

Computer

GAMER

ARENA

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SR2—The future of
computer simulations?In depth reviews
of the latest games . . .

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Zoids



Master of Magic



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Stardate March 1986

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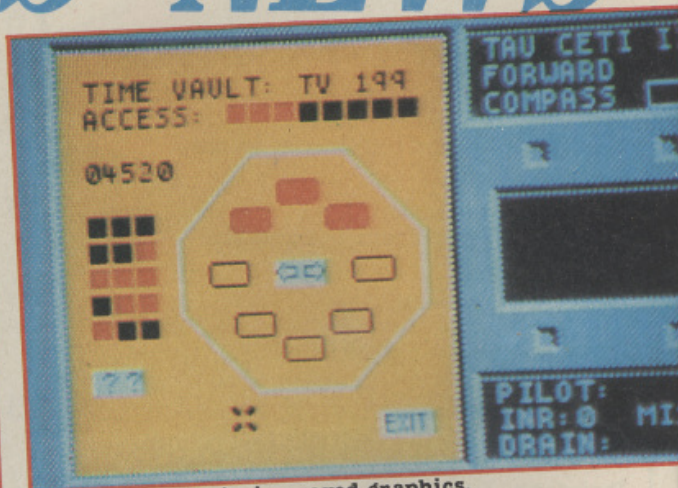
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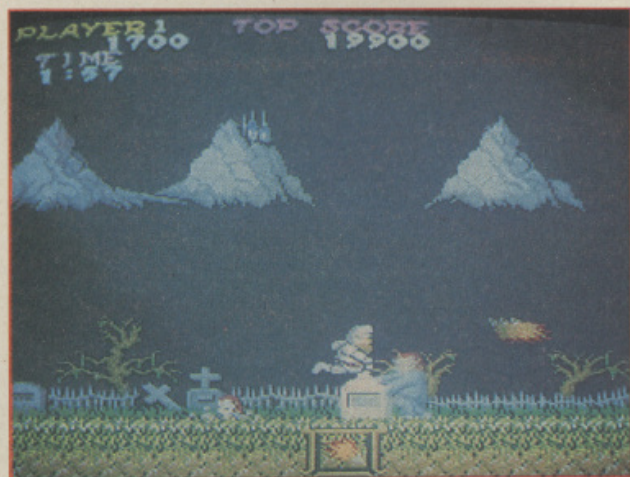


Amstrad Tau Ceti's improved graphics.



your ship or it may be an angry alien that has been trapped inside. Finally, CRL are planning two similar C64 ver-

sions with the tape carrying the game in its simple form and a special disc version with even more added features.



Elite are also set to release computer versions of arcade games Roller Coster and Bombjack but the illfated Scooby Doo has been postponed again.

Roller Coaster will be available in C64 and Amstrad, disc and tape versions and Bombjack will also have a Spectrum Conversion.

Eecaan's Transmission

Welcome to a transmission of the galaxies favourite games magazine that is packed with exciting features.

This month four games are the subject of our unique in depth reviews that we have now made even better! Now you can almost feel the excitement of our cover featured game Arena as you battle with your tanks for survival.

Zoids will challenge both your arcade and strategy skills as you have to fight an entire robot army, alone.

Master of Magic is another of Mastertronic's MAD range of games and will have joystick adventurers reaching for their piggy banks.

Finally we have Melbourne Houses Rock 'n' Wrestle which was written by the authors of Way of the Exploding Fist but we think it's even better!

Our coin-op coverage is even read by arcade owners and this month features a report from the Bacta Ate! 86 show plus a review of an amazing computer simulation machine called SR2.

Plus we have the latest news, reviews and competitions plus another of our popular "Heroic Warrior" paper and pencil adventures.

Tau Ceti Plus

As revealed in January's Computer Gamer, there are to be two Amstrad versions of CRL's mega game, Tau Ceti.

The tape version will benefit from the Amstrads superior graphics capabilities but the disk version will include additional features such as libraries and time vaults.

The libraries are additional buildings found in the games cities where you can dock your Gal-corp lander and call up entries on almost anything to provide background information to the game and possibly an important clue.

The time vaults add a new dimension to the game as they represent not only a puzzle in the combination to solve but also a surprise inside. They may be an extra weapon or shield for

Ghosts & Goblins.

Ghosts and Goblins are set to haunt Spectrum, C64 and Amstrad Computers as Elite attempt to follow up their success of Commando.

The coin-op machine was first seen at the Associated Preview 86 show and features your attempts to find treasure in some very curious locations, including a graveyard.

During your quest you will also find magical armour and weapons and battle with skeletons, zombies and giant snakes that fire fireballs from their eyes.

NEWS NEWS

5

Lucasfilm's next games

Computer Gamer can now exclusively reveal that the next two games from top software house Lucasfilm games will be "Mists of Xenon" and "Labyrinthe."

Mists of Xenon will return you to the planet featured in their previous Fractulas games "Rescue on Fractulas" and "Koronis Rift." This time your mission is a more strategic game will be to destroy the enemy gun emplacements that gave you so much trouble in the other games.

Mists of Xenon should be available in the summer and will be followed by Labyrinthe which is to be a 3D maze game similar to the Eidolon.



The gun emplacements are the target in Mists of Xenon.

Ski Champ

Ski Champ will be the next in the "Champ" series of sport simulations from New Concepts and will use a keyboard overlay shaped like a pair of skis to control the game.

Using the system pioneered in Surf Champ, which is reviewed elsewhere in this transmission, the player can control his skier down several courses including a downhill run, slalom and obstacle course where you must avoid hazards such as trees, snowploughs, groups of kids, cliffs and warning notices.

Your performance down the courses will depend on everything from your knowledge of skiing to the equipment and clothes you selected from the ski-shop.

Ski Champ will be available for the Spectrum and will cost £7.95.

V

The visitors from the science fiction series V will invade Spectrum, C64 and Amstrad computers at the end of March.

In the game you play resistance leader Mike Donovan onboard the visitors massive mothership. This consists of 5 vertical planes of 16 screens across with a depth of 8 screens. Your mission is to destroy the mothership by blowing up the reactor.

To do this you will have to find equipment spread throughout the ships 8 laboratories.

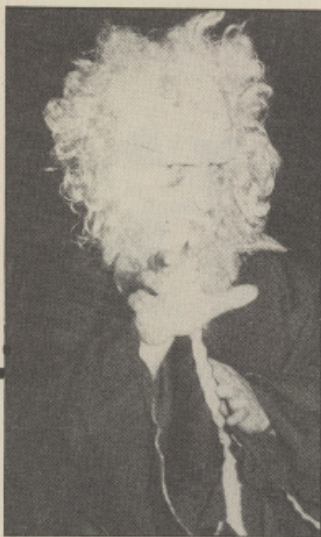
In your way are the lizards themselves and three types of robots. Maintenance robots drift along the ceiling zapping alien particles with their lasers (and that includes you) whereas sensor and security robots are a more obvious threat.

Donovan can fight back with his own laser but since this has a limited charge he must roll under the maintenance robots and leap over the others as in Impossible Mission.

The screen display is split into three sections with the top two showing part of the level you are in and the one above. In the bottom of the screen is a



strange device known as a communiputer. Through this you can monitor the lizards radio messages (useful as they may be reporting where you were last seen), open security doors and even send messages of your own to confuse the visitors that are hunting you down.



David Hambly
— The Micro Wizard.

Micro Magic

Soon you will be able to teach your computer some new tricks with the help of the Micro Wizard, David Hambly.

David is a professional magician who has been featured many times on television including programmes like Database, Pebble Mill at One and the Thames Telethon.

He has pioneered a new branch of magic using computers as his assistants and now through the "Magic Box" some of his secrets could be yours.

The "Magic Box" will be a book/tape package providing explanations and the software necessary to perform tricks as diverse as card tricks, book tricks, mathematical muddlers and telepathic and ESP experiments.

David's next trick will be to find a software house to publish the "Magic Box" and we'll reveal all as soon as this happens.

Off the Hook

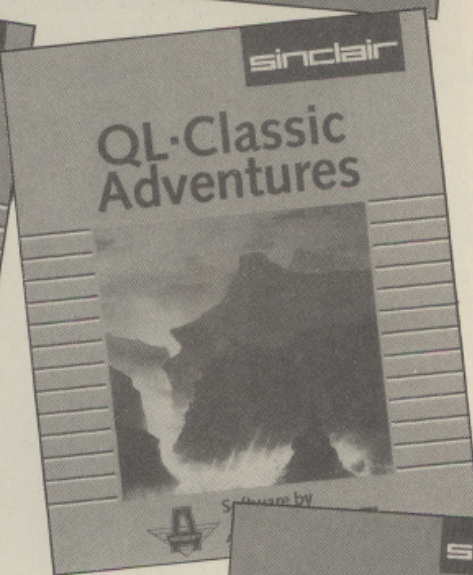
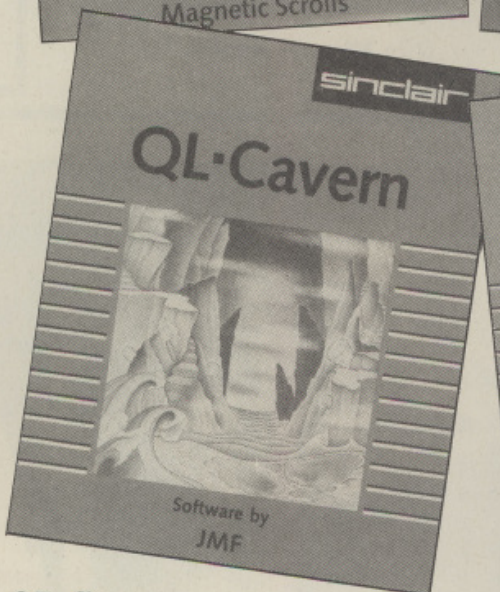
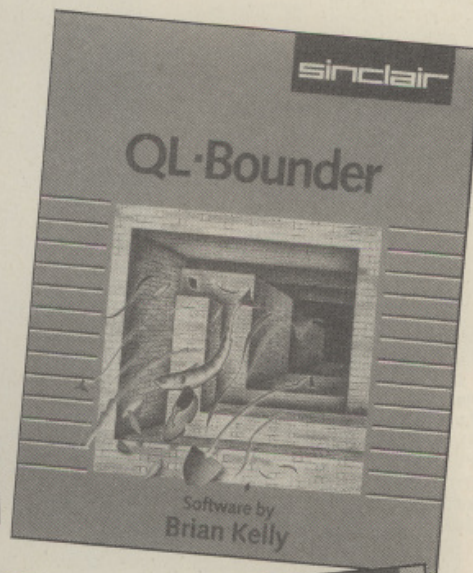
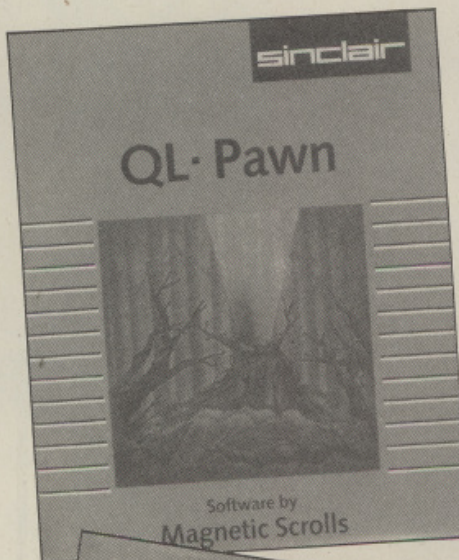
Off the Hook is the charity compilation tape followup to Softaid which raised over £350,000 for famine relief in Africa.

This time the charity deserving your support is the Princes Trust for Drug Abuse Rehabilitation.

The Off the Hook tape will cost only £6.99 and will contain programs from top software houses including Activision, Beyond, Firebird, Gremlin Graphics, US Gold, Ultimate, Melbourne House and Ocean. The actual games are still to be finalised but it is obvious that the tape will be excellent value for money and about £4 of the cost will help a charity.

The project is being planned by Rod Cousens, the man behind Softaid, who hopes to have a Spectrum, C64, BBC and Amstrad tape out by the end of March.

NEWS NEWS



QL Games

Sinclair have released 5 new microdrive cartridges to the delight of a game starved QL market.

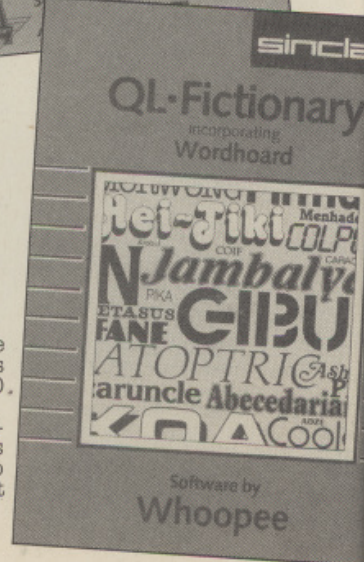
The releases include 2 adventure packs, two platform games and a word game called Fictionary that is reviewed in this transmission of Gamer.

Adventurers will relish a fantasy adventure called Pawn and a Classic adventure pack containing "The Adventure", a version of the game that started it all and the excellent Mordens Quest.

G

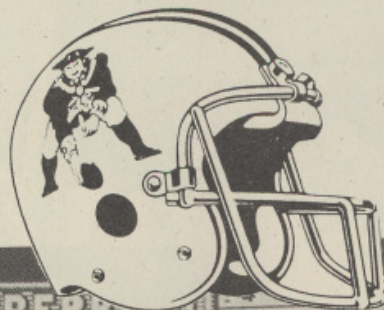
Bounder and Cavern are two typical platform games each featuring over 50 screens of fiendish action.

Each game is accompanied by full instructions and a blank cartridge to backup the game and cost around £13.



S NEWS NEWS

7



Super Bowl XX

Now you can re-enact the battle between the Chicago Bears and the New England Patriots for the Super Bowl in the comfort of your own home.

The official NFL endorsed American Football computer game is to be released soon by Ocean.

The game will allow either one or two gridiron groupies to do battle on a split screen display used to illustrate half of the football field, on the left hand side and game statistics and two TV monitors on the other side.

The monitors add impressive graphics to the game since the players are only represented as marks on the field display.

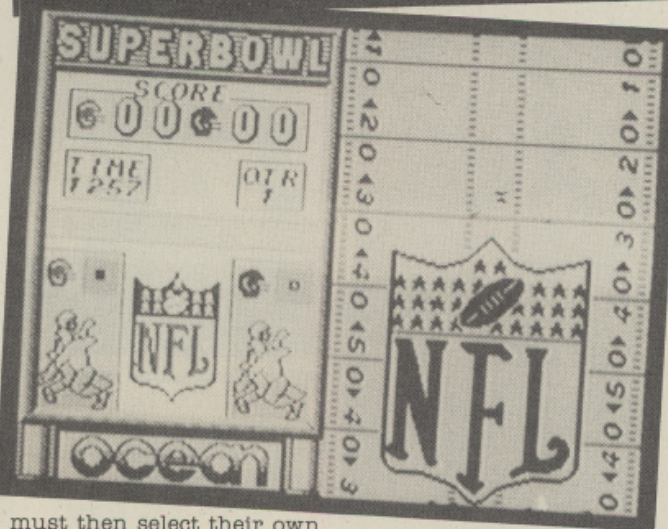
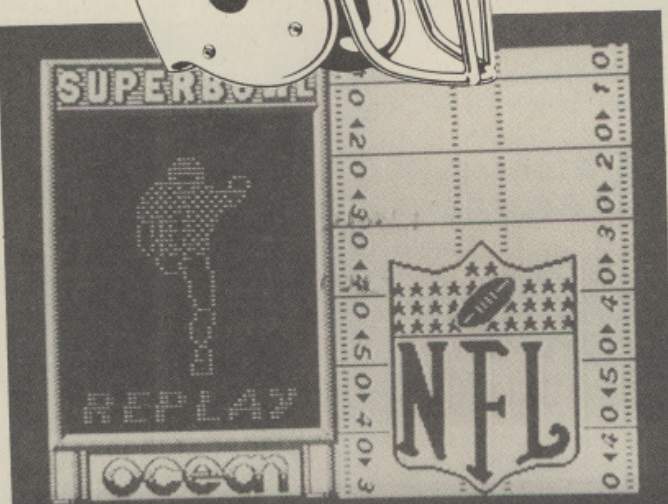
One monitor follows the offense as the ball is snapped to the quarterback and then either passed to a receiver or handed to a running back for a gain or loss of yards and perhaps even a touchdown.

The other monitor keys on the defences attempts to stop the play and generally make life as difficult as possible for the quarterback. However some important decisions have to be made before the play can begin.

The team on offense (probably Chicago if the actual Superbowl is anything to go by) initially selects either a long pass, short pass, run or special play which includes odd things like field goals and punts.

Selecting one of these options leads to other menus that define the play fully. For example designating pass receivers and even the patterns that they may run.

The defense then sees this general formation displayed on the screen and



must then select their own formation, 3 4 4, 4 3 3, blitz and so on and then can go on to specify assignments for each defensive player. For example he may assign four to clobber the quarterback, two to mark the receivers and the rest to stop anything else that moves.

Once that lot has been decided the play itself can begin.

As the quarterback takes the snap the offence controls him with his joystick. Pressing the button will pass the ball to the

designated receiver. However if he is being marked by the defense (who can directly control one of five of his players with his joystick while the others do their assigned tasks) he can use the joystick to select one of four other receivers.

Superbowl should be available in the shops as you read this in C64, Spectrum and Amstrad versions and will cost £9.95.

Order the next transmission of Gamer now to read a full in depth review.

Gargoyle go on the D&D Trail

Gargoyle Games are the latest software house to attempt to recreate the action and atmosphere of a roleplaying game on the computer screen.

Their forthcoming game, Heavy on the Magick, is a marked change from their usual style that produced games like Dun Darach and Sweevos World.

The games main character will be an apprentice Sorcerer who has been thrown into the middle of a deadly dungeon following an argument with a rival magician. This character will appear on the screen in large graphics, about 2½ inches, with everything else in scale.

Gargoyle have opted for single letter keywords to control your character. For example "m" for move and "o" to open. Sensibly the program will assume you want to open the nearest door which allows you to concentrate on the problems laid before you.

Most problems that you will face will come in a hairy or slimy form which can be fought with either a sword or magic. Magic won't be easy to use as you're used to. As you won't just find scrolls with spells lying around. Instead you'll have to build them yourselves. For example your power to transform objects may be greatly improved if you have an effigy of the object in question.

Once you've mastered the spells you'll be able to make yourself invisible, levitate objects and even animate objects.

Heavy on the Magick is planned for release at the end of March.

Alligata Bites Back!

Alligata Software the Sheffield based company that came into the news recently after it's law suit with Elite over the Commando/Who Dares Wins argument, is due to launch two new games.

The first is to be called "Ark Pandora" and will be available on their 'Rino' label. It is a 94 screen, icon drive, graphics adventure.

Set on a desert isle, the game sets you as a murderous pirate that has to free the peoples of the island from the equally murderous tyrant that is currently ruling over them.

Eliminate him and you gain your own freedom. Also included in the package is a screen designer that will allow you an almost infinite variation on the game.

The second game — "Meltdown" is for the Amstrad CPC 6128 disk only. Though a cut down version will appear on tape for the lesser Amstrads. The game has full 3D high res graphics and speech.

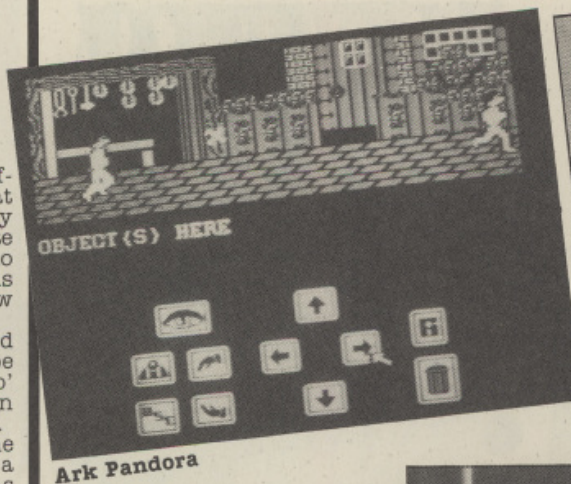
The idea behind the game is to stop the meltdown that is threatening to happen to a SDI 'Star Wars' HQ on the moon. The nuclear reactor there is looking like it's going to blow. The game boasts a 64 location 8x8 maze, 18 tasks of skill speed and endurance. With a major game between each level.

The game takes up the entire side of a 170K Amstrad disk.

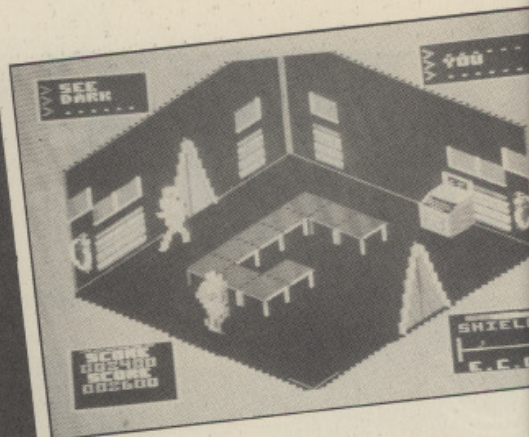
Logging onto terminals, code breaking, hacking, are just a few of the activities involved in getting from level to level. While The President's Brain, Electrocircuit, or Hackspeak are games within games.

The 64K version will have no speech and only one of the games.

Meltdown will be available towards the end of March at £8.95 for the tape and £14.95 for the disk. Ark Pandora will cost £9.95 and will be available on tape or disk, and should be out now.



Ark Pandora



Meltdown

The Winners get their Awards

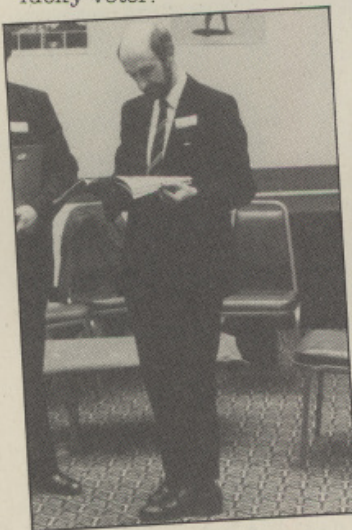
Last month the software industry gathered at the Regent Palace Hotel in London's Piccadilly to receive their 1985 Game of the Year Awards.

The awards were the result of a readers poll held in Gamer and the full results were printed in the last transmission.

Turn now to page 96 to see whether you won the fantastic prize on offer to a lucky voter.



Robert Stallibrass (Firebird) accepts the hologram award for the best game, Elite, from Gamers Editor.



Tense discussions before the presentations.

Mike Mahoney (Alligata) can't wait to read the latest Gamer.



ID

An alien life force has found refuge in your Spectrum. It's memories are shattered its secrets hidden. In the first program for CRL's "experimental" software label, Nu Wave, you have to talk it out.

By answering ID's questions and by asking your own you will gradually be able to repair its personality.

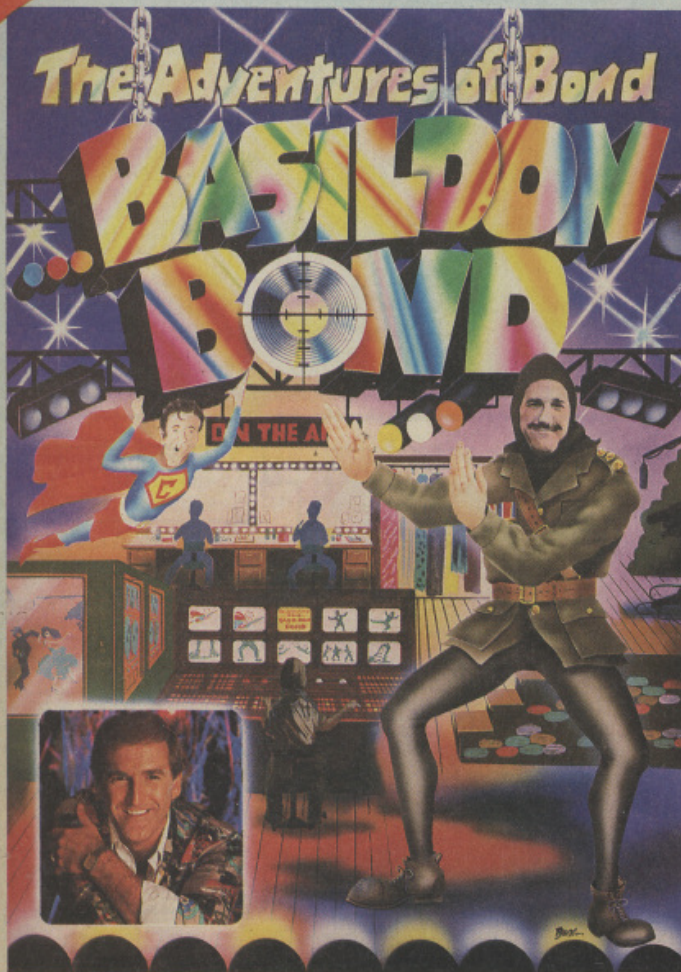
This process isn't going to be easy as ID's moods fluctuate dramatically from sad to happy, trusting to annoyed and even scrungy to dribbly.

All the time you must try to build on its trust until finally you will find answers to some of your own questions.

CRL are also working on a games creator which will allow you to simply write programs like Knight Lore and Sweevo's World.

NEW RELEASES

Bond... Basildon Bond



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The Devils Crown

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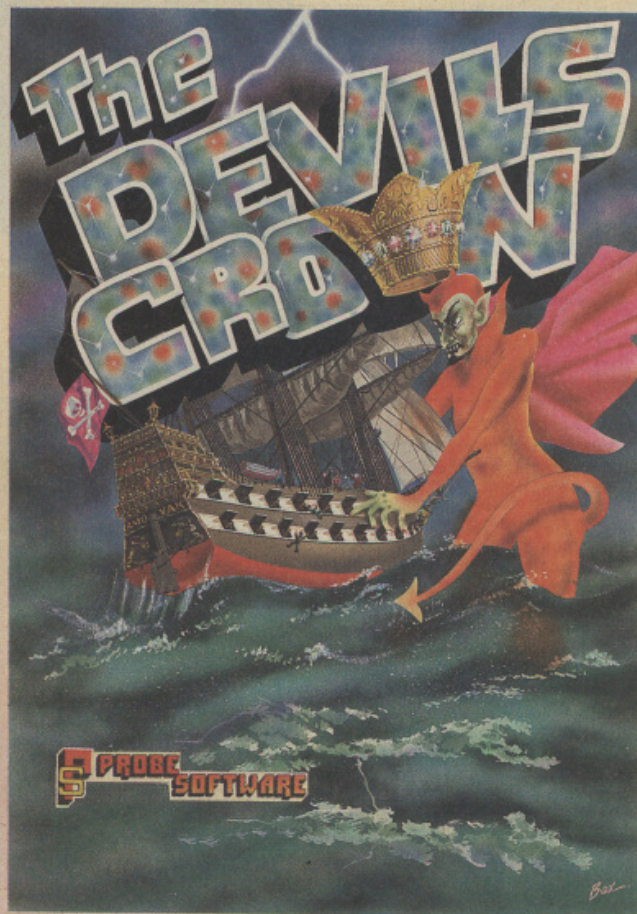
Amstrad Action Review — A.A. Rave

Graphics 94% Sonics 75% Grab Factor 85%
Staying Power 89% AA Rating 87%

Amstrad £9.99 Cassette. £13.99 Disk
Spectrum 48K £8.99



Screen shots from Amstrad version



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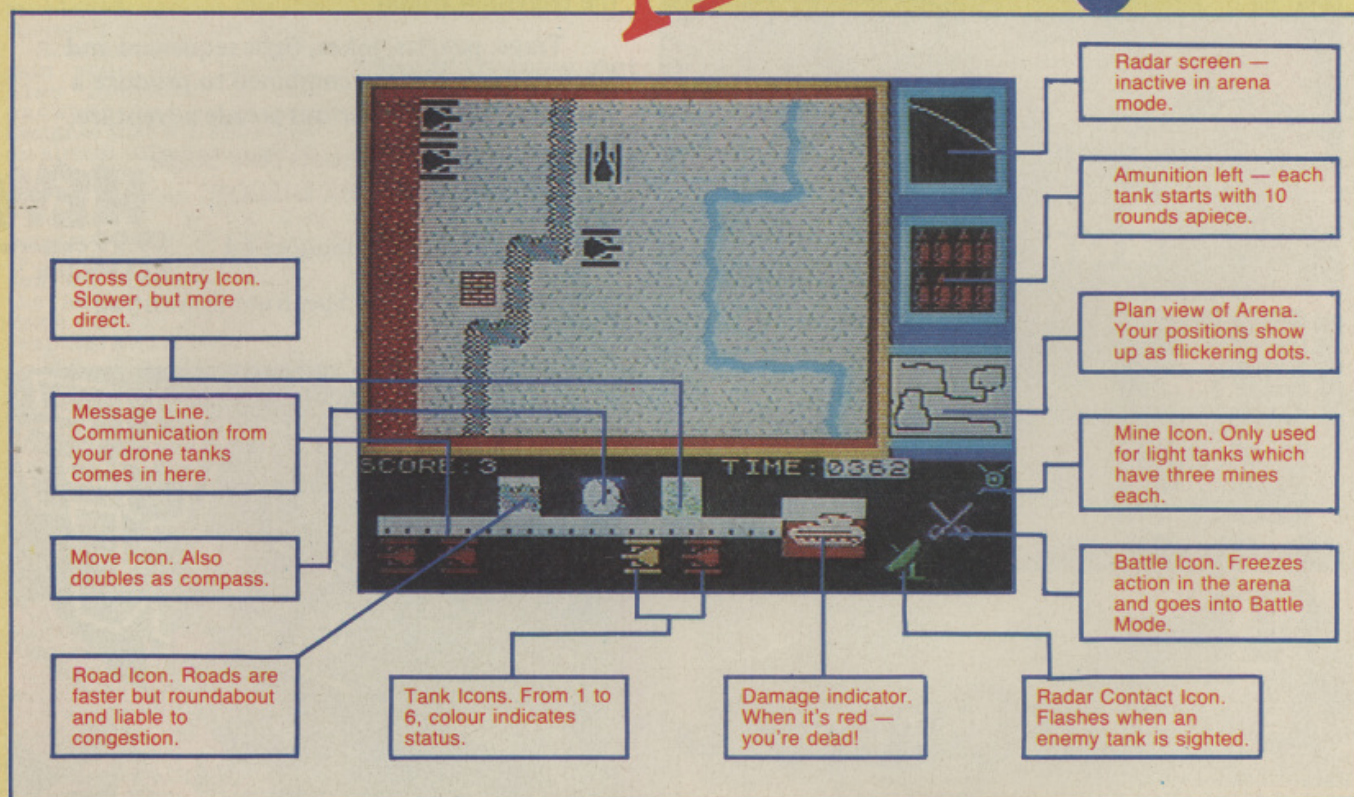
W.H. Smith



Laskys and all good software retailers

There are no rules in the Arena — or are there? Mike Roberts puts the ultimate battle zone under the tactical microscope.

ARENA



Arena is the latest game from the long established software house Lothlorien. Tolkien fans will also remember Lothlorien from The Lord of the Rings, as one of the mythical lands in Middle Earth — (I just thought that I'd mention that, having just seen the film on telly and thought 'gosh, so that's where they got the name from) — but back to the plot.

Lothlorien have been quiet recently, their last game came out some months ago, and Arena is the result. The game is broadly based on the Battlezone type of scenario, 3D tanks etc, but with a whole lot more included.

Let me set the scene. It is

the latter half of the 21st century. The planets of this and further solar systems are colonised. The threat of using this high technology to resolve an earthbound conflict worried most people (in a similar way to the nuclear overkill situation today) so the Arena laws were passed. This meant that returning space fleets were not allowed into the solar system, war was abolished, and a system of resolving disputes in the arena was developed. Opposing sides would battle it out in tanks in a massive battle area on the coast of Sweden.

One champion from each side would control a command tank with five other

slave tanks. The previous English champion was creamed by the Welsh during an earlier bout, it is up to you to restore honour...

The game is a pseudo-strategy game that will give the strategists amongst us a good run but not get too boring for the rest of the assembled game playing fraternity.

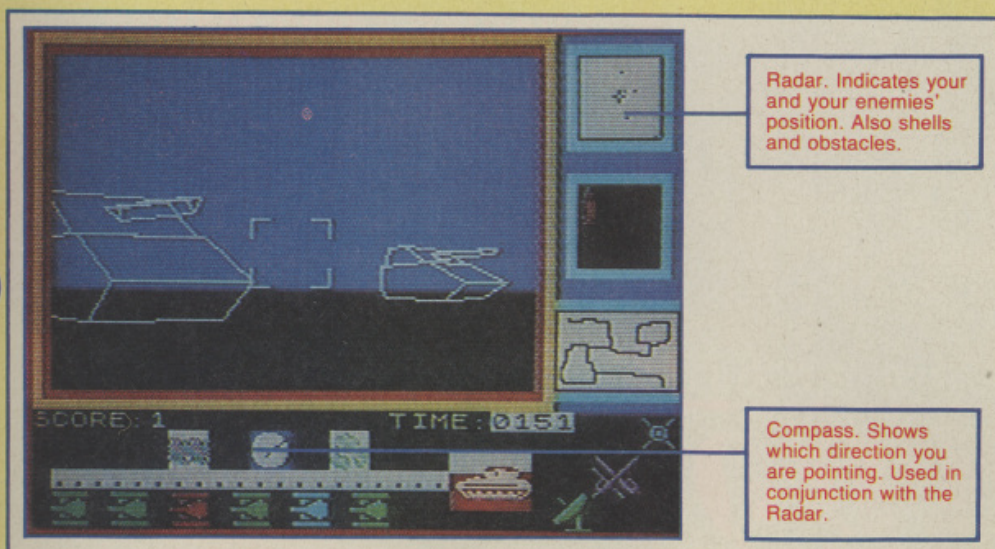
There are two screen modes in the game, one is arena mode, where you can see a portion of the arena from a bird's eye view, and the other is battle mode, which is like Battlezone — but more about that later.

