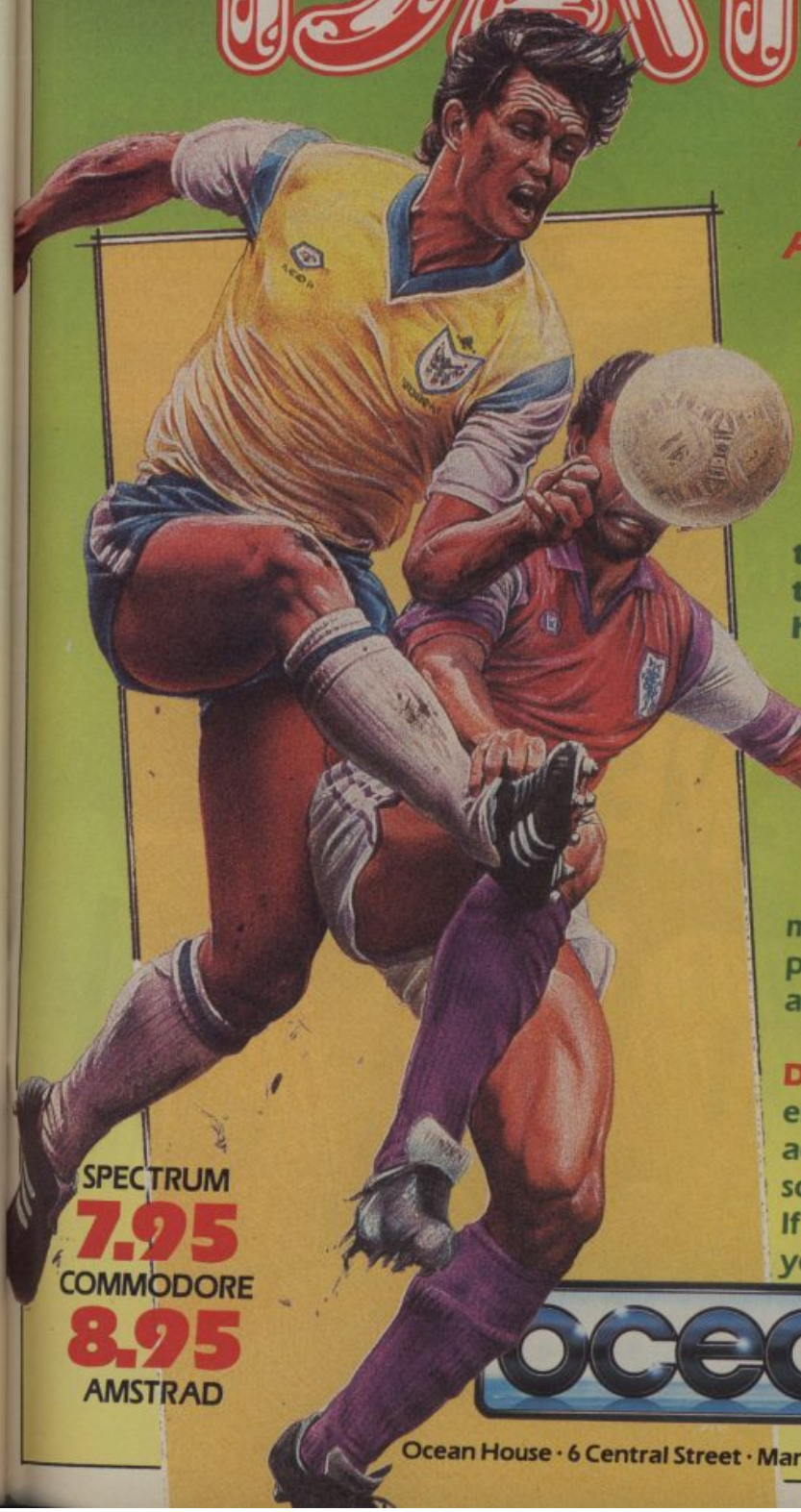
T-shirt size: SMALL ☐ MED ☐ LARGE ☐ XLARGE ☐ tick box

**KONAMI! QUIZ!**

1) How many troopers parachute down at the beginning of Konami's *Jackal* coin-op.
2) What is a Salamander? Is it a) a snake, b) a lizard, c) a small green furry creature that sneaks out of the C+VG office at 5.30 every afternoon?
3) Name ALL the weapons used by the *Nemesis* ship.

Meanwhile, why not have a go at getting a FREE *Konami* T-shirt by answering the extremely easy questions. Once you've done that send your coupon to *Computer and Video Games*, Konami Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The FIRST 25 correct entries we receive will get a free t-shirt.

# MATCH DAY II



## "AT LAST"

**A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!**

**Written once again by Jon Ritman this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.**

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.

Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

**DIAMOND DEFLECTION SYSTEM™** ensures realistic ball ricochet and the action comes with full music and sound FX.

If you want the very best in football for your micro then there's only one choice... **MATCH DAY II** with multi-menu system makes the home computer come alive.

SPECTRUM **7.95**
COMMODORE **8.95**
AMSTRAD

ocean®

Ocean House · 6 Central Street · Manchester · M2 5NS · Tel: 061-832 6633 · Telex: 669977




SOMETHING HORRIFYING AND IN

SCHWARZENEGGER

PRED

Elite

# OPPORTUNITIES

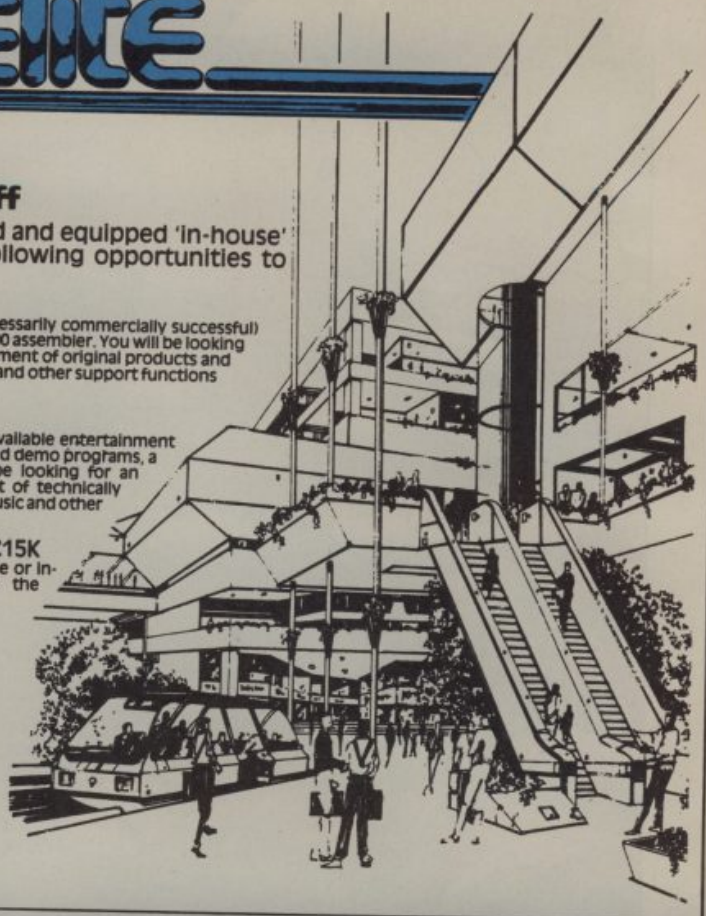
## In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

**Senior Programmers** – O.T.E. £25K
Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to join an 'in-house' environment committed to the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

**Programmers** – O.T.E. £15K
Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to realise your ambition to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

**Graphic Artists/Musicians/Game Designer** – O.T.E. £10–£15K
With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.



All appointees to the above positions will be offered an attractive working environment, substantial basic salary and an opportunity to develop their ambitions with the full support of the company's management and financial strength.
In addition to the above opportunities the company has a regular flow of program conversion contracts available at attractive rates to free-lancers and is particularly keen to support proven programmers and development houses wishing to write and have published by a major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience to:

**Steve Wilcox – Director**
**Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW**



INEXPLICABLE IS GOING TO HAPPEN.....

ALTAIR™

ACTIVISION

© 1987 Twentieth Century Fox Film Corp, All rights reserved. Trademarks owned by Twentieth Century Fox Film Corp and used by Activision Inc. under authorisation.

# BUGGY BOY




**Yeee-ha!** Buggy Boy **is about to start burnin' rubber around the circuit boards of YOUR computer pretty soon. Here we proudly present another of C + VG's legendary players guides thanks to** Elite's **talented map makers.**

**This isn't quite a map of the game – more of a pictorial reference guide to the major hazards you'll encounter on the road with the bouncing buggy.**



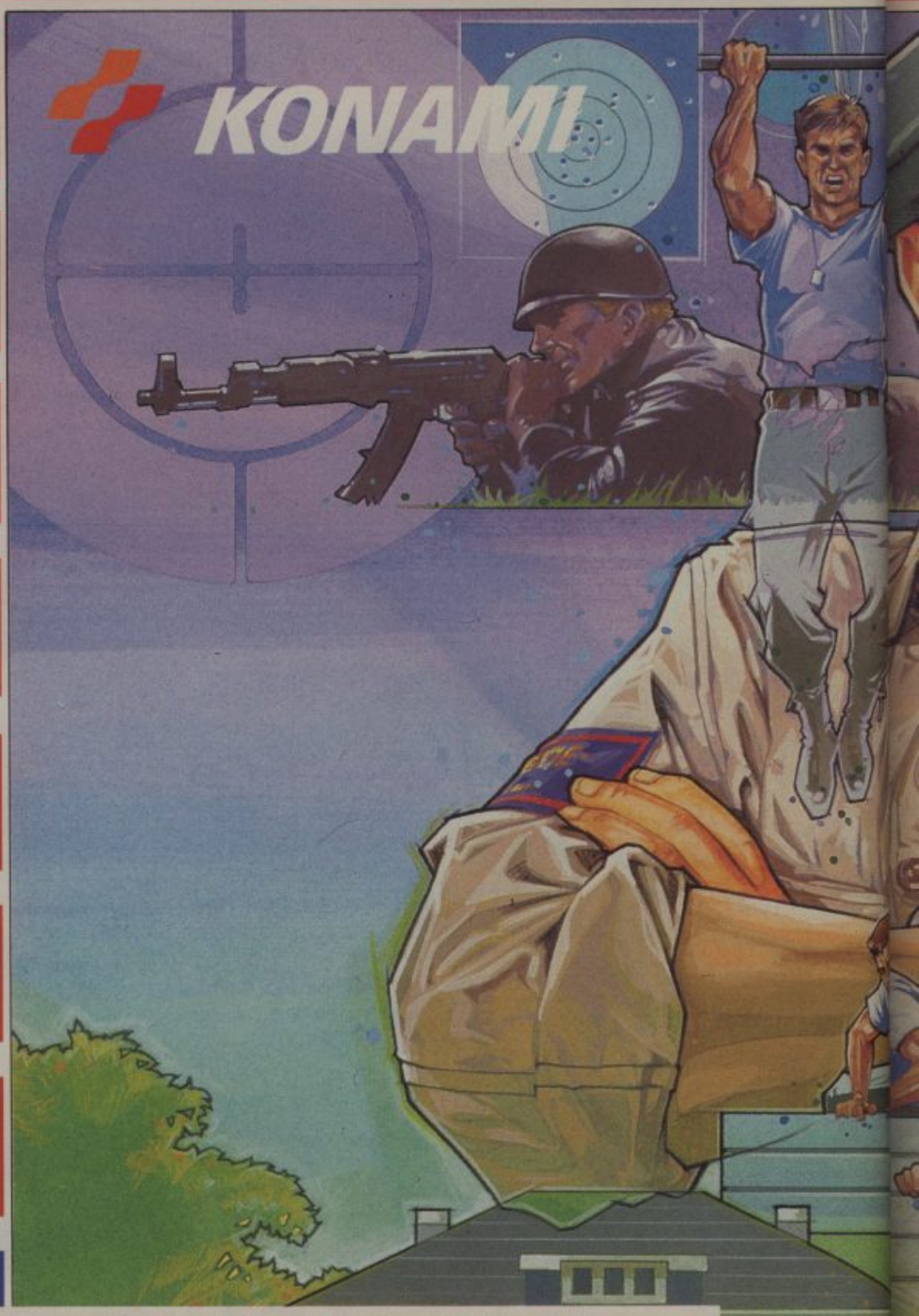

**Hazards like walls, split-lane bridges, wooden barriers, rocks, tree trunks and footballs!?**

**Use this as a sort of route map before you start racing. Check out the different sorts of terrain you'll find in the five different tracks – from desert to snow capped peaks.**

**Apart from that, our** Buggy Boy **map will look great stuck on your wall. Enjoy!**

# SURVIVE TO BECOME A CAPTAIN




# COMBAT SCHOOL

COMBAT SCHOOL TM and Konami ® are trademarks of KONAMI © KONAMI 1987.