Arena mode is where you will spend most of your time. This is where you can

see the status of all your tanks, some of the enemy tanks, and give out the appropriate orders, and work out the ways to eliminate the bad guys.

The game is Icon driven, with all available options being represented by little pictures, and a joystick driven cross can be used to choose which will be the lucky instruction to be used.

There are five status Icons, Ammo — gives the ammo level for the current tank, Position — a road map of the arena with your current tank positions marked, Radar — flashes if any of your tanks is picking up a signal, Damage — how badly off your current



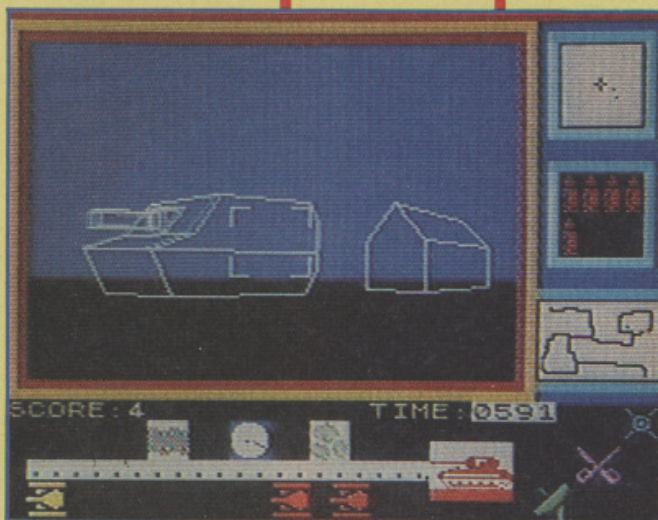
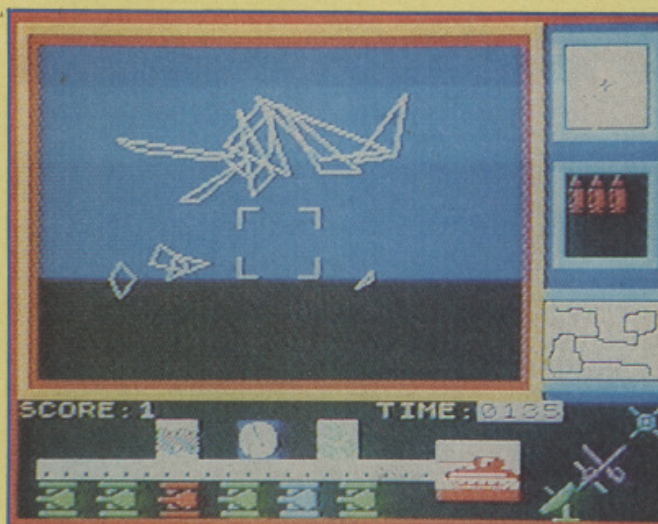
tank is, and Status — this tells you what your currently selected tank is up to.

You will notice my use of the phrase 'currently selected tank' this is because you can only instruct one tank at a time — though all the other tanks can be carrying out already pre-defined orders. To select a tank you position your cross on one of the tank Icons (six of them from one to six along the bottom of the screen).

Once you have selected your tank you can instruct it with one of the five instruction Icons. They are: Drop Mine — this is only applicable to the type of tank that carries mines, selecting this will drop a mine in the current position, though don't hang about too long or you'll get hit instead. Battler — this select the route Icon as to and Overland are used with the movement Icon. Selecting the movement Icon Freezes all the action and allows the tank to be directed at a destination.

To do this you select move, and a square will appear on the map. Move the square to the desired position, and press fire. The action will then recommence, and you must select the rout Icon as to whether you want the tank to move overland (more direct, but can be slow for some tanks) or by road (fast, but indirect and can get congested).

The tank will then plod on relentlessly towards that spot, meanwhile you can get back to doing other things. Whilst your tank is moving its con will flash, so you know what is happening.



On contact with the enemy, the radar icon will flash and you must check all your tanks in turn (selecting a tank icon causes it, and its near area to be thrown up on the screen). If an enemy tank is in line of sight with one of yours (ie. no trees, hills, or buildings in the way) then he will appear on the screen as well as yours. Alternatively you may find out about him when the message 'Tank number 4 under attack', but by that stage it is usually a bit late as your solitary armoured car is obliterated by five enemy tank destroyers!

If you do spot an enemy fairly close, then plot a path to him with one of the route Icons — wait until you get real close (perhaps dropping a few mines for good measure) — then select battle mode. Battle mode gives you 3D wire graphic picture of the surrounding area of your tank, including all trees and buildings (good for hiding behind). The direction indicator and radar scope come into play now, so that you can see some distance. Once you have found your target it is time to battle.

All tanks carry 10 shells, but tanks have different weaponry and armour — so don't be surprised if two hits from Welsh tank destroyer will wipe out, whilst 10 direct hits from your hover tank don't so much as scratch his paintwork.

The battle sequences are very similar to Battlezone, except that only two tanks can be controlled at any one time. So occasionally you can find a non-moving tank, which will be a sitting duck. Mind you, whilst you are eliminating it and using up all your precious ammo, the real (moving) baddy will be coming up your tail.

There are a number of different arenas, with differing roads, rivers, and ammo dumps, and four different types of tank — though you can't have a mixed group of tanks. These range from the previously mentioned heavy tank, to the light and hover tank, which manoeuvre well, to the radar transparent stealth tank.

To sum up, this is one of the best tactical (rather than the over used phrase 'strategy') game that I have seen on the Spectrum. And I am looking forward to when it gets brought out on one of the more advanced machines — then it should be incredible!

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BICTON PARK

SR2 at Bicton Park

Whilst at the BACTA ATEI show (the one featured in Coin-Op this month, elsewhere in the issue) I was confronted by a larger-than-life American with a transit van — well, it looked like a transit van. It was, in fact, the latest in amusement part/fairground 'rides'.

Broadly based on the technology developed by Redifusion, SR2 is similar in concept to the type of simulator that airlines and airforces have been using for years. The minibus size cabin seats 12 people who look forward at an ordinary film screen. All the seats have seatbelts, so this is no ordinary cinema...

The whole arrangement is mounted on a set of hydraulic rams (are you beginning to get the idea yet?), which in turn is connected to a small computer.

Doron Precision Systems Inc (with a name like that, it comes from America of course) make a set of films and cartridges which they call 'swear-you-are-there programmed adventures' (not only are they American, but they come from New York!).

So, that's the theory — a computer throws the occupants around in synchronisation with a film with extremely loud stereo sound.

In practice, it is one of the more interesting uses that I have seen a computer put to use on. We rode with the demo tape. This is a five minute long sequence of some of the 12 programs available to the system.

You start by being towed up a rollercoaster, this is followed by a few dips and loops (being thrown around of course!) and into a tunnel. Out of the tunnel and you are flying in a banking diving aeroplane.

Then comes the Cresta run (at this point you feel you ought to have brought a small paper bag!) with no holds barred as you slide all over the place. Also included is racing in a Mazda RX7 and more roller coastering.

SR2

That was only a taster, but it wasn't half good. Other cartridges available, but unfortunately not sampled by us, include more rollercoasters, sports car chases through Atlanta and Paris. Barnstormer, which is a ride in an acrobatic biplane. Carrier Fighter, puts you in a jet fighter — take off, traverse hostile territory, and land on an aircraft carrier.

Starfighter — one I sorely wished that I could've had a go on, battling beyond the stars in deep outer space. Thunder River puts you on the white water through a Texas canyon on a raft.

Wild ice is a longer version of the previously mentioned bobsled run. Mountain twister is skiing down a mountainside, and silent depths is a submarine sequence.

Unfortunately most of these are not available in Britain at the moment, so you will probably only find the rollercoasters and the compilation tape available, but you can always hope.

Actually in the machine is a real experience. The front sets are best, because the screen is a bit small. But, apart from that the experience is well worth sampling. The machine can go to 18° of tilt in any direction. 18° is quite a lot, especially when it is very fast. After the show I was getting quite used to being thrown about, but in total darkness, with 50W stereo, and a mad computer trying to shake you up, it can be difficult remembering that you are still on the ground (or at least within 10ft of it!).

Thanks to the Smiling Lion Company and Doron for their co-operation and help.

SR2 — Not a game, not an adventure, not even a Lithuanian radio station. SR2 could be the ultimate computer simulator. Mike Roberts and Steve Phipps examine the beast.



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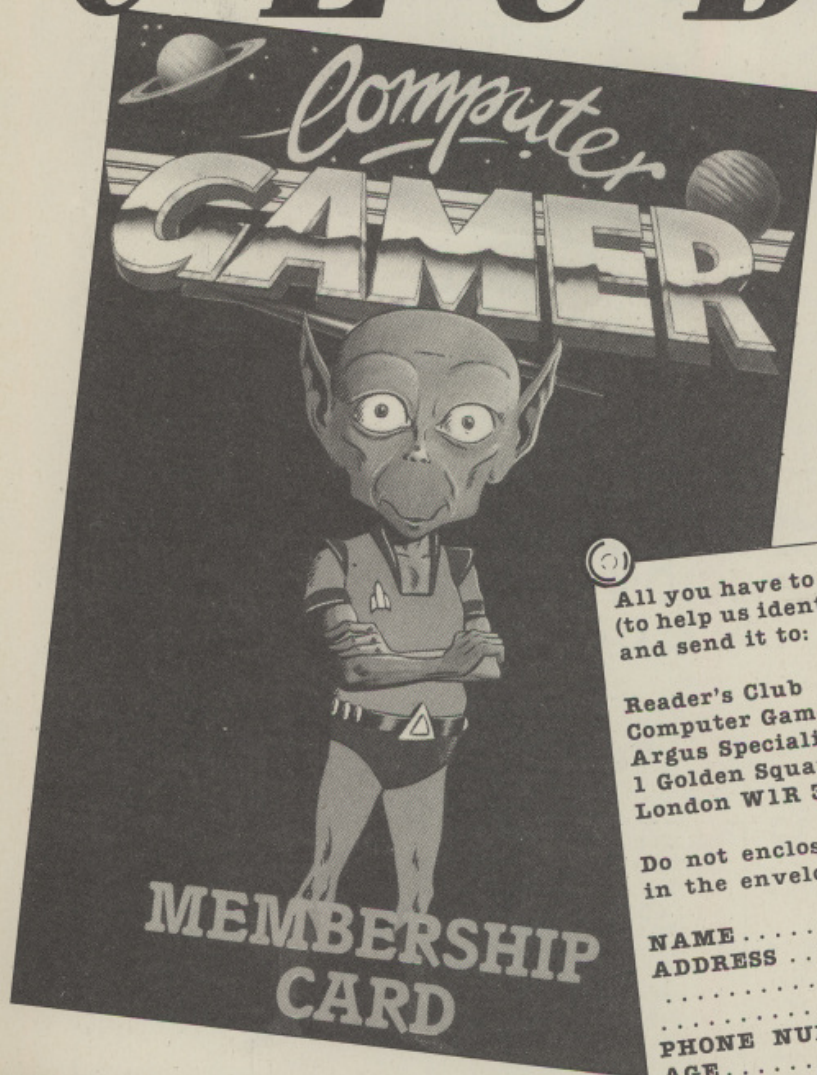
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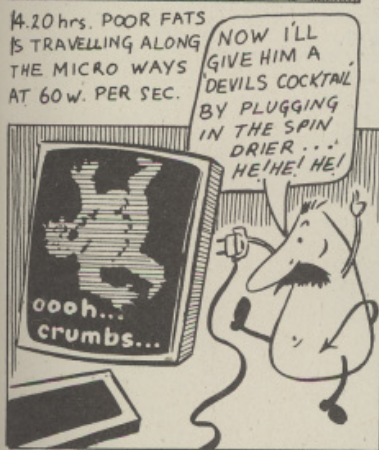
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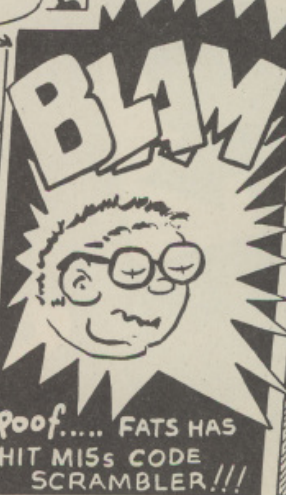
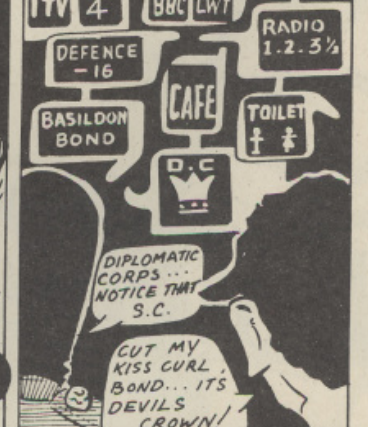
MARCH 1986

Probe Software The B Team

—by Ken Baxendale—



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Computer GAMER

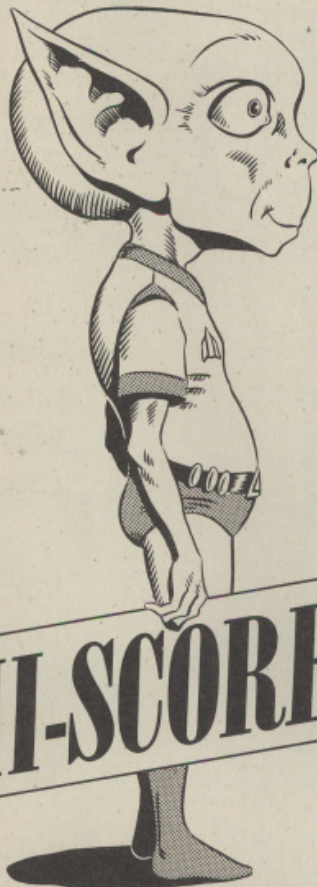
All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you would like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

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HI-SCORE COMPETITION CHART

Game	System	Scorer	Score
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Action Biker	Atari	Barry Dunlop	195333
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	Phillip Avery	267855
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Noel Reynolds	121480
Elite	BBC	Gerard Kearney	111450
Elite	BBC	D Codrington	13437772Cr(Elite)
Elite	Electron	Graig Burbridge	824559(Elite)
Bruce Lee	C64	Jason Kennedy	428957315
Bruce Lee	Spectrum	Sam Swift	6000000
Dropzone	C64	Keith Nicholson	1185650
Spy Hunter	Atari	Stephen Lakey	1140230
Spy Hunter	Spectrum	Alan Hopley	2720000
Who Dares Wins II	C64	Chris Beckett	202625
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Frak!	BBC	Paul O'Malley	1500810
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Exploding Fist	C64	Simon Johanessen	214000
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Yie Ar Kung Fu	Amstrad	Derek Bailey	1106800
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Supertest	C64	Julian Bryant	7015000
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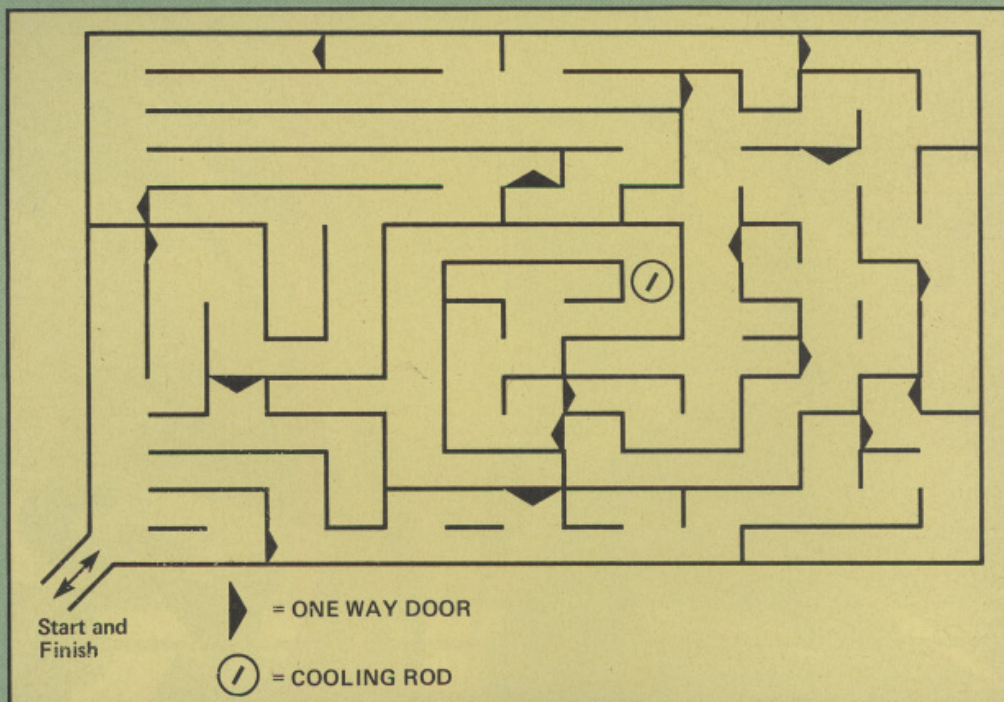
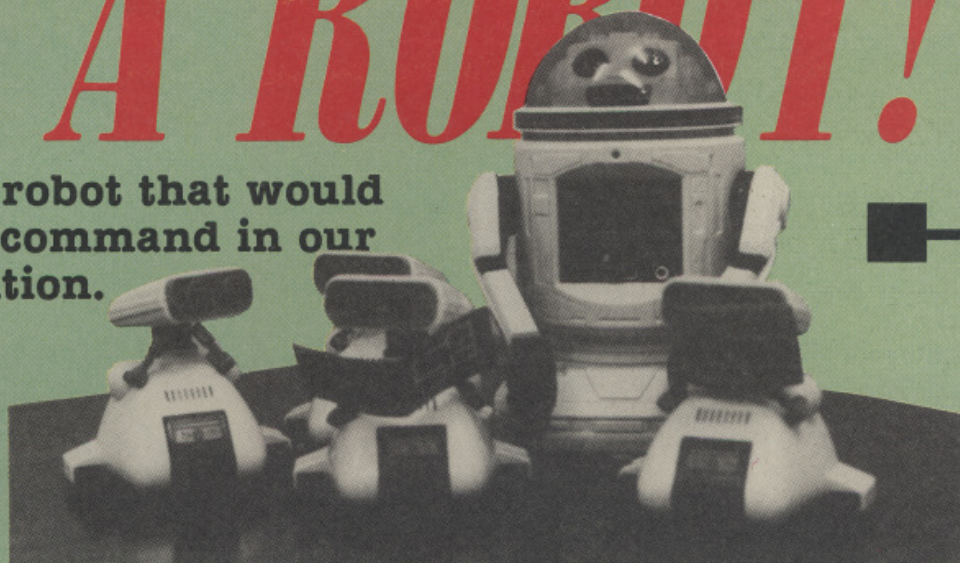
How to Enter

During a game of Tau Ceti (which we featured in our January transmission) you have to battle your way through a planets defenses to get to a substation. Inside you hope to find part of the 20 reactor rods that are spread across the planet. We've tried to imagine the problems that you would face actually inside the substation and drawn a map of what we imagine it to be like.

We want you to study it and guide a Verbot through it to get the reactor rod and then get back out to the Galcorp skimmer in the smallest number of commands.

The commands that you have available are forward, backward, turn left (90 degrees), turn right (90 degrees), flash lights and bleep, stop, pickup and drop.

You can only issue one command at a time and it will continue performing that action until ordered to do something else.



Remember we want the smallest number of commands possible.

When you think you have worked it out write down the sequence of commands you have used on a piece of paper and include it in an envelope along with the entry form below. Then write the total number of commands you have used on the back of the envelope and send it to:

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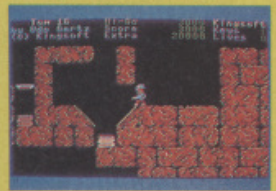
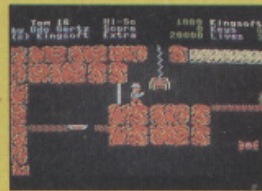
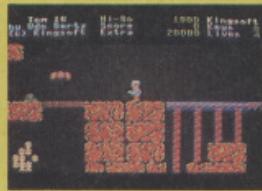
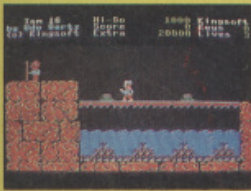
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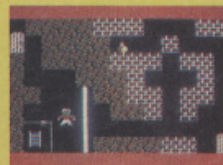
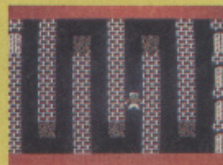
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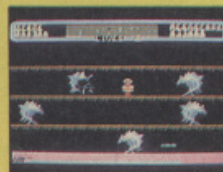
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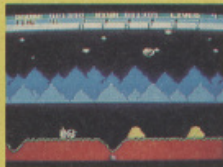
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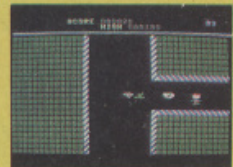


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ZOIDS

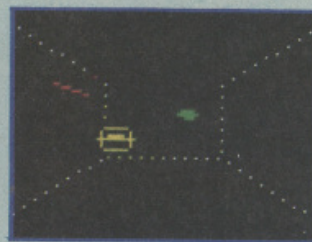
Tony Hetherington merges minds with a spiderzoid to report from the battle front in the war between the Red and Blue Zoids.



Long range map — used for planning moves and selecting base missile targets.



Short range map — shows a magnified area around your zoid including enemy red zoids. Also used for targetting your own missile attacks and for identifying enemy zoids.



Enemy missile attack — When enemy zoids attack you must gun down their missiles on this 3D screen. Any that get through will damage your zoid.



Scanner — used to find and locate zoidair pods and pieces of Zoidilla.



Zoid I.D. — by moving a cursor on the short range map enemy zoids can be identified.



Move — moves your zoid in required direction.



Information — distinguishes the blobs on the long range map into city domes, mines etc.



Status — used to select the data displayed in the information window.



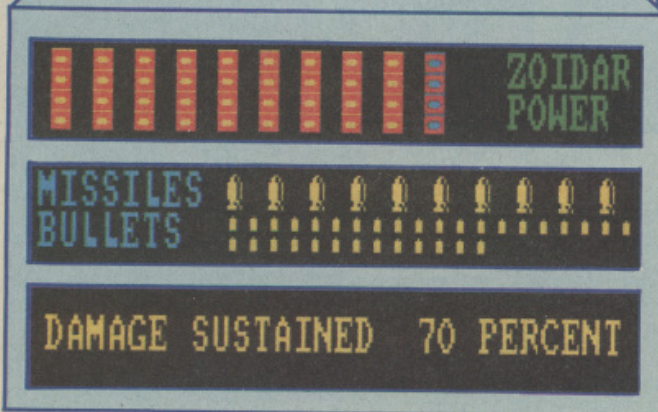
Guns — Displays the defensive 3D gun display. This is pointless since this appears automatically whenever you are attacked. You will never use this icon.



Missiles — used to launch a missile strike that must be guided to their target through a 3D display.



Radio Base — select this to call a missile strike from blue zoid base. This is also supposed to be used to despatch a spacecraft to pick up pieces of Zoidzilla but this happens automatically.



Information window — displays number of zoidair power units left...
Or — the number of guns and missiles remaining...
Or — the damage inflicted on your Zoid...

ls
the
the

The deadly Zoid wars were reaching their terrible climax as mighty fighting machines battle for the cities of Zoidstar.

One human is stuck in the middle, that human, is you!

The battle between the Zoids has raged for countless years ever since a meteor storm wiped out the living Zoidaryans leaving only androids to control the Zoids.

When the meteor storm struck it also isolated a battleforce of Zoids kept in space by the Zoidaryans and the Cruiser carrying them crashed on a cold icy blue moon.

These Zoids soon transformed and mutated into boiling heat gorged machines hellbent on revenge. Then, led by their leader, Redhorn the Terrible, the red Zoids returned to Zoidstar where they quickly swept the blue zoids out of the ten great cities.

Now the blue Zoids united and built Zoidzilla, a machine to challenge Redhorn. They even found a marooned earthling well known for their cunning and battle skills (you!) to merge with it and victory seemed certain until a stray enemy missile shot down the ship carrying Zoidzilla into battle. Zoidzilla was smashed into pieces which the red Zoids quickly hid in their cities.

Now you are alone between the Red Zoid cities. You find a small Spiderzoid and climb into its capsule and merge minds. Your mission is to find the pieces that once were Zoidzilla. If you manage this, Zoidzilla will be rebuilt and together you can seek out and destroy Redhorn the Terrible.

Spiderzoid

You begin the game in the command capsule of a Spiderzoid your mind merged with it by a neuro-emphatic reflex arc.

Through the screen displays the Zoid projects its experiences into your mind and through the joystick or keyboard you try to control its actions.

It is important to your survival in the game that you quickly learn to interpret the use of the icons and information that appears on the screen since this is the only view of the planet you will see. At times it seems somewhat fragmented but with practice it does provide you with a complete picture of what's going on.

The screen display consists of 8 icons that can be

The Enemy Zoids

Hellrunner — Although they have no missiles and therefore can't attack you they patrol the city networks. If attacked they quickly run for help in the shape of Spinebacks.

Slitherzoid — These carry raw materials between the mine, power station and city domes. They do carry guns and missiles but if you manage to destroy one you may be able to pick up some Zoidair power pods or extra missiles.

Spineback — These are kept in the city domes waiting for Hellrunners to raise the alarm. Then they will attack you with so many missiles that only the quickest arcade reflexes will save you.

To add to your problems Spinebacks, Slitherzoids and Hellrunners are all replaceable by city domes that have both power and raw materials.

Serpent — Each city network has a Serpent which has a set patrol. So you should learn its path and avoid it at all costs until you get a bigger Zoid.

Mammoth the Destroyer — Meeting Mammoth in a Spiderzoid is definitely "game over" time.

He normally patrols the passageways between the city networks but will come if alerted by a radio beacon.

Redhorn the Terrible —

Finally, and by no means least, is the Red Zoid leader, Redhorn the Terrible.

Redhorn also patrols between the city networks and will head straight for you if alerted by a radio beacon.



area for pieces of Zoidzilla, check your energy, damage and weapons status, fire your defensive guns, launch your offensive missiles and even call up a missile strike from blue zoid base.

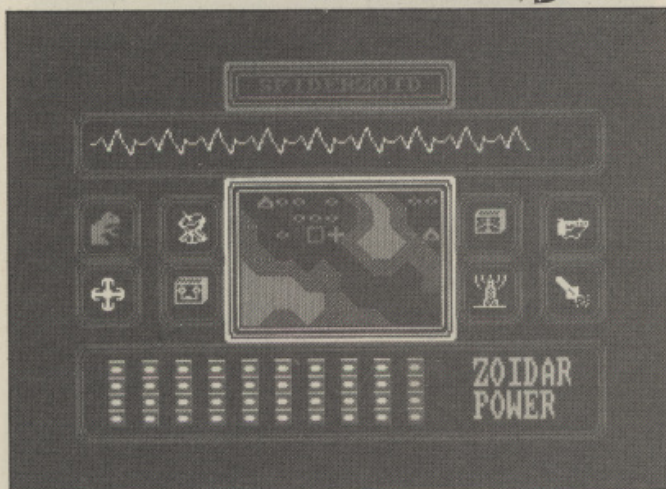
Selecting any of these icons will use or display information in two of the information areas one is a bar across the bottom of the screen used to show missile and damage levels and the other a central map area which basically shows either a long range map of the area around the zoid or a more detailed short range map which even shows the position of enemy zoids that have been detected.

If you select the move icon a cursor appears on the long range display showing your present position which can be moved in the direction you want to go. Pressing fire registers the order and the Zoid lumbers along the desired route leaving you free to examine possible targets or identify enemy zoids that are straying into range.

The third information area lies across the top of the screen and constantly displays a signal that represents the Zoids state of mind. The signal will speed up as the Zoid feels more threatened. It's important to keep an eye on this as if the Zoids becomes particularly unnerved it will ignore your requests and retreat to a safe distance.

When you launch a missile attack on a target selected from the short range scanner you must guide the warhead through mountains and valleys to its target by following its progress on a screen that replaces the map area. Should you make a mistake and either miss the target or hit a mountain then the missile explodes harmlessly. This again requires practice as you begin your mission with only ten missiles.

Another screen appears when an enemy zoid launches a missile attack against you. This appears as a 3 dimensional tunnel through which the enemies missiles approach. Using your gun (which doesn't have any sights) you must shoot them down before they reach you as any that



selected by moving a cursor over them and three information windows. Selecting the icons allows you to

identify enemy zoids, move between and around the cities, call up information on map features, scan the

get through will increase the damage to the zoid by 10%.

Once you've mastered the Zoids controls you're ready to attack the cities.

The Cities

The Red Zoid territory consists of ten great city networks set in mountain ranges connected by mountain passes.

The six pieces that once was Zoidzilla are hidden in 6 different cities in different city networks.

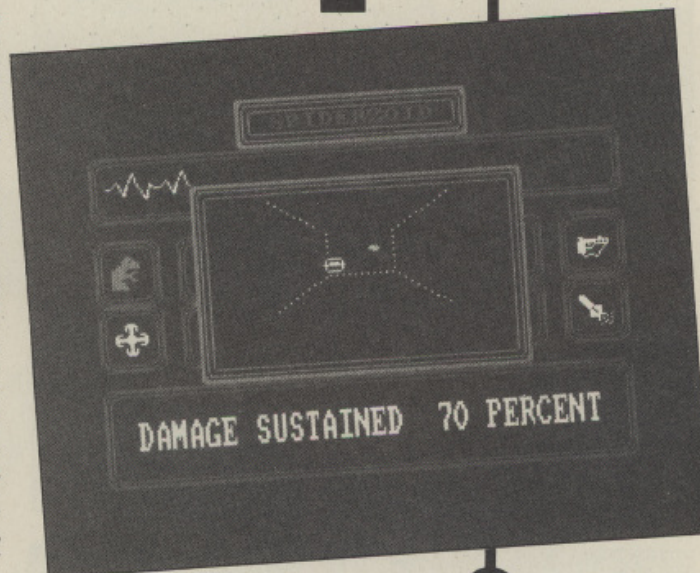
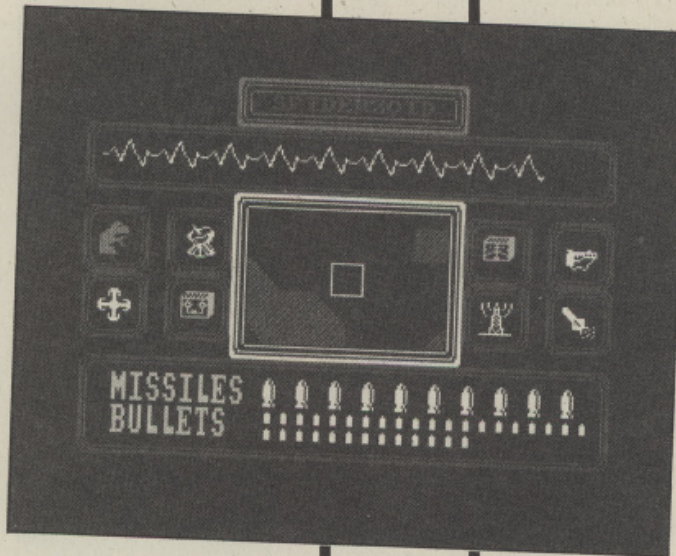
There are eight cities in each city network and each is defended by a city dome which is impenetrable to your missiles and scanners. To add to your problems there is also a radio beacon that will warn Redhorn of your attack, a mine which provides the raw materials for red zoid production, a power plant to power the city and numerous enemy zoids poised to attack you as soon as you make your move. Your troubles are completed by the cities themselves that contain massive construction plants that build more enemy zoids to attack you that are beyond your reach under the powerful dome forcefields.

The Zoids that inhabit the city vary in strength and numbers from the small longlegged Hellrunners to the fierce Serpent. In between these scout and killer Zoids are the Slitherzoids that carry supplies from the mine to the domes and Spinebacks that are kept on stand-by inside the domes until altered by Hellrunners.

There is also one deadly Serpent Zoid per city that patrols looking for intruders and is usually enough to handle most threats to the city. However if you cause enough trouble then the city will use its radio beacon to summon either Mammoth the Destroyer or Redhorn himself to destroy you.

Hints

At first sight it seems impossible to destroy a single city dome even though your mission is to destroy enough of them in ten cities to find all six pieces of Zoidzilla!



Your problems are considerable and you can't afford to add to them by restarting the game every time you've been destroyed. This is because the position of the Zoidzilla pieces are different every time you play. Consequently if you manage to take out one city network only to find nothing in one game it might be a key location in the next.

The answer is to use the games save option as soon as you've practiced the Zoids controls and then again whenever you conquer a city network. This not only avoids having to restart the game should you be unlucky enough to walk straight into Redhorn the Terrible it also fixes the

locations of the Zoidzilla pieces so that you can learn from your mistakes.

However before you can find a piece of Zoidzilla you will have to find a way of destroying a city.

The power source of a city is also its weakness as although the power station cannot be destroyed it can be attacked. When this happens it diverts its powers to defend itself and leaves the rest of the city vulnerable. This diversion of power is only temporary so you have to act quickly.

The tactics I have found useful are to use the radio icon to call a missile strike on the power station from your base. This takes about 30 seconds to strike which

gives you plenty of time to get in position, dodge zoid patrols so when the power station is hit you are ready to launch your attack.

With practice you have time to launch 3 missile strikes before the forcefields return. Then simply order another strike.

In the meantime you should move over the wreckage and use your scanner to check for pieces of Zoidzilla. You probably won't find one but you might find a zoidair power pod instead that you may replenish your missiles to allow you to continue your attack.

Should you find a piece of Zoidzilla this is returned to base and as a reward you are merged with a new more powerful Zoid.

As you progress through the game you will pass from Spiderzoid to Scorpoid, Trooperzoid, Tank, Great Gorgon until finally the Mighty Zoidzilla and a battle with Redhorn the Terrible.

As you progress through the Zoids you will gain more missiles, guns and strength with which you can fight the red Zoids until then you should try and observe their patrol patterns and avoid them as a Spiderzoid against a Serpent is not an even contest.

Conclusion.

Zoids is an excellent game combining the skill of a strategy game with the need for arcade reflexes.

Initially it seems impossible to even survive for more than a few minutes but then you will gradually get used to the Zoids controls and begin your assault of the city networks.

After several attempts you'll find a piece of Zoidzilla and be merged with a more powerful zoid. Then another piece will follow, and another until you meet Redhorn in battle.

The graphics are good particularly the use of windows that appear on the screen at a bewildering rate.

All this combines to form a game that will have Spectrum, C64 and Amstrad owners battling Zoids well into the night.

Zoids is published by Martech and costs £7.95 for all versions.

PLANET RATINGS

Originality	★★★★
Graphics	★★★★
Use of machine	★★★★
Value for money	★★★★

STAR RATING
NOVA



BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

New Adventure Systems for the Spectrum S. Robert Peel £3.95

Here is an adventure book that is good value for money. It contains 6 major adventures systems, all of which can be expanded to become more difficult or to contain new and different scenarios.

The 6 systems are: "Preset Fantasy System," "Warrior Mage System," "Tribe System," "Preset Future System," "Fangmole Tunnels System" and "Anarchic System." There are also chapters inbetween describing the major aspects of adventure programming, such as how to structure your game, mapping for programmers and players, saving memory and adding graphics.

Each section is laid out in the same way. First, there is an overall introduction, describing the type of program, what it covers and how it can be expanded. Next comes the core program, which is the heart of the system. Here it is explained firstly how to play and then how the listing has been designed and built up, in a line-by-line code description. The playing instructions here are very full and well expressed, with a number of helpful diagrams also provided, much more than a lot of books contain. Also the line-by-line descriptions are fuller than usual

and actually give quite a clear demonstration of how the structure of the game has been developed.

The listings are photographed directly from Spectrum printout, so they tend to be a bit uneven and blobby, which gets to be a bit of a strain after a time. I think the author's recommendation that you back up every twenty minutes when keying in is definitely a good idea!

Once you have keyed in the listing there is a short section on "Hints on Play" which provides a few hints

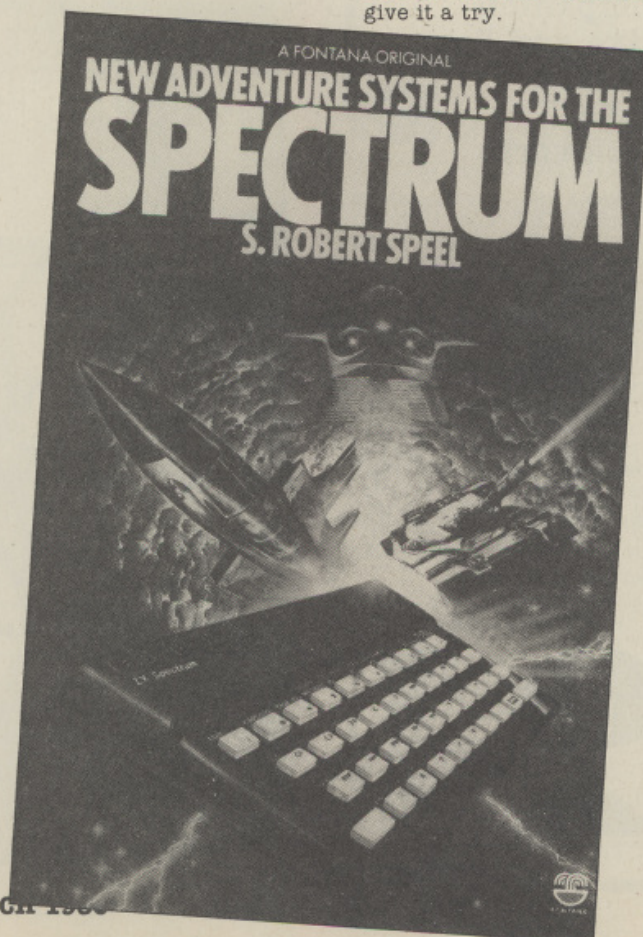
and tips in case you should get stuck. Then follow several parts, complete with listing, that you can use to expand and develop the adventure as you want.

This book is well worth recommending. It contains several adventures (which is rare in a book of this sort) and it is well thought out, giving a lot of help to the hapless programmer and plenty of useful information that should come in handy later over many hours of games writing. It is very good value for money and Spectrum freaks should definitely give it a try.

More Arcade Games for your Commodore 64 Brett Hale £4.95 Corgi/Addison-Wesley

This book is a follow on from the author's previous title. Arcade games for your Commodore 64, and carries a foreword by no less famous a person than Tim Hartness (who seems to get his name everywhere these days).

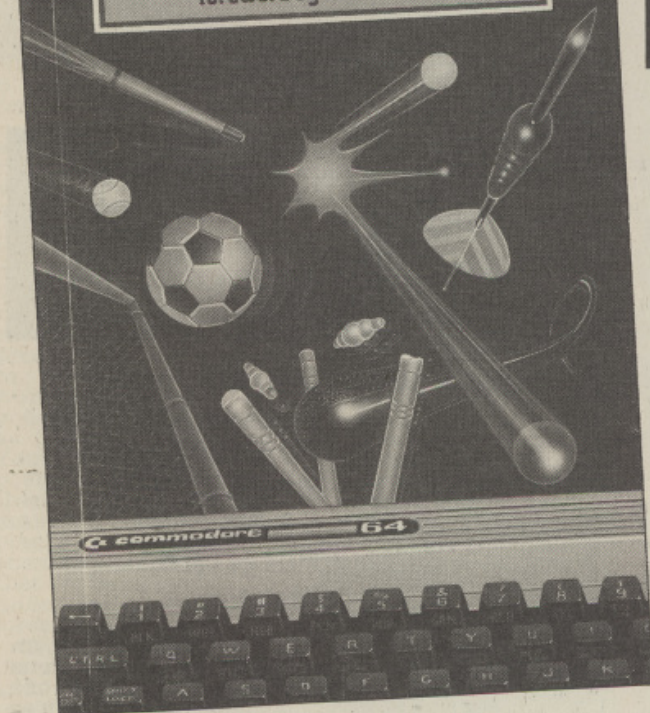
There are ten games featured here, which is not very many, considering some of the omnibus editions that are now around for the 64. However there is quite a nice selection. You can choose whether to dodge a hail of boulders as they hurtle towards your space ship in "Speedy Boulders" or you can climb ladders and jump over barrels that a mad lizard is hurling at you as you try to rescue your beloved from his clutches. Other themes are a variation on Pacman (surprise, surprise), foiling



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MORE ARCADE GAMES FOR YOUR COMMODORE 64

Brett Hale
foreword by Tim Hartnell



a nuclear attack, beating the pinball machine and a few others.

The instructions are adequate but a few more ideas would have come in useful here. For example, it would have been nice to have some programming tips to show how the programs were built up, and perhaps some tips for people to develop the programs further.

Something else that the book lacks are screen shots, which are always useful to give you an idea of what you're aiming at. Still, it has some nice illustrations to brighten it up a bit.

The coding is printed out direct from a Commodore printer and contains all the special Commodore graphics characters. This makes the listings much easier to key in than with books that use other printers and then resort to odd codes to indicate the graphics characters.

The programs are not too taxing, about 6 pages long each, and clearly reproduced.

I couldn't say this book is particularly good value for money, but it's short, simple and might be a good book for anyone just starting out on getting to grips with their C64.

The Adventurer's Companion Mike and Peter Gerrard £3.95 Duckworth

If you are frantically frustrated by The Hobbit and some of the other big adventure games, you will welcome this book. It is a boon to everyone who has ever got totally stuck at one point in a dastardly scene and feels like selling their auntie to find a way out.

The games covered are four of the biggest: The Hobbit, Colossal Cave Adventure, Pirate Adventure and Adventureland, and the authors claim that 100 per cent solutions are provided. Quite a lot of

BOOKS

thought has obviously gone into the planning of the book and it has been carefully laid out so that you can look up the answer to a specific problem without anything of the rest of the adventure being given away.

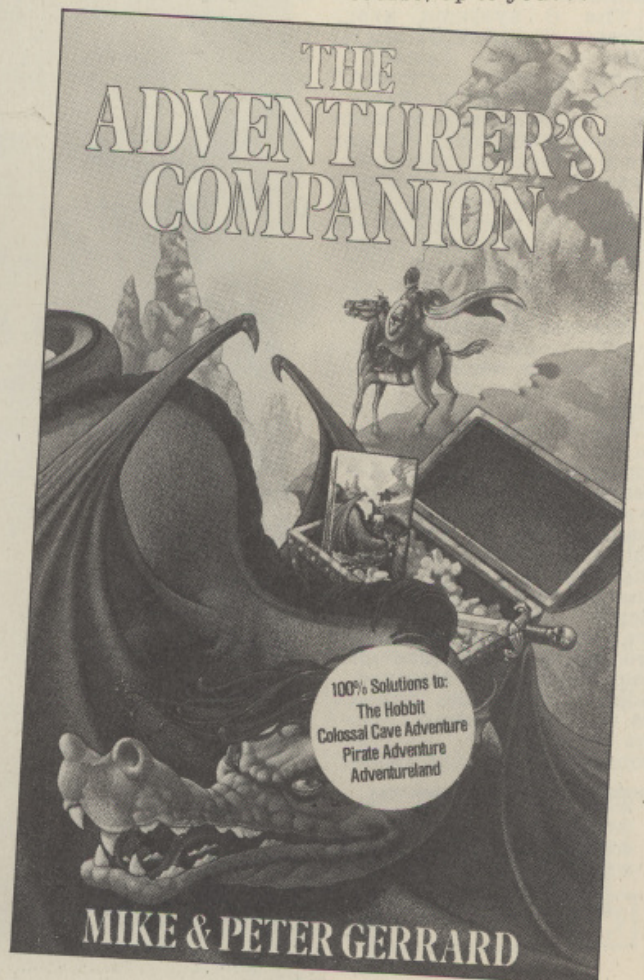
For example, with The Hobbit, all the answers are collected together in an alphabetical index at the front of the section. Therefore, if you can choose the goblins' dungeon, the butler of the Elvenking and so on, and go straight to the page containing the solution.

There is a word of warning — these are the REAL answers, not hints or clues, so only read the answer if you are absolutely stuck and want to get out of the situation.

The end of the book contains an appendix of maps of each of the four adventures, but again it's not really a good idea to look at them unless you absolutely have to.

What do you do when you find yourself with The Rusty Axe in your clammy palm, or looking for The Oily Slime? Turn to the right page and all will be revealed... I think the only complaint I might make about this book is that it takes it all so seriously. We play adventures for fun but the tone is so solemn and grave — I'd have thought the authors could have relaxed and enjoyed themselves a bit. Maybe they just spent too many late nights sitting up wrestling with the terrible traumas of Pirate Adventure!

Never mind, it's a good idea, as anyone who has ever written in to their favourite magazine in desperation will no doubt agree. Whether you are going to stick at it and get there the hard way or cop out using a book is, of course, up to you...



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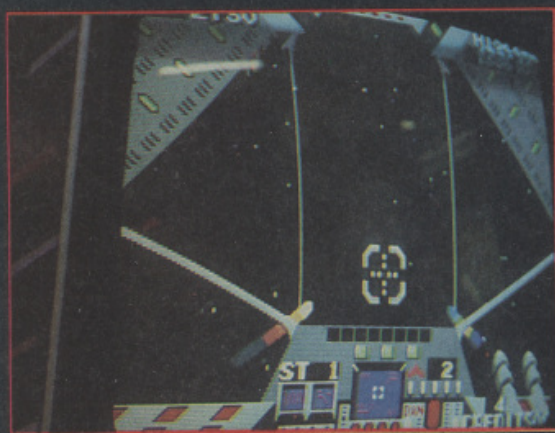
COIN-OP CONNECTION

The Amusement Trades Exhibition is billed as 'The greatest amusement show on earth', certainly a lot of new games and some new trends were launched on to an unsuspecting public. Mike Roberts played the games and Gordon Hamlett took the pics.

Strike Avenger



BX7



The ATE is the biggest coin op trade show in Britain and possibly Europe — filling up a large part of the Olympia exhibition hall. All the biggest names in arcade games were there — Atari, Konami, Sega, Tatsumi and Electracoin. And what were they showing? The latest stage in the development of the coin-operated game — the cockpit simulator.

What's one of those I hear you ask? Well the first games came in stand up units, then the pub table type came along, and then the sit-in cockpit unit. The simulator module is based on the sit-in type (ie. it has a seat), but the whole thing is mounted on a swivelling pivot arrangement, where the movements of the unit will actually follow the movements of your joystick! — imagine playing Star Wars and when you push the joystick down the whole unit (with you in it) dives forward. Luckily most of the units I tried had built in safety harnesses to stop you falling out — a definite problem with some of the more violent games tried. These systems are based on a cut down system that airforces use to train pilots — expect to see a lot of units like this in the future.

Sega's latest game is called Space Harrier and features the Simulator type cockpit as an option so you may or may not have that version, depending on your arcade. The idea is that you are a man that is trying to free the Dragon Land from the 'barbaric and evil creatures' that have occupied the area. The game is basically of the shoot anything that moves, and if it doesn't explode get out of the way, type — but the graphics are extremely good, and the 3D effects are quite good. The machine itself is controlled by a 68000 processor with two 8 bit processors as well. The program is 448K long and

N

the graphics data takes up 1152K! The graphics display is 320x224 with 32000 colour combinations and to drive all this it has 192K of RAM!

Thinking of 3D, a new space game from Irem is called Battle Bird, and uses their revolutionary 3D Vision system. This gives players, for the first time, a true 3D colour game.

The way it works is similar to the red/green system from some years ago. That works by allowing your left and right eyes to see different pictures. The 3D Vision system is similar in that it has two monitors mounted at 90° with a half silvered mirror to bring the images together. Each monitor has a polarising filter in front of it. The viewer that you look down (in a similar manner to Battlezone) has a re-polarising filter in front of each eye that will split up each image again.

It all sounds very complex, but the end result is really impressive, the photographs obviously can't give over the 3D effect (they are, in fact, shots of what you would see through your left eye), but when you play it, the full benefits of this are realised and the screen seems to be about three feet deep! and the aliens come straight at you through the screen! This is the best example of the 3D effect that I have ever seen — words fail me, you would have to see it to believe it.

The game itself is a fairly straight forward space game with various nasties, motherships, bonuses, double fire power etc. But of course, it's all in 3D!

On the Tatsumi stand was a two player football game called World Cup Soccer, using a Trakball to control the players. The game has very good graphics, that show about a third of the screen, there is a map to one side that shows the position of all your players. The game I saw was in the table top format, with one controller on each side of the centrally mounted screen. Other versions may appear.

Two new games make their appearance from Bally, Stomper and Strike Avenger.

Stomper is an interesting game due to its control method. The game has a screen divided up into nine squares. In the middle square is a piece of cheese. Insects run up to the cheese

and take bits of it.

To stop them you have a mat on the floor divided into nine pads. You stand on the middle pad and wait. When an insect appears you jump onto the square corresponding to its position. A footprint and a splat appears where the insect used to be — and the points are racked up. As the levels change, so do the attacking animals, including cockroaches and rats, all of which make a satisfying splotching noise!

The second game from Bally is Strike Avenger and is a cockpit simulator type. This cockpit was one of the most manoeuvrable of the ones that I tried, and the seatbelt is really useful as you can almost stand it on its nose!

One extra feature of this cockpit is a panic button, where the machine will freeze in its current position — but make sure you are upright!

Again the game is based around a space theme with banks of lasers and missiles at your disposal. Multiple hits on the bad guys will knock them into oblivion. An interesting extra is illuminated indicators around the edge of the screen for status information. Once playing this game, one lit up with 'Overheating' written on it, and the screen said 'Emergency stop, will all players leave the game please', mind you I was playing it pretty hard!

Well that just about wraps it up for the ATEI show, thanks to Tatsumi, Dieth Leisure, and Electra-coin for letting us disrupt their extremely busy stands during the show.

Stomper



Space Harrier



World Cup Soccer



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ADVENTURE

THE TROLLS TAVERN

This month's busy tavern includes a feature on breaking adventure codes.



Greetings brave adventurers, rest a while and enjoy this month's helping for adventure enthusiasts.

In the following pages you will find an in depth review of Mastertronic's joystick adventure, Master of Magic, another helping of Dungeon Dressing, a special Tavern offer on CDS's Castle Blackstar, a bumper hints section featuring the Fourth Protocol and of course another of our popular "Heroic Warrior", paper and pencil adventures. This month is in fact the second part of a fantasy quest that began with a Magician's Curse. Science fiction fans should tune in next month as we head for the future in "Starforce Captain."

Questionnaires

Thank you to everyone who has taken the time to send in a questionnaire. We're still sifting through all your views and will present our findings soon. Until then here's just a sample of the different tastes that we try to cater for.

Lynn Leech from Lancashire writes...

"The vast majority of people who play adventure games are adults and do not wish to be treated like children. I am not interested in being an 'orc-slayer' but in matching my wits against the complex puzzles to be found in most adventures.

In your questionnaire I have said you should have 6-8 pages devoted to adventuring in your magazine. I do realise you sometimes have as many as this, but, they are not all devoted to adventures as a lot of it is given to F.R.P. which I am not a fan of.

After all you are called Computer Gamer."

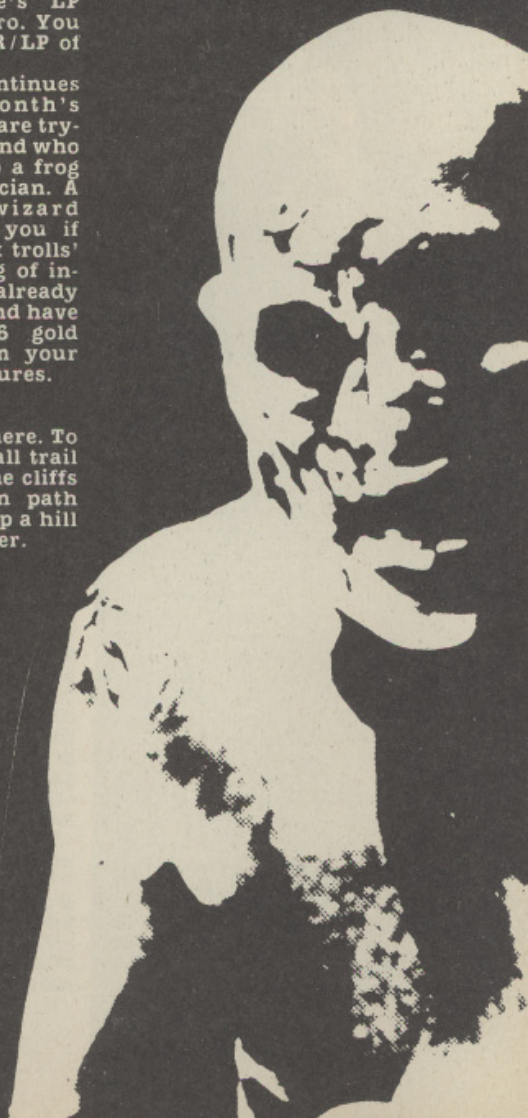
The F.R.P. in question 'is the fascinating hobby of playing roleplaying games. Although this is strictly outside the field of a computer magazine it was definitely worth the few pages we gave it as we feel

THE NECROMANCERS TOWER

1. Welcome to another Heroic Warrior Adventure. You will need paper, pencil and a six-sided die to play. All you need to do is to follow the paragraphs as directed. Combat is based on two numbers, a strength rating and some life points. These are represented in the text as SR/LP. You roll one die and add the total to your SR. Now do the same for your opponent. Whoever has the lower score loses that particular round and subtracts two points from their LP total. Combat ends when someone's LP total reaches zero. You start with an SR/LP of 8/20.
3. There is a flash as a cloud of sleep gas is released. Roll a die. If you roll a 6 — 31
If not — 39
4. Your money is lost forever.
Go to — 41
5. You are powerless against the potent magic of Belmorton. He casts a charm spell over you and you must now obey his every word until your dying day.

This game continues from last month's adventure. You are trying to help a friend who was turned into a frog by an evil magician. A benevolent wizard agrees to help you if you can find six trolls' teeth and a ring of invisibility. You already have the teeth and have a total of 486 gold marks left from your previous adventures.
Go to — 19.

2. The path forks here. To the north, a small trail leads towards the cliffs whilst the main path continues east up a hill towards the tower.
To go N — 51
To go E — 10
To go W — 25



THE NECROMANCERS TOWER

6. You hack through the web and get the shield. The front is highly polished and you can see your face reflected in it. Subtract 1 from all your opponents' die rolls. You make your way back to the main path.
Go to — 58
7. The door opens into a large, draughty hall. Stairs lead off to the east and another door to the north.
To go up — 14
To go N — 46
To go out — 64
8. You have 200 marks now.
Go to — 41
9. The study contains a desk with the Necromancer's current research details on assorted bits of parchment. Whilst it means nothing to you, you do find details of how to operate a secret door in the library.
To return to the library — 57
To return to the laboratory — 49



10. The path continues up the hill which steepens considerably here. As you bend your back a bit more you have your legs knocked from under you. Recovering your senses you see that a hunting party of three small kobolds have lost their footing under the weight of the deer they were carrying and rolled into you. They are now reaching for their long knives and you must fight each of them in turn. They all have an SR/LP of 7/7.
If you win — 60
If you lose — 55
11. The potions react violently with one another. You start off with terrible stomach cramps which spread

that a lot of those who enjoy adventures will also enjoy the challenge of role-playing games. Where you may be faced with similar problems.

The same is also true of Play By Mail games. One such PBM fan is Phil Shulkind from London who has played in the following games in the last 2 years. Vorcon wars (5 games), Starlord (2 games), Earthwood (2 games), and Starweb, Starmaster and even Californian based First Light. Phil a real fanatic writes...

"I can assure anybody with doubts about becoming involved in PBM games that they will not regret trying it out.

Personally I'd rather spend an hour or two deciding what to do in a PBM game than staring into a television screen (although I've got dozens of games for my Spectrum).

I can recommend all your readers not to hesitate but have a go now!"

Anybody who wants to have a go at a PBM game would do worse than to take advantage of our special offer game of It's A Crime that is being run by KJC games. Not only would you be joining a game along with other Gamer readers but also the Gamer staff and some other PBM companies as well.

Incidentally PBM Update will be back next month with a special report from the first ever PBM convention.

Someone who definitely likes being known as an orcslayer is an adventurer who writes under the name of Karth Demonslayer. This month Karth opens up the old argument whether arcade adventures should be included in the Tavern...

"Although I find these good and interesting to play, I don't think they quite come into the adventure category. True, they involve movement from location to location but they don't possess the same depth and atmosphere that a good 'straight-down-the-line' adventure can produce. Text adventures are all about using your imagination to conjure up images in your head of the world you are exploring, like reading a book. The presence of comparatively crude computer graphics and perhaps beeping sound effects can shatter this illusion."

Finally Karth also adds...

"I generally find the Fighting Fantasy game books a bit dull but I still enjoy the Heroic Warrior adventures and it's good to see that you reserve some

space for roleplaying games which I also enjoy very much."

This is where we came in.

What do you think about any of the points raised? Are games such as Swords and Sorcery, Master of Magic, Wizardry adventures? After all they all involve exploration for treasure and even combat involving spells.

Adventure News

The software houses are still recovering from a frantic Christmas so news is a little scarce.



Good news for Amstrad owners is the release of a version of the excellent Spellbound for their machine. Spellbound is one of Mastertronic's MAD range of games and is an adventure using windows to select your commands. Spellbound was featured in a recent transmission of Gamer and costs only £2.99!

At the opposite end of the price range is the news

of another Infocom adventure. This one is to be called Ballyhoo and is a beginners level challenge and is an introduction to the detective series that includes Deadline and Suspect.

Next months Tavern will include a feature on adventure writing programs plus news of an exciting competition. Until then, happy adventuring.

A Code in the Head

For many adventurers there lurks a hazard more dire than any orc and more tenuous than any wraith.

A thing possessed with a power greater than the

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detective
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ect.

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ams plus
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n, happy

most ferocious dragon to bring the game to a grinding and ignominious halt.

I refer to that grim twenty-six headed monster known alike to friend and foe as The Code.

Most of the codes used in adventure games, however, are really very simple once you get to know how to approach them. They are nearly always based on the simple substitution of one letter of the alphabet for another, and usually based on shifting the alphabet one or more places to the left or right.

The simplest form of this is A=B, B=C, C=D etc. — too simple for any self-respecting adventure programmer! But even much larger displacements are very easy to crack if you go about it methodically. The simplest method is to try all twenty-five displacements until the message makes sense. A rather laborious process, you may be thinking. But why keep a computer and do the donkey-work yourself? The short listing shown on this page will allow you to type in the coded message, input any displacement from one to twenty-six and see the result immediately displayed on screen. You can also use this for encoding your own messages. In fact I first used a version of this programme for encoding a solution sheet for one of my own adventures so that the solutions would not be read by accident.

If you use the programme on a coded message and none of the displacements work, then you know that the letter substitution has been made on some system other than simple alphabet-shifting. There are many such systems. One of the commonest uses a keyword. Let us say that the keyword is GAMER, then:

A = G
B = A
C = M
D = E
E = R

The remainder of the alphabet is then fitted in as in a normal five-letter shift — but, of course, leaving out the letters G A M E R. (So F does not equal A since A is in GAMER, but F=B, G=C etc.).

Most adventurers can solve a simple alphabet-shifted code with a little perseverance. But once something more complex — like the example above — is used, many give up in despair. A case in point is Melbourne House's Sherlock. There are three encoded notes in that adventure, all found in the

ADVENTURE

same place. Time and again I have heard and read people saying "I have been getting on well with Sherlock up to now, but the coded notes have me completely stuck."

Now there are two codes used in Sherlock. One has a slight twist in it, but neither of them is particularly difficult. The point is that they are not simple alphabet-shifting codes. Many adventurers, having tried every possible shift, give up in despair. Either they are not aware of other kinds of codes, or they feel that they are "impossible" to crack because it would be so difficult to work out the key to them.

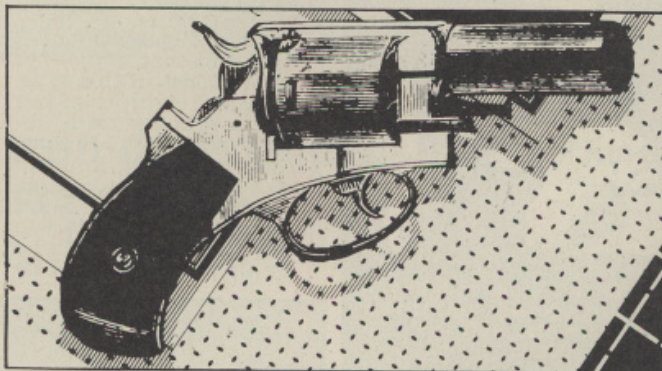
There is some truth to this last point. You would have to be very lucky indeed to work out, or stumble on, the key to a code that was not a simple shift — in any case, it might not have a key, it might be quite random. But — and we call this the First Rule of Codebreaking — YOU DO NOT NEED TO KNOW THE RELATIONSHIP OF A CODE

Sherlock. I will not crack it for you, but I will show you how to get started. The code comes to us in the following note:

DSWYP
GSUVCUVKSUP CSUX GSIC
PPYR GPI UVK KS ZKCYVK
ILK KS WXSP
ZRD PPYL Y.V.L.

There are, as I mentioned before, a few rules which can help us. One is the frequency with which letters occur in the English language. 'E' is by far the commonest letter, followed by 'A'. If we had a whole page of code, we could say almost certainly that the letter occurring most often was 'E'. In a small snippet like this, however, we cannot be so sure.

Let us begin by looking closely at the note and seeing that we can observe. One striking feature is that two words being with 'PP'. This is unusual because very few English words begin with any double letter although lots of English words end with double let-



TO THE ALPHABET IN ORDER TO BREAK IT. It helps if you can work it out, of course. But it is not necessary. In fact it is quite possible to break a code made up entirely of abstract symbols with no alphanumeric characters at all. Players of Sherlock who have done their homework will remember that Holmes himself cracked just such a code in "The Adventure of the Dancing Men."

How do you break this sort of code? Just the way Holmes would: by observation and deduction. There are a few helpful rules, but there is no set method. You must look carefully at the coded message, see what you can deduce, and then form hypotheses and try them out. The best way to explain this is by example, so let us take the more difficult of the two codes in

ters. If there was only one, we might suspect some obscure word or name. But since there are two different words beginning with double letters, it is a fair guess that either the whole message or else the individual words are written backwards.

Next we observe that there are four three-letter words in the message. It is very likely that one of these will be 'the'. Since we know that 'th' is one of the commonest two-letter combinations (being virtually a separate consonant in itself) we can check to see if the first two letters of any of the three-letter words occur elsewhere in the note (only since we suspect the words to be written backwards we will actually check for the last two letters of each three-letter word). And sure enough,

rapidly to other parts of your body as the poison courses through your veins. Your death is slow and horrible.

12. When you read the silence spell, the Necromancer becomes powerless as he can no longer chant the mystical rhymes necessary for spell casting. Seeing his predicament he quickly slips on his ring of invisibility. Do you have the means to reveal his whereabouts?
Yes — 43
No — 47

13. There is a grinding noise as a panel slides open to reveal a narrow staircase going up.
Go to — 35

14. The stairs give a slight creak when you tread on them. Roll a die. If the result is a 1, 2 or 3, you have set off a spear trap. Take 1-6 points of damage (roll one die). NB This trap will work only once.
To go up — 42
To go into the hall — 7

15. You now have 2 marks.
Go to — 41

16. The road bends round to the south. As you turn the corner, you see something gleaming in the mud. Hoping that it will be a lucky omen, you pick up a gold mark.
Go to — 58

17. Do you have the scroll?
Yes — 12
No — 5

18. The potion lets you add two to all future combat rolls.
Go to — 49

19. Having successfully completed the first part of your task, you set about gathering information as to the whereabouts of a ring of invisibility. All the rumours suggest that you will find a Necromancer called Belmorton who was supposed to have won one in a bet. After weeks of travelling, you see your destination — a squat, ugly tower on top of a small hill on the north coast of the land. Your path continues to the east.
Go to — 16

20. The creature is a Gorgon. She looks at you and you join a collection of stone statues already in the room. Maybe one day some-

THE NECROMANCERS TOWER

one will turn you back to flesh, but in the meantime you have a long wait, helped only by the knowledge that there are no pigeons in the room!

21. The potion cures 1-6 life points of damage (roll a die).
Go to — 49

22. You are in the kitchen. There is a wondrous collection of exotic herbs and spices and you find a salve that you recognise which you apply to wounds. Cure three life points of damage. Ingredients are laid out on the table as if someone is going to do some baking — flour, eggs, rolling pin, currants and bowls. If you want to take any of it, make a note of it.
Go to — 46

23. People like you do not deserve to be allowed to read Gamer. There is no way in this game that you can get here without cheating. You are instantly polymorphed into a large juicy blueberry and placed in the cage of your ex-friend, the frog, who is, at the moment, looking forward to his next meal of fly-pie.

24. You hear a grinding noise and see a flash. Roll a die.
If you roll a 6 — 13
If not — 39

25. The path bends at ninety degrees here.
To go N — 58
To go E — 2

26. The path continues round and up the hill until you reach the base of the dark tower. The entrance is a large studded iron door and there is a small out-building to one side. You approach the door carefully but to no avail as a magic mouth appears on it and screams out "In truder" in a piercing voice. This immediately brings two guards out of their house. Attack them in turn. They have SR/LPs of 9/8 and 8/10.
If you win — 36
If you lose — 55

27. The water is foul and noisome. Lose 2 life points.
Go to — 41

28. You are on the staircase which you are now certain are trapped. Roll one die. If the result is a one, take 1-6 points of damage from the spear.
To go W — 49
To go down — 42

29. You see a large brass key hanging on a rusty nail. Before you can get it though, you will have to overcome the third guard who is sitting in front of it. He has an SR/LP of 9/7.
If you win — 53
If you lose — 55

30. The path continues until it opens out into a small clearing. There is something shiny on the far side of it.
To investigate — 40
To go back — 58

31. You are lucky and manage to avoid breathing the gas. This time you select the blue book.
Go to — 13



32. Decide how much you are going to throw down the well.
1 mark
10 marks
100 marks
500 marks
1000 marks
Go to — 50

33. This is the Necromancer's bedroom. It is very untidy and there is considerable evidence of bats living there but nothing else of interest.
Go to — 54

34. You speak the magic word and there is a large flash. How much did you throw down the well?
1 mark — 15
10 marks — 62
100 marks — 8
500 marks — 65
1000 marks — 23

35. The passage spirals upwards until it opens out into the Necromancer's Incantation Room. His eyes blaze

ADVENTURE

we find that the combination 'VK' appears not only at the end of one of the three letter words but twice elsewhere, so we can guess that 'UVK' is actually 'EHT' and we can try substituting 'E', 'H' and 'T' for 'U', 'V' and 'K' wherever they appear in the note.