# 7 GRUELLING EVENTS PLUS A PENALTY STAGE



ARM WRESTLING



FIRING RANGE 3



FIGHT INSTRUCTOR



CHIN-UPS PENALTY

SPECTRUM **7.95** SPECTRUM

AMSTRAD **8.95** COMMODORE

AMSTRAD **14.95** DISK

COMMODORE **12.95** DISK

ocean®

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

# ACTION · EXCITEMENT · DESTRUCTION
## IT IS THE WAY OF THE

# JACKAL™

© KONAMI 1986

KONAMI

Win an Actual Jackal Arcade Machine
See pack for details

| | |
|---|---|
| COMMODORE DISC | £14·95 |
| COMMODORE CASSETTE | £8·95 |
| SPECTRUM CASSETTE | £7·95 |
| AMSTRAD DISC | £14·95 |
| AMSTRAD CASSETTE | £8·95 |
| ATARI DISC | £14·95 |
| ATARI CASSETTE | £9·95 |




KONAMI

*Another gripping Arcade Conversion*

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON W6 0PA. TEL: 01-846 9701

KONAMI SOFTWARE CLUB

For subscription details please send a S.A.E. to:
**KONAMI SOFTWARE CLUB**
Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE**
**0626 56789**




## ★ COMPETITION ★

*Let us have your ending to this story in a cartoon strip. The best 25 entries received by Crysys, Software Publishing Associates will receive a free copy of Erik: Phantom of the Opera.*
*Please state Spectrum 48/128 or +3.*
*Judges decision is final. No cash alternative.*
*Closing date for entries 31st December.*
*Winners notified by post.*

**ERIK: PHANTOM OF THE OPERA**
SPECTRUM 48/128 £7.95
SPECTRUM +3 £9.95
Software Publishing Associates
Lower Ground Floor
197-199 City Road
London EC1V 1JN
AVAILABLE FROM ALL LEADING SOFTWARE STORES
CRYSYS

# GET IT BEFORE IT GOES!

*Don't let some weirdo buy your copy! Place a regular order with your newsagent NOW!*







Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name _____

Address _____

_____

# MEAN MACHINES

**Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issues reviews of Golf, Soccer and Clu Clu Land plus a red-hot news on new games coming soon from the US/Japan.**

**So stay with C+VG, it's where the NEWS is!**

Peripherals tend to be regarded as novelties when it comes to consoles, but both **Sega** and **Nintendo** seem determined to establish their light guns and 3-D glasses as major players in the console buying concept.

Despite the trendy look of the **Sega 3D Glasses** I had assumed they would be like most of the previous efforts at 3D — nice idea, shame about the product.

I was surprised!

There are currently two games for the glasses, **Zaxxon 3D** and **Missile Defence 3D.** I couldn't get my mits on the Zaxxon but Mastertronic did shove a **Missile Defence** under my nose!!

The glasses are large and shaped so that even people with glasses can fit them over their specs. They are wired into an adaptor which then fits into the card input on the console. Your game card then fits into its slot and away you go.

Initially when the game is played, it does take a little time to adjust to the perspective and I imagine it does depend on your own vision as to how strong the 3D image is.

**Missile Defence** is basically a game with six stages. You have to destroy missiles that are launched at either an Eastern or Western city.

There are three stages to the defence of each city. First you are faced with the launch sequence. Here missiles pop out of silos on either side of the screen and zoom out at you. Some will head out of the sides of the screen, others will come straight at you. These must be destroyed because they hit the screen full-on you lose one of your three laser bases. The game is over when all three are destroyed.

At the end of this scene you see a count of the missiles launched and those you have destroyed. You are then told you have two more chances to destroy the missiles before they reach their destination in the East city.

Scene two is over the North Pole. Here missiles are large or small depending on flight angle, and they get real tough to take out.

The final scene is a real very tough one. You have to destroy the missiles as they fly down over you, heading for the city in the distance. Don't be nervous, just slip that finger round the fire button and blast the mothers out of the sky!

If you fail there is a destruction scene where the city explodes.

The West city defence follows the same pattern with a launch scene, a space scene and the final city scene—this scene is HARD.

If you complete all six scenes you start over at a faster speed.

The graphics and sound are good with some scenes working better than others, but again I stress that the image depends on your perception.

It is a good game although once you have clocked the six scenes it starts to get repetitive.

Still, this is an early game and new titles will develop the 3D format into something worthwhile.

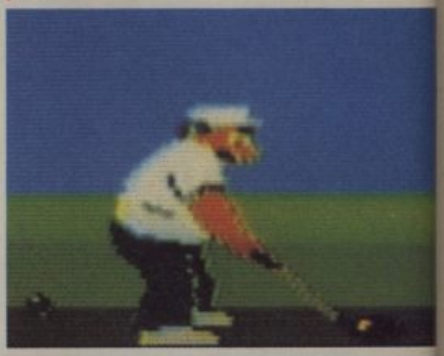
The glasses are not cheap at £40 a throw, but they do represent something new and different.

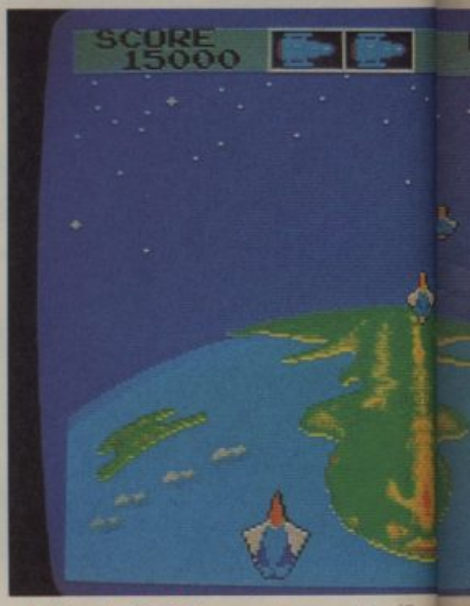
And it works!

## REVIEWS

Over the next few months I will be reviewing ALL the **Nintendo** and **Sega** games available in the shops as well as reviewing the hot stuff to be released in the near future on these machines. But first here's a rundown on the first batch of **Nintendo** releases.

**GOLF:** By its very nature golf is a slow, thoughtful game. And to be entertaining on a console—or micro for that matter—it must have great attention to detail and presentation.






Nintendo **Golf** is a good game. It offers one player stroke game, two player stroke game and two player match game. A full range of woods and irons are available and you can control the swing, power and flight curve readily from the controller.

Sound is basic—to say the least—but then what sound DO you get playing golf!

There are variable factors to make the round tougher, wind direction needs to be watched and a keen eye to be kept on the part of the swing controlling the curve of the ball. Bunkers abound, and

are all too easy to fall into.

The only problem with reviewing **Golf** on the Nintendo is that I have played **Leaderboard** on the Commodore! Of course that IS the definitive version, but you can still while away the odd hour on this offering. It plays well and is challenging enough even for the hardened golfers among you.

**SOCCER:** This is a real gem of a simulation. Most team sport simulations tend to be a bit dodgy when it comes to controlling players, but not this little beauty!

There are plenty of options to choose from, length of the match, skill level, two player option and team colours.

Control is nice and tight when you have mastered the art of passing and switching control to another player. This will take around a couple of minutes.

Gameplay is nice and smooth with some bone crunching tackles if you should feel the urge.

All the elements from the sport are there with throw-ins, goal kicks, corner kicks, penalty shoot outs and offsides.

At halftime you get a zippy display of girls in ra-ra skirts doing their dance routines before the teams trundle back out to start the second half.

This is a very polished game with good graphics and tunes. Above all it is playable and FUN. Go for it!

**CLU CLU LAND:** I almost switched this one off after a minute or so, but I re-read the instructions and sussed the gameplay. I could have kicked myself because this game is excellent. Simple concept, simple play, simple(ish) graphics and sound — yet I was hooked.

**Clu Clu** is a cross between the arcade golden oldies **Ladybird** and **Pacman.** It also boasts some novel gameplay and design elements. You control a girl called Bubbles, who looks like a fish to me, and you have to discover all the gold bars hidden over 20 screens.

Each screen has to be solved within a time limit and while zapping/ramming the standard issue nasties which roam at will over each maze.

To expose the gold you have to guide Bubbles around a maze and get her to look around various pillars scattered about. As she goes through pillar posts she exposes any gold hidden between them. There are bonus point to be had by picking up fruit and extra lives.






# NEWS

● The arcade hit **Salamander** has now been converted to the Nintendo. As you can see from the screenshots, the graphics are superb. All the arcade features have been included with both vertical and horizontal attack waves.





**Salamander** and other Konami titles should be in the UK from January 1988 onwards.

● **Xevious** fans of the world unite. Apparently there was a follow up to **Xevious** called (wait for it) **Super Xevious!** It has been released in Japan for the Nintendo and from all accounts it is a hot item.

Not missing out on a good thing you can now save up all your hard earned YEN and go out and buy a model kit of the crafts from the arcade game (shame it's only 1/48th of the real thing?).

● It is quite rare for a UK game to make it in Japan, but Gremlin has scored a success with **Monty on the Run.** Apparently there was a bit of a culture difference when it was converted to the Japanese format and they couldn't relate to moles the way we do.

So . . . they changed Monty to a cute bearded criminal on the run, or maybe they just lost a little in the translation . . .?

● If all you Nintendo owners are a little disheartened at Sega 3-D glasses, then don't be! The Nintendo system does have glasses (although just when will WE see them?) and they can be used with a game called **Highway Star.**

The game has more than a passing resemblance to **Outrun** with its rolling hills and twisty roads (more on this in the future) in fact in 3-D it could well be something special, watch this space . . .

The arcade licenses to **Rygar** and **Solomon's Key** were snapped up by US Gold for the 8-bit formats. Well Nintendo console owners haven't been forgotten as they are available on the console, but only in Japan.

Both Sega and Nintendo third party UK and European Licenses come up for grabs in 1988. This should mean that companies like Capcom, DataEast, SNK and Konami will be negotiating the release f their games into our markets.

Super Marios Bros is so popular that in Japan and the US there are official Super Marios Bros fan Clubs, with a handbook (detailing all the features) and tee-shirts of the characters.

Anyone over here willing to do the same?

There are currently 30 titles due for release on the Sega before Christmas with another 60 to follow next year. Nintendo has 27 at present with the third party stuff to follow next year.

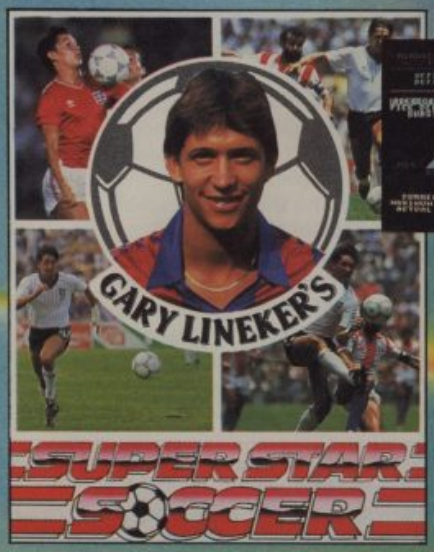
● Come on let's be having all your favourite tips for console games. This month's tip is for **Kung Fu Master** on the Nintendo.

The usual place to get stuck is on level three, at the end of the level you face a large sumo wrestler who with very few blows can wipe out your energy. To destroy him wait until he has just kicked then step forward and, while kneeling, punch rapidly to his stomach.

At the end of level four you are faced with a bomb throwing midget, to destroy him simply wait until he has thrown a bomb then step in and punch to the head rapidly, as he dies step back and repeat the process on his reincarnation.

Has anyone out there conquered level five?