Then we observe that the two-letter word 'KS' occurs twice. 'S', because of its frequency, is a strong candidate for being 'E' ('P' actually occurs most frequently, but that is because of its two double appearances). But of the common two-letter words only 'he', 'me', 'we' and 'be' have an 'E' in them, and if the words are backwards 'S' cannot be the 'E' in any of these, since it is the first letter. If, on the other hand, 'S' is 'A', the next most common letter, then 'KS' is likely to be either 'at' or 'as', so we can try substituting all the 'K's and 'S's with 'S/T' and 'A'. By this time we may be able to start guessing at one or two of the other words, thereby filling in more letters — and so on.

It is all guesswork of course, but that is the way to break codes of this type. By trial and error, or, if you prefer a grander term, inductive reasoning. If some guesses are wrong, you will find that out as you go along. When they are right, more and more words will slowly fall into place.

By this time you may be

thinking "if codes are so easy to crack, what would I do if I wanted to make a code that would really keep something secret?" Well, the codes we have been discussing here are all relatively simple. The really tough codes these days are generated by computers, and there is no reason why you shouldn't use your computer in the same way. For example you could modify the decoder/encoder programme given here to create an alphabet shift code, but increasing the shift by three after every character in the message. This would make the code very hard to break because there would be no common patterns throughout the message. Even when you knew the code it would be a chore to decode but, of course, the programme could do that for you.

To make such a code just add this line to the listing given above:

85 LET D = D + 3

Change the plus to a minus when decoding.

It may be kids' stuff to MI6, but it should keep your secrets safe from ordinary prying eyes.

Finally, here is a coded message to try your hand at breaking. It is written in a very simple type of code, but it has one little twist which makes it rather difficult to break. Good luck — you'll need it!

```
R GGVTJPVCWQ VYMWYF
ZVOC VYJZ VNJDV SK
YOVTJPVOCDFVTJPMN
GAVQ MTVYG Q M
```

```
10 PRINT "MESSAGE (CAPS ONLY):"
20 INPUT M$
30 INPUT "DISPLACEMENT (1-25)";D
40 FOR L=1 TO LEN(M$)
50 CH=ASC(MID$(M$,L))+D
60 IF CH-D 65 OR CH-D 90 THEN CH=CH-D
70 IF CH 90 THEN LET CH=CH-26
80 PRINT CHR$(CH);
90 NEXT L
100 PRINT:INPUT "ANOTHER DISPLACEMENT? (Y/N)";A$
110 IF A$ "N" THEN GOTO 30
120 INPUT "ANOTHER MESSAGE? (Y/N)";A$
130 IF A$ "N" THEN GOTO 10
```



This short listing will solve about 80% of the codes found in adventure games in less than five minutes. It will run on most micros, but Spectrum owners should replace line 50 with:

```
50 LET CH = CODE M$
(L TO L) + D
```


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ADVENTURE R·E·V·I·E·W·S

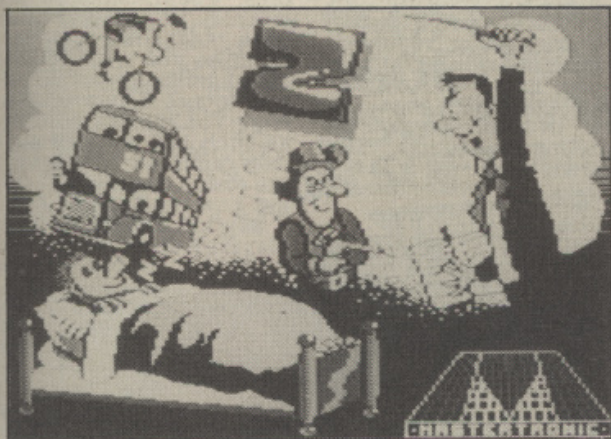
Title: ZZZZ
Computer: Spectrum
Supplier: Mastertronic
Price: £1.99

After a hard day in the office writing Gamer reviews I soon fell into a deep sleep. Dreams of scoring a century at Lord's were soon replaced by more nightmarish ones and I became trapped in one of them. In order to wake up, I had to travel across the land of Zzzz and find and cross the border post back to the real world.

Zzzz is a text and graphics adventure game

description. The cursor is positioned over the centre of a compass icon. A quick press of the fire button lights up the directions of the exits. If you select one of the manipulative icons, you get a list of objects that are available. For example, if you select the pick up icon, you may get a list of spade, bucket or all.

The main problem with Zzzz is that setting it in a dream, the problems are



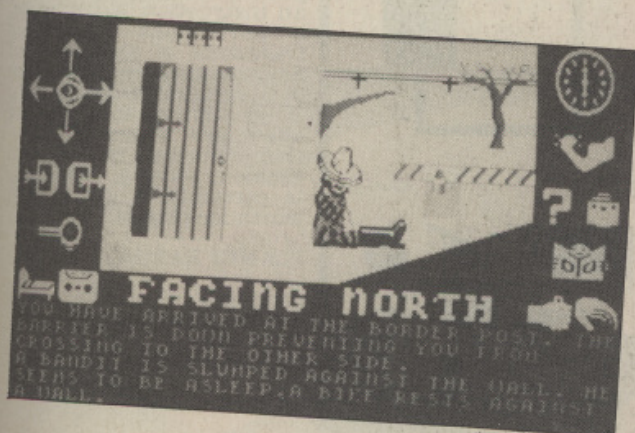
that also features icons to replace the most commonly used commands for those of you too lazy to type them in. These include enter and leave, use, get, drop, inventory and help. The icons are on either side of a location's illustration with the text window at the bottom of the screen.

When you first enter a location, you get a brief

largely unconnected and I found that the atmosphere created by the storyline was minimal. Still, for only £1.99 who's complaining?

PLANET RATINGS

Storyline	2/5
Atmosphere	3/5
Difficulty	2/5
Value for money	2/5



THE NECROMANCERS TOWER

with fury as he sees you and he starts waving his arms about and chanting some strange words. How do you wish to attack him?

Normally — 59
Magically — 17

36. The guards have nothing of interest on them. Unfortunately, neither do they have the key to the door. You have little alternative to going into the guard-house.
Go to — 29

37. You search the bodies and find a small key and a total of 14 marks.
Go to — 45

38. To go up the hill — 26
To go down — 2

39. The sleeping gas quickly takes effect and you are soon snoring gently. When you awake, you are in a small wooden cage looking at the Necromancer and wondering how you will have to serve your new master for the rest of your days.

40. The object is a large, round shield which is entangled in a sticky web. As you go to pick it up, something drops on the back of your neck inflicting 3 life points of damage. It is a giant spider and has an SR/LP of 9/6. Note that it does 3 points of damage per round due to its poisonous bite.
If you win — 6
If you lose — 55

41. The path is tangled and overgrown and you are just about to turn back when you notice a square shaped structure which seems out of place in the wilderness. Clearing away the brambles, you uncover an old, disused well. A mildewed plaque on the side of it is written in an Elvish dialect. From the odd word that you can understand, it appears to once have had some magic powers. A warning says to take care as it will work only once for each person. To drink from the well — 27
To throw some money — 32
To go back — 58

42. You are on the staircase. Wary for traps, you will only set this one off on a roll of a 1 or 2. The spear does 1-6

points of damage.
To go up — 28
To go down — 14
To go W — 61

43. You will need a bag of flour. Do you have one?
Yes — 63
No — 47

44. The creature is a Gorgon but before she can look at you, you use your shield as a mirror. Roll a die. If the result is a 1, you are turned to stone but if it is a 2-6, then you manage to avoid her stare. NB you must roll every time you enter this room. The room contains a few statues — the Gorgon's previous victims — but nothing else. There are doors in the north and east walls.
To go N — 54
To go E — 42

45. To go E — 52
To go S — 2

46. The door opens into a dining room. The furniture is spartan and there is nothing of interest. Doors lead east and south.
To go E — 22
To go S — 7

47. Belmonton disappears. You don't even hear the door slam behind you as it is protected by the silence spell. Your chances of rescuing your friend have disappeared with the Necromancer.



48. You are back in the library. The instructions draw your attention to a blue book and red book next to each other but goes no further.
To pull the blue book — 13
To pull the red book — 3
To pull both books — 24

49. You are in the Necromancer's laboratory. Test tubes and multi-coloured liquids lie all over the benches. There are doors leading to the stairs and also to a

THE NECROMANCERS TOWER

small study. After careful searching, you come across two labelled potions — healing and strength. To drink the healing potion — 21
To drink the strength potion — 18
To drink both potions — 11
To go to the study — 9
To go to the stairs — 28

50. Do you know the magic word?
Yes — 34
No — 4

51. The path reaches the cliff and heads east along the edge. As you reach the corner, you bump into two brigands. You are all equally surprised and go for your swords simultaneously. Fight each of them in turn. They both have an SR/LP of 7/10.
If you win — 37
If you lose — 55

52. The cliff path ends here but there is a small winding path leading down the cliff face.
To go D — 56
To go W — 45

53. You take the key and come out of the guard-house.
Go to — 64

54. You are in the library. You have a look at some of the books but none of them make any sense to you. Doors lead east and south.
To go E — 33
To go S — 44

55. Although you have died in combat, it may not be in vain. The Gods will look kindly on someone who gave his life trying to save his friend.

56. As you reach the bottom of the sea cliff, you see a young lady chained to the rocks. Already, the waves are beginning to crash over her body. Rushing out into the sea, you are relieved to find that the key that you found on the brigands fits the lock. After dragging her back to shore, she tells you that she was being sacrificed to appease a sea monster which had sunk the brigand's ship. She is only a poor peasant girl and so cannot give you any monetary reward but she does tell you that the word "Elenkir" is rumoured to have magic proper-

ties if used in a hidden place.
Go to — 52

57. Check to see if you get past the Gorgon, as detailed earlier.
If you succeed — 48
If you fail — 20

58. The path continues south through a small copse but there are also small trails leading off east and west.
To go S — 25
To go E — 30
To go W — 41

59. You swing your sword at his head but somehow it never reaches him as he casts a spell over you. You feel a sudden urge to drop your weapon and do whatever your new master suggests — a feeling that will stay with you for the rest of your natural life.

60. You search the bodies but there is nothing of any value on them. You take the opportunity though to feast on some venison and this makes you feel much better. Restore two life points.
Go to — 38

61. The door opens into a room with a creature in it. Are you carrying the shiny shield?
Yes — 44
No — 20

62. You now have 20 marks.
Go to 41

63. You hurl the flour at Belmorton's last known position. The bag explodes and a white cloud is scattered over the entire room. You see the faint outline of the Necromancer, trying to sneak past you. Drawing your sword, you stand in front of him. Realising that all is lost, he removes the ring and re-appears in front of you. You explain that you will spare him if he gives you the ring and tell him why you need it. He agrees reluctantly and wishes you well saying that you are the only person ever to have broken through all of his defences and that you deserve to rescue your friend. You set off on the long journey back to Doriden.

64. To enter the tower — 7
To go down the hill — 38

65. A scroll case appears. Inside is a spell which will cast a magical silence in a thirty foot radius around you. The spell can only be used once.
Go to — 41

Title: Runestone
Computer: Spectrum — C64 and Amstrad versions to follow
Supplier: Firebird
Price: £7.95

Originally written for Games Workshop, but now released under the Firebird label, Runestone is a real-time adventure featuring the sort of landscaped graphics first seen in Lords of Midnight.

Kordimir the Necromancer has been sending his orc legions into the land of Belorn for many years and is on the verge of winning. However, Greymarel, a wizard whose powers have temporarily failed him, has a dream in which he is told that if he can seek out the Book of Zarimir, all may not be lost. Thus begins the quest which Greymarel undertakes with his two friends Eliador, last of the Elves and Morval the Warrior.

You play all three main characters, changing between them at will. It is best to change fairly frequently as time is an integral part of the game and all the other characters that you meet live their own lives and move around. The game has a large vocabulary even though

only the first three letters of each word are checked. 'Examine', 'get all' and 'say' are all supported.

There are over 2000 locations to explore, all illustrated so obviously descriptions are very limited. As you move towards objects such as huts or towers, you see them getting larger in the picture window. There is also a picture of the character you are currently controlling. Moving is slightly different from other adventures. N,S,E and W merely turn you in the appropriate direction and you must use "move" or "M" to move. "In" and "out" are used for entering or leaving buildings.

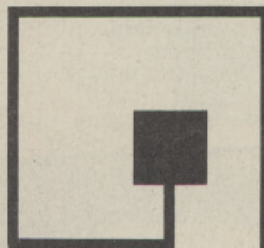
You will frequently get involved in fights with the orcs. You must specify a weapon to attack them with or the computer assumes you will use your bare hands. "Shoot" allows you to use a bow and arrow. You cannot be killed as such but your strength does diminish. You can use the status command to find out how healthy you are.

My initial feelings when playing Runestone was that it lacked atmosphere and was too easy, but after I had wandered well into orc territory, recovered a gold casket, one of the lost treasures of Belorn, and found a silver ring complete with an as yet undeciphered inscription, I was somewhat surprised to find that I had solved about 0%. It should be pointed out though that your score is dynamic and can go down as well as up if some of your characters aren't doing too well (they had been captured by orcs having had all their possessions stolen by a nasty little toad of a character).

Runestone comes nicely packaged completely with an instruction/story book, a parchment map and fragments of the book of Zarimir that were revealed to Greymarel in his dream. If you enjoy the type of adventure where exploration is the key, rather than problem solving, then this is certainly a game well worth looking at.

PLANET RATINGS

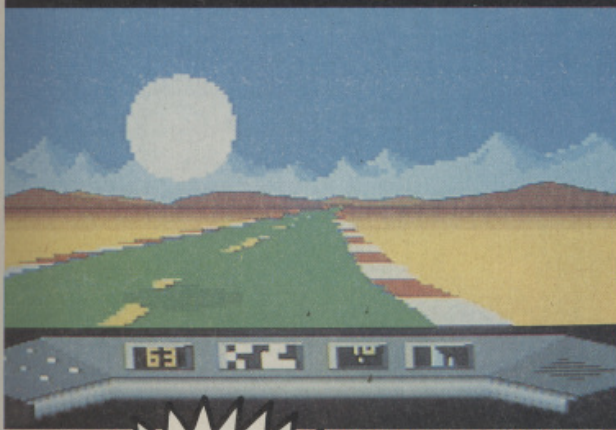
Storyline	4/5
Atmosphere	4/5
Difficulty	3/5
Value for money	4/5



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MASTER OF MAGIC

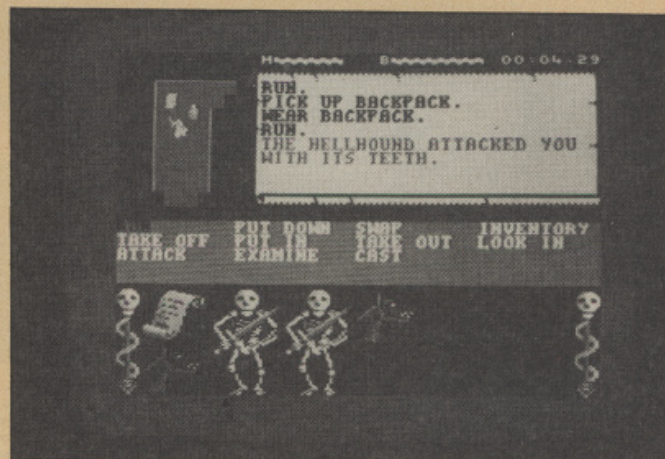
Master of Magic is the latest of Mastertronics MAD games. Gordon Hamlett explores this joystick adventure that costs only £2.99!

I never did like vampires. Orcs and skeletons I can handle but there are a couple of particularly vicious vampires who insist on chasing me round vast areas of dungeon with the usual outcome being my untimely death.

Master of Magic is a menu-driven role playing adventure game. You were exploring a dark, mysterious pool in some caves one day when a hand suddenly appeared and pulled you under. Instead of drowning, you are

transported into a strange land of magic. The perpetrator of this dastardly deed is one Thelric, Master of Magic. He alone, he explains, can transport you back to your own land but there is a catch. He is afraid of dying and wants you to find the lost Amulet of Immortality.

The screen is divided into five main areas. The top line has details of your current mental and physical energies and a clock. Mental energy shows the amount of power you have left for spell casting whilst the physical chart shows how much damage you can take before dying. The clock records the amount of time you have



Your adventure begins...

spent in the dungeon. It stops though when you are performing an action so you have as much time as you want to decide how you are going to tackle a problem.

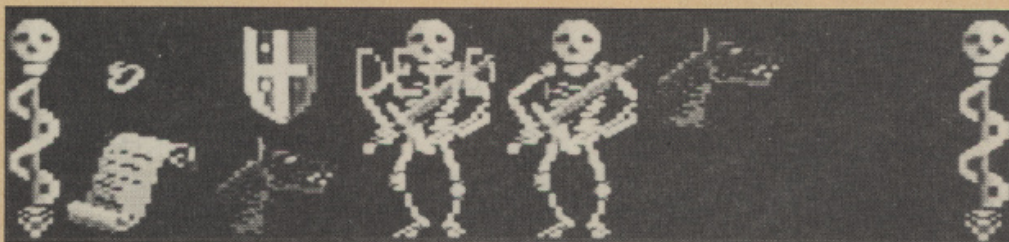
The top left hand corner shows a map of your current surroundings. Only items that you can actually see are displayed so that if you want to know what is behind a closed door, you will have to open it first. The dungeons are a mixture of passages, rooms and caverns. It is probably a good idea to draw some sort of a map as you go. This need only be rough and probably will be! Have you ever tried mapping accurately whilst being chased by Hellhounds? You are depicted on the map as a small yellow blob with other objects shown as small indistinct pictures but this is only to give you a rough idea of where everything is in relation to you and large pictures of what you meet are shown at the bottom of the screen. The scrolling of the map is a bit jerky and you have to

make sure that you enter passages exactly in the middle.

The other window at the top of the screen is your information box. Messages are displayed here such as the outcome of any combat you engage in. Also appearing here are confirmation of the actions you have chosen and descriptions of items which you examine.

The central part of the screen displays a list of commands that can currently be chosen. Selecting an action is either joystick or keyboard controlled.

The bottom window displays large pictures of any object you can see. These can be of monsters that are attacking you, weapons that they have dropped, treasure that they were guarding or special



Large graphics of what you meet on the screen are shown here.

38

features of the dungeon such as doors and staircases.

Playing the game

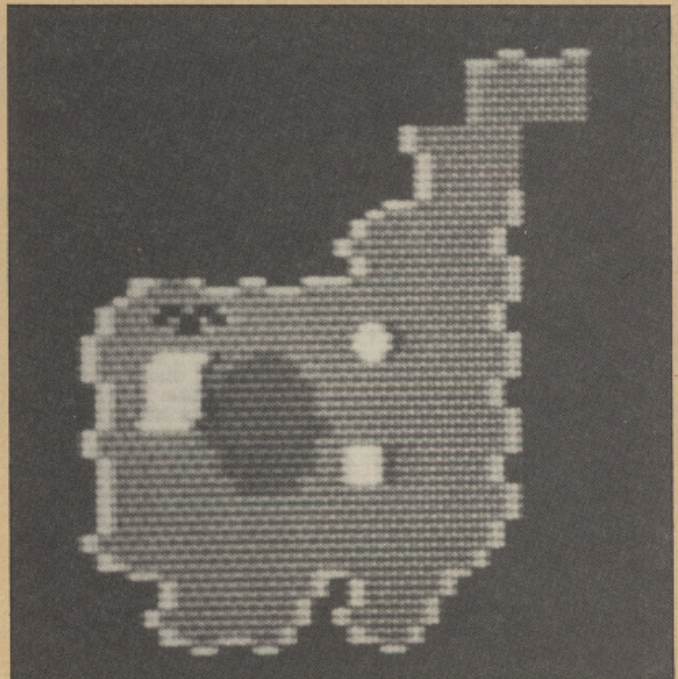
Your character is controlled entirely via the menu system so there is no need to find exactly the right phrase to type in. You are not always given the full list of commands, but only those choices that are available to you at the time. Thus you will not see the open command unless there is actually a door to be opened. Many of the options lead into sub-menus and things can get quite involved.

For example, suppose you have found a scroll but before you can pick it up, you are attacked by two skeletons. You must decide how to attack them and which one you are going to attack first. When you have killed them, you see that they have dropped a shield and a ring. You may now decide to drop your weapon, pick up the scroll,

examine it and put it in your back-pack, pick up the ring and wear it, pick up the shield and finally pick up your weapon again.

Monsters and Magic

There are many types of monster for you to battle against. These range from bats and spiders, through orcs, skeletons and vampires through to the final confrontation with a



The map shows your current surroundings.

defensive spell — magical shield. Casting a spell uses up some of your mental energy and if that runs too low, then you will no longer be able to use magic. Magic missile tends to work best against a single opponent whilst fireball is the better choice against a group.

Fulfilling your Quest

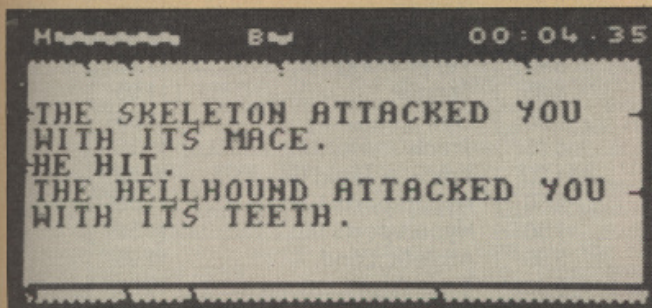
There are many items to help (or hinder) you as you try to find the amulet. Scrolls give you clues of a cryptic nature such as "The dagger of death" is a special kind when used on the minotaur it weakens his mind". Potions may heal your wounds or restore your mental energy. There are several magic rings to be found and if you defeat certain monsters, you can pick up their equipment such as armour and helmets, swords and axes. Note that if you are holding two weapons, you will attack with the one in your right hand. There is a SWAP command to change weapons over.

Master of Magic is one of several role-playing games to have been released recently. Whilst it may lack the sophistication or depth of some of its rivals, it is considerably easier to play and get in to. It also possesses that prime requisite of all good games — it's great fun. All this plus some good music by Rob Hubbard for only £2.99 — what more can you ask for?

Originality
Graphics
Use of machine
Value for money



Nova

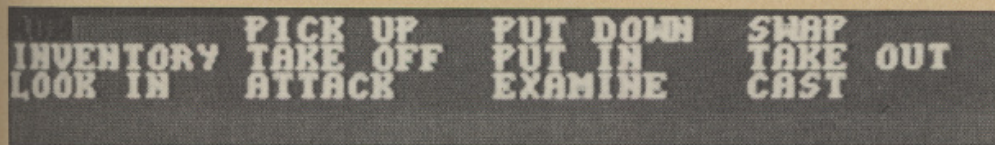


Messages, such as the outcome of combat, are displayed here.

One nice touch is that when you kill a creature, its picture is overwritten with the word "DEAD". This clarifies matters when you are under attack from more than one opponent and is useful when you are back-tracking through the dungeon desperately seeking for a health potion and anxious not to pick another fight.

minotaur.

Some monsters will guard a particular area or treasure, others will give chase when attacked and some will even open doors and come and get you! Creatures can be attacked either with a weapon that you have picked up or with one of the spells that Thelric has seen fit to bestow upon you. These are three offensive spells — magic missile, fireball and energy drain — and one



Commands are selected from this menu.

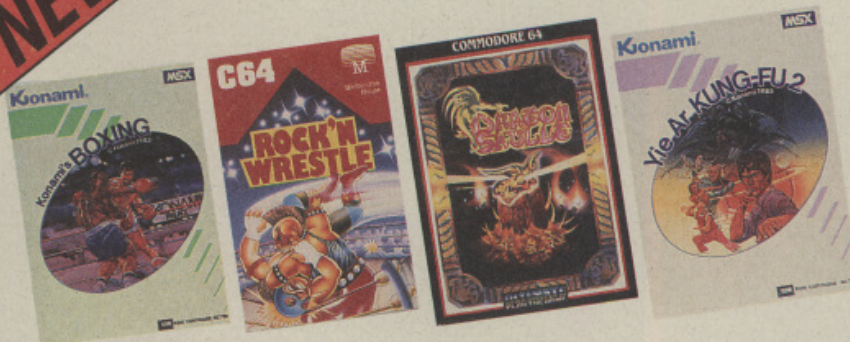


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ADVENTURE Dungeon Dressing

Are your adventures a jumbled mass of monsters and problems? Gordon Hamlett helps you sort them out.

Imagine that you are walking down a long corridor with three doors close to each other on one side. In the first room is a family of goblins. Behind the second door lives a ferocious ogre whilst a wizard continues his mystical research behind the third. This is the sort of situation that you might come across in any adventure game and yet I believe that it is highly illogical and that this set up will have broken down long before any adventurers get anywhere near.

The problem is that there is no organisation within the story. Why everyone is there has not been thought out properly. To start with, the ogre will have long since eaten the goblins! In order to stop a similar fate befalling him, the wizard will have to abandon his research in order to cast defensive spells on himself etc. And yet, if you stop to think for a moment and give the characters a reason for being there, you can easily build up a logical plot and greatly enrich your story-line at the same time.

Start with the wizard. Perhaps he was expelled from his home town for doing something dreadful such as turning the king's hair green in an experiment designed to get rid of pimples. Cast out into the wilderness, he obviously needs some form of protection. Stumbling by chance one day upon a baby ogre (ogrelet? ogreling?) — for surely no fully grown ogre would allow himself to be so easily caught — he casts a charm spell over it and so forces the ogre to serve him.

Looking around for somewhere to live, they discover a cave system occupied by a tribe of goblins. After the ogre has ripped a few token heads off, the goblin chief reluctantly agrees to serve the wizard as well. Over the years, the caves get developed and other creatures are allowed to

move in — for a fee of course. The wizard is happy because no-one disturbs his work. The ogre is happy because he gets to play the heavy and the goblins keep him supplied with rotting flesh to eat. The goblins themselves have come to respect the strong leadership although there may be one or two who remember the old days and would seize the opportunity to revolt. For a bit of sport, there is always some foolhardy adventurer, keen to seek his fortune.

Depending on how much further you want to take things, this organisation can be expanded even more. There must be regular supplies of food and water giving the chance of meeting a hunting party. The wizard is bound to require some esoteric substances for his potions and this may necessitate trading with outsiders.

Consider also how the caves would be defended. Creatures of low intelligence such as giant spiders have no ability to organise and apart from a few strategically placed webs, would do nothing more than drop on unsuspecting passers-by. A large tribe of goblins on the other hand would have all sorts of defences arranged. There would be trip wires that rung warning bells. The carefully placed pit. Look outs. As soon as the alarm is raised, someone will go and alert the guards. If they can't cope, officers and reinforcements in the form of hobgoblins may be summoned. Only if that was insufficient would someone have the temerity to rouse the ogre from his afternoon nap. If by any chance an adventurer managed to get past all this

and reach the wizard, he would have no compunction at all about using every spell and magic weapon he owns against you.

What started out as three locations has turned into more or less a complete story. If you cast your mind back to all the fantasy books that you have read, you will soon realise that every thing is there for a purpose and fits into the story logically. If you use the same principles in your games, then you will find that they play an awful lot better than a disjointed collection of puzzles.

Give them credit

One of the things that I find very annoying when playing adventures is a situation such as this: you have found several keys and come across a locked door.

Open door
Which key?
Black key
The door does not open
Open door
Which key?
Brass key
The door does not open...

It is not difficult to program this differently to give something that reads a lot better. If you were in a real life situation, you would try all of your keys automatically until one of them worked so, the exchange could read:

Open door
The small silver key fits the door which swings open...

or

Open door

None of the keys that you are holding fit the lock...

A lot better, I'm sure you'll agree. That's all for this month. Next month, I want to take a look at designing a combat system.



HINTS

ADVENTURE

This month we feature some tips for Hutchinson's tense thriller, *The Fourth Protocol* sent in by Sanjay Keswani but first some help for adventurers stuck in Level 9's Red Moon from Martin Gormley.

Red Moon

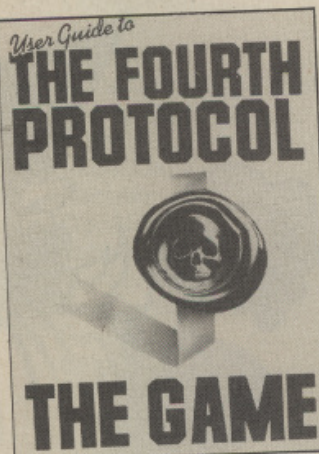
To take the burning sword wear the glove.

To get the coins from the grate use the (magnetic) horseshoe.

To cross the chasm drop the acorn and the scroll and then read the scroll.

To get past the statue wear the cloak.

Finally — to get past the guard dog put pills in his meat.

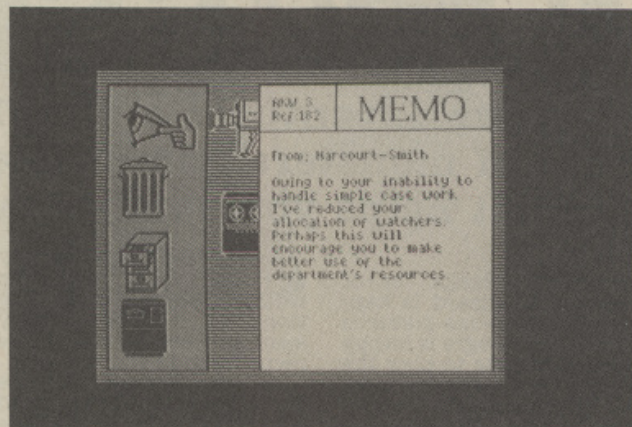


The Fourth Protocol

The following top secret information has come into our possession which may be some use to agents trying to solve the Fourth Protocol.

Part 1 — The Nato Papers

1) For telephone numbers use the file, TELEPHONE.



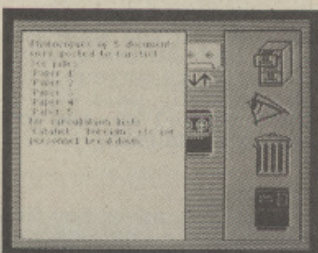
2) To narrow down the possible suspect traitors remember that he or she must have access to the 5 Nato papers and the MOD, Cabinet, and Foreign files as well as a photocopier.

3) When asked about Stanistav, select Other Selections and suggest turning him.

4) When Bracton has called you put as many watchers as possible on him. When you discover the dark secrets of his weird social life contact medical security.

5) Comparing the fingerprints on Nilson's diplomatic file in Stockholm and on the school notebook shown by Anna Nilson at Storuman and reading the files at UMEA should give you some important clues.

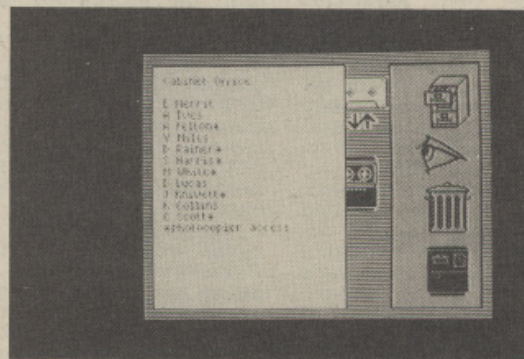
6) Plumb's question, "How was the traitor recruited?" would be better rephrased "What kind of traitor is he?"



Part 2 — The Bomb

Use your ID card as much as possible, as you may get more out of uncooperative individuals. At Gordons.

1) The essential objects here are a tube map, wallet, computer and the ID card.
2) To use the lift you will need a password which can



be decoded on a one time pad from the numbers given at the end of part 1.

3) Once you have talked to Harcourt-Smith leave Gordons in search of your new base, Sentinel House.

Some important tube stations:

Euston — Gordon's.
Oxford Circus — Boots (photographic dept).

Victoria — BR to Dover.
Westminster — Treasury, Sentinel House.

Barbican — Flowers for Blodwyn hidden somewhere in this infamous maze.

Great Portland Street — Boots, University.

Paddington — BR to Bristol.
Boston Manor — Hobbyist shop.

Heathrow — Conference Centre.

Sentinel House

This is your new base and a regular source of information.

1) To use the lift you will need "a poem" to convert the Gordon's password to a string of numbers.

2) Ask C's secretary for more money if you need it.

3) A fireman can be obtained from the armoury in the basement.

4) To get a 'make' on a photograph you will need Blodwyn's help in the Archives. She loves flowers and adores C.

5) Special equipment can be found in the Special Projects Room.

6) Finally go to the printer room for regular information.

In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50. Send to KJC Games, P.O. Box 11, Cleveleys, Blackpool, Lancashire. FY5 2UL.

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Amstrad CPC 464 (Supplied on cassette, compatible with B&A and 512K when used with cassette player and suitable leads.)
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| 5. Royal Rescue | 15. Chess Crazy | 25. Trucking | 35. Fantasy Land | 45. Waterway |
| 6. Star Trek | 16. Hangman | 26. Rally 2000 | 36. Space Base | 46. Dangerous Adventure |
| 7. Wholly | 17. Postman Del | 27. Sinking Target | 37. Planets | 47. Space Pod Rescue |
| 8. Attack | 18. Russian Rescue | 28. Nomads | 38. Hopping Harbort | 48. High Rise |
| 9. Fighter Command | 19. 30 Mazes | 29. Space Ship | 39. Dynamite | 49. Crops |
| 10. Draughts | 20. Colours 9 | 30. Jet Fight | 40. Timebombs | 50. Exchange |

Spectrum 16k/48k or +

"Incredibly frustrating" - that's the verdict on Casette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

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| 4. Frogger | 14. Motorway | 24. Football | 34. Robots | 44. Mystical Diamonds |
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| 8. Maroon Knockout | 18. Ski Run | 28. Cargo | 38. Inferno | 48. Barrel Jump |
| 9. Raggies | 19. Tanks | 29. The Race | 39. Nim | 49. Attacker |
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Commodore 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Casette 50, featuring high resolution and user-defined graphics, sprites, sound and music.

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| 3. Space Mission | 13. Boggles | 23. Lunar Escape | 33. Inferno | 43. Unwiser |
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| 5. Plasma Ball | 15. Ski Jump | 25. Cannonball Battle | 35. Submarines | 45. Tanker |
| 6. Star Trek | 16. Hangman | 26. Overtake | 36. Rocket Launch | 46. Parashute |
| 7. Radar Leading | 17. Old Bones | 27. Sinking Target | 37. Planets | 47. Jet Mobile |
| 8. Attacker | 18. This Ice | 28. Smash the Window | 38. Black Hole | 48. High Rise |
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If you've followed our Play by mail series from the start or just started reading Gamer here's your chance to try an exciting new hobby for only a £1.

What are PBM games?

PBM games are adventure style games that are played between hundreds of players spread throughout the country, if not the world.

Every month each player send their orders to central Games Master (GM) who processes the turn and sends out game reports to all the players.

The games that are possible using this system are as varied as the companies that run them and range from tribe based, fantasy adventures to galaxies full of aliens.

Although extremely enjoyable, PBM games can be a little expensive with charges being made for the players initial setup in the game and a fee for each turn after that.

PBM

"NEXT MONTH-REPORT FROM 1ST PBM SHOW!"

UPDATE



Start the New Year by playing a PBM game. Computer Gamer and KJC games offer you the chance to try one for only a £1.

Special Offer

KJC games and Gamer have teamed up to offer you the chance to try a PBM game for a fraction of the normal cost.

The game in question is called It's a Crime and pits you as a gangland boss trying to get control of an American city. Unfortunately about 500 other bosses have the same plan so you'll soon find a need for your gangs of hitmen.

It's a Crime will normally cost only £5 for 8 turns making it one of the cheapest games to play. Now we are offering you the chance to try it for only a £1.

This £1 will cover the costs of your setup fee plus your first 2 turns. Plus it you're one of the first 500 to take advantage of this fantastic offer you'll get an extra 2 free turns. That's a setup fee plus four turns for only a £1!

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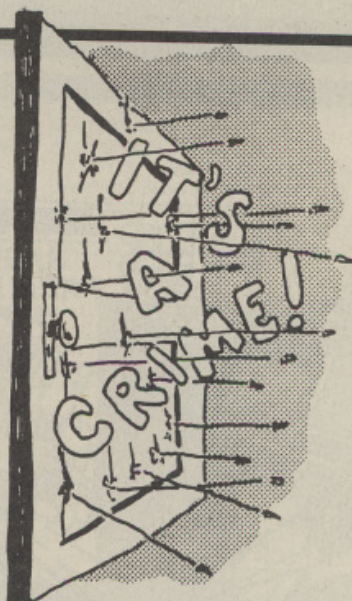
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Remember the first 500 get an extra 2 free turns so send your coupon to us today. To miss out on such an offer would be a crime!

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Taking advantage of this offer does not commit you to play a full game of It's a Crime. If you haven't enjoyed playing by the end of your turns then you can quite simply drop out of the game.

This we feel is unlikely and if you decide to continue playing the cost will revert to the usual 8 turns for £5.



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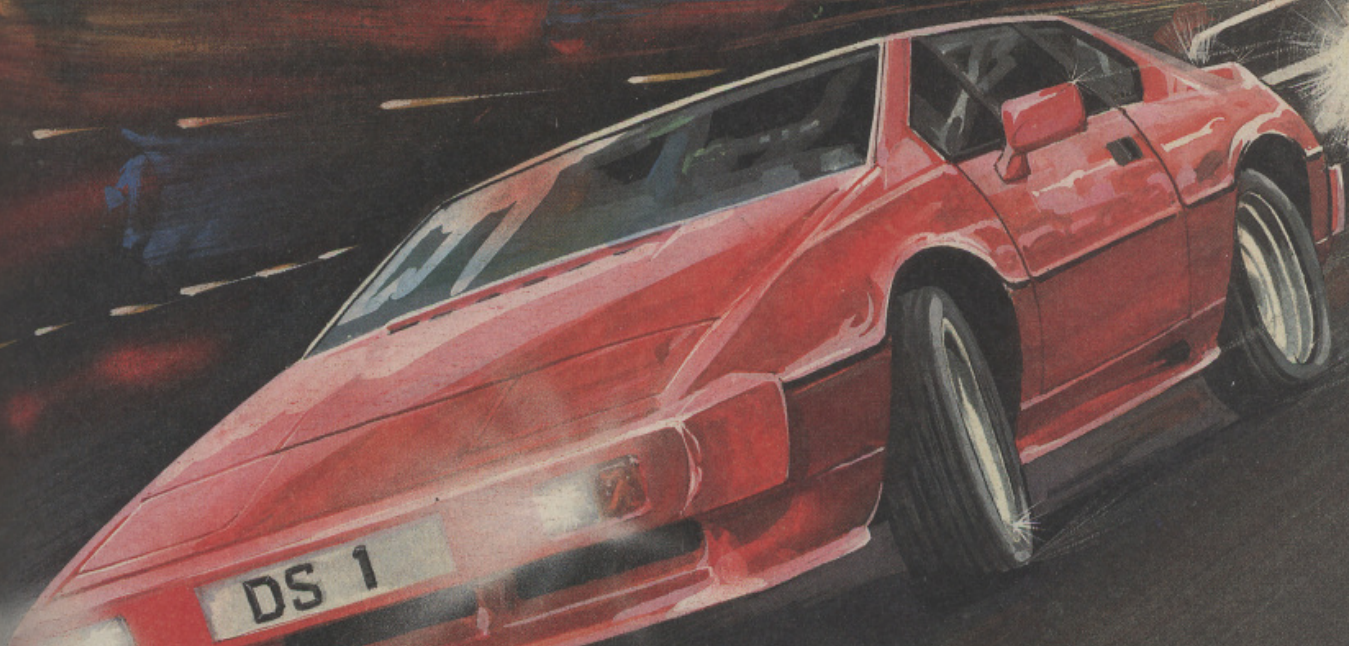
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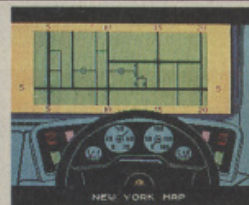
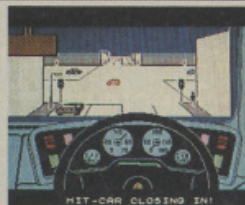
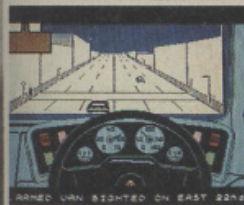
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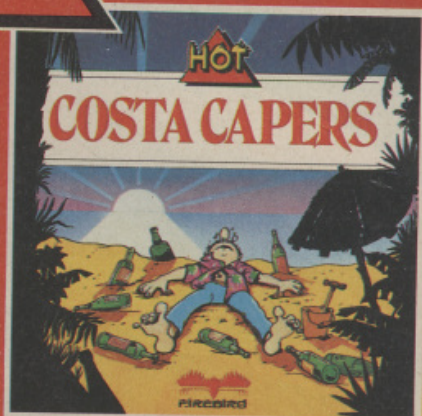
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ADVENTURE

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Computer Gamer and CDS Microsystems have teamed up to bring you a text only adventure, *Castle Blackstar*, at a silly price.

Normally you would have to pay £7.95 to explore the mysterious castle but you can start playing for a special Gamer price of only £2.95!

This text only adventure allows you to enter commands such as "take lamp and light it" and "Drop sword down the well".

Your quest begins in a luxurious room furnished in silver and glass. The ceiling is high and arched with a huge relief map of the moon hanging overhead.

The most striking feature of the room is the woman speaking to you. She is tall and willowy with hair like spun silver. She carries easily an air of authority and wisdom.

She speaks again, "... finally when you locate the orb you must return it to me. You may keep any mortal treasures you find after I have cleansed them of all evil."

You bend and bow saying, "My Lady Artemis..."

Darkness enfolds you, until suddenly you find yourself awake in the sunlight of the vale of *Castle Blackstar*. Your quest has begun...

Ahead of you lies a dark wood, fiendish puzzles, fantastic treasure, deadly foes and the castle itself.

If you want to take advantage of this offer simply fill in the coupon below, remembering to show whether you want a BBC, C64, Spectrum or Amstrad tape, and enclose a cheque or postal order payable to CDS Microsystems Ltd.

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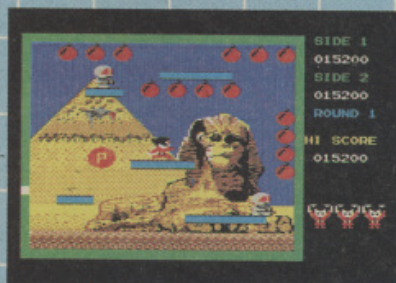
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IT'S NOT THAT WE'VE GOT COLD FEET, BEAUCTRICA - BUT WE'VE DONE OUR QUOTA OF DEEP SPACE MISSIONS!

I KNOW - AND I NEED THREE WELL-QUALIFIED GUYS... BUT I'M GOING TO LET YOU THINK IT OVER!

WHY ARE WE GOING TO THE SPACEPORT, THEN? YOU CAN'T MAKE US BOARD THE OMNIBUS SHUTTLE! WE'RE FREELANCE!

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WHEE! OOH! YOU GOT IT, BABE!!

MADAM BUTTERSLAM, SURELY YOU ARE NOT PUTTING THOSE RASCALS AMONGST THE IDLE RICH WITH THAT TOP SECRET INFORMATION?

WHY, PHELEGMGARDEN, I DIDN'T GET TO BE HEAD OF INTERSTELLAR OFFICE BY NOT TRUSTING PEOPLE!

THERE'S A TAXI WAITING TO TAKE YOU TO THE MOST EXCLUSIVE LUXURY LEISURE RESORT ON THE MOON - A WEEK OF FUN AT OUR EXPENSE... IF YOU GO STRAIGHT AWAY!

10 MINUTES AWAY FROM HEAVEN - PITY I COULDN'T BRING MY WIFE!

DUR ARE PLNTY OF OOTHER WIFES AT THE MOONTANA HOTEL, SOCK!

I'M DYING TO TAKE A DIP IN THOSE SLEEPY WATERS!

ER-UNDERPANT... YOU REALIZE YOU CAN'T ACTUALLY SWIM IN THE SEA OF TRANQUILITY?

SURE! I WAS REFERRIN' TO THE BIG OLD FLOODIT ARTIFICIAL POND!

YOU GOON TER SVOOM IN DOR FISH POND?

OH PULL YOUR HEAD IN, SKNIT!

WE'RE THERE! MOONTANA HOTEL'S EARTH-FORCE GRAVITY IS WORKING ON US - SEE?

YEAH, I SEE... I WAS ON THE CEILING JUST A SECOND AGO!

NOBODY IN THE LOBBY. VOONDER WUR WE CHECK IN?

WE... WE DON'T! WE CHECK OUT! GET BACK IN THE TAXI!

SHUTTLE OMNIBUS-2

WHY?

THIS ISN'T THE LOBBY OF THE MOONTANA HOTEL! IT'S THE SHUTTLE BAY OF THE S.S. OMNIBUS! BEAUCTRICA HAS TRICKED US!!

SORRY BOYS - BUT BY THE TIME MY HOLO APPEARS, THE S.S. OMNIBUS WILL HAVE BEGUN ITS VOYAGE - THE TAXI WON'T TAKE YOU FAR.

WHAT IF WE GIVE THE DRIVER A BIG TIP? TRIED TIPPING A COMPUTER?

THE INSTRUMENTS SHOWED YOU A RECORDING OF IT'S PREVIOUS LUNAR RUN... SORRY I TRICKED YOU, BOYS, BUT I REALLY NEED YOU FOR THE JOB... HEY, WHEN YOU RETURN, IN SIX YEARS TIME YOU'LL HAVE ONLY AGED A FEW MONTHS!

THEY SAY THAT EVERY TIME... GREAT! ONLY NOW MY KID IS COLLECTING HIS PENSION!

I'VE GOT AN ALLERGY TO DECEIT... THE OMNIBUS HAS A MANUAL OVERRIDE CONSOLE - WE MUST FIND IT - WE'LL TAKE POWER OF THE SHIP, AND BECOME PIRATES! AACH HA HA HARRR

YEAH! HA-HARRR, ARR, ME HEARKIES, AR

BLOOT! DIS IS MUTINY! I VUNT NO PURT OF IT! MODDER!

ARE OUR HEROES A) CLEVER ENOUGH TO LOCATE THE MJO CONSOLE, AND B) STUPID ENOUGH TO TRY AND HALF-INCH AN INTERSTELLAR OFFICE CARGO SHIP? ANSWERS: A) WELL, YES. B) NO. ON: A



Black Knight

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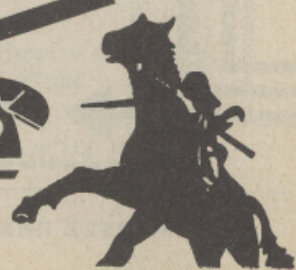
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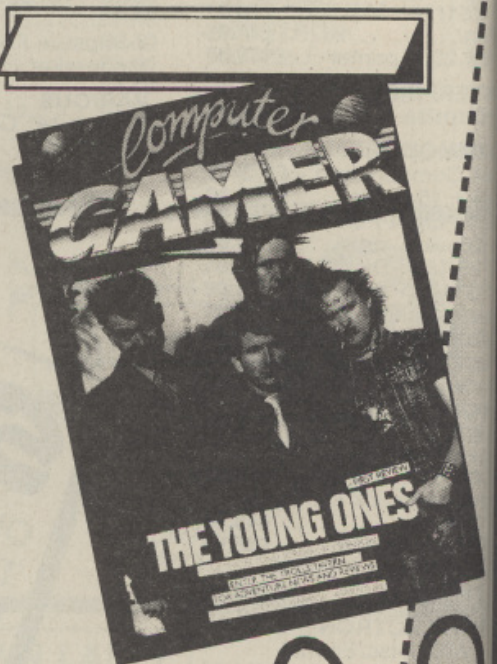
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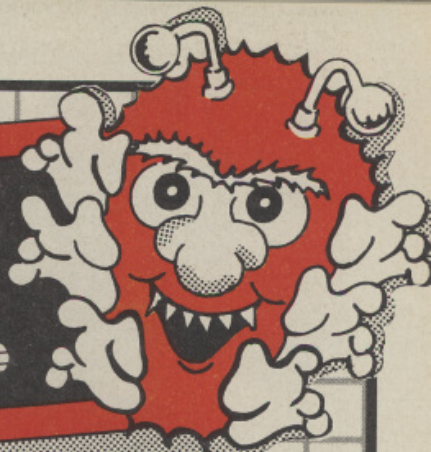
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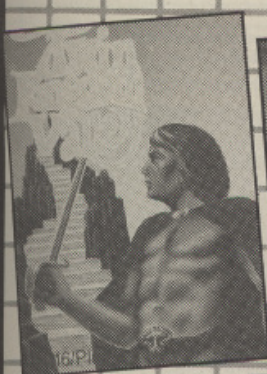
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FLYER FOX

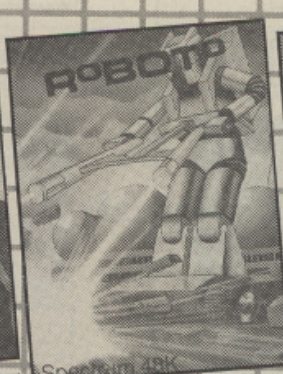
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C16/Plus4

ROCK 'N' WRESTLE



You are Gorgeous Greg. The blonde hero that wants to be the world champion wrestler. Unfortunately nine of the meanest and nastiest characters in the world stand in your way, and you have to fight them all.

Before you make your bid you will have to learn the 25 possible moves that are all joystick controlled and a few tricks to give you a fighting chance of surviving in the ring.

Rock 'N' Wrestle can be played by either one or two players. In the two player game each contestant selects one of the wrestlers and has a straight contest with the first to get two falls the winner.

If you are playing against the computer you have to take on and beat each of the nine top ranked wrestlers over 3 minute bouts.

If you win a contest you're in the ring with the next wrestler before the crowds cheers have died down.

It is somewhat unlikely that you will do this in your first attempt so points are

awarded to you for completed moves so you can follow your progress.

Getting to Grips

Before you can leap in the ring and start grappling with the world's best wrestlers you will have to learn and practice the 25 moves that are available to you.

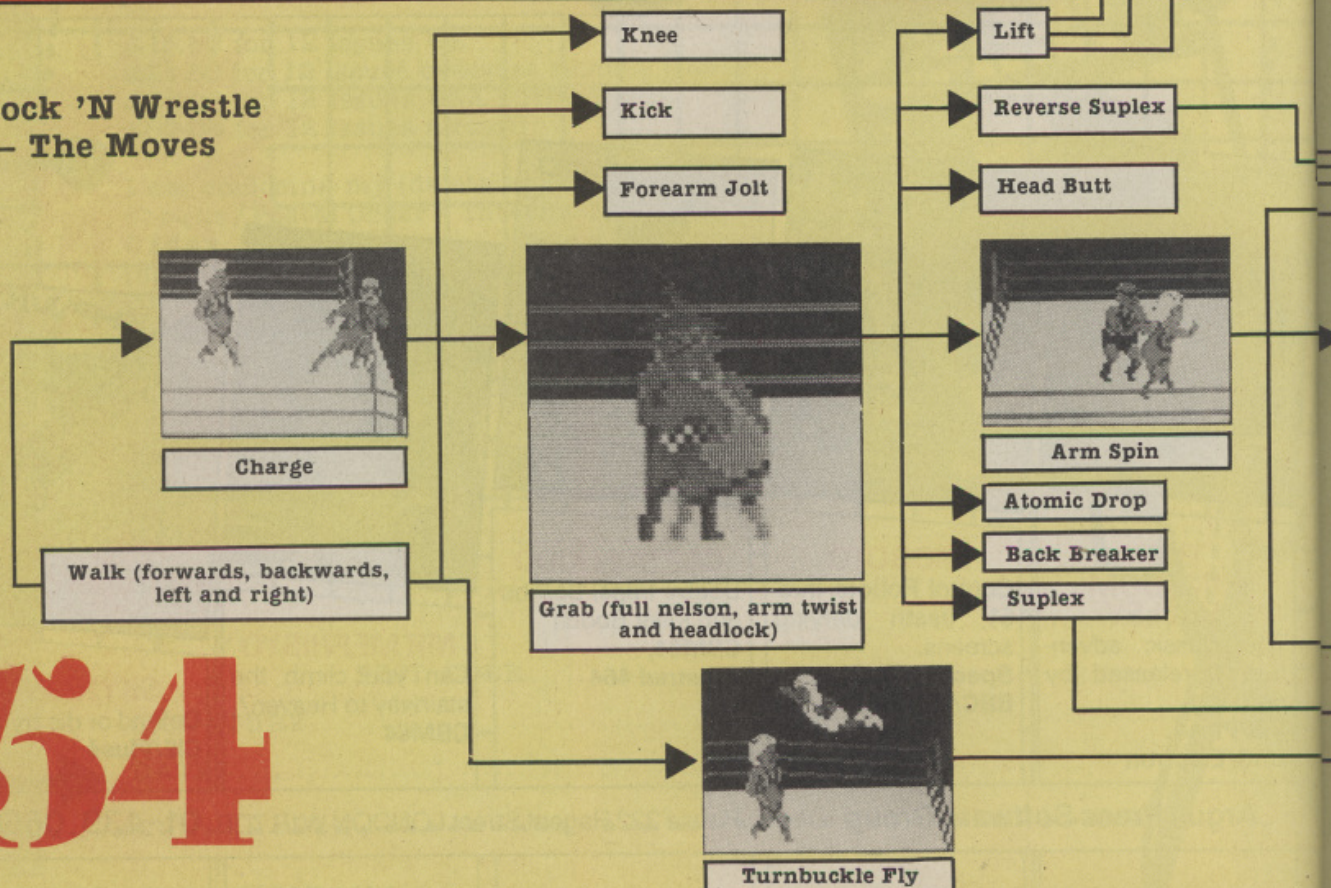
Each is selected by pushing the joystick in only four directions with each move leading to a selection of others.

As in Exploding Fist the best way to learn the moves is to setup a two player game and, by using only one joystick, practice on an opponent that isn't trying to win.

Where Rock 'N' Wrestle differs considerably from Fist, and why no player can assume he'll soon be world champion, is that the action takes place in the whole ring and not just in a straight line. Therefore your opponent won't just strike from in front or behind but from both sides as well.

Rock 'N' Wrestle is written by the authors of Way of the Exploding Fist. Tony Hetherington grapples with the latest sporting challenge from Melbourne House.

Rock 'N' Wrestle — The Moves



54

Consequently the result of your joystick will depend on the direction in which you are facing.

For example pulling the joystick back while facing your opponent up the screen will result in a kick but will become a forearm jolt if you are facing to the right of the screen.

This is at first confusing but soon becomes second nature as you track your wrestler around the ring. The way the moves lead from one to the other is also well organised and allows you to follow the action without reaching for the instructions mid fight.

For example, instead of kicking, punching or kneeling your opponent when standing by him you can attempt to grab him in a front headlock, full nelson or armlock depending on which way round he's facing. Once you've got him in your grips you can either lift him above your head for an aeroplane spin or body smash or deliver a quick headbutt or devastating back breaking drop on

your knee or perhaps even throw him over your shoulder onto the canvas. When he's on the canvas you can deliver a quick kick in the ribs, an elbow drop, attempt to pin him down for a count of three (a fall) or you can even climb on the top of the ropes and leap on him from a great height.

My favourite move is the arm spin where you grab your opponents arm and spin him around, faster and faster, in a circle until you let him fly off into one of the ropes. Then all you have to do is wait for the rebound when you can deliver a chop to the throat, flying body press or drop kick that will usually end the bout.

Frantic joystick waggling is never far away from any sports simulation and Rock 'N' Wrestle is no exception since this can get you out of a lot of trouble. In fact whenever your opponent has his hands on you, you should start waggling frantically as this might get you free.

Each wrestler begins each bout at full strength

which is displayed as a line of marks at the bottom of the screen. These are reduced as each blow and throw take their toll. Although a wrestler can continue, and even win, if this reaches zero but it does mean he's weaker and liable to be thrown around a lot more.

Consequently it's a good idea to soften up your opponents with a few kicks and headbutts before you attempt a throw or spin as it's almost impossible to get a fully fit wrestler in a spin.

Once you've perfected your moves you're ready to step into the ring and challenge for the title.

In the Ring

The opponents that stand in your way are almost as varied as the moves themselves. Each has his own speciality moves and an incredibly dubious background. However they all have one thing in common. They don't want anyone called Gorgeous Greg as world champion.

Your first battle is with Redneck McCoy and his skill at the atomic drop that could end your bid for the title in 30 seconds flat. Next on the agenda is a headbutting fanatic called Molotov Mick followed by the youngest son of the most junior wife of a wealthy Sheik. The aptly named Angry Abdul likes to make up for the fact that he's a long way from the money by bashing your head against the canvas.

Don't be fooled by your next opponents pink

leopard as L.A. Bruce is no sissy. This is something you'll realise when he picks you up, spins you around and then slams you into the canvas.

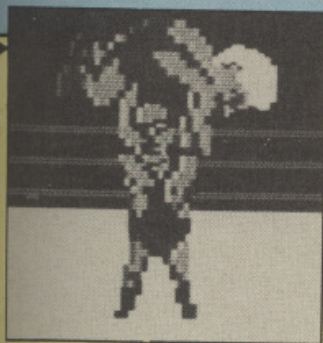
Your halfway bout on your title bid is against the Missouri Breaker who builds his strength by throwing cows around his ranch. Next is a football hooligan that loves to put the boot in called Vivian, an Apache brave called Flying Eagle who loves to fly from the ropes to your head, the masked Bad Barney who loves to hear his opponents choke and finally the champion, Lord Toff.

Each bout lasts three minutes and to win you must score a fall otherwise your opponent wins by default. Against Lord Toff there is no time limit and only one winner.

Seconds Out

After several late nights, a sore thumb and a broken joystick I am beginning to grasp some of the tactics needed to become world champion and get a good score.

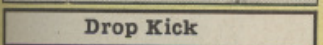
In the initial attempts points are important as a measure of your success particularly since the higher points are scored for the more involved moves that will eventually win you the title. For example a kick scores 100 points where as a spin can score 1000. In fact its fairly easy to despatch Redneck McCoy with a few well timed kicks and then a throw. The same



Aeroplane Spin



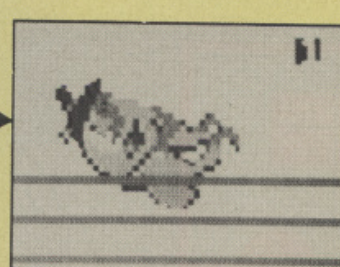
Flying Body Press



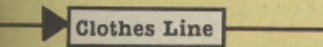
Drop Kick



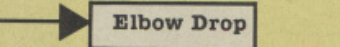
Flat on Canvas



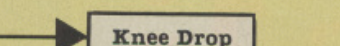
Pin Fall



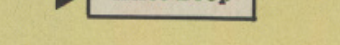
Clothes Line



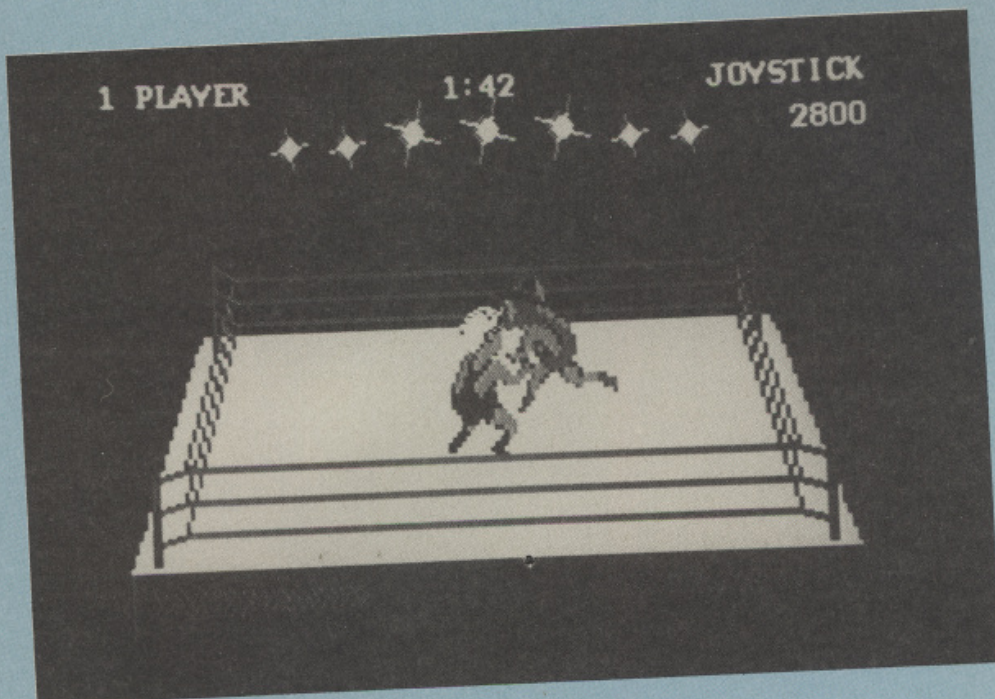
Elbow Drop



Knee Drop



Stomp



tactics wouldn't work against Lord Toff. So it's important to get the practice in against the "easier" opponents.

The opposite is then recommended when you are in a position to make a serious title bid since then you should despatch each opponent with the minimum effort since you have nine fights to win without a single break.

Finally as a general rule you should keep on the move to make it as difficult as possible for your opponent to get his hands on you. If he does, waggle frantically until you're free then move quickly away. This is important as it is easy to leave yourself open for the same attack and it is unlikely that the computer

will tire before you do.

Timing is the crucial factor when you go on the attack as a missed timed drop kick or Turnbuckle fly (jump from the ropes) could leave you out for the count.

Conclusions

Rock 'N' Wrestle is a superb sequel to Exploding Fist which I find more enjoyable than the sport it simulates.

The variety of moves and opponents will present even the seasoned player with a new challenge every game.

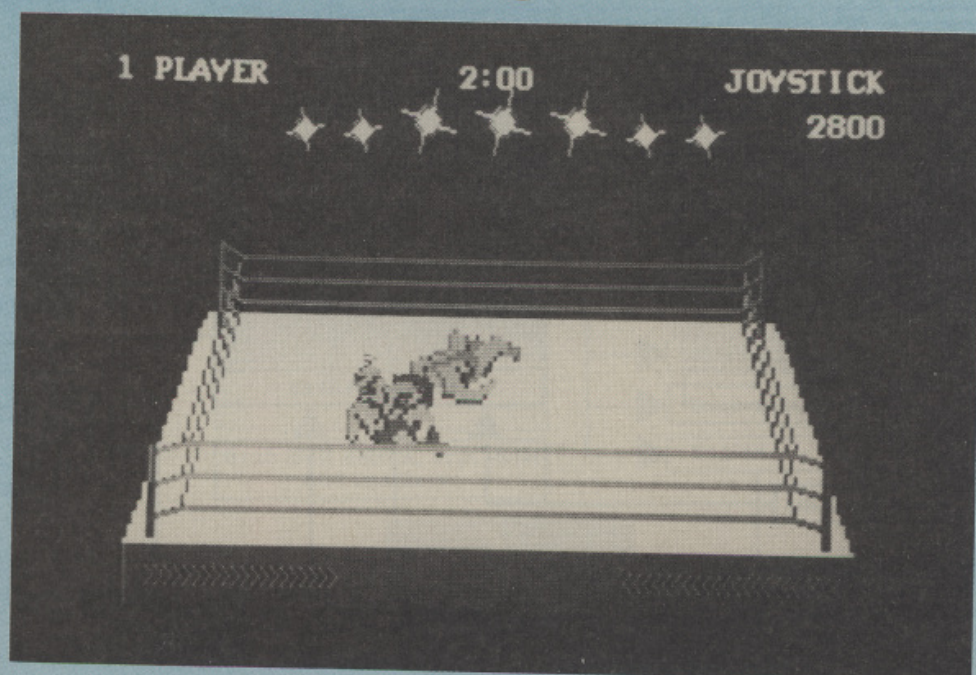
The graphics are excellent and the package is completed by rock music that accompanies your road to the world title.

Rock 'N' Wrestle costs £9.95 and is an essential addition to all Commodore 64 owners collections.

Originality
Graphics
Use of machine
Value for money

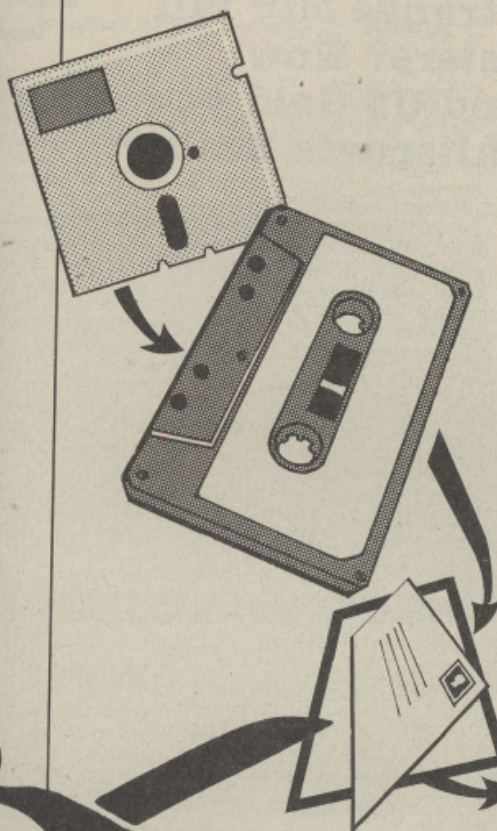


Star Rating
Nova



PROGRAM

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As the game loads in your fate is described. An alien ship appears over a city skyline, destroys a few buildings and then kidnaps you.

You are taken to the city of Xebecs demise where your adventure begins. You are clothed in the poorest coverings, have about 240 copper pieces, no weapons, no armour and little hope for survival. Ahead of you is the gateway to the city, as you walk through your destiny is sealed.

In the coming days you will fight with deadly enemies, discover dark secrets, find marvellous treasure until finally you can return home to take out your revenge on your captors.

The Game Pieces

Alternate Reality will soon be available on disk for C64, Atari and Apple computers and will cost £19.95. This may seem like a lot of money for one adventure but you do get your money's worth.

In the box you will find two disks, two instruction books and a partly drawn map of the city. This only a few main streets marked on it, the rest you have to discover yourself.