# GET TO GRIPS WITH

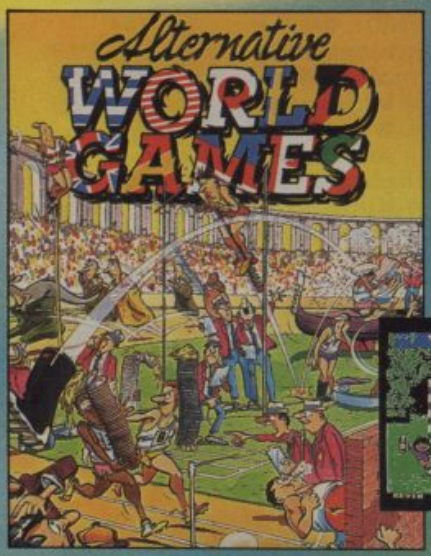





CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

## GARY LINEKER'S SUPERSTAR SOCCER

Take the brain teasing demands of football management, the mysterious qualities of team coach and add the explosive talents of a star striking centre forward and you've got Superstar Soccer - an original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.




## ALTERNATIVE WORLD GAMES

Why be serious when there's so much fun in taking an alternative view on things. Represent the country of your choice in such events as Sack Racing, Log Flogging, Running up wall's, Pole climbing and Boot Throwing. This ingenious but hilarious spoof will have you in stitches, not to mention Rivers, Sacks, Piles of sand.....come to think of it, it may get serious after all.



CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

# ITS A SHATTERING EX

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

# HA GREMLIN GAME!!

CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C



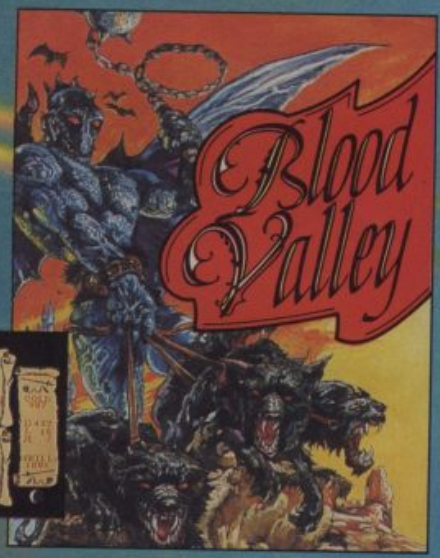



## COMPENDIUM

Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium. Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink. Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board, or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.

## BLOOD VALLEY

Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Dueimaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.



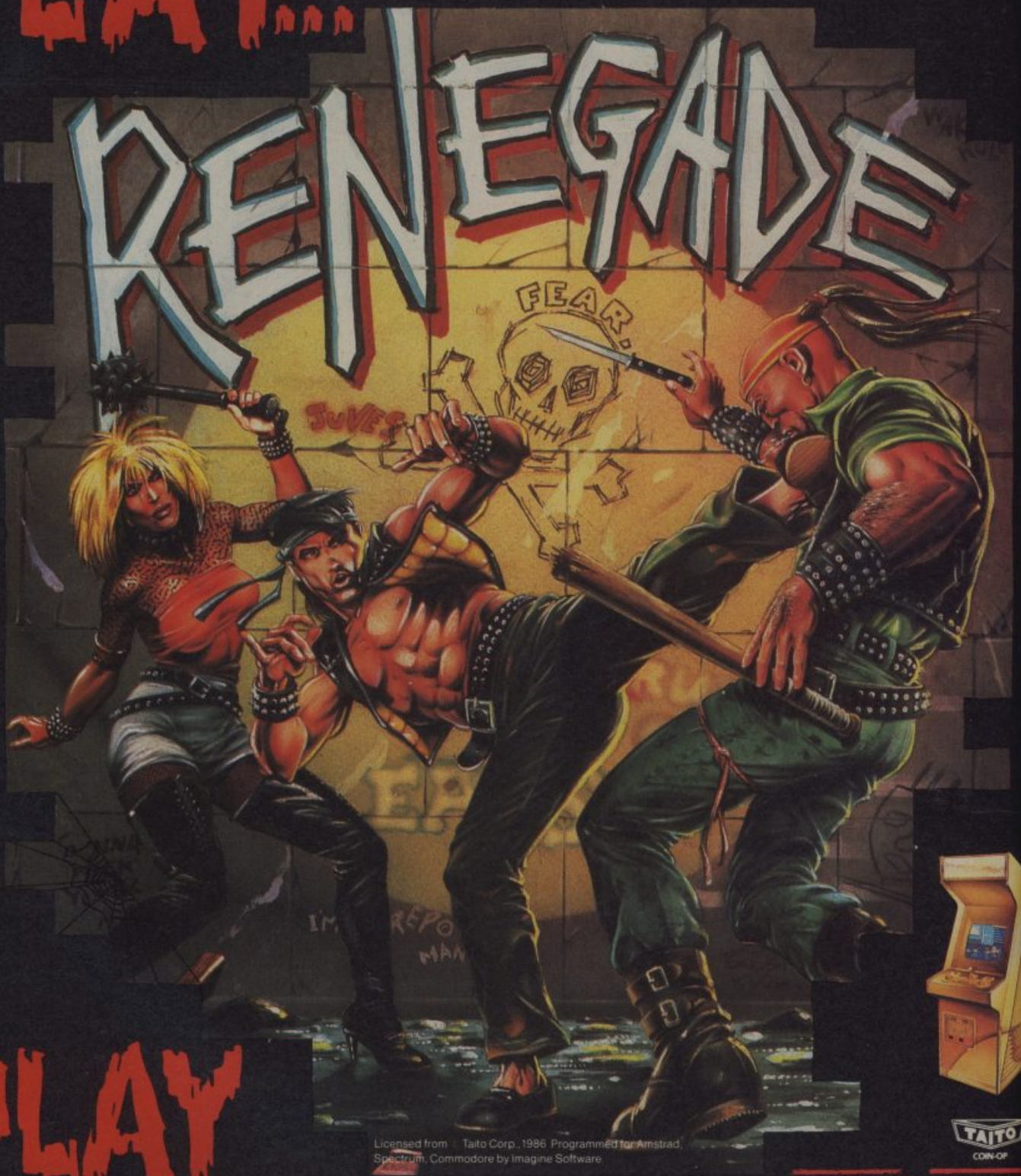

CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99



XPERIENCE GREMLIN

# PLAY...

# RENEGADE






TAITO
COIN-OP

# PLAY MEAN!!

Licensed from Taito Corp. 1986. Programmed for Amstrad Spectrum, Commodore by Imagine Software.





| SPECTRUM | COMMODORE |
|---|---|
| 7·95 SPECTRUM | 8·95 AMSTRAD |
| COMMODORE | AMSTRAD |
| 12·95 DISK | 14·95 DISK |

In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade.

A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features. **PLAY RENEGADE... PLAY MEAN!**

Imagine ...the name of the game

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977

# Now the Summer will surely last forever!

The smell of the surf, the sun on your back, the sand between your toes... This isn't California Dreamin' – this is for real! Six of the best West Coast sports designed to set your pulse racing! Wow your friends with your incredible flying skateboard feats; or show your cool hacking at the sack.

Skate down the boardwalk, flip the Frisbee* and wheelie the BMX. And then the ultimate test – that King of Californian sports – shooting the curl as you battle with those giant Pacific rollers to decide which surfer truly rules the waves!

You'll be playing for big name sponsors like Frisbee*, Hacky Sack*, Morey Boogie*, Burton* Snowboards and Bluebird*; and contained in each pack you'll find a fun to enter competition to win quality products made by these companies too!

California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight players can take part. All the quality you expect from a Epyx product is here and so much more. We could tell you more but instead let's hear what the critics have to say:

**"California Games is quite simply the apex of computer sports gaming.**

**Even in purely technical terms Epyx have somehow managed to surpass their own high standards – the pictures and sounds generated by this program are atmospheric beyond belief.**

**If you gather up all the superlatives from previous Epyx reviews and add them together, you just might go halfway towards describing California Games".**

– ZZAP 64.

**"California Games has to be the best release this year so far.**

**Some of the individual games are almost worth the asking price on their own".**

– COMMODORE COMPUTING INTERNATIONAL

Want to see more?

# California GAMES™




| | | |
|---|---|---|
| CBM 64/128 | £9.99 CASSETTE | £11.99 DISK |
| SPECTRUM | £8.99 CASSETTE | |
| SPECTRUM +3 | £12.99 DISK | |
| AMSTRAD | £9.99 CASSETTE | £14.99 DISK |
| MSX | £9.99 CASSETTE | |
| IBM | £24.99 DISK | |
| AMIGA | £24.99 DISK | |

PLUS

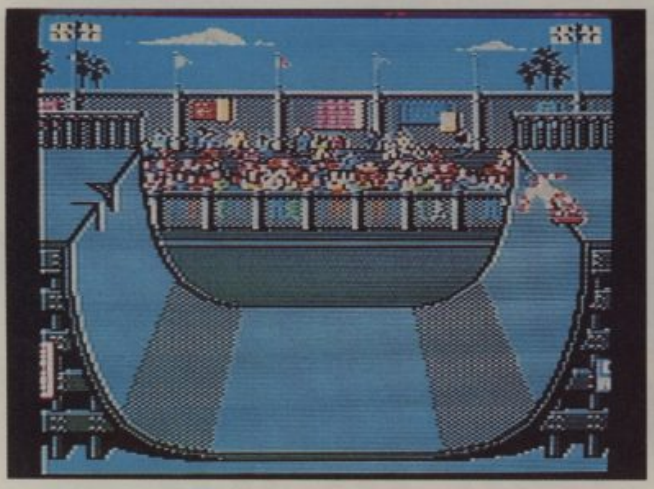
**PRIZES TO BE WON IN EVERY PACK!**

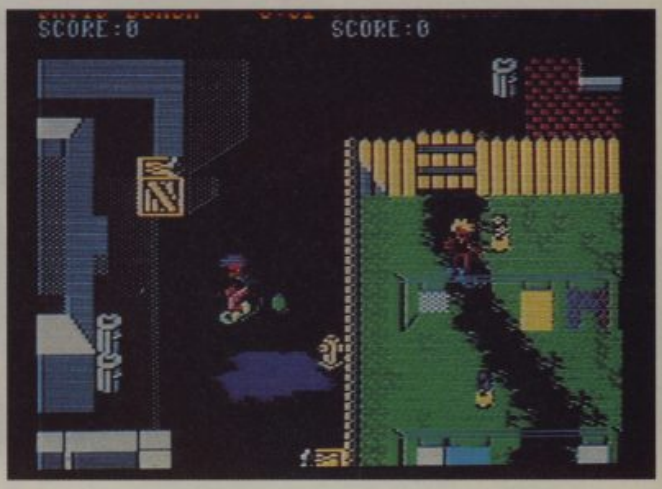
Manufactured and distributed under license from Epyx Inc. U.S. Gold Ltd., 2/3 Holford Way, Holford, Birmingham B6 7AX. Epyx is a Registered Trademark No 1195270. *All supplied by Mirrorsoft.

CBM 64

EPYX®

# Street Scene.....

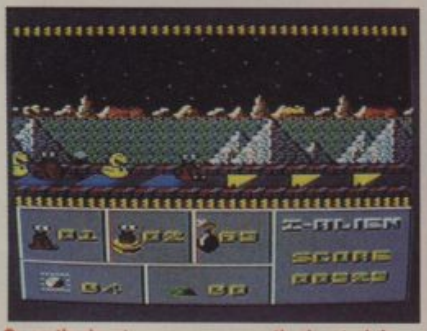





Here's one really radical game that's going to give 720° a run for its money. *Skate or Die* is hot from *Electronic Arts* and puts you in charge of a set of hot wheels – a skateboard that is. Take your board out on the ramp and perform a well wicked set of moves, complete on the downhill speed course – complete with the nifty concrete tube manoeuvre. Take on a street punk on his own turf – race down mean streets packed with hazards. And beware, 'cos you can get involved in a bit of martial artistry with your opponent. All this and the epic pool joust – this could start a whole new real life sport! It's set in a deserted pool – two skaters joust against each other with special poles the one who takes three falls first loses. Fun with a big F! Lots of extremely nice touches, great graphics and a *Rob Hubbard* soundtrack.

What more could you want?

Out soon on the 64 from EA at £9.95 on tape, £14.95 on disc. Our screen shows the ramp game and the street race.