Together the instruction books give you background information on the city, its inhabitants as well as a quick command summary and a guide to creating your character.

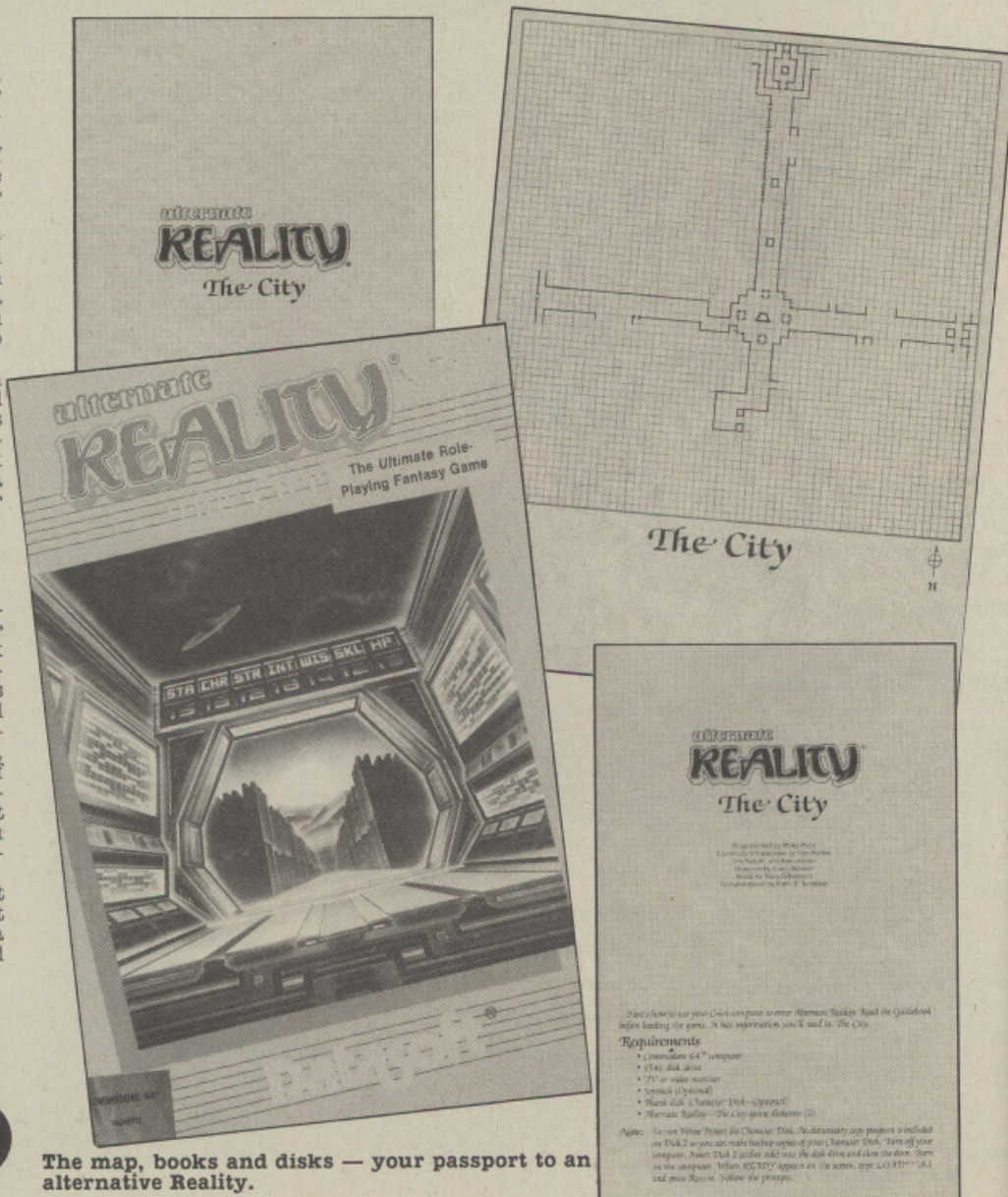
Your Character

The strengths and weaknesses of your character are determined as you walk through the gateway. Constantly changing numbers freeze at this moment and determine the stamina, intelligence, wisdom, skill, charisma and charm of your character. Others indicate the number of hit points (how durable you are) and the number of copper pieces you start with.

You could time it right and get a character that could win you the game, a second later you could end

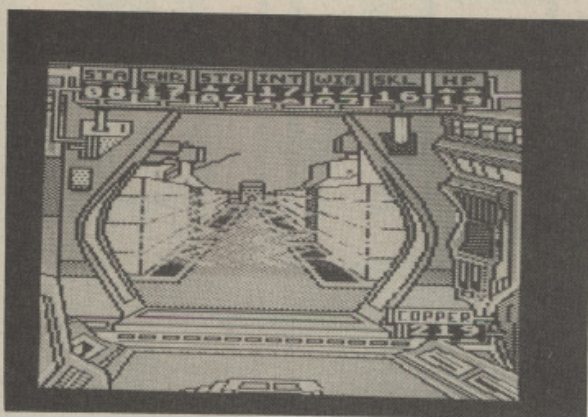
alternate REALITY®

Have you ever wondered what it would be like to be kidnapped by aliens and left in a strange city full of mystery and monsters? Now thanks to Datasoft and US Gold you can experience this Alternate Reality.



58

The map, books and disks — your passport to an alternative Reality.



Your adventure begins through the gateway.

up with someone who is unlikely to last the hour. I wouldn't worry about timing too much and leave it to chance.

One of the disks is used for creating your character and can be saved for later reincarnations. This would-be hero is then named for posterity. You are allowed 31 letters which gives you plenty of scope to get away from the standard Bill, Fred or Gandalf. In Alternate Reality you can be Fred the Brave, Bill the Bold or The Mighty Gandalf and still have scope for more.

Once you've created your character you're ready to enter the city.

As you move down the streets, by pushing a joystick the 3D view scrolls with you.

You begin your adventure in the city's main square which is luckily the safest part of the city. Unfortunately it is also the most expensive. If you were lucky you may have about 200 copper pieces, in the main square a woollen jumper costs 600.

Sadly the best is not for you just yet. So you have to leave the safety of the square and explore streets as yet unmarked on your map.

Danger lurks in these areas particularly at night and in bad weather.

You search for a safe place to sleep and find it in an inn. Here for a price you can sleep in a room or on the common floor depending on the money you're prepared to pay.

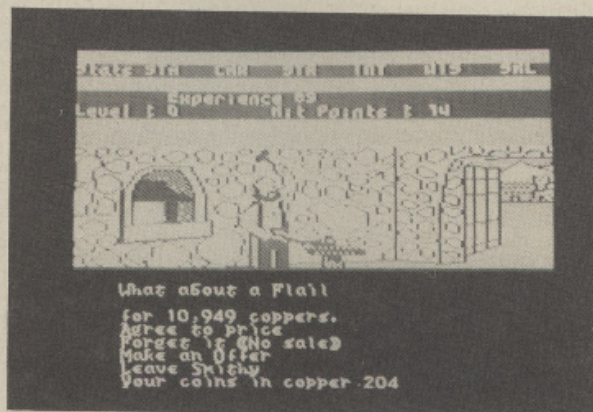
Food is next on the agenda and can be found along with a variety of drink ranging from water, sasperalla and grog in the taverns.

These are also the source of some clues in the guise of songs that are sung. Naturally they aren't actually sung but the words appear on the screen in time to the music that is hammered out.

Once you've eaten and slept you can explore a bit more being careful to map the city as you go. It's a wise precaution to pause the game as you're drawing

(devilish fire-breathers), wizards, dwarfs or the numerous unnamed horrors that roam the city at night (and some during the day).

Whenever you meet a character the computer first decides whether you saw him first and have the chance to surprise him, or the other way round. Either way a series of options appear at the bottom of the screen. The list that



The Smith will make you a weapon — for a price.

in case you get ambushed while you're away from the keyboard.

On your travels you will discover smithies to buy weapons and armour, banks to store your cash, shops to spend it and healers and guides to cure you and remove any curses you may have stumbled upon — for a fee.

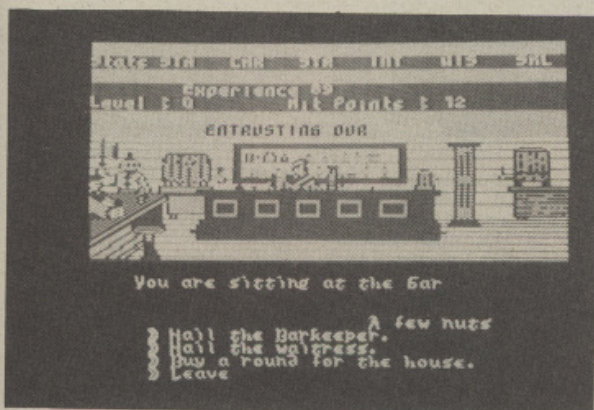
The Population

The cities population is numerous and varied. Some may be kind to you others may eat you.

You will meet poor people, common people, merchants, couriers, noblemen, guards and gladiators. Hopefully you won't fall foul of too many thieves, assassins, imps

appears depends on whether you are engaged in combat or disengaged.

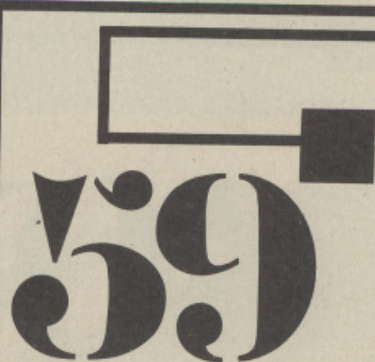
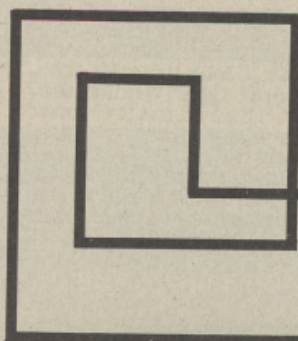
If you're disengaged you can try to trick your opponent (not wise against a thief), or charm them if your charisma is high. You can also start a fight, cast a spell (if you have any), or run away. If a fight begins you then swap to the engage list of options that include attack, lunge and parry.

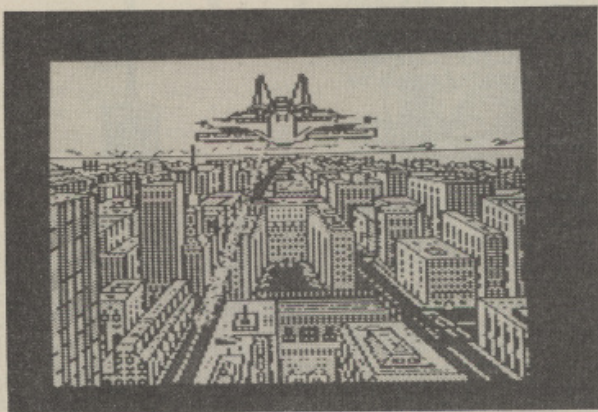


The Tavern — a source of food, drink and information

The City of Xero's Demise

The streets and buildings of the city are drawn in an impressive 3D view in a window in the centre of the screen. Above it are your characteristics. The space below it is reserved for option menus that appear whenever you enter a building or meet somebody or something in the street.

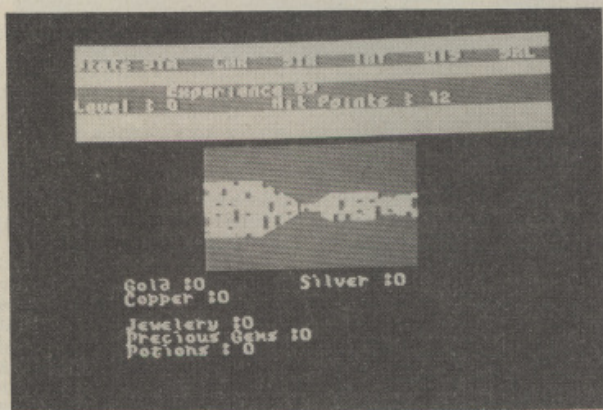




An alien ship kidnaps you...

Defeating an opponent may gain you treasure in any of its many forms. Gold and silver, potions and magic swords are just some of the possibilities. Other possibilities are not so attractive. If you get hit by a poisoned or diseased creature you will lose hit points and eventually die if you don't get to a healer in time. The trusty blade you just found may turn out to be cursed (probably why you won it so easily) something only a guild can cure.

Staying alive in the city will challenge you for the first days at least. But once you solve the problem of needing money but not having any, being an easy target without a sword or any armour and having nowhere to stay, to keep out of trouble at night you can begin to think about treasure. Until then try using your charm or some tricks or if all else fails, your legs, to run away.



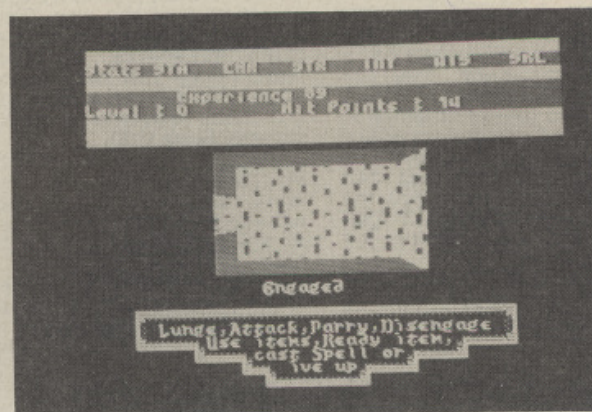
A street scene — you have some experience points but you're also poor.

Conclusions

Alternate Reality is another attempt to capture the spirit of roleplaying games.

Undoubtedly it is a massive game giving you a seemingly unlimited collection of buildings to explore, characters to meet and treasure to find.

The graphics are effective and add to the atmosphere of the game



Combat! — The engaged list of options.

which is created by the eerie sound effects that follow you around the city.

Due to the size almost constant disk access and changes are required but this isn't too bad since the program sensibly uses a turbo loader.

It will certainly take some time to complete the game but even when you do your adventures are far from over. Alternate Reality — the city is just the first of seven episodes. Once you've conquered the city you can delve into "the dungeon," enter "the Arena," loot "the Palace," explore "the Wilderness" and then finally onto "Revelation" and "Destiny."

Alternate Reality — the city will be available from the beginning of March and is highly recommended.

PLANET RATINGS

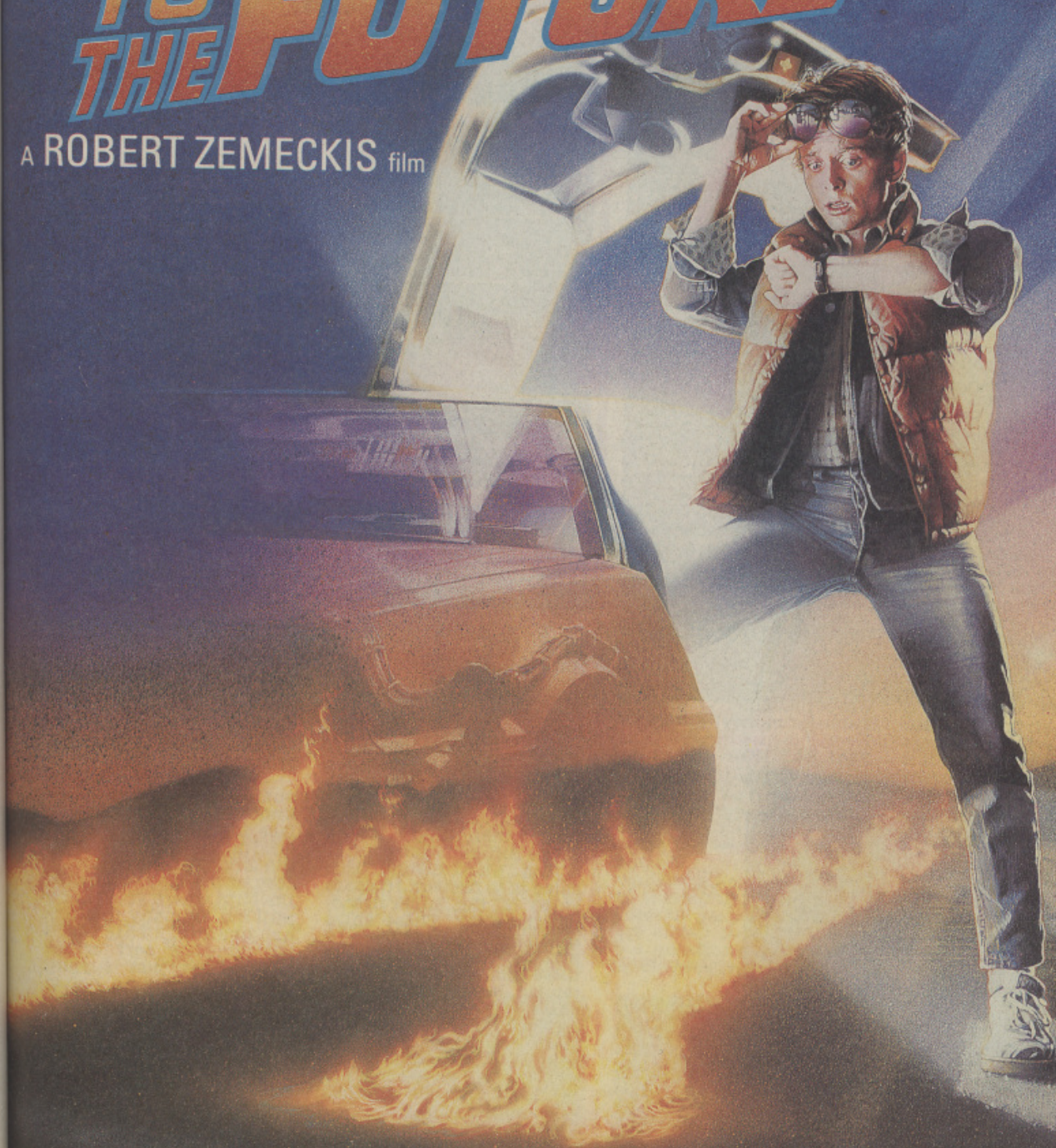
Storyline	4
Atmosphere	5
Difficulty	4
Value for money	5

60

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SOFTWARE

Title: Hardball
Computer: Commodore 64
Supplier: US Gold
Price: £9.95



Hardball is the first game produced by US Gold's new signing, US based Accolade software, and it's a promising sign of things to come.

The hardball in question is a baseball that is being bashed about in a game between the Champs and the All-Stars which features some of the best graphics that I have seen on the C64.

Don't worry if you don't know a slider from a sinker as the games instructions include a quick guide to baseball. Unfortunately this is only a "quick guide" and still leave things like, designated hitters and Parameter field positions unexplained. Although anyone who has played rounders will soon be "playing ball".

Both teams take turns to bat in order to score runs while the other side tries to get them out either by catching the ball, tagging a runner before he reaches a base or by striking a player out.

The main battles in hardball (and indeed baseball) are between the pitcher and the batter. To strike a player out the pitcher must throw or pitch the ball in front of the batter in an area known as the strike zone. If the batter misses such a pitch then the umpire will call a strike, a strike is also called if the batter swings and misses a pitch even if it was going to miss the strike zone. This is called a ball

and if the batter sees it coming before he swings his batter it is counted against the pitcher. Four balls and the batter is allowed to walk to first base.

Consequently the pitcher attempts to con the batter into hitting out at a ball by pitching a bewildering selection of fast balls, screwballs, change-ups, sinkers, sliders and curve balls.

In turn the batter can attempt to hit the ball high, low, inside and outside, bunt (or tap it) or not play a stroke at all.

Should the batter actually hit the ball he then attempts to run around the bases before the fielders collect it.

The most impressive screen is the one showing the pitcher as he delivers the ball to the batter. According to an onlooker this was even clearer than the recent TV coverage on Channel 4!

Once the ball has hit the screen display switches to show either the left or right side of the field.

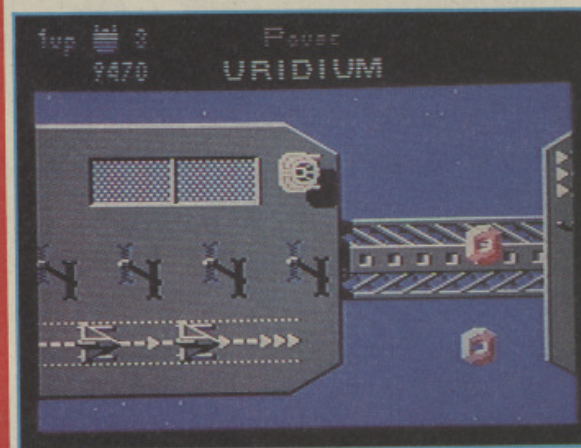
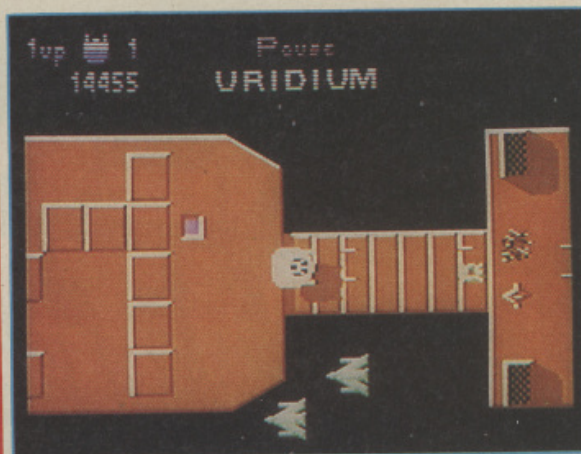
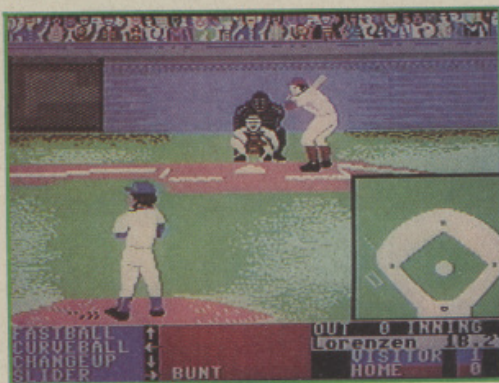
If that lot isn't enough you can also exchange or substitute players from your bench as well as changing your fielding positions and tactics. T.H.

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Nova



Title: Uridium
Computer: Commodore 64
Supplier: Hewson
Price: £9.95



Remember Paradoid?, well this is the next game from the same author, and is the sequel to the previous game. The only similarity is the method used to indicate depth, the grey scale shading and shadows. Other than that, it's a whole different game.

The plan behind this game is to destroy 16 space ships of the super-dreadnaught class. These ships are in orbit around your 16 planets and are draining these planets of one particular metal each. These ships are named after the different metals, so you start on tin, go through lead and gold, and end at uridium. All your other top ten best minerals are also represented.

Each ship, as well as being a colour representing the metal that it is named after, has different strategy necessary to beat it.

The game is played almost like a plan view Defender. With your ship able to turn over, accelerate and decelerate, and flying on its side to get through tight gaps.

The pseudo 3D aspect of the game is based on the surface installations. You

can see how high something is by the length of its shadow — so watch out. Some of the surface stuff can be destroyed for extra points, but not everything goes boom, as mentioned earlier some things go crunch!

After you have wiped out sufficient nasties, and knocked out enough surface installations, you can land on the main runway of the ship. This gives you access to the main reactor of the ship where you have to pull out as many fuel rods as possible. This is a reaction-time sort of section which just supplies some more bonus points. Not very riveting, but does no harm to the game.

After that you get a chance to strafe lots more of the ship as it explodes. After this it is on to the next ship and further dangers.

A good game for all you zap addicts, with excellent graphics, good sound, and real 'feel' to it! MR

PLANET RATINGS

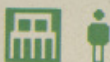
Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Red Giant



Title: Dragonskulle
Computer: C64
Supplier: Ultimate
Price: £9.95



Yet another game from Ultimate featuring Sir Arthur Pendragon. He has finally reached the island of Dragonskulle where he is to search for the evil Skull of Souls. As usual with Ultimate games, the cassette inlay gives you a lot of blurb about feelings of evil and dire warnings but absolutely no indications of what on earth you are supposed to be doing.

The game's graphics very attractive with the caves to be explored being presented in 3D perspective. There is a fair assortment of nasties to be overcome or avoided such as falling acid drops and stalactites, bouncing skulls, wasps and eyeballs and a huge, finely animated dragon.

Sir Arthur starts off on a beach where he has landed in his small boat. The only entrance to the caves is through a huge skull complete with eyes that seem to follow you. Your way is, however, blocked by an electrified force field. Fortunately, it is not long before you find the magic starfish that de-activates this energy barrier. As well as moving around, Sir Ar-

thur can perform certain other tasks. These are depicted as icons at the top of the screen and can be selected from the keyboard. The icons allow you to dig and wear a magical energy cloak (once you have found the appropriate items), pause the game, throw a magical orb and jump. A nice touch here is that if you try to do something without the necessary item, Sir Arthur's shaking head appears instead of the icon. You start the game with five lives although extra ones can be found (though you will need a grave sense of humour to find them). When your last life finally disappears, a huge, hooded skull appears and you see your soul sucked from your body.

Dragonskulle is a pleasant enough arcade adventure and probably the pick of the Arthur Pendragon games to date but you can't help feeling that you've seen it all somewhere before. GRH

PLANET RATINGS

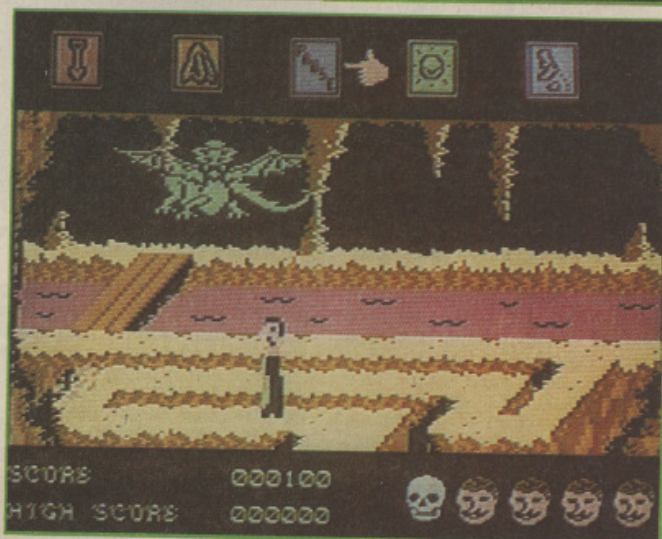
Originality
 Graphics
 Use of machine
 Value for money



STAR RATING
 Red Giant



REVIEWS



Title: Movie
Computer: Spectrum
Supplier: Imagine Software
Price: £7.95



Ok blue eyes, so maybe you've seen The Godfather but this is the real thing. Movie is based on those old gangster films where all the men have names like Chico Spaghetti, wear stripey suits and raincoats with

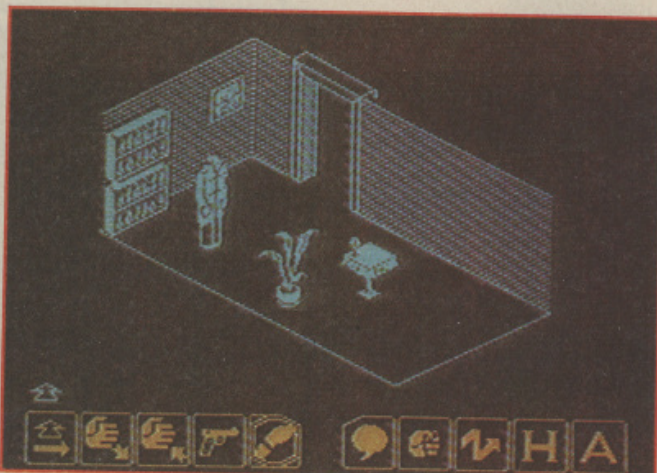
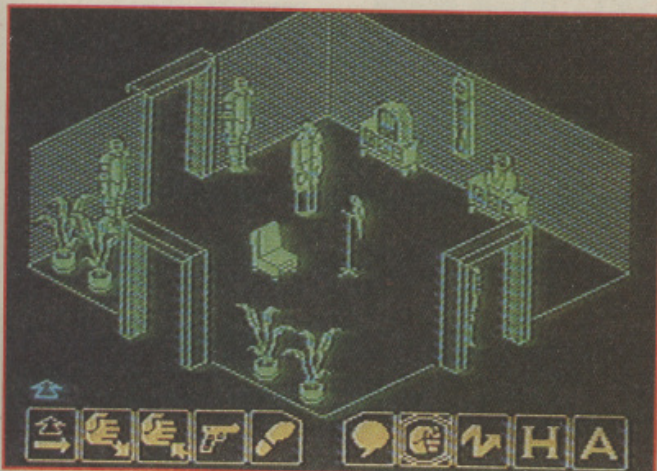
turned up collars.

The game (which was written in Yugoslavia, just outside Liverpool), adopts the increasingly popular style of 3D graphics first seen in Knight Lore, but which has been copied by other companies since then. You play the part of a private eye attempting to locate a cassette tape which

is hidden in a Mob leader's hideaway. Your search will take you through various streets and buildings and along the way you will encounter some of the mobster's henchmen. Most of these will try and 'rub you out', especially as you get closer to the hideout, but occasionally they may be able to give you some in-

formation, such as passwords for getting into buildings. At some point you'll meet a woman who is one of a pair of twins; if she's the good twin she will lead you to the hideout, but if it's the evil twin then you could be led into a trap.

As well as the excellent graphics, Movie has added one or two features to the



N.B. Key to symbols and star ratings appear at the end of the reviews.

Knight Lore/Sweevo's World format. These are present in the form of an icon menu which allows you to perform actions such as firing a gun, punching an opponent, and also creating speech balloons in order to try and communicate with them.

This icon system allows you a greater variety of actions than has normally been available in this type of game, but Movie doesn't really capitalise on this as well as it could since the problem solving element of the game, though challenging in places, isn't consistent throughout the game.

The locations that you move through are full of finely detailed objects, many of which can be pushed around, or weapons such as guns and bombs which can be used to wipe out anyone who stands in your way. I can't help thinking though, that a lot of memory has been taken up by graphics for objects that don't seem to serve much purpose. Unlike Knightlore or Sweevo, the rooms don't really contain many obstacles that you have to find your way around, but many of them are cluttered with loads of items of furniture that are just decoration and don't seem to add to the gameplay. The women are placed randomly, but since

you begin the game in the same location each time, wandering through the same locations at the start of each game can get a bit boring.

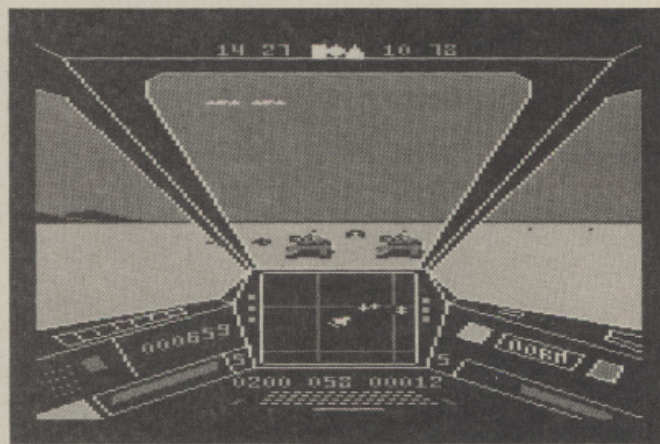
My one real criticism is that you only get one life, and considering how many gunmen are wandering around just waiting to shoot you full of lead this simply isn't enough to allow you to play the game properly. After wandering around for a couple of hours I found it incredibly irritating to get deep into the game only to get shot or collide with an object just once and have to start all over again.

I hope I haven't sounded too critical, since Movie is an enjoyable and fairly addictive game. The graphics are excellent, and the icon system is an impressive addition to this type of game, it's just that my first impressions of Movie were very favourable indeed, but after playing it for some time I felt that it only partly fulfilled its potential.

PLANET RATINGS

Originality	★★★★
Graphics	★★★★
Use of machine	★★★★
Value for money	★★★★

STAR RATING
Bright Star



indicator for where you are on the map. Extra information is available via the base computer — but only when the base is still active and hasn't been eliminated by the bad guys.

The base computer can be used to see where there are enemies, what score you have, and what the status of all your installations is.

So you are launched in your skyfox fighter, select auto pilot, and wait. Reduce your speed, line up on the tanks and blast away. Climb, to bring the mother ship into view, select missiles, and fire!

Next, climb up into the stratosphere where it's time to take on the fighters — harder than it sounds, they are quite nasty. Combat up above tends to be fast and furious — so remember to keep some missiles handy.

At the start of the game you can have one of five skill levels and 15 different scenarios, these alter the type and strategy of the in-

vading enemy forces. These range from different types of training missions so that you can get the measure of the enemies that you will be facing, through the accurately named 'Massive Onslaught'! to problem attacks like Chess, or Alamo.

The conversion from the Commodore is graphically accurate, and the colours are quite good, the only drawback is the reduction in smoothness. This is similar to the conversion of Elite for the Spectrum, where to keep the speed up, it was made more jerky. This is inevitable though in conversions of this type. Spectrum and Amstrad owners will just have to live with it. Otherwise, good job Ariola.

MR

PLANET RATINGS

Originality	★★★★
Graphics	★★★★
Use of machine	★★★★
Value for money	★★★★

STAR RATING
Bright Star



Title: Skyfox
Computer: Amstrad
Supplier: Ariolasoft
Price: £8.95



Skyfox on the Commodore 64 was greeted by a 'shoot-it-and-it-explodes' starved public, with a lot of enthusiasm. Initially disk only, due to the size of the program, the game was then released on a multi-load tape.