Once the hunter, now you are the hunted. In CRL's *I, Alien* the tables have been turned following the unexpected arrival of a starship from earth. The humans on board said they had come in peace, in search of previous minerals. But the real purpose of their journey is soon discovered. A violent and catastrophic nuclear war has wiped out earth's entire animal population. The humans have no livestock and have been forced to search space for new laboratory specimens to cultivate a new food source.

The alien is intended to become one of the guinea pigs.

Your only means of escape is in your pod. Take this to a friendly planet for help. But beware, to reach the pod you will have to overcome vicious threats from all kinds of foes – mutants, droids, ice dragons and numerous other forces. Once conquered your task is to find the pod hidden somewhere in a vast labyrinth.

*I Alien*, will be released for the CBM C64 in on cassette at £9.95 and on disc at £14.95.




No rest for the wicked. Especially if you're a Palace programmer. Steve Brown wasn't allowed to rest on his success with *Barbarian* Along with his team he's been hard at work on Rimrunner a wacky scrolling shoot 'em up. But don't expect boring old space ships from Steve. Here you get a strange ant like creature riding an alien dinosaur protecting cities from the evil Arachnoids. *Rimrunner* is an insectoid soldier who patrols the borders of Insectoid cities making sure the generators which run the force shields are kept fuelled and operational. He dashed frantically around the rim of his world zapping attackers. Lots of amusing animation as you'd expect from Mr B and his boys. Rimrunner can be knocked from his dino and falls to the floor rubbing his insect head. Then he whistles the cutest computer whistle you've ever heard to summon up a replacement mount! Fun and frolics in the Palace fashion and neat sounds from that other regular Palace soundsmith Richard Joseph.

The C64 version of *Rimrunner* should be out as you read this, with Spectrum Amstrad and Amiga versions to come.




Last month we brought you a wonderful *Jackal* poster – thanks to Konami – and this is a glimpse of the Spectrum conversion of the coin-op smash, heading your way soon. Watch out for a full review next month.




*Knightmare* and *Predator* head *Activision's* attack on the Christmas charts this year.

Knightmare, based on Anglia TV's brilliant television show, provides puzzles of it, it's claimed a varying nature not found before in computer games.

The game will be available for the Commodore 64/128, Spectrum, and Amstrad CPC, priced at £9.99 on cassette and £14.99 for Commodore 64/128 and Amstrad disks. An Atari ST version is due to be released in January next year.

*Predator,* starring *Arnold Schwarzenegger,* grossed $12,000,000 after three days when released in America in June, and is now set to be premiered in the UK in January next year.

Currently being developed by *System 3,* the game follows the film's plot, placing you in control of Schaefer with a mission to destroy the predator. Before confronting the predator, Schaefer has to pass through numerous screens of treacherous jungle terrain, swarming with enemy guerillas. Extra equipment can be acquired along the way.

The game will be released to coincide with the film premiere, and will be available for the Commodore 64/128, Spectrum and Amstrad CPC at a price of £9.99 on cassette and £14.99 for the Commodore 64/128 and Amstrad disks.





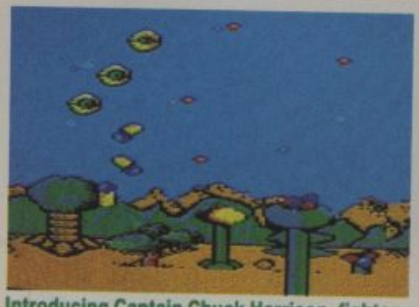
Mega City is living in fear. The four dark Judges, Death, Fear, Fire and Mortis have arrived judging the living and absolving them of their guilt – by killing them!

Step forward that 2000AD curvy cutie Judge Anderson, elite Psi Judge, and the woman to save Mega City. These are early shots from Piranha's game which should be out on all formats before Christmas at £9.95 and £14.95

Judge Death kill people by thrusting his hand through the bodies of his victims. Fear opens the gate on his face mask and orders his chosen victim to "gaze into the face of FEAR" Fire envelops his victims in a prism of flame and Mortis brings instant decay to his victims by just touching them.

You play Judge Anderson and because she has been out of services for some time there is a practice gallery for perfecting shooting skills before going into attack against the Dark Judges. But your arm must be true because innocent citizens and the city itself can easily be destroyed.

You must battle through four sectors of Mega City then out into the mutant wastelands before the final confrontation.





Introducing Captain Chuck Harrison, fighter pilot extraordinaire, star of Reaktor's *Out of the World.* Chuck jet enters another world when he goes faster than anybody else. In this "other world" he is faced with alien hordes and must force the enemy to surrender.

Out for the Spectrum (£8.99), CBM and Amstrad (£9.99/£14.95 in November.

Gasp at the graphics and swoon at the sound – this is Rainbird's *Dick Special – The Search for Spook* on the amazing Amiga. It's got the best cartoon graphics we've ever seen . . .

You must move Dick through scrolling landscapes, solve puzzles and collect together items which will help locate and free his faithful hound.

Spook has been kidnapped on the eve of the Mr Doggiverse show. Dick is hit on the head and wakes up to find Spook missing. Setting off in pursuit his first task is to search the hotel, while overcoming hostility from the staff, inanimate objects and broken equipment.

It's programmed by Sandy White and Angela Sutherland, who were responsible for *3D Ant Attack.* It should be available in the New Year on the Amiga and Atari ST at £24.95.







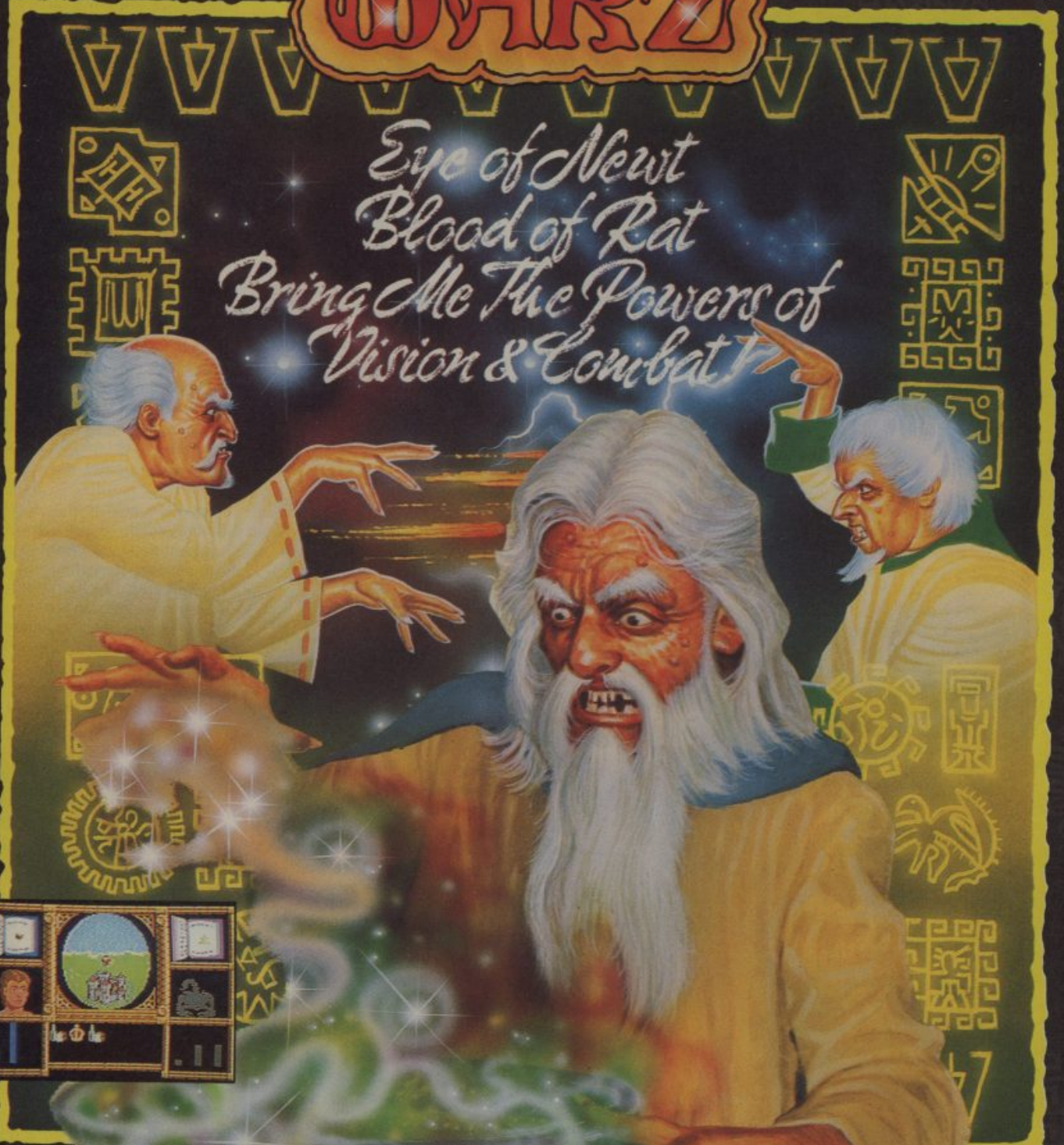
# Street Scene.....


Strip Poker II
AMIGA
Atari ST
£9.95
ANCO
ANCO SOFTWARE LTD.
35 WEST HILL, DARTFORD, KENT
TEL: 0322 92513/18 · FAX: 0322 93422
MAIL ORDER HOTLINE: 0322 522631

VENTURE INTO THE MYSTICAL MEDIEVAL DARK AGES IN

# WIZARD WARZ™

A game that takes fantasy role playing one step further. You will experience all the action as you do real battle with your opponents. To prove yourself worthy of becoming chief wizard you must do combat with horrific monsters and cleverly outwit devious wizards with your spells collected through time.
Witness the superb graphics that set Wizard Warz apart from other strategy games and view through a circular screen that diminishes as your health weakens and makes your goal harder to achieve.
See the effect of your spells as they hurtle across the screen in Wizard Warz combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategical challenge.






screen shot from CBM version

COPYRIGHT 1987
CANVAS SOFTWARE

CBM 64/128
£11.99 DISK
£9.99 TAPE

AMSTRAD
£14.99 DISK
£9.99 TAPE

SPECTRUM
48/128K
£8.99

ATARI ST £19.99

GO!

TOMORROWS SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

# Mailbag.

Computer + Video Games
30–32 Farringdon Lane
London EC1R 3AU

● In your October issue you said you wanted to hear from girls who read C+VG. Cue me I'm 16 years old and I've been reading C+VG since September 1983.

Basically, C+VG is the best computer magazine around. Not perfect, but then, who is? *The Books of Games* are great, as are the occasional *Adventure Extras*, talking of which, Mr. Campbell's Adventure column is brilliant – the best part of C+VG, if I may say so. No prizes for guessing – yes, I'm an adventurer – you can tell by the spidery handwriting and my continual muttering of "Follow Gandalf".

None of my games were bought without a shining review from your team, and I recently bought the computer of my dreams, the Atari ST, which I have yearned for ever since that fateful review of *The Pawn* (a copy of which I am the proud owner, not to mention *The Guild of Thieves).*

Last weekend, with great effort and even greater expense, I translocated myself to the PCW show at Olympia where I confess I visited and revisited the C+VG stand, each time asking a different person for a sheet of stickers – thanks!
I also managed to get my grubby paws on a cheerfully yellow C+VG bag, complete with Big Red 'n' all!

The fantasy section is very interesting – would you happen to know if anyone is planning to make a game of *The Belgariad* by David Eddings? If not, why not?

Complaint one: I couldn't find the 1986 yearbook: I sought it here, I sought it there, in fact, I sought it pretty well everywhere, to no avail. What happened?