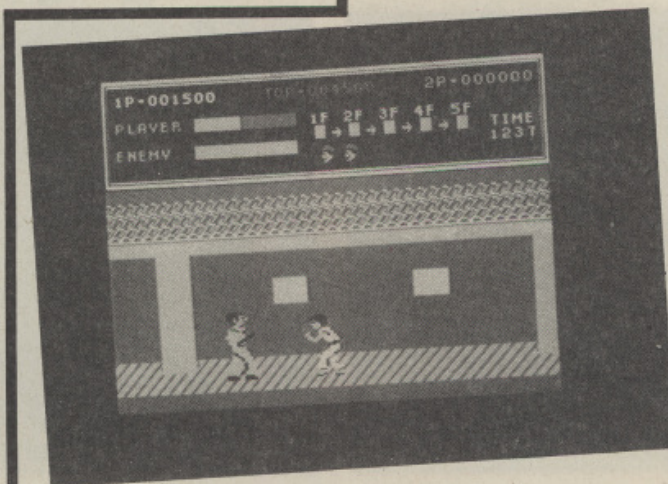
Amstrad (and shortly Spectrum) owners can now sample the delights of eliminating tanks, mother-ships, and deadly high altitude fighters. And due to it being converted in Britain it goes in in one load.

The game puts you in the legendary Skyfox fighter —

the last one left! in front of you is a complex 3D control panel and a view of the ground/air in front of you. Instruments include a birds eye radar view, ammo left, instruments for fuel, speed, altitude, and shields, with a compass and an auto pilot.

Additional navigation aids include a co-ordinate

Title: Kung Fu Master
Computer: Commodore 64
Supplier: US Gold
Price: £9.95



Kung Fu Master is a licensed version of the arcade game of the same name that was in the arcades about a year ago.

The basic plan is to work your way through the temple to rescue the maiden to whom you are betrothed. On the way many baddies try to stop you by throwing various things at you or by ganging up and crushing you to death.

The fighting action is a bit simpler than most fighting games that I have seen for a while, and this is a point in its advantage.

The original coin-op game had a bad plot and an even worse gameplay. But it was saved through its good graphics and it's (then) original game idea. Unfortunately the com-

64

puter version of this has reasonable graphics, is no longer original, but still suffers from an awful gameplay plot, and is thoroughly boring.

If you are a martial arts fanatic then this game may be of some interest — though you would have to

be a real fanatic.

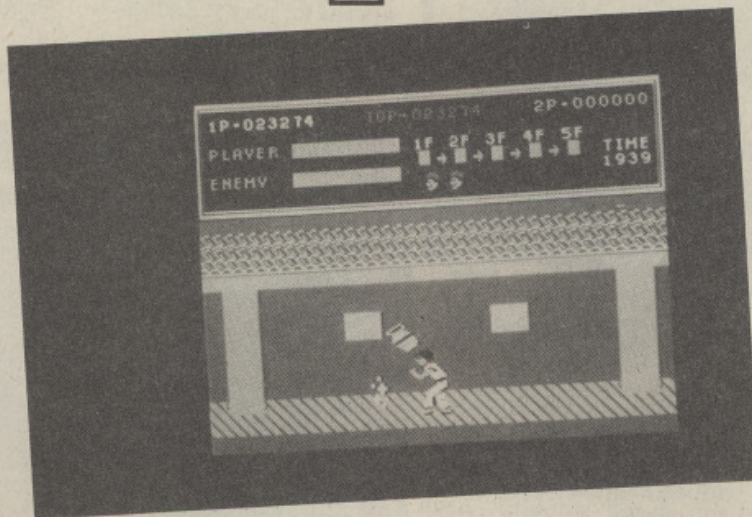
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
White Dwarf

MR

REVIEWS



Title:

Computer:

Supplier:

Price:

Back to the Future

Commodore 64

Electric Dreams

£7.95



Oh dear! what have Electric Dreams done this time? In an attempt to cash in on the current Spielberg blockbuster, ED have knocked out a game based on the aforementioned film. Unfortunately it looks like it only took six weeks to write.

The game is based over a small number of screens, in these screens are various objects. Wandering around these screens are the characters from the film.

Arranged around the screen are various icons and indicators that tell you the state of various objects as well as the two photographs of the future that indicate your success or failure in restoring the future to the way that it was originally intended.

In the game you must do most of the things that occur in the film, including making a skateboard out of bits that you can find littered about the screens. It's getting these objects and their effects on people that make up the bulk of the game.

The game might have been alright if there were a few more problems to solve in more rooms, and the graphics were a bit better, as they currently stand the graphics are extremely crude and do nothing for the game. The one (almost) saving grace is the music which sounds like it was taken from the film score, but even this begins to get on your nerves a bit after a very short while.

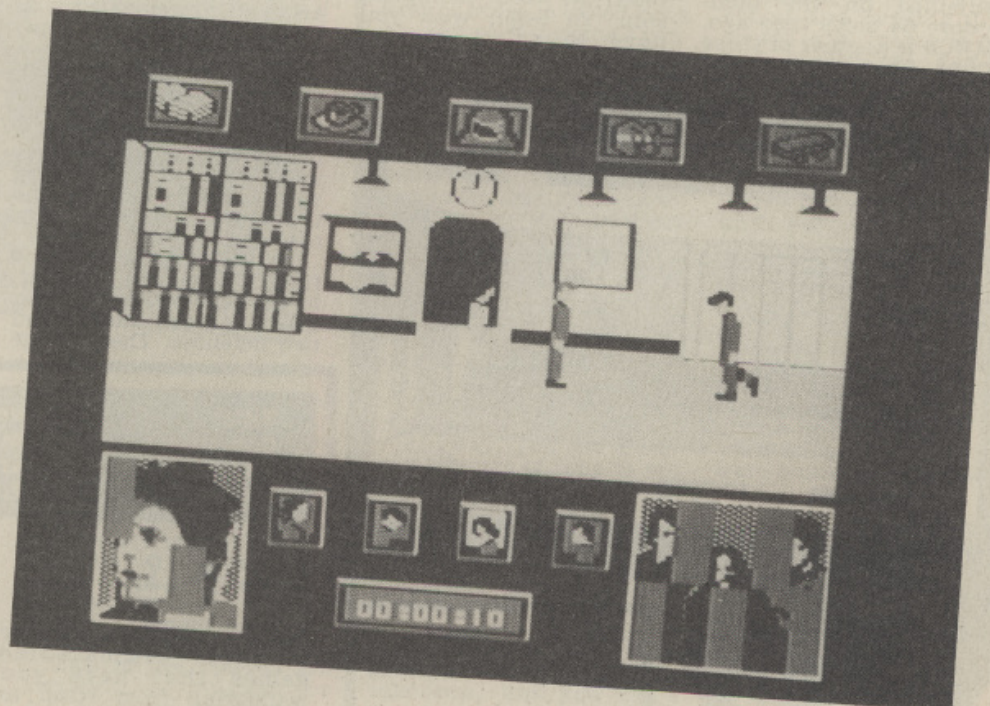
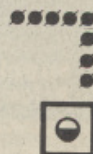
Sorry Electric Dreams,

better luck next time.
MR

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
White Dwarf



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Title: Think!
Computer: Amstrad
Supplier: Ariolasoft
Price: £7.95



Remember Connect Four? Well Think! is a computerised and updated version of that.

Counters are moved in from the bottom or the right hand edge, shifting the other counters in that row or column along one. Four in a line wins the game.

This may all sound sim-

ple, but in practice it isn't. The computer also plays a strong game — so don't expect to beat it easily.

The conversion is straight from the Spectrum with only minor graphics changes and a lack of a screen dump facility — which is a shame as an Epson dump wouldn't have taken up too much memory.

The game is icon driven with pretty pictures of all the options. The start up

screen is just full of icons with many different options available — blitz game, problem game, speed game, colour or green screen, defined colours. You name it — it's got it.

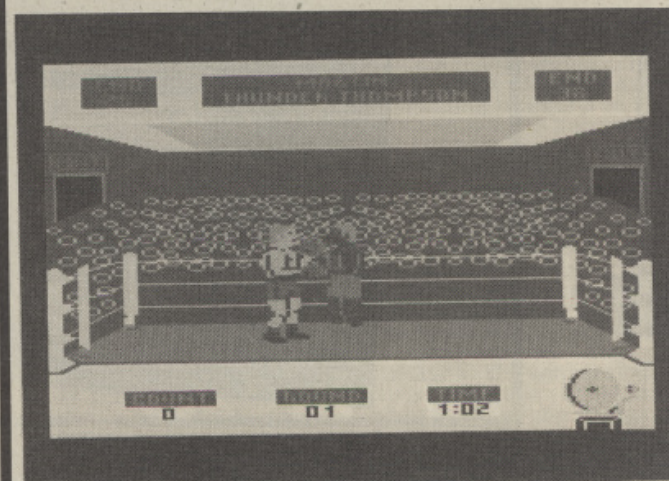
Overall the game is quite good with plenty to occupy you, though I don't know exactly who the game will appeal to, play it and see —

you never know, you might like it! **MR**

PLANET RATINGS

Originality ●●
 Graphics ●●●●
 Use of machine ●●●●
 Value for money ●●●●

STAR RATING
 Bright Star



Title: Barry McGuigan's Boxing
Computer: Amstrad
Supplier: Activision
Price: £7.95



Launched on the Commodore 64 some time ago, BMWCB is another of those games that have been

awaited with much interest by Amstrad owners.

The game is based on the series of fights that a boxer will have to go through to reach the world championship. To begin with you have to select certain characteristics for your

man — name, race, colour of hair, kit colours, nature (erratic, calm, etc.) and his style of fighting.

After this you go onto the top twenty board where the 20 fighters in the series are. You can then select to fight someone up to two ranks ahead of you. You can then see his and your fitness status so that when it comes to the training sessions you know which areas to concentrate on — stamina, strength, endurance etc.

You only have a certain amount of time before the fight to bring up your fitness on these areas so it is worth thinking about what you are doing when you select which of the training aids should be concentrated on.

After this comes the fight. There are nine different moves that you can make — seven attacks and two defences. These range

from long distance punches without the fire button being pressed, to close in stuff with the button down.

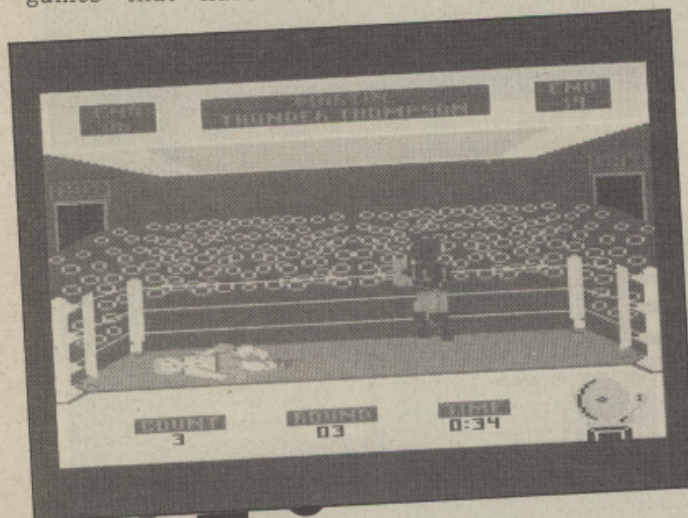
This part of the game is very good, the computer opponents are excellently thought out and don't just stagger about like in the Amsoft Boxing game. In between each round you can see what your and your opponents status is and what to concentrate on.

Whether you win or lose you win an amount of money and the chance to move up the rankings to become a contender or even take the championship itself. **MR**

PLANET RATINGS

Originality ●●
 Graphics ●●●●
 Use of machine ●●●●
 Value for money ●●●●

STAR RATING
 Bright Star



Title: Sweevo's World
Computer: Amstrad
Supplier: Gargoyle Games
Price: £7.95



Sweevo's World is another of those Ultimate-like games that have you wandering from room to

room overcoming various obstacles. In this case you are a little creature with an extremely long neck called Sweevo.

You start off by selecting one of five scenarios for you to play in. I am unsure

whether this is five starting points of the same maze, or five different mazes, but it probably doesn't matter anyway.





The game itself has a lot of detail with many difficult puzzles to solve. The main antagonists are these pointing fingers that thrust out of the ground to poke you. These are accompanied by all sorts of weird and wonderful dwarf-like creatures that dash around after your blood.


Sweevo's World is a good game for all those people that like this kind of game. There is enough in it to

make it a bit different to the normal run-of-the-mill game. The graphics, sound and animation are all good. Though the colour is a bit lacking due to the mode used, but there is no alternative to this and it is a wise choice.

Well worth buying. **MR**

PLANET RATINGS

Originality 
Graphics 
Use of machine 
Value for money 

STAR RATING
Bright Star 

Title: Theatre Europe
Computer: Amstrad
Supplier: PSS
Price: £7.95



When Theatre Europe first came out it was considered rather controversial, due to it's up to date topic. A year or so after its release, the situation remains the same, though the hue and cry has died down.

The Amstrad conversion of this game is as good as you would expect with plenty of hi-res colour and sound. The game remains the same through all of it's versions.





shown. You then begin to allocate these forces to move to various places, whether to attack or not and what to attack, and then you slug it out.


If the action section is selected at the start of the game then the attacks are presented on screen as a picture of some buildings with some tanks crawling all over the place along with a jet plane and a helicopter flying above. You must then move your sights around and blast them with your gun. This adds a slight interlude between staring

chemical strikes. The chemical can be quite effective, though the nuclear strike tends to wipe out the entire world!

A fast moving and hard thinking game. I thoroughly enjoyed my invasion of Germany. **MR**

PLANET RATINGS

Originality 
Graphics 
Use of machine 
Value for money 

STAR RATING
Bright Star 

Title: ZoneX
Computer: Atari
Supplier: Gremlin Graphics
Price: £9.95



It's good to see that someone else has now started doing Atari titles, and Gremlin Graphics have offered two titles to date, the first of these is called Zone X, not very original considering that there is another ame for the Atari called Zone X.

The game is about going around a mine putting bits of plutonium back into the waste bins they were n originally, but got messed up when some thieves unsuccessful attempted to steal it.

Far be it from me to point out that plutonium is not termed as being wste, but I thought that plutonium was a nuclear fuel and thorium and lead were the waste elements, ho hum.

Anyway, you get a certain amount of time to put things right again, and as usual the guard robots cannot be switched off while you go in and fo your job, this must make it hell to actually fix anything that goes wrong.

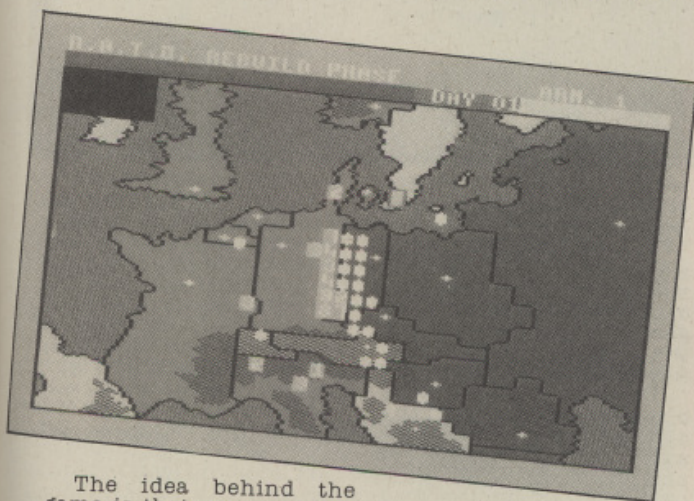
The game is actually quite a nice maze like game, similar to a scrolling robo-tron, but you can't

shoot a thing, to my mind at least, this is a bad move on the authors behalf, but it does make the game a little more of a strategy/-bounty bob type game.

There are keys, spades, bonuses, doors, robots and twirling things to aid and maraude you, and overall the game is quite enjoyable, there is however no option to stop the music, which although nice, does get on your nerves slightly, well actually quite a lot.

The game is well finished and has a lot of nice touches, like a gremlin hanging over the intro page, and a help screen to show you all the nasties.

The game does suffer however in that the Atari computer is capable of a lot better things, and although this is a good game, it is not of the same standard that some of the American software houses have produced



The idea behind the game is that you are commander of either the Warsaw Pact forces or the NATO forces, and either one of you must defend West Germany from the other.

The method of commanding your forces is in a similar manner to Battle of Britain — another game by the same people. The screen is occupied by a map of Europe, with strategic sites and cities highlighted. Your forces and your enemies forces are also

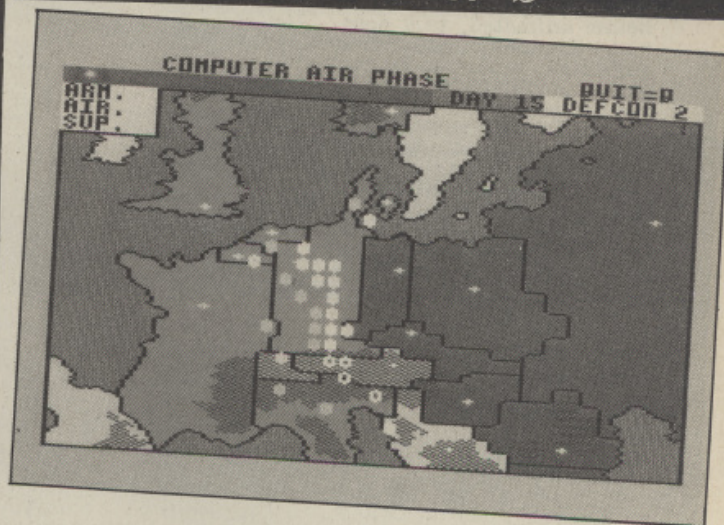
at the map and consulting the tables that crop up.

After all the fighting you then get a chance to re-equip and supply your forces.

And so you drive on — desperately trying to force back the red hordes, or trying to force your way into another country (at the legitimate government's request of course!).

Two of the options are strategic — nuclear or

REVIEWS



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in the past.

The graphics are good, if a little chunky, and the movement could have been better animated, this does not detract from the gameplay, since the whole thing is fairly addictive, but on first presentation, it may put some people off. **GD**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



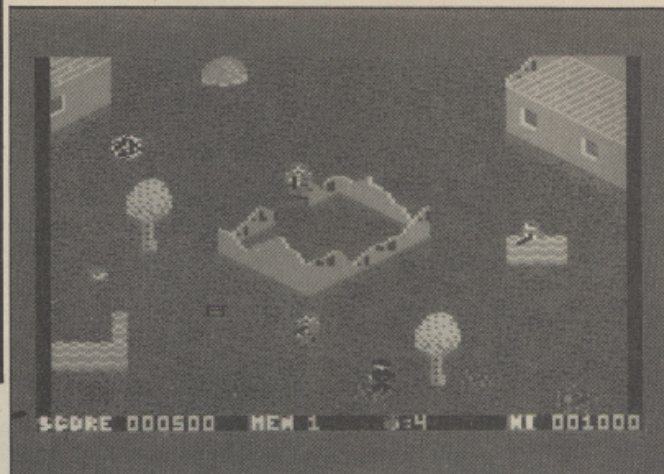
Title: Who Dares Wins II
Computer: Amstrad
Supplier: Alligata
Price: \$8.95, £14.95 (disk)



The original game — Who Dares Wins — was launched on the Commodore 64 amidst a blaze of publicity surrounding its alleged connection with the arcade game 'Commando'. Soon after this when it was taken off the market, Who Dares Wins II was released, with changes in it to avoid Alligata having to go through all the legal wrangles.

Who Dares Wins II on the Amstrad is as good as the Commodore version and has some incredible graphics and animation. The Commodore can use sprites, but the moving graphics on the Amstrad version are just as good.

The scenario is that you must charge across a pseudo 3D landscape shooting various enemies and lobbing grenades at hard points and strongholds. The screens vary in hardness and more and more obstacles are put



in your way as you try to get to the outpost. Other targets appear on your attack, such as jeeps and trains, and there are bonuses to be got from shooting enemy firing squads as they prepare to do away with one of your soldiers.

On later levels a fighter plane comes in and starts to straff you — very difficult to avoid. And the grenade lobbing and mortar firing gets a lot more dense.

The control action is very good and it is surprisingly easy to switch between grenade lobbing and

gun firing. The enemy also help you by shooting some of their own men on occasion! — well it's only fair, they get in the way.

Definitely an excellent game, forget about Rambo, forget about Commando, get Who Dares Wins II. **MR**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



Title: Law of the West
Computer: C64
Supplier: US Gold/Accolade
Price: £9.95



Law of the West gives you the chance to be the sheriff of a wild west town. The vacancy occurred when you predecessor died

The game consists of a series of "situations" in which you face one of the townfolk with a superb wild west view as a backdrop.

As the character approaches it will greet you with a comment such as



you can always answer with your gun.

The characters that you meet vary from the Doc whose drinking habits may cost you your life, a gambler, a mexican bandit, the saloon owner and numerous other townfolk.

Depending on how your conversations go the character might just walk away, draw on you, walk away and ambush you later or surrender on the spot (not very likely).

You then move on to the next situation and next until you either reach sunset or bite the dust.

At the end of the game you are rated out of 12 for your performance in 7 categories which include the number of bad guys you shot, the number of crooks captured, the number of innocent people you gunned down, how well you did romantically and how well you maintained your authority.

As you can see from the screenshots the games graphics are superb and quickly becoming a trademark of Accolade, but the gameplay is disappointing.

Most of the situations are predictable (a kid isn't going to gun you down) and become obvious after a few plays. Then you are left with the long gaps as the next situation loads in, this you deal with quickly, then another long gap.

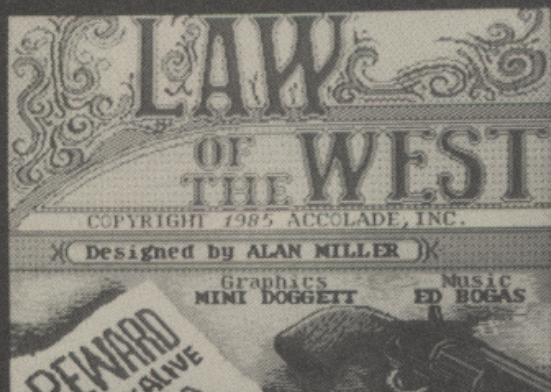
It's worth looking at this game to see the graphics that are possible on a C64 but then by Hardball (Accolade's other game) instead. **TH**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
White Dwarf



through a sudden overdose of lead poisoning. Your job is to survive until sunset.

"how are you big boy?" You are then presented with a choice of four replies. Obviously which reply you choose depends on the answers available and who you're talking to. The character will then reply depending on the phrase that you selected with your joystick and a new set of phrases.

If one of the answers doesn't seem appropriate

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Title: QL-Fictionary
Computer: Sinclair QL
Supplier: Sinclair
Price: £12.95



This microdrive cartridge in fact contains two word games for QL owners. The first is the title game Fictionary and is a variation on the "Call My Bluff" game in which you must pick the correct definition of a word from the four displayed.

Fictionary can be played by up to four players each competing to be the first to reach 1000 points. However since you only score a miserly 10 points for each right answer, this will take some time. Luckily the game includes a dictionary of some 2000 words which are also used in the second game — Wordhoard.

This is the better game to play as it is like word puzzles that appear in several newspapers every day.

The computer produces a word from its dictionary and you are given 3 minutes to type in as many words as you can think of using the letters from the computers word.

Once your three minutes are up the computer scores you on your dismal performance and then lists the words that it created.

This is the most infuriating part of the game as the computers list reminds you of all those easy words that seem to escape your mind when you're being timed. **TH**

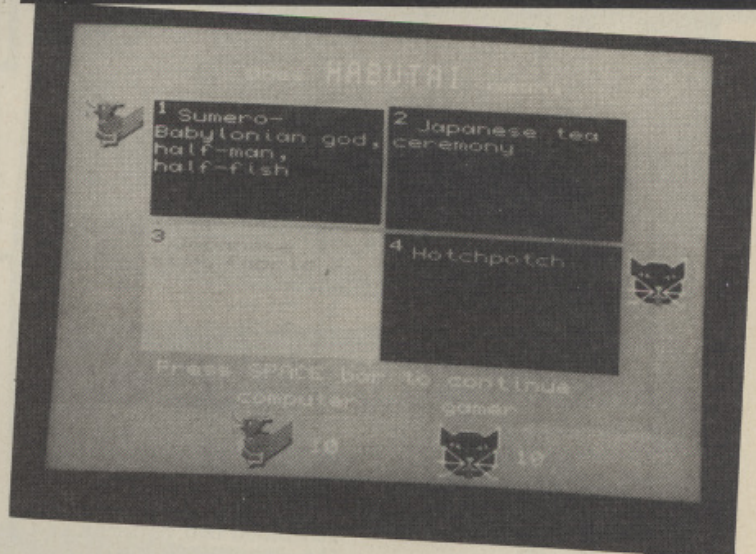
PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING
 Bright Star



REVIEWS



Next is the Biathlon in which you must combine joystick bashing to ski the course with accurate timing to shoot the four sets of five targets spread along the course. The main catch with this event is that the harder you bash the joystick to get around the course in the fastest time the faster your digitised heartbeat gets and the harder it is to hit the targets. Miss a target and you get a hefty time penalty.

Once you've skied and skated around the other events it's time to move on to the most frustrating of all, the Bobsled. Here you must steer your two man bob down the icy course as fast as possible. Getting the speed isn't the problem it's

record table.

The graphics are excellent and comparable to those on the C64 without losing any of the gameplay. The only exception to this is the skater who seems to have mutated into a peg doll.

Congratulations to US Gold on maintaining the quality of Spectrum conversions set by Impossible Mission but what about conversions of Summer Games and Summer Games II? **TH**

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING
 Nova



Title: Winter Games
Computer: Spectrum
Supplier: US Gold/Epyx
Price: £9.95



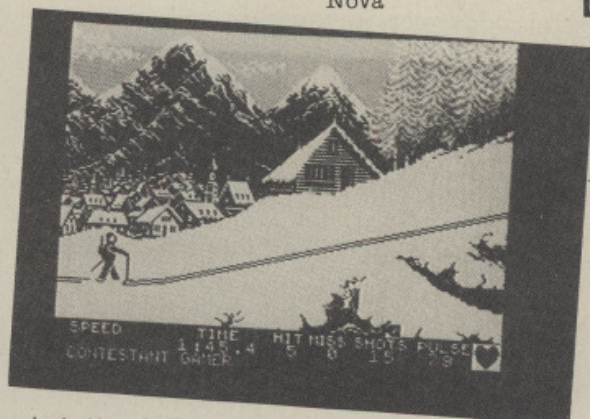
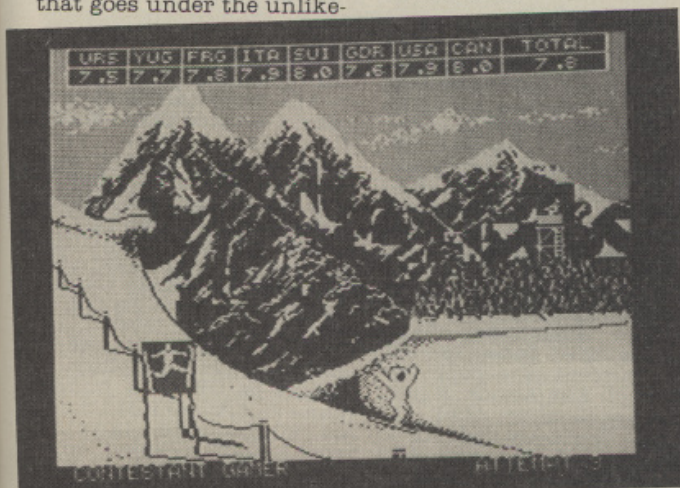
The original Commodore 64 version of this superb game was featured on the cover of our November issue. Now at last the Spectrum version is ready and the Amstrad one is set to follow shortly.

All seven Olympic events are there, but split into two parts, one either side of the tape.

On side one you can leap for glory on the ski jump, flip and turn to impress the judges in an events which calls for acrobatics on skis that goes under the unlike-

ly name of Hot Dog ariel and go for a fast time in the speed skating.

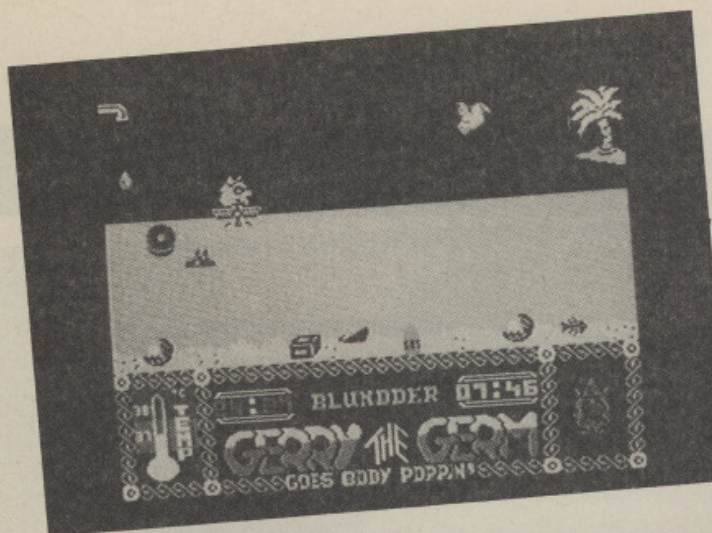
Selecting side two produces even more challenging events. There are two equally impossible skating where you must jump and spin in time to the music. Seven moves in all are possible including double axel jumps, camel spins and triple lutz jumps and extra marks are scored for combining them well. The only difference between the figure and free skating is the amount of time you have and the number of moves you have to complete in that time.



keeping the bob on the track. This always seems to be out of control just as the finishing line comes into sight.

Finally the package is complete by the facility to practise or compete in any are all events (on that side of the tape) an awards ceremony and a world

69



Title: Gerry the Germ goes Body Poppin
Computer: Spectrum
Supplier: Firebird
Price: £7.95



Gerry the Germ has just been thrown out of the Institute of Infectology for failing to get his stink-ploma and he's desperate to prove that he's a good parasite.

Luckily he finds a body to infect and takes the chance to prove his despicable worth.

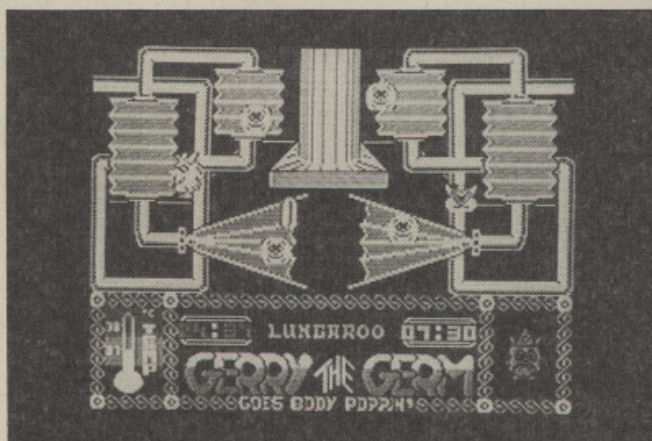
The infectious action begins in the lungaroo (lungs) where you must steer Gary around the red blood vessels where he can steal the bottle of oxygen that are produced. The red cells follow a set circular pattern so it should be quite easy to follow round and make a dive for the oxygen at the right moment. Unfortunately it isn't as a white blood cell is on patrol looking for germs just like you.

The combination of the red blood cell patterns and the white cell patrolling make this screen almost impossible. You might get enough oxygen to raise the victims temperature a bit but not enough to do any damage. So having failed in the lungs, it's off to the bladder.

As you would expect the bladder isn't a particularly nice place complete with rotting food and a continually dripping pipe. Your object is to reach an island but before you make it you will have to control the pipe dripping with a loo roll and avoid a bull and a cock that are out to get you.

If you get clear of the bladder its off to the kidneys.

Gerry the Germ is not an easy game to play and it will be some time before you savour the delights of infecting medical supplies on a train in the Pancreas,



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avoid healthy food in the stomach and finally reach the heart where the game and your victim ends.

Each screen can be thought of as a game in itself however I suspect that their difficulty lies mainly in learning set routes and understanding the appropriate part of the instructions. These are presented in a comic strip style but are hard to read and it will take a few games

before you know exactly what you're trying to do.

Having said that the game is undoubtedly original and fun to play. **TH**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



Title: Realms of Impossibility
Computer: Spectrum
Supplier: Ariolasoft
Price: £7.95

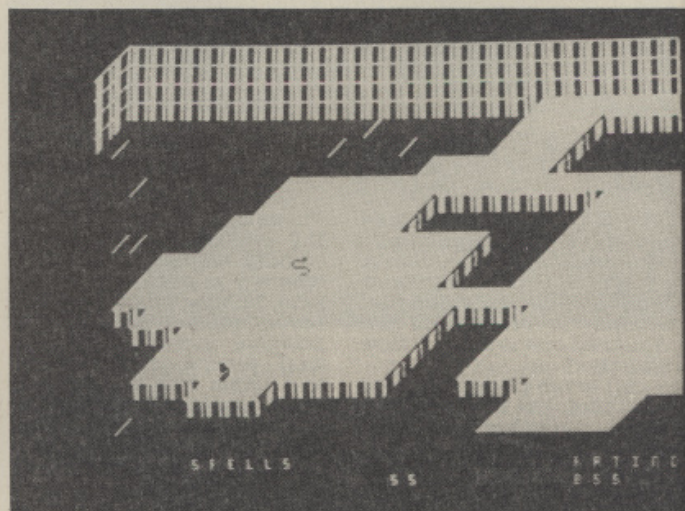


An arcade adventure originally written in the States back in 1983 for the 64, Realms of Impossibility has at long last been converted to the Spectrum. To be perfectly honest, I don't know why anybody bothered.

There are thirteen dungeons for you to chase round in search of a

rivers etc. The dungeons don't scroll continuously, but when you move off the end of one screen everything shifts onto the next one.

So why the complaints of the first paragraph? Well, the graphics of the characters and monsters are abysmal. They are small, jerky and flickery, the sort of thing you find in beginners' books on how to program the Spectrum. They may have been ok



treasure which you must then return to your starting location. Assorted zombies, spiders, snakes and balls try to stop you but you can find scrolls en route which may heal you or give you a spell to cast.

You start off with a certain amount of energy and this decreases when you collide with monsters. Should it reach zero, you die. The spells that you can cast are freeze, confuse and protect which are fairly self-explanatory.

The dungeons themselves are done in 3D, reminiscent of a poor version of Ant Attack if you can remember that far back. There are ladders to be climbed and pits and

back in 1983 but they don't half look dated now. Also some of the colour schemes are choice, such as light yellow zombies on a yellow background.

The game itself is easy to play. I zoomed through the first four dungeons very quickly and was half-way through the fifth when I got caught in the bottom right hand corner of one screen and the game hung up on me. I didn't need a second player to help me but might have done on one of the higher skill levels.

I cannot recommend Realms of Impossibility. It might be OK as a budget game but it looks badly out of place and lacking sophistication when com-

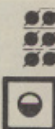
pared to other games of a similar nature.

PLANET RATINGS

Originality

Graphics
Use of machine
Value for money

STAR RATING
White Dwarf



Title: Benny Hill's Madcap Chase
Computer: Spectrum
Supplier: DK'Tronics
Price: £7.95



Playing the part of Fred Scuttle from the Benny Hill Show, you have kindly volunteered to help one of your neighbours, Mrs Har-ras, by collecting her washing for her whilst she has gone shopping. This you do by moving along the street until you reach the washing line, taking an item of clothing and returning it to the laundry basket.

Naturally, there are one or two obstacles to hinder you. These are lamp-posts, fences, telephone boxes, etc that you must avoid running into. The street is divided into three lanes and you can dodge about accordingly although it is sometimes difficult to work out which lane an obstacle is in, especially if it is just off the end of a screen. Nor can you memorise the positions as the council move everything around. Colliding with anything just causes a loss of time.

Your main problem occurs when you get hold of your first piece of clothing

for now the neighbours start to chase you, believing you to be a thief. If they catch you, they jump up and down on you costing you time and the garment is returned to the clothes line. It is possible to temporarily daze the neighbour if you can persuade her to run into an obstruction.

REVIEWS

If you successfully return an item from the clothes line to the basket, you score 20 points but points are deducted if you bump into something or are caught.

If all six garments are successfully returned, you score a time related bonus and progress on to the next level where you are trying to collect apples. An additional hazard is the presence of some fast moving tractors. The third level involves collecting jumble.

Although the graphics are very large and colourful, animation is poor and our hero moves along like a

goosestepping kangaroo. There is no sound apart from the occasional beep — the Benny Hill themes would have been a considerable help.

Although the game is just about playable, there is little sophistication and no lasting appeal. Your hard earned pennies could be much better spent elsewhere. **GH**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
White Dwarf



Title: Desert Rats
Computer: Spectrum
Supplier: CCS
Price: £7.95



Set in the North African Campaign of 1941-2, Desert Rats is a wargame that allows you to try your hand at five different battle scenarios including El Alamein and the siege of Tobruk or the entire Desert War.

You can choose to play either against the computer or a human opponent and can play either the British or the Axis forces. There are no skill levels as such

but you can make life a lot easier for the Axis powers if you decide to do so. The games are played in a series of turns, each one representing a day and the scenarios vary to give you a choice ranging from 7 turns to a massive 624. Games can be saved at any time. In order to win, you must achieve certain victory conditions as specified for each scenario.

The screen is divided into four sections. The main one is a scrolling map, the top right displays the date, the one across the bottom identifies the unit in ques-

tion and the last one gives you the menu allowing you to execute your commands.

Giving commands is simplicity itself. Units are highlighted in turn and your valid choices appear in the menu box. You can summon up a report of that unit's strength, movement allowance, morale, supplies etc. Commands are selected by their initial letter and movement adjusted using the cursor keys. After you have finished your orders, both sides move simultaneously and the results of any combat calculated.

Desert Rats is an extremely well presented wargame. The graphics are large and clear. Command entry is simple and the instruction book is something that other companies would do well to copy. A glossy 32 page booklet

gives clear instructions, hints and tips and pictures, maps and background notes on the actual background to the campaign.

If you already enjoy wargames, then Desert Rats is well worth considering. If you are a rank beginner, you may prefer something simpler but if you don't mind suffering a



lot of heavy defeats to start with, the game will give you a fascinating insight into the North African campaign. **GH**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Red Giant



Title: The Adventures of Bond...
Computer: Basildon Bond
Supplier: C64
Price: Probe Software £7.95



Russ Abbot has been captured by a rival comedy act and it is up to you — Basildon Bond — to rescue

him within a certain time limit. To help you, you can call on the services of Cooperman and Blunder Woman.

The game is set in a television studio which you must explore in order to

find assorted jokes and answers. These must be logged into your computer (once you have turned it on). There are various hazards intent on hindering you. Roving cameras will transport you back to the first room and also cost you ten minutes time your limit is five hours) if they touch you. Clowns' faces suddenly materialise and steal your jokes.

As Bond though, it is only fair that you are allowed to fight back. You can use your Cooperblaster. This summons Cooperman of Blunder Woman who fly across the screen and destroy any cameras that they touch. You only have 10 charges in your Cooperblaster though so use them carefully. Your other defence is the manipulation of the various objects that you find lying around. Some are used in searching for jokes, others have morespecific purposes. The magnets will temporarily disable a camera whilst a suitcase will repel a face. You will also need a disk to turn the computer on and a key for your final rescue act. The problem here is that you can only carry one object at a time.

The graphics are bright and colourful but are let down by the animation of Bond who hops round like an arthritic morris dancer. The game itself looks like a poor man's Impossible Mission. It doesn't play particularly well and doesn't have any great lasting appeal.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
RIGHT STAR



Title: Surf Champ
Computer: Spectrum
Supplier: New Concepts
Price: £7.95



The first thing likely to catch your eye with this game is the packaging. Not only do you get a cassette, but also a plastic surfboard which sits on top of your Spectrum and acts as a keyboard overlay.

Surf Champ is as you might expect, a surfing simulation game. You start off getting weather details and must then enter details of your height, weight,

choice and size of board etc, before deciding whether you want to practice or enter the competition. You can then paddle out to sea before turning and catching a wave and performing assorted tricks as you are swept back to land. That at least is the theory of it.

The main problem with this game is that it is highly unplayable. The surfboard keeps slipping off its keys and it is very easy to knock it when you are paddling out (this is done by pressing other keys on either side of the surfboard). Once the surfboard is displaced, it is practically impossible to get things sorted out.

There are other problems too. Unless you are familiar with the sport, the terms and the slang associated with it are meaningless. There is an infor-

mation program on the other side of the tape (please, New Concepts, if you are going to do this, then label the sides of the cassette differently) but even after reading these, I was little the wiser. This is unfortunate because you need certain information to help you get through the extremely user unfriendly menu system at the start.

There are two graphical screens. A rather ordinary one of the beach with the waves coming in and a better one of you on your board on a wave if you manage to catch one. There is no sound worth mentioning.

I cannot recommend Surf Champ as the overlay makes it largely



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unplayable. If New Concepts could improve that and tidy up a few other presentation problems, then it could have some appeal, but not at the moment I'm afraid.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
White Dwarf



Title: Costa Capers
Computer: Spectrum 48K
Supplier: Firebird
Price: £7.95



Somewhere between their Silver Range, Super Silver Range, Gold Range, and free range eggs, Firebird have now slotted in the Hot Range of mid price games that don't quite measure up to the standard of Elite but are meant to be a bit classier than their budget titles.

One of the first titles in the Hot Range is Costa Capers, a sort of Miner Willy Goes On Holiday game in which you control a character called Ted Blewitt. Ted it seems has gone off on holiday and managed to lose all his luggage, including his camera which can take 36 snapshots needed to prove to Ted's friends that he really has been abroad.

Your ultimate aim is to gather in all Ted's luggage and then get his holiday photos developed. Of course it isn't quite as simple as it sounds (it never is, is it?), since in order to collect all the items they must be collected from various locations in a total of some 50 odd screens. These are full of the usual platform game lunacy — Ted jumping left and right to avoid deadly sprites, ladders, lifts and so on, and he also has to watch out for his Sunburn and hangover indicators which can affect his ability to remain vertical.

There are a number of other factors that complicate the game but the basic format is very much that of the old fashioned platform game. It's a well designed game, with all sorts of interconnected problems. I found some of the obstacles very difficult to get past, and after two evenings of playing the game I've still only gotten through about a dozen screens — there are a number of routes that I just haven't been able to get through, no matter how many times I try.

The graphics are very colourful with few attribute problems, and Ted himself is quite a cute figure whose legs waggle

comically as he gets bounced around the screen.

Costa Capers is a good platform game with a number of features that make it a bit more complex than Manic Miner and all its clones, but there's no escaping the fact that this sort of game is getting a bit dated. This one offers quite a few hours of simple fun, but I do think that it's a little overpriced and perhaps more suited to one of Firebird's cheaper labels.

SD

PLANET RATINGS

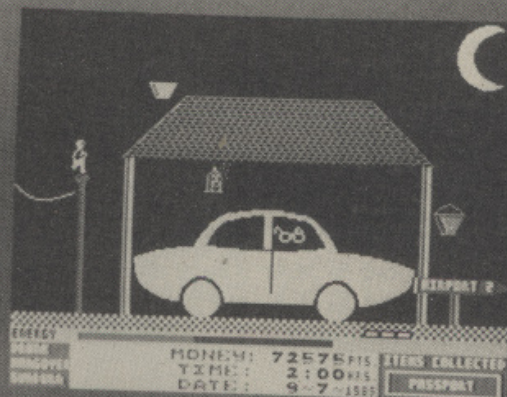
Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



REVIEWS



Title: CRITICAL MASS
Computer: Durrell
Supplier: C64
Price: £8.95

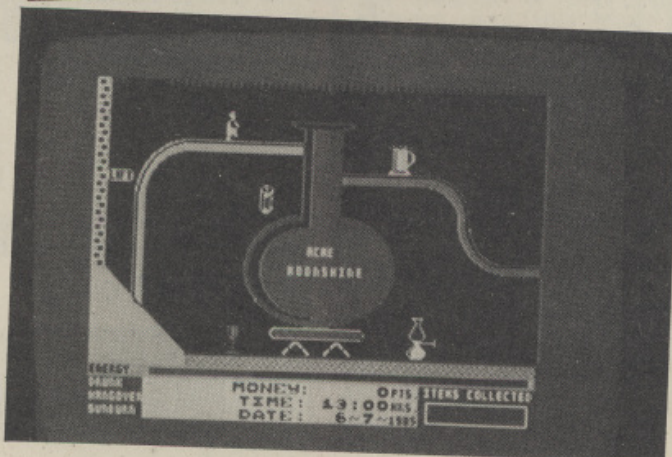
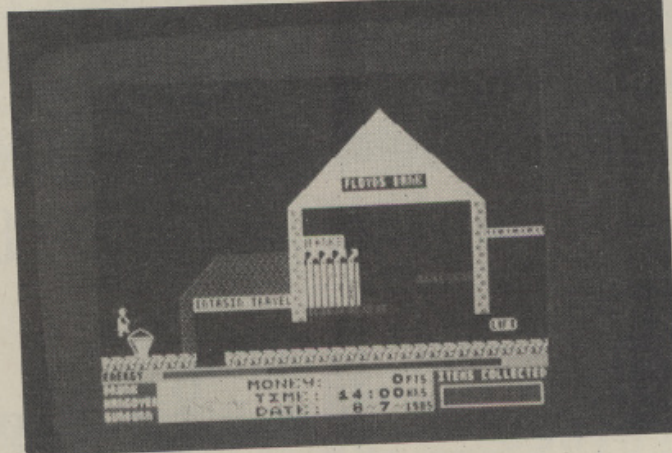


The aliens have taken over your anti-matter conversion plant after a surprise attack and are threatening to detonate it, turning it into a

black hole unless you offer unconditional surrender. As you don't fancy that particular idea much either, it is decided to infiltrate the plant and disable it before Critical Mass is achieved.

You are dropped well to the west of the plant in your craft a rocket propelled hover type and must head east will all due speed, taking care to avoid the many rocks and blasting away at the aliens' defensive crafts. Should your craft implode due to your hitting too many rocks etc you have a chance to use your jetpack and fly back to base to pick up another craft, avoiding the hungry sand worms en route. Once you reach the plant, you have to follow a precise attack procedure if you are to destroy it.

Your craft is highly responsive to the joystick, so much so, that I would recommend using the keyboard at first. This may seem surprising as the only controls are rotate left and right, accelerate, brake and fire. The problem comes



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with accelerate. It is very easy to reach top speed and then find that your craft is too fast for you to handle and you are bouncing round the rocks like a ball bounces off the bumpers on a pin-table. This hamfisted approach also leads to complaints when you crash and can't find your craft in time. Slowly, you learn to take things gentler and accelerate in small bursts rather than just pushing the joystick forward and holding it there.

The information on the screen is discretely placed in the bottom left hand corner giving details of time to critical mass, energy left, distance to next zone and

score. There are five different skill levels and you can change the type of vehicle to make control of the craft even more difficult.

The graphics look good with smooth scrolling and the game plays as well as it looks. If you can overcome any initial frustration, it will keep you quiet for hours.

G.H.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
RED GIANT



Title: Macrocosmica
Computer: Amstrad CPC
Supplier: Amsoft
Price: £7.95



Macrocosmica has been described as Elite without the graphics, and that is partly true. However, it bares more resemblance to Omnitrend's Universe than Elite.

The plot is familiar: jumping around the galaxy trading, fighting, gambling. You start up with a fairly small ship — one laser, one cargo bay, etc. etc. and you have the ability to buy more and more bits for your craft.

The display shifts between the computer and the

main console on the bridge. From these two positions you can select the other functions of the ship or the port/space station that you have just visited. This means that repairs can be carried out, goods bought and sold, maps consulted, or the casino visited.

The game has three levels and the amount of information supplied on request varies in proportion to the level you are on. The lower the level, the more info.

The casino is where the bulk of your initial 'stake' can be built up — the measly amount of credits that you get at the start is a bit small to say the least.

The trading system is identical to Elite, with the exception of the monetary system. In Macrocosmica you can deposit money in the bank and operate on credit. This is a good safeguard against pirates who are liable to pinch all your readies.

Piracy in Macrocosmica is slightly more complex than in Elite as you can pay 'protection money' and do deals. If not then you may have to fight it out. The graphics in this section are extremely crude to say the least, and it's a shame that it has



been put in, without this it would be a good trading game. With it, it tries to be a pretender to the Elite throne — and it fails.

The casino section is very good, with reasonable graphics and sound. It is a very simple higher or lower game, but it is a nice interlude.

The graphics on all other sections of the game are simple but eminently suitable for this type of game with lots of colour.

Overall, I think that this is a very good trading game, with a very unpredictable scenario that changes every time it's played. The lack of a save mode, though, is a bit of a disappointment.

MR

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Bright Star



SELL CARGO

CASH: 822

BANK: 0

ITEM	UNIT SELL	CARGO STOCK	CARGO VALUE	CARGO MASS:
FOOD ITEMS	7	0	0	11
CLOTHING	8	0	0	MTONS
MEDICINES	11	0	0	
SMALL ARMS	32	0	0	
MACHINERY	50	2	100	2049
RAW MATERIALS	56	1	56	DAYS
METAL ORES	51	2	102	ONE
CHEMICALS	98	0	0	
PRECIOUS METAL	98	0	0	CARGO
LUXURY ITEMS	121	0	0	SPACE
HI-TECH ITEMS	110	0	0	25
NARCOTICS	167	0	0	UNITS

hit CLR key to return

use ↑ ↓ and ENTER to select item

CARGO HOLD
27 space

CARGO MASS
5 megatn

Ca: 889
Bk: 0

DESTINAT'N
SPACE

TYPE

GALAXY: 1
SECTOR: 2

0059
DAYS
GONE

ARRIVED...

interior: 84
exterior: 73

comp: 57
fuel: 30

shields: 65
lasers: 100

Title: Mediator
Computer: Atari
Supplier: English Solurum
Price: £9.95



Long long ago, in a computer far, far away, someone invented a doomsday machine. it was somehow put into orbit around two satellites called XYLOS and PHOLOS, this, it was thought would stop any threat altogether of war.

All went well until the evil invaders called the ZAGS decided that XYLOS and PHOLOS was a nice place to destroy. Your mission is not however to stop the doomsday device, but to find the mythical TIME CRYSTAL, which can make everything harmful disappear to another time zone.

Far be it from me to say that whoever thought this up needs to see a doctor, but this story has nothing to do with the game. The actual game is a cross between a lunar lander/city bomber type game and Attack of the Mutant tomatoes.

The lunar lander stage has quite nicely animated towers and bricks, but the lander is quite awful, four years ago it may have been quite good, but nowadays, not acceptable.

This stage lacks any great challenge, it should have been dropped altogether, it detracts from the overall game.

The annoying thing is that at any stage you may be called to this screen to fo and bomb a very unsmart ship, losing the momentum of the game altogether.

The good part of this

game comes as a series of quite challenging screens, which simply pose the problem of getting through them. You may be called upon to fetch apples across a stream and build a horse (huh?), avoiding the killer trees is quite nice, and getting the horse across the bridge is...hard.

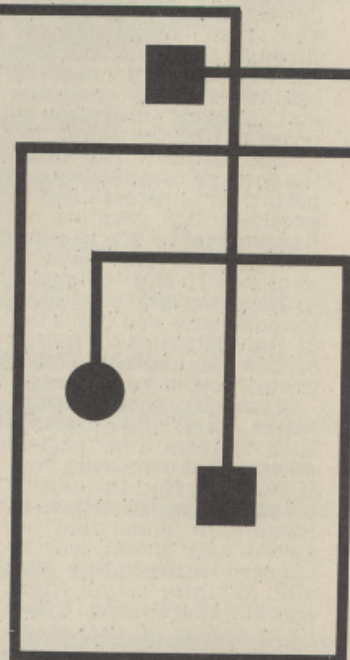
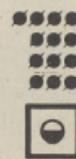
The instructions are intentionally cryptic, and this adds to these screens enjoyment. Unfortunately the gameplay is lost slightly because of the space screen, and this gives a very amateur feel to some aspects of the game.

Overall this game is brought down because of the space phase. The originality of all the other phases do not quite make up for this. GD

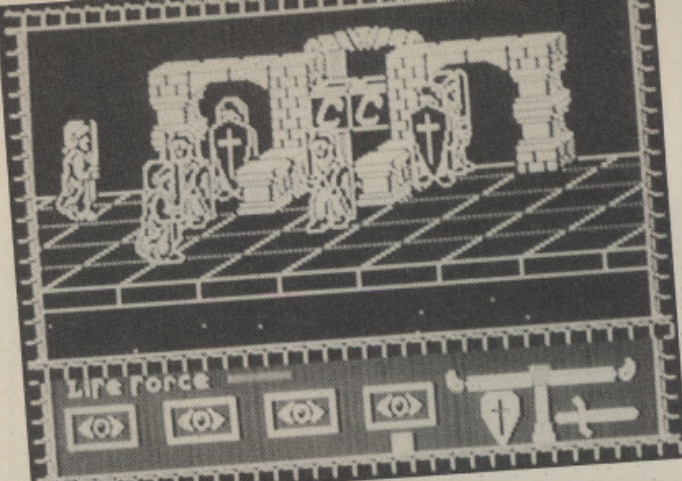
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
White Dwarf



75



Title: Rasputin
Computer: Spectrum 48K
Supplier: Firebird
Price: £7.95



When I first loaded Rasputin I thought the graphics were excellent and if I could just figure out what all the mystical claptrap in the instructions was about then I might be able to start playing the game. Well, I haven't fathomed all of the game's details yet but I think I can have a stab at trying to describe it for you.

You play the part of a gallant knight, Ivan Kosmovichski, on a quest to destroy the spirit of Rasputin, an evil chap who's trying to destroy the entire universe. The source of Rasputin's power is the Jewel of the Seven Stars, and Ivan must wander through the dimensions of the netherworld, battling against strange creatures and magical energies in order to find the Jewel.

The netherworld takes the form of complex sets of platforms — represented in excellent 3D graphics — floating above the clouds. Not only do you have to avoid all the celestial nasties, but you also have to make sure you don't fall of the platforms as falling to the clouds below will drain some of your energy.

Like all good netherworlds this one contains both dangers and magical powers that can assist you. If Ivan can find the objects marked with the letters of Rasputin's name then his sword and shield will be charged with energy that will aid him in his fight against the Cylops, Cyber Rays and so on that stand in his way. Once all the objects in a particular dimension have been found

Rasputin will unleash a monster upon you, but if you can defeat this monster you will gain another spell that will enable you to neutralise Rasputin's powers.

Once you have collected all eight of these spells you will be able to reach the Jewel (remember that?) Dead simple isn't it?

Rasputin is, as you may have guessed, an immensely complex game. The individual tasks you face may seem simple when taken one at a time, but when they are added together they make up a game that could take ages to complete. The hard part is actually working out what some of these tasks actually are, since the instructions are just waffle and didn't really help me get into the game at all. This could be a problem I suppose, as I initially found the purpose of the game so unclear that I had to make a really determined effort to stick with it. On the other hand this does mean that the game isn't going to be solved overnight and then forgotten.

The game's graphics are excellent, all the figures are large and very smoothly animated and in the style first seen in Knight Lore (it's a pity Ultimate couldn't copyright that style of graphics — they'd have made a fortune), though the animation in rasputin is actually superior. Some of the screens are very, very busy, but the speed of the animation doesn't seem to be slowed down at all.

Rasputin isn't an easy game to get into, but it is worth making the effort and once you've gotten onto tasputin's trail you'll probably be hooked. **SD**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money



STAR RATING
Nova



Eecaans Star Guide

- Black Hole** — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
- White Dwarf** — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
- Bright Star** — Like your sun, games given this description will be bright and interesting and will support intelligent life.
- Red Giant** — Brighter than a bright star such a game will have an outstanding feature or game system.
- Nova** — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
- Supernova** — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
- Nebula** — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure



Action



Simulation



Strategy



Sports



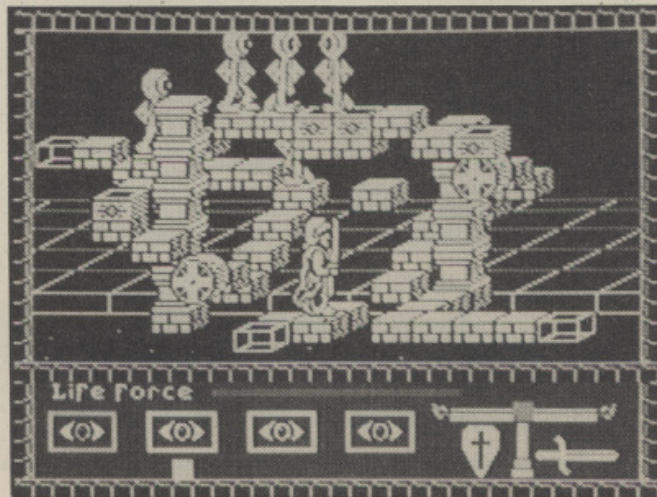
Wargame.



Number of players minimum/maximum



Joysticks required/optional.



ED40 MEGASAVE SOFTWARE

46 THE MALTINGS, STANSTEAD ABBOTTS, WARE, HERTS.

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EVERY ONE

A GEM

By Robert Burgess

```

5 GO SUB 7000: CLS : GO SUB 6900
10 LET sc=0: LET me=3: LET le=0: LET g
n=3: LET cx=0: LET cy=0: LET ax=0: LET c
i=10
11 LET v1=31: LET v2=190: LET v3=254:
LET v4=58
15 GO SUB 6505
20 GO SUB 6800: GO SUB 6600: GO TO 105
0
30 REM *MOVE GUARDS*
40 PRINT AT 4,z(gn); " "; AT 5,z(gn); " ";
"; AT 6,z(gn); " | ";
45 LET gn=gn-1: IF NOT gn THEN LET gn
=4
50 PRINT AT 4,z(gn); " "; AT 5,z(gn); " ";
"; AT 6,z(gn); " | "; BEEP .001,45
55 RETURN
999 REM *MAIN CONTROL LOOP*
1000 LET x1=x: LET x=x+(INKEY$="x")-(INKE
Y$="z" AND x)
1011 IF gu THEN LET ct=ct-1: IF NOT ct
THEN LET ct=ci: GO SUB 40
1012 IF x1-x THEN LET e=(x>x1)+1
1013 IF co THEN LET cx=cx-1: PRINT AT c
y,cx;" "; IF NOT cx THEN PRINT AT cy
,c
x;" "; LET cx=v1

```

This is a beginners adventure for the Spectrum with what may seem to be few locations (16). But there are less red herrings than usual and lots and lots of puzzles for you to complete.

In the game you are Fred, who was imprisoned in the dungeon by King Notalot, for trying to steal his six gems.

As luck would have it, the gems are also stored on the same level as the dungeon, so if you are clever you can escape from the clutches of the baddie and make your way to freedom.

The game recognises 24 verbs and uses the standard verb/noun format.

```

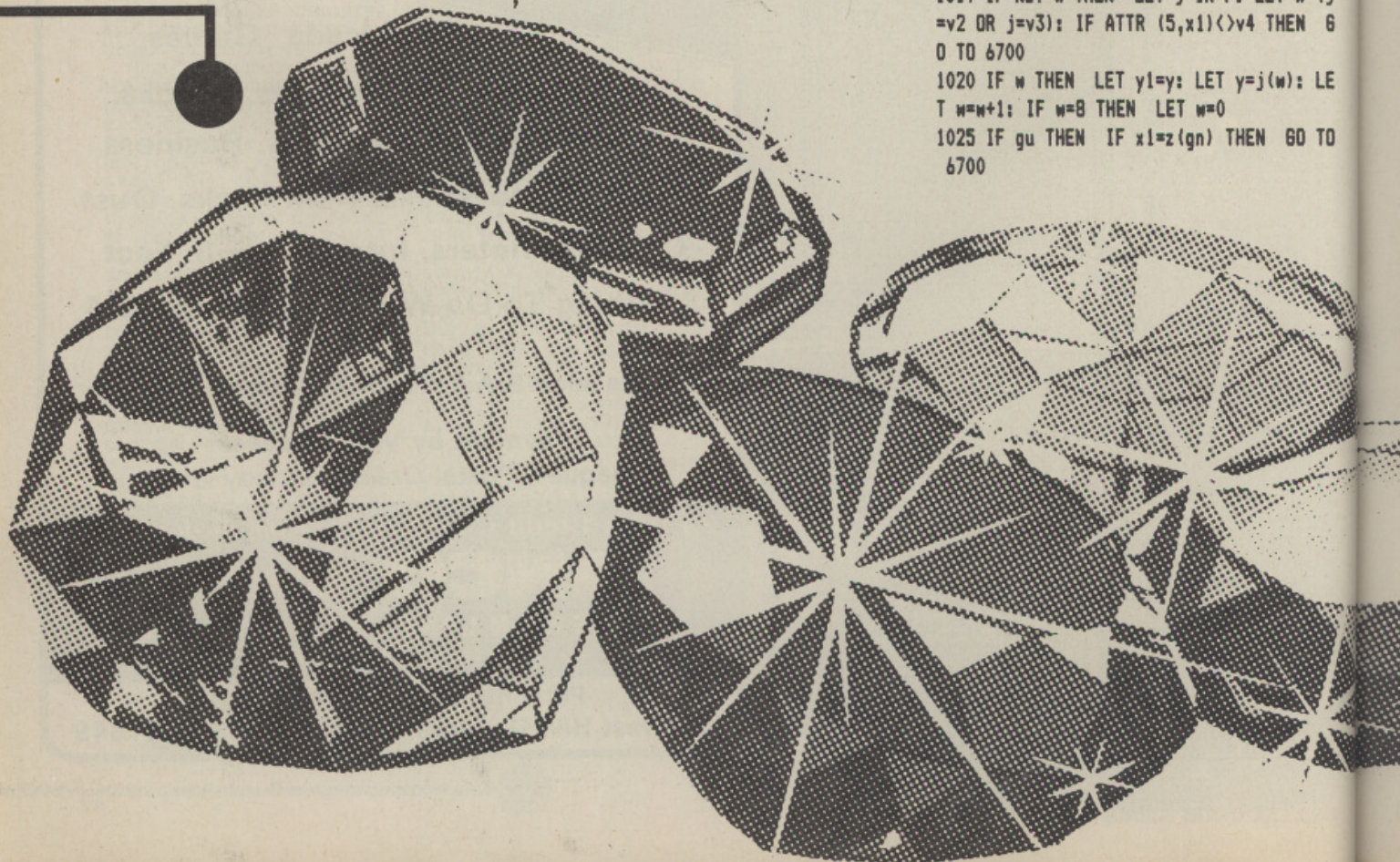
1014 IF ar THEN LET ax=ax+1: PRINT AT 1
,ax;" | "; IF ax=30 THEN PRINT AT 1,31
;"

```

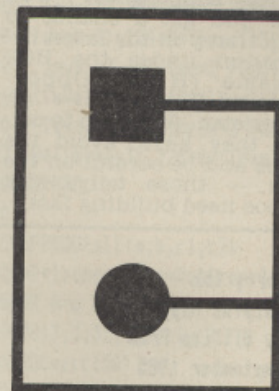
```

"; LET ax=0
1017 IF x=v1 THEN GO SUB 6500
1019 IF NOT w THEN LET j=IN r: LET w=(j
=v2 OR j=v3): IF ATTR (5,x1)<>v4 THEN G
O TO 6700
1020 IF w THEN LET y1=y: LET y=j(w): LE
T w=w+1: IF w=8 THEN LET w=0
1025 IF gu THEN IF x1=z(gn) THEN GO TO
6700

```



SPECTRUM



```
1030 IF co THEN IF x1=cx OR x1=cx+1 THE
N IF (y=cy OR y-1=cy) THEN GO TO 6700
1040 IF ar THEN IF y<3 THEN IF x1=ax O
R x1=ax-1 THEN GO TO 6700
```

```
1050 IF x1-x OR w THEN PRINT AT y1,x1;"
";AT y1-1,x1;" ";AT y,x;p$(e);AT y-1,x;
q$(e): BEEP .001,60
```

```
1060 GO TO 1000
```

```
6299 REM *BLOT COMETS & ARROWS*
```

```
6300 PRINT AT 1,cx;" ";AT 1,ax;" ";AT 3
,cx;" "
```

```
6310 RETURN
```

```
6399 REM *START NEW GAME*
```

```
6400 FOR i=40 TO -5 STEP -1: BEEP .002,i
: NEXT i: PRINT INK 4;AT 1,7;"B A M E O
V E R";AT 3,7; INK 7;" press any key "
6405 GO SUB 8042: GO SUB 6910: GO SUB 63
00
```

```
6420 PRINT AT 1,7;TAB 22;AT 3,7;TAB 22:
GO TO 10
```

```
6499 REM *MOVE ON TO NEXT LEVEL*
```

```
6500 BEEP .4,24: BEEP .6,12
```

```
6501 LET be=be+2: PRINT AT 16,be;"*":
```

```
BEEP .1,24: IF be<19 THEN GO TO 6505
```

```
6503 FOR i=19 TO 11 STEP -2: PRINT AT 16
,i;" ": BEEP .3,48-(i*2): LET sc=sc+((i-
9)*3): GO SUB 6600: NEXT i: LET be=9
```

```
6505 LET x=2: GO SUB 6910: GO SUB 6300:
```

```
LET cx=31: LET ax=0: LET cy=3
```

```
6515 LET gu=0: LET ar=0: LET co=0
```

```
6516 LET sc=sc+(10*le): GO SUB 6600
```

```
6517 LET gu=(le=1 OR le>6): LET ar=(le=3
OR le=5 OR le=6 OR le=8 OR le=10 OR le=1
1): LET co=(le=2 OR le=4 OR le=5 OR le=6
OR le=7 OR le=9 OR le=10 OR le=11)
```

```
6518 IF le=4 OR le=6 OR le=9 OR le=11 TH
EN LET cy=1
```

```
6520 IF le=14 THEN FOR i=1 TO 10: FOR j
=7 TO 1 STEP -1: BEEP .02,j: BORDER j: N
EXT j: NEXT i: LET ci=8: LET le=4
```

```
6521 IF le>11 THEN LET ci=ci-4
```

```
6529 IF gu THEN FOR i=5 TO 29 STEP 7: P
RINT AT 5,i;" ";AT 6,i;" ";NEXT
i
```

```
6530 LET le=le+1: RETURN
```

```
6599 REM *PRINT SCORE AND MEN*
```

```
6600 PRINT AT 21,7;sc;" ";AT 21,30;ae
```

```
6610 RETURN
```

```
6699 REM *DROP MAN OFF WALL*
```

```
6700 FOR i=1 TO 20: BEEP .004,-5: NEXT i
: PRINT AT y1,x1;" ";AT y1-1,x1;" "
```

```
6705 PRINT