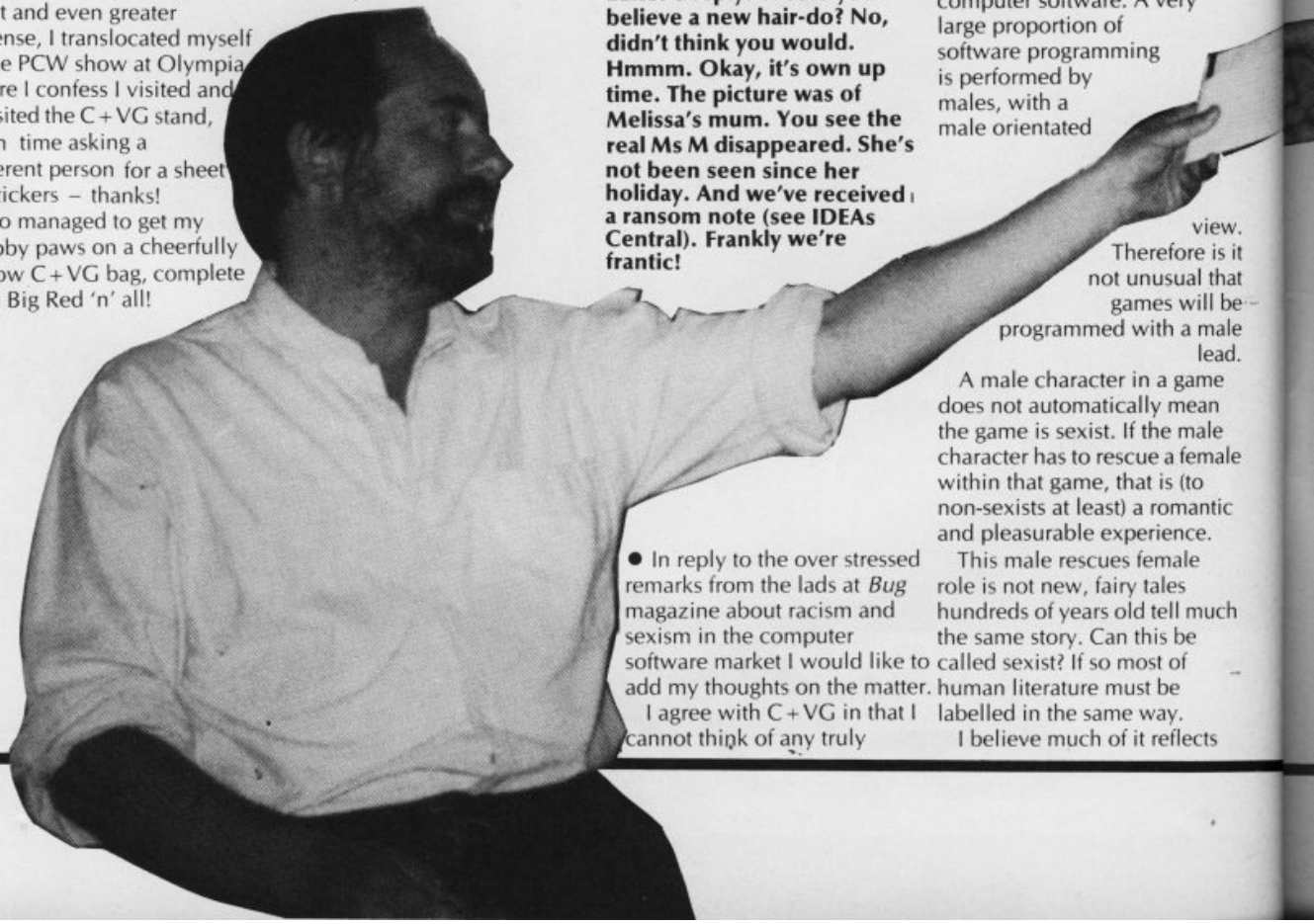
Complaint two: I can't read the Adventure column when you put it on a dark coloured background. Could you perhaps sort that out?
*Sophia Chan,*
*Surbiton,*
*Surrey.*

**Editors reply: So that is where all our stickers went! Answering your moans Sophia. 1) There was no yearbook in 1986**
**2) Sometimes Craig's artistic nature gets the better of him – then WE sort him out!**
**Please don't praise KC too much – he's too expensive already . . .**

● Congratulations on an absolutely mega November issue of C+VG – a tape, posters, lots of funny advertising bits which fall out, a million pages (well, almost) and all that for £1. How come all the other mags put the prices up for much less?

But what has happened to our dear, sweet, divinely beautiful Melissa R at IDEAs Central? She's changed beyond belief. Was it anything to do with her holiday? In October, there was the Melissa we know and love, boasting about going to a "sun drenched beach" for her holidays. And then in November she's totally changed. Was it the Harvey Wallbangers? The hard nightlife? Or did she swim in a radioactive sea? I know people do change but this is silly. Explanations please.
*George Brain,*
*Sheffield.*

**Editor's reply: Would you believe a new hair-do? No, didn't think you would. Hmmm. Okay, it's own up time. The picture was of Melissa's mum. You see the real Ms M disappeared. She's not been seen since her holiday. And we've received a ransom note (see IDEAs Central). Frankly we're frantic!**



● In reply to the over stressed remarks from the lads at *Bug* magazine about racism and sexism in the computer software market I would like to add my thoughts on the matter.

I agree with C+VG in that I cannot think of any truly "horrific" examples of racism in computer games. The only overtly racist games I have seen are the usual "kill the nasty aliens" type.

All games are 'racist' towards the enemy of the piece. They have to be to justify the gameplay.

If you play a war game, taking the side of the British against the Germans we must have some racist feelings against them, wanting to beat/defeat them because they are our enemies (in the game) or the whole exercise would be pointless.

This is not real racism, but a deep rooted desire to protect our own against invaders or trouble makers. It may be right, it may be wrong – but it is part of the human nature and history.

That aside, sexism is a different matter. Sexism always brings out strong emotion in those who see it as an overwhelming attack on the position of women in society.

There maybe many examples of male dominance and female degradation in the outside world but as a whole there is really very little real sexism in computer software. A very large proportion of software programming is performed by males, with a male orientated view. Therefore is it not unusual that games will be programmed with a male lead.

A male character in a game does not automatically mean the game is sexist. If the male character has to rescue a female within that game, that is (to non-sexists at least) a romantic and pleasurable experience.

This male rescues female role is not new, fairy tales hundreds of years old tell much the same story. Can this be called sexist? If so most of human literature must be labelled in the same way.

I believe much of it reflects

real life, life as it is, and was in the past. Sexist, no! Realistic, yes.

The lads state that female editors of computer magazines have the chance to censor so-called sexist material. I'm sure they do this without their help, or with the insisting of any hothead group with a bee in their bonnet.

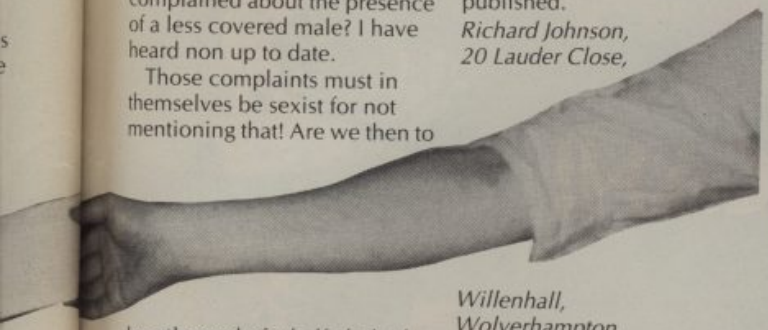
Some advertisers or software houses may push the barriers of good taste, but they know if they went too far their adverts would be banned with a drastic loss in software sales.

Female persons adorning the jackets of computer games are there to enhance the "good looks" of the product. I am sure that most men and women would agree that a female body is more attractive than a male one (and I say that as a compliment).

I myself do not really agree with the use of bodies – faces yes. Very often a female is shown in an advert to brighten up the product, very rarely as a tool to exploit or degrade as so many people think.

How many of those when protesting loudly about the women in the bathing costume on the cover of *Barbarian* also complained about the presence of a less covered male? I have heard non up to date.

Those complaints must in themselves be sexist for not mentioning that! Are we then to be ashamed of a half clothed female but a less than half naked male is okay.



There was no doubting that the *Barbarian* exercise was a marketing gimmick, but it *was* tastefully done.

Let's all rush off to the nearest nearest art gallery or museum and deface all the works of art featuring women (you know, all the naughty ones).

That seems to be where the lads from *Bug* are leading us. Final point. 52 percent of the population may be female, but what percent are programmers or gameplayers? If women are turned off by male orientated games (going by the lads argument) and losing profit because of it, surely it follows that the lads will be turned off by female dominated games. And as the largest proportion of gameplayers are male the profits would still fall. No that argument doesn't wash with me.

The reason more lads than lassies play computer games is more fundamental than that . . . but that's another story!

*T. Worrall,*
*Preston*

**Editor's reply: And this intelligent, thoughtful epic ends the sexism debate. OK?!**

• I am writing to inform your readers of a home base connection service. Not to swap software but write software. If any of your readers are talented musicians, graphic artists, sprite designers and wish to be put on a programmers data base please write and send a *S.A.E.* to the address below.

This service is free all it'll cost is the price of stamps and envelopes. The service I'll put your readers in touch with the type of people they want eg coder needs graphic desginers/artist. And through this hopefully we'll have a lot more software teams, Teaming up. And a better chance of freelance software being published.

*Richard Johnson,*
*20 Lauder Close,*
*Willenhall,*
*Wolverhampton,*
*W. Midlands*
*WV13 3QH*

● I thought I would write to ask why you employ an Australian designer. Before you say you don't, think about how you are going to explain all the screen shots that you print upside down.

There are at least two an issue, is this a secret competition that you haven't told the readers about.

Please explain.

*Gerry Murray,*
*Kentish Town.*

**Editor's reply: Not Australian designers – Australian layout artists at our typesetters. And yes it is a secret competition – unfortunately the prize is a secret too. Tough!**


The Pro's Choice



Competition PRO 5000

Arcade quality joystick fitted with super sensitive microswitches for the ultimate in joystick control. Features include dual fire buttons for left or right hand operation; firm base pads for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£14.95



Competition PRO 5000 CLEAR

Arcade quality joystick with all features of the Competition Pro 5000 but with an exciting clear case.
SCORE LIKE A PRO!

£15.95



Competition PRO EXTRA

A brand new fully micro-switched arcade quality joystick. Features include RAPID FIRE; UNIQUE SLOW MOTION; dual fire buttons; firm base pads, for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£16.49

The Competition Pro range of joysticks carry a two year guarantee.

The Competition Pro 5000 and Pro Extra are suitable for use with the following computers:
Amstrad/Schneider; ZX Spectrum (when used with an interface); MSX computers; Atari; Commodore 64 and VIC 20.

Amstrad; ZX Spectrum; Atari; and Commodore are trade marks respectively of: Amstrad Consumer Electronics p.l.c., Atari International, Commodore International Ltd.

DYNAMICS marketing Ltd

COIN HOUSE NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND
TELEPHONE: 061 626 7222 TELEX: 669705 COING

# JUST THINK




What if you could buy all these hit games in a special pack for the price of one...Wouldn't that be fantastic?

And what if there was an extra **FREE** game included – say the best selling martial-arts simulation "Yie Ar Kung Fu".

Wouldn't that be sensational?




## WELL NOW YOU CAN!

## It's called...

## The MAGNIFICENT 7



And of course it's courtesy of Ocean

SPECTRUM, AMSTRAD, COMMODORE CASSETTE **9·95**

DISK **17·95**

ocean®

You can buy it on December 1st O.K.?

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone: 061-832 6633 · Telex: 669977

# Mailbag.

Computer + Video Games
30–32 Farringdon Lane
London EC1R 3AU

• Here are some serious comments regarding the *Bugs* comments. To him I say, so what if most characters in games are male? Are we to believe that young lads playing these games will grow up believing that women are the inferior sex, just because there is male cat in *Greyfell*. I think not.

I would like to hear what the *Bug* thinks, the consequences are going to be if male characters in games continue to dominate. Would we all – including the girls – be subconsciously trained into being sexist?

I doubt it, and I reckon people like the *Bug* are totally O.T.T.

Another point to be raised, is selling software through sexist adverts/posters with the game. He insinuated that the sole reason *Barbarian* got to 'number one was that Maria Whittaker was scantily clad on the cover. Rubbish!! Who would pay £10 for a poster! Especially if you could get one very similar in C+VG but bigger, for £1!!

*Barbarian* got to the top slot because it is a damm good game! Also does the *Bug* think that females don't buy a game with a male character in it? Preposterous! Ludicrous! Has he ever talked to anyone with normal views?

And I think, Jaron and Jeffrey, that women can do their own talking.

*Chirry,*
*Derbyshire.*

• After reading the letter in your mailbag column, about sexism, I had to put pen to paper. I've never read such a load of rubbish. There's nothing more annoying, or sexist, than a male trying to defend females against sexism. It seems like that sort of person feels we can't defend ourselves.

As for sexism in computer games, I can honestly say I don't think of the sex of a character in any game. It is an object I am controlling in order to play the game.

The player becomes the character. So the sex is that of the player. As for *Strip Poker*, if you think it is degrading for women, don't buy the game.

How many women do you know who would like to be capable of being as cold blooded as a *Ninja* or *Rambo?*

Anyway you asked us girls to write in. Although I am no longer a young girl I hope I qualify. I've read your mag. for three years and enjoy it.

*Mrs J Brartingham*
*Dover*

• Being an avid reader of your mag. I was well pleased with T.T's remarks last issue.

Women are women. They should not and need not be portrayed as sex objects for the likes of men. Yours after all is a computer magazine and not *Playboy!*

A good friend of mine recently wrote to C.U. about Page 3 girls and the effect on women, as well as in computer games. She is a good person to write such a thing – as an ex-*Penthouse* girl, she can look at this issue form both sides. There are loads of computer mad females all over the world and I bet most feel a bit peeved at having to buy *Barbarian* with a Page 3 girl on the front.

On the subject of *Barbarian*, didn't you think it was a bit of a degradation to men as well? Come on girls, let's show this sexist computer world what it is doing to us. If C+VG and C.U. support us, we're gonna make an impact.

*Katherine James,*
*Doncaster.*

• I must write to say how I and sons enjoyed the PCW show. We used your stand as a meeting point, a very wise choice in my opinion. Your team were so friendly and helpful to all the boys and girls with tips and help and I noticed that you didn't hassle them.

I am a mother of three boys, one husband, two dogs and three computers. So, sometimes I feel a bit left out, until I can get my hands on a game or two. My favourite is *Rockford* and *Boulder Dash*. Are there any other mums and dads out there who feel the same? If so why don't you ask all the kids what their parents love/hate.

*A C Smith*
*London*

P.S. Someone has to tell the directors what a great team they have in C+VG!

• I am sick and tired of hearing these no good trendy oiks, always saying the H.M. is dead and old hat. HM unlike the pulp musak that exists from time to time, and rears its ugly head, lives on and will never die. Being the natural heir to classical music it has produced more musical classics than any other form of music. *Stairway to Heaven, Stargazer* and *Heaven and Hell* to name but a few.

If it wasn't for HM bands today, there wouldn't be a guitar industry. Just look at all the new guitar lines the companies produce, all for the HM industry.

Musicians they are, and Gods of their craft, not pulp wimps that mime "cause they can't play".

If HM's so bad then why are the old punk bands switching over, and thousands of new bands forming each year? Two massive festivals a year, in Britain alone, shows that HM is alive and kicking.

Shows how much your car badge stealing trendies know about music. It may have not crossed your little mind but the *Beastie Boys* claim to like HM and have *Slayer* guitarist playing on their pièce of vinyl *Slayer* is a Death Metal band, and you can't get more HM hard core than them.

One simple page in a computer mag and you start winging. Look at us, we're the majority and we only get two hours a week, on one radio station from 10-midnight. You lot get non-stop pulp from morning till dusk on five channels, seven days a week.

I know its hard for you wimps to comprehend that your really in the minority. Hard luck, and if you don't like HM – then you know what you can do.

Wayne, take no notice, they know not what they say or listen to. I was so angry, I wrote this at two in the morning.

*Phil Napolitano,*
*Berks.*

**Editor's reply: Tough talkin' from Phil – anyone, wimps included, got anything to say?**

• After being a devoted Amstrad CPC owner for a couple of years, I suddenly realised that Alan Sugars brainchild was pile of *****, so I decided to buy an Atari ST. As you seem to quite like this computer, I was wondering what C+VG's top ten ST games are, as I am a newcomer to this ST thing, I don't know what to buy.

Also, why on ST game reviews are the screen shots all blurred and horrible? Every other computer is OK, even the Spectrum. So, why are they blurred ie. *Addictaball, Road Runner* etc.

Also which is the best – *Impact, Addictball* or *Arkanoid?*

*Justin Mason,*
*Isle of Wight.*

**Editor's reply: Our top ten ST games? Difficult, but it would go something like this – not in order of merit – *The Pawn, Addictaball, Arkanoid, Road Runner, Leviathan, Karate Kid II, Backlash, Mercenary, Indiana Jones, Super Sprint.* As for *Addictaball* vs *Arkanoid* – it is a split decision here at *C+VG*. Play them first is our advice and make your own mind up!**

# IN A VAST, EXPANDING UNIVERSE THE CHALLENGE IS SURVIVAL

CAPCOM™

# SIDE ARMS

## The ultimate experience for trigger happy arcade astronauts...

The threat: the tyrannical Bozon, who aims to exterminate the earth and it's people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern walls. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentinel" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

Capcom USA Incorporated © 1987. All rights reserved. Manufactured and distributed under licence from Capcom USA by Go! Media Holdings Ltd., Units 2/3 Holford Way, Holford, BIRMINGHAM B6 7AX.





Screenshots from Commodore version.

**CBM 64/128**
£9.99 TAPE
£11.99 DISK

**AMSTRAD**
£9.99 TAPE
£14.99 DISK

**SPECTRUM**
£8.99 TAPE

GO!

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

# NEW LOW PRICE ST!




# ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

## FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:
** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*
If you buy your ST from Silica Shop, you will also receive:
** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*
In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

## DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

**1Mb RAM UPGRADE:** Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

**TV MODULATOR UPGRADE:** Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

## THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

## AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA.**

## FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA.**

## FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

## PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

**SIDCUP** (& Mail Order) **01-309 1111**
*1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX*

**LONDON** **01-580 4839**
*Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX*

**LONDON** **01-629 1234 ext 3914**
*Selfridges (1st floor), Oxford Street, London, W1A 1AB*

# £260 +VAT=£299

## SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

**ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)**
**520ST-FM with 512K RAM & mono monitor £399** (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

## ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

*1040ST-F Keyboard Without Monitor ..... £499 (inc VAT)*
*1040ST-F Keyboard + High Res SM125 Mono Monitor ..... £599 (inc VAT)*

If you would like further details of the 1040ST-F, return the coupon below.

## MEGA STs NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

*MEGA ST 2Mb Keyboard + CPU ..... £999 (inc VAT)*
*MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... £999 (inc VAT)*
*MEGA ST 4Mb Keyboard + CPU ..... £1199 (inc VAT)*
*MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... £1399 (inc VAT)*

If you would like further details of the MEGA ST's, return the coupon below

**ATARI ST**

To: Silica Shop Ltd, Dept CVG 1287, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

**PLEASE SEND ME FREE LITERATURE ON THE ATARI ST**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

..... Postcode: .....

Do you already own a computer
If so, which one do you own? .....

# Pen Pal Page.

● Hi, I'm a 14-year-old CBM64 owner who would like to get in touch with anyone – male or female – from all over the world. I like Karate games. Please write to me.
*Gary Ledsham*
*Clwyd*

● I would like to tell your readers of a new computer club. The club will have news letters printed bi-monthly and will include info. relating to news, tips for new disc users, articles on computer related subjects, members letters, etc, etc. All enquiries should be sent to Spectrum Users Disc Society (S.P.U.D.S.).
*c/o Ken Sutherland*
*16 Second Ave*
*Bearsden*
*Glasgow G61 2LR*

● Hi, I am a 12-year-old kid. I speak English and German and I am a very lonely Amstrad user. If anyone out there has an Amstrad, and would like to chat or anything like that, just write to me.
*Tarek Elk-Semman*
*Hillingdon*

● My name is Ann. I am 18-years-old and own a Spectrum+. I also like chart music. I would like male pen pals aged 16 to 21. Please send photo if possible.
*Ann Corcoran*
*Scotland*

● Greetings from Canada. I am a 16-year-old Amiga user interested in meeting any other Amiga users who want to swap tips, ideas, info and basically anything else interesting. I have several friends who might want to be penpals also.
*Jim Pun*
*575 Bathurst St*
*Toronto, On*
*Canada*
*M5S 2P8*

● I own an Atari 65 XE and I'm looking for pen friends. I'd like to exchange game clues and programming tips. My other hobbies are rock music, films and sport. I'm hoping to find pen pals between the ages of 12 and 18, preferably in Australia, New Zealand, USA, UK and the Pacific.
*Tomasz Wilusz*
*ul. Olsztynska29 m. 203*
*26 600 Radom*
*Poland*

● I am a 24-year-old Amstrad CPC 6128 owner looking for anyone regardless of sex anywhere in the world, who are avid adventure players. I wish to swap ideas and tips.
*Bryan Roberts*
*17 Chedworth Way*
*Eden Hill 6054*
*Perth*
*West Australia*

● Yoh! Any humans want a CPC 464 penpal? Male/female – I don't mind and I don't mind if you live abroad. I'm 12 years old and I am a computer freak and I hope you will swap news, etc. Well, my name's Neil and I hope to hear from you soon.
*Neil Taylor*
*West Midlands*

● I am a 17-year-old boy who would like to have some female pen pals all over the world. I own a C64 computer and I am a member of the CCF-Team. I am waiting for your letters.
*Dimitri van Middelkoop*
*Mahlerrode 29*
*2717 CL Zoetermeer*
*The Netherlands*

● Hi there all you Amstrad CPC 464 owners. I am 12½ years old and would like and Amstrad owner as a pen pal – 11 to 13 years old.
Willing to swap pokes, maps, ideas, etc. I'll write back to any letters.
*Graeme Appleton*
*Bucks*

● I am a boy from Finland and I would like a pen pal who owns a C64 or, as I do, a C128. I have got a disk drive and 1530 datasette and I would like to swap hints, tips etc. I await letters from every corner of the world.
*Reijo Pentinmaki*
*61270 Lupajarvi*
*Finland*

● I am an Amiga User looking for others from every part of the world. My interests are programming, games and designing. Please write to:
*Stefan Didak*
*Doelstraat 147*
*3011 Aj Rotterdam*
*The Netherlands*

● Hi, I am 12 and would like a male pen pal aged between 11 and 13. I own a BBC model B with a double 40/80 disc drive. I also like pop music – especially *Queen*, and playing the keyboards. I would prefer a penpal from England.
*Andrew Breeze*
*Leeds*

● I am a computer freak, who likes to write with everyone from all over the world. If you're interested write to:
*Eddy Van Hoeserlande*
*St-Donaasstraat 30*
*8380 Zeebrugge*
*Belgium*
Oh yes, I own a CBM

● Amiga User wants penpals. All letters will be answered.
*Erik Nilsen*
*Fullriggervn 33*
*N-4056 Tanager*
*Norway*

● I am an Australian CBM64 owner who lurves Arcade Adventures. I would like a penpal from any country who enjoys Marvel and DC comics, Crowded House, Inxs, Paul King, Eastenders and going out. C.R.I.T.C. is coming. Write now.
*Luke*
*5/115 Pacific Pde*
*Dee Why*
*Sydney, 2099*
*NSW, Australia*

● I am a 16 year old MSX 64K owner who would like to swap letters, maps, pokes etc. with any owners all over the world. I promise to answer all letters.
*David Harkins*
*Newcastle upon Tyne*


1 ITS THE 4TH JULY AND THE NATION IS SET FOR AN ALMIGHTY CELEBRATION.
2 INTO THE COMPARENT CALM OF THE WHITE HOUSE BURSTS THE MANIC DR. MEGALOMANN. "STEP DOWN MR PRESIDENT, SUBMIT TO MY RULE OR TODAY AMERICA WILL KNOW A PLAGUE FROM WHICH DEATH WILL SEEM A HAPPY RELEASE".
SCREENSHOTS FROM COMMODORE VERSION
HI KIDS! NO TIME TO LOSE. C.I.A. SAY THERE'S AN UNIDENTIFIED MISSILE LOCATED IN AN UNDERGROUND SILO IN THE MIDDLE OF THE CALIFORNIAN DESERT. MUST BE THE ONE! CLIMB ABOARD THE SKY CYCLE. TOGETHER WE CAN SAVE THE FREE WORLD. GOD SAVE AMERICA!
CBM 64/128
£9·99 TAPE
£11·99 DISK
AMSTRAD
£9·99 TAPE
£14·99 DISK
SPECTRUM £8·99
ATARI ST £19·99
CAPTAIN AMERICA™
IN: THE DOOM TUBE OF DR. MEGALOMANN™
GO!
GO! Media Holdings Ltd., Units 213, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388
© 1977 by Marvel Comics Group. All rights reserved.
© 1987 by Marvel Entertainments Group Inc. All rights reserved.

# IRON HORSE




***Hands up Gringos! Justice waits on the old Iron Horse express. Capture the thrills and spills of the old prairie. The action is dynamite as bandits attack the train you guard.***

| | |
|---|---|
| COMMODORE DISC | £14.95 |
| COMMODORE CASSETTE | £ 8.95 |
| SPECTRUM CASSETTE | £ 7.95 |
| AMSTRAD DISC | £14.95 |
| AMSTRAD CASSETTE | £ 8.95 |

KONAMI

## Another gripping Arcade Conversion

**DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON, W6 0PA**
**TELEPHONE: 01-846 9701 TELEX: 94013766 NMCL G. FAX: 01-741 2283**




For subscription details please send a S.A.E. to:
**KONAMI SOFTWARE CLUB**
Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE**
**0626 56789**

| C64/128 | cass | disk |
|---|---|---|
| Action Force | 7.25 | N/A |
| Adv. Art Studio | 19.95 | 19.95 |
| Airborne Ranger | 11.20 | 14.95 |
| Alt World Games | 7.25 | 11.20 |
| Bangkok Knights | 7.25 | 11.20 |
| Basil Detective | 7.25 | 11.20 |
| Bubble Bobble | 6.55 | – |
| B24 | 11.20 | 14.95 |
| California Game | 7.25 | 11.20 |
| Captain America | 7.25 | 11.20 |
| Compendium | 7.25 | 11.20 |
| Dalbiter | 7.25 | 11.20 |
| Elite 6 Pack II | 7.25 | 11.20 |
| Eye | 7.25 | 11.20 |
| Firetrap | 7.25 | 11.20 |
| Flying Shark | 6.55 | 11.20 |
| Fball Director | 6.55 | – |
| G Lnkrs S/Soccer | 7.25 | 11.20 |
| Galactic Games | 7.25 | 11.20 |

| AMIGA | |
|---|---|
| Barbarian (Psyg) | 18.95 |
| Brian Clough Fbl | 18.95 |
| California Games | 18.95 |
| Defender of the Crown | 22.95 |
| Flight Sim II | 37.95 |
| Goldrunner | 18.95 |
| Guild of Thieves | 18.95 |
| Hollywood Strip Poker | 14.95 |
| Karate Kid II | 18.95 |
| Night Orc | 14.95 |
| Phalanx | 7.25 |
| Rotator 2000 | 16.80 |
| SDI | 22.95 |
| Silent Service | 18.95 |
| Sinbad | 22.95 |
| Starglider | 18.95 |
| Stationfall | 22.95 |
| Terrapods | 18.95 |
| Uninvited | 22.95 |

| ATARI | |
|---|---|
| Alt Word Games | 14.95 |
| Backlash | 14.95 |
| Barbarian (Palace) | 11.20 |
| Barbarian (Psyg) | 18.95 |
| Bubble Bobble | 14.95 |
| Chopper X | 7.95 |
| Defender of the Crown | 18.95 |
| Flight Sim II | 37.95 |
| F15 Strike Eagle | 18.95 |
| G Lnkrs S/Soccer | 14.95 |
| Gauntlet II | 14.95 |
| Gunrun | 14.95 |
| Ranerama | 14.95 |
| Sentinel | 14.95 |
| Subbattle Simulator | 18.95 |
| Terrapods | 18.95 |
| Tracker | 18.95 |
| Trivial Pursuit | 14.95 |
| 3D Galaxy | 14.95 |

**Mail Order Software service for Britain**

# WORLDWIDE SOFTWARE

**Europe, Middle East USA, Africa Australia and many other countries**

| C64/128 | cass | disk |
|---|---|---|
| Game Set Match | 9.75 | 13.50 |
| Gauntlet II | 7.25 | 9.00 |
| Gryzor | 6.55 | – |
| Gunboat | 6.55 | 11.20 |
| Hysteria | 6.55 | 9.75 |
| Indiana Jones | 7.25 | 11.20 |
| Int Karate II | 7.25 | 11.20 |
| Jackal | 6.55 | 11.20 |
| Judge Death | 7.25 | 11.20 |
| Last Ninja | 7.25 | 11.20 |
| Live Ammo | 7.25 | 11.20 |
| Maniac Mansion | 7.25 | 11.20 |
| Mean Streak | 7.25 | 11.20 |
| Mini Office II | 12.75 | 14.95 |
| Morpheus | 6.55 | 9.75 |
| Nebulus | 6.55 | 9.75 |
| Outrun | 7.25 | 9.00 |
| Pirates | 11.20 | 14.95 |
| Quedex | 7.25 | 11.20 |
| Rampage | 7.25 | 11.20 |

| C64/128 | cass | disk |
|---|---|---|
| Ramparts | 7.25 | 9.00 |
| Red L.E.D. | 7.25 | 9.95 |
| Red October | 11.20 | 14.95 |
| Roy of Rovers | 7.25 | 11.20 |
| Rygar | 7.25 | 11.20 |
| September | 7.25 | 11.20 |
| Shoot Const Set | 11.20 | 14.95 |
| Silent Service | 7.25 | 11.20 |
| Stealth Fighter | 11.20 | 14.95 |
| Strt Baseball | 7.25 | 11.20 |
| Subbattle Sim | 7.25 | 11.20 |
| Super Hang 6n | 7.25 | 11.20 |
| Super Sprint | 7.25 | 11.20 |
| Thr Trap Door | 6.55 | 9.75 |
| Thundercats | 7.25 | 11.20 |
| Trantor | 7.25 | 9.00 |
| Victory Road | 6.55 | 9.75 |
| Wizard Warz | 7.25 | 9.00 |
| World Clss Ldbd | 7.25 | 11.20 |
| 720° | 7.25 | 9.00 |

| C64/128 | disk |
|---|---|
| Alt Reality II | 14.95 |
| Autoduel | 14.95 |
| Battle Cruiser | 19.95 |
| Carriers at War | 24.95 |
| Colonial Conquest | 19.95 |
| Defender of the Crown | 11.20 |
| Destroyer | 11.20 |
| Europe Ablaze | 24.95 |
| Flight Sim II | 33.95 |
| Guild of Thieves | 14.95 |
| Hitchhikers Guide | 14.95 |
| Hollywood Hi Jinx | 19.95 |
| Leather Goddess | 19.95 |
| Moebius | 14.95 |
| Ogre | 14.95 |
| Program Tool Box | 28.95 |
| The Pawn | 14.95 |
| Ultima I/II/IV | 14.95 |
| Up Periscope | 28.95 |
| CHEETAH 125 + J/STICK | 6.60 |
| 10 5¼" Blank Disk | 7.99 |

All prices include postage and packing in UK. Overseas orders please add £1.00 per cass/disk for AIR MAIL delivery. Please phone for discount prices of software not advertised. Credit card orders accepted by phone or letter. Cheques or postal orders payable to

**WORLDWIDE SOFTWARE**
**1 Bridge Street, Galashiels TD1 1SW**
**Tel: 0896 57004**

VISA · Eurocard · MasterCard · Access

# ADVERTISEMENT INDEX


Activision ..... 20,21,26,27, 58,159,166,167
Amstrad Sinclair ..... 14,15,141
Anco ..... 116,182
Arcade ..... 78,134
Argus ..... 107,150
Ariolasoft ..... 18,108,147

Brittania ..... 124

Cascade ..... 130,131
Castle Computers ..... 72
Charnwood ..... 119
Computer Angle ..... 78
Compuersoft ..... 134
Computer Software Exchange ..... 134
Cutprice ..... 110

D.L. Chittendon ..... 134
D + PM Corbishley ..... 134
D + H Games ..... 193
Database ..... 81
Domark ..... 65,66,67
Dynamics Marketing ..... 185

E + J Software ..... 128
Electronic Arts ..... 30,31,33
Elite ..... IFC,3,28,167
English Software ..... 113
Euromax ..... 69

Firebird ..... 23,89

Games + Software Library ..... 134
Ghetto Games ..... 94
Gremlin ..... 40,41,161

Hewson ..... 97
Homesoft ..... 134

Ikthos ..... 94
Incentive ..... 10,11

KJC Games ..... 86
Konami ..... 35,172,192

Logic Sales ..... 94

Mail Order Software Soc ..... 134
Mailsoft ..... 125
Martech ..... 82
Mastertronic ..... 43
Megasave ..... 119
Melbourne House ..... 148
Melriga ..... 134
Microprose ..... 13,62,73,92,163
Midland Computer Repairs ..... 78
Midland Games Library ..... 128
Mirrorsoft ..... 100,119
Mosaic ..... 119
Music-by-Mail ..... 152

National Computer Library ..... 110

Ocean ..... OBC,38,76,165,178,186,170,171

Palace ..... 105
Pirahna ..... 142,143
Postronix ..... 114,115
Power House Software ..... 162
Prism ..... 121,154

Rainbird ..... 37

Shekhana ..... 51
Silica Shop ..... 189
Softek ..... 24,50,84,106
Software City ..... 134
Software Supersavers ..... 80
Software 48 ..... 134
Spectravideo ..... 144
Spectrohire ..... 134
Standard Games ..... 94
Supersoft ..... 128
Systems Architects ..... 120

Telegames ..... 128

UK Software Exchange ..... 134
US Gold ..... IBC,6,7,48,53,54,55,56,59,135,157,179, 183,188,191

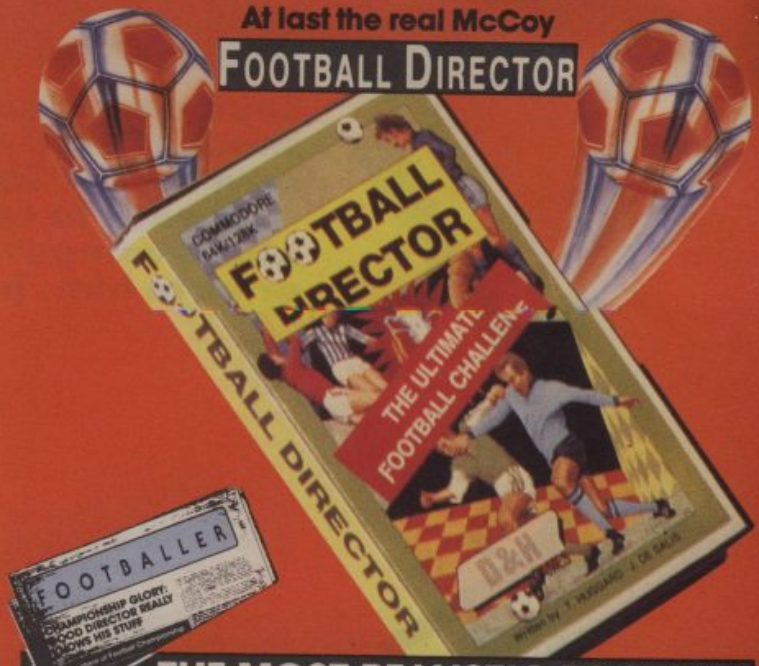
Verran ..... 120
Video Vault ..... 102,125
Virgin ..... 129

Watchdog Home Ent ..... 110
Worldwide ..... 119,193



At last the real McCoy

# FOOTBALL DIRECTOR




## THE MOST REALISTIC FOOTBALL STRATEGY GAME YOU CAN BUY

AVAILABLE FROM ALL LEADING RETAILERS

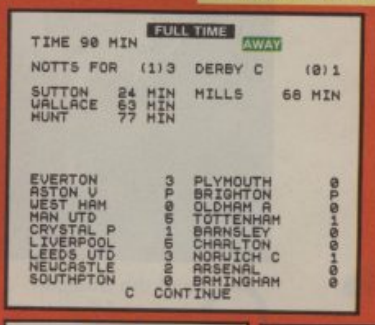
### FEATURES

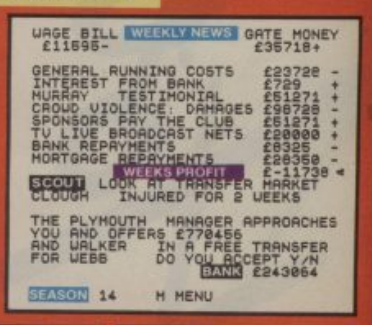
Four Leagues · 20 Teams each · 38 Game Season · Home + Away · FA/League Cup · Replays: European Cup · U.E.F.A. Cup · Cup Winners Cup · 2 Legs: Aggregate · Penalties: Players · Morale: Skill · Field Position · Scored: Conceded · Played: Fixture List · P W L D F A PTS · Scouts: Coach: Physio · Youth Team: Gamble · Substitutions · Sendings Offs · Postponements · Midweek Games · Injuries: Free Transfers · Buy/Sell Shares · Retirements · Transfer Market · Internationals · European Tours · 3 Levels · Manager Rating · Printer Option · 8 Reserves: Promotion · Relegation · Weekly News · Borrowing: Mortgage · Save Game: Interest · Tax: Sponsors · Full Results · Season Tickets · Next Game · Gate Money · Season Counter · TV Cameras · Crowd Violence: Wages · Manager Approaches · Testimonials · Weeks Profit · Name Editor · Team Editor · LMTG Counter · League Titles · Sackings · Extra Training · Insurance · Build Stands · Pools Panel · Manager of the Month · + MUCH MORE

FEATURES VARY WITH DIFFERENT COMPUTERS

ORDER A COPY TODAY

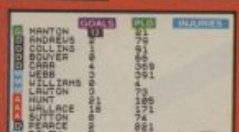
### SPECTRUM SCREENSHOTS

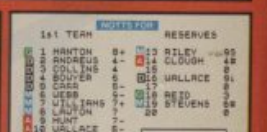




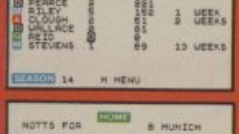


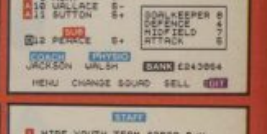









SPECTRUM £8.95 • COMMODORE £8.95 • AMSTRAD £8.95

This game also available by mail order at £8.95 per cassette. Send your cheque/P.O. made out to D & H Games plus a large SAE, with 25p stamp attached. Please write your name and address on reverse side of cheque. (72 hours delivery).

D&H GAMES

19, Melne Road, Stevenage, Herts SG2 8LL
☎ (0438) 728042

# Hot Gossip

by Tony Takoushi

**Loud and proud and ready to shock. Yes, C+VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.**

A couple of months ago I said **Amiga** games software was beginning to arrive in quality and volume. Some of the better games to hit the UK recently are **Impact, Mousetrap, Mission, Elevator, Bad Cats, Dr Fruit** (Mr Do), **The Final Trip, Garrison** and **City Defence** - an absolutely BRILLIANT version of *Missile Command*.

This month I'm taking a look at a game called **Space Ranger** - previously titled TASAR, weird huh? – for the Amiga 500 from Mastertronic.

A scaled down version from their coin-op division Space Ranger is a *Defender*-style game with some tasty touches.

You control a Space Environmental Protection Ranger (SEPR to you) which has to zip around various planets rescuing animals from the clutches of beastly aliens. Jeff Minter, they need you!

The first three planets are called Zyphoor, Jospoor and Carvix. To get the lowdown on these worlds the instruction manual explains – via a rather wild storyline – what you have to collect and destroy.

On entering the first level the first thing to grab your eye is the speed at which the action takes place. Don't hang around – nothing if for free here!

You can fly or walk to the left or right as the screen scrolls – straight out of *Defender*.

The obvious difference is that the backdrop is a three layered scroll which is finely detailed and absolutely pixel smooth. Nice one guys!

There are various nasties flying around which try to pick up the creatures from the surface. Creatures including dinosaurs, turtles, weird running eyeballs and bouncing squids. Once captured the animals are taken to a mother ship which teleports them into her hold via a beam.

You can make the ship drop the creatures by shooting it. But avoid taking too many shots as this can release pounding fists which batter you around the screen.

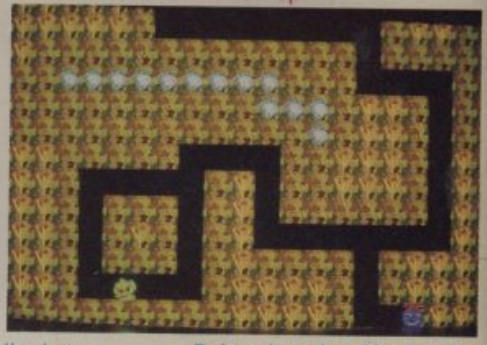
The enemy aliens come in strange forms, there are rolling hands, pronged Wasps, – which like to sting – yellow flying jokers and the dreaded Skull which follows you around firing vicious looking hook bombs.

To aid your mission there is a scanner at the bottom of the screen which clearly details the enemy and where the creatures are on the planet. You must use this to get anywhere in the game.

At the end of a wave you are given a tally of the creatures rescued – extra life at 25 – and progress to the next wave.

The game should be available by the time you read this and on balance I recommend it. It takes the *Defender* idea and enhances it. Action is fast, sound is good and it's a real mean shoot'em up.



One of the dodgier areas of the software industry are conversions of arcade games.

It really is worrying that software houses are content to simply hack across code without eye for detail or the capabilities of the machines they are converting coin-ops on to.

To date there have been some horrific conversions of hit arcade - titles from leading software companies. I can understand the commercial reality of releasing a game to coincide with a hit movie or arcade machine. But what I cannot understand is the apparent willingness of companies to sully their reputations with shoddy, rushed programs which barely resemble the original.

The main reason all this is bubbling up in my brain at the moment is that with increasing popularity of the ST and Amiga machines, software houses are, it seems, content to simply port 68000 code across from ST to Amiga WITHOUT using the extra power of the Commodore machine. This is such a waste!

The ironic part of it is that the Amiga is incredibly powerful and should be LEADING the way, but as the ST now has the mass presence it leads the software market for product.

Take a long hard look at the games for the ST and Amiga. They are getting better but I still feel that the machines are not being used to anything like their processor or design potential.

Name me just one real classy classic shoot'em up for the Amiga or ST that blows you away with presentation and sheer heart thumping action?

There really isn't that much more effort needed to enhance ST to Amiga product so software houses PLEASE take time out to vamp it up.

It will increase sales and your coders ability to produce hot 68000 product . . .

# EN NEW TEXAS SCREAMED FOR AN ARMY – EARTH SENT ONE MAN

# BRAVESTARR™

On the far-flung wastelands of the planet New Texas the discovery of Kerium brings a rush of fortune seekers from all corners of the galaxy. Some are good, but most are bad... outlaws and gamblers, terrorising the merchants and robbing the miners. Out went the cry for an army of lawmen, but in reply the Earth Council sent but one –

*STRENGTH OF THE BEAR!*

*SPEED OF THE PUMA!*

## HE WAS ENOUGH!

*EYES OF THE HAWK!*

*EARS OF THE WOLF!*





*SCREENSHOTS FROM AMSTRAD VERSION*



Marshall Bravestarr – a man of determination, strength, justice and bravery. A man blessed with amazing animal powers that give him unimaginable capabilities and he needs them all in taming a world of rejects and scum. Overcome them he does, all that is but one malicious and greedy individual. That outlaw is Tex Hex, who also possesses magical powers – the powers of darkness and evil, inherited from a time long ago when New Texas was inhabited by the monstrous Broncosaurs. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one, the legendary old West and the space frontiers of the future.

**CBM 64/128 £11.99** DISK **£9.99** CASSETTE

**AMSTRAD £14.99** DISK **£9.99** CASSETTE

**SPECTRUM £8.99** CASSETTE

© Copyright 1987 by Filmation Ltd. All rights reserved.

Marshall Bravestarr, Tex Hex, Shamen, Thirty Thirty, Judge JB, Stampede, Fort Kerium, Starr Peak and the Broncosaurs and the distinctive likenesses thereof are trademarks of Filmation Ltd., and are used with permission.

Manufactured and distributed under licence from Filmation Ltd. by Go! Media Holdings Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel.021 356 3388.

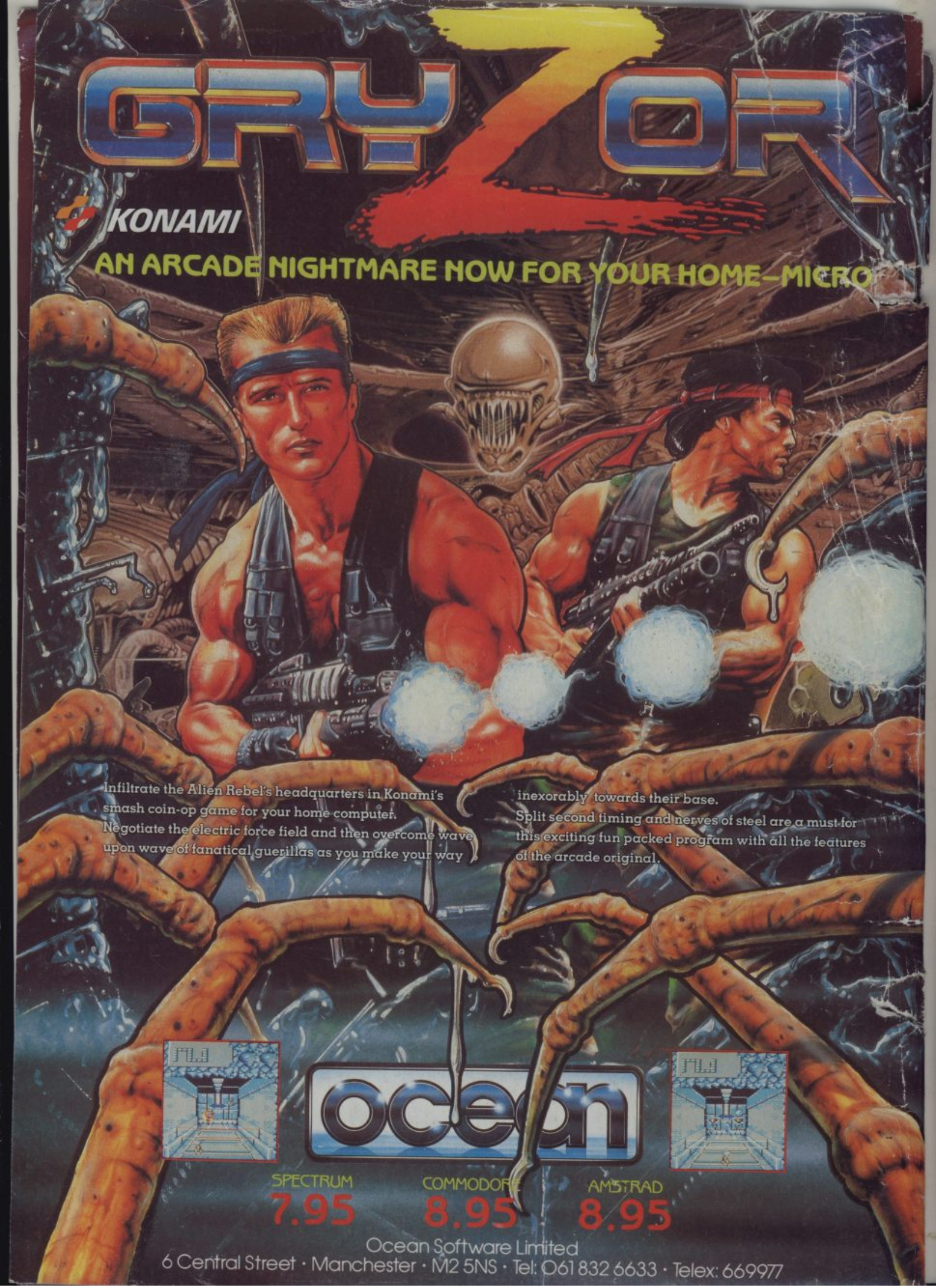
GO!

GO! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7RX TEL: 021 356 3388

# GRYZOR

KONAMI

## AN ARCADE NIGHTMARE NOW FOR YOUR HOME-MICRO



Infiltrate the Alien Rebel's headquarters in Konami's smash coin-op game for your home computer. Negotiate the electric force field and then overcome wave upon wave of fanatical guerillas as you make your way inexorably towards their base. Split second timing and nerves of steel are a must for this exciting fun packed program with all the features of the arcade original.



ocean



| SPECTRUM | COMMODORE | AMSTRAD |
|---|---|---|
| 7.95 | 8.95 | 8.95 |

Ocean Software Limited
6 Central Street · Manchester · M2 5NS · Tel: 061 832 6633 · Telex: 669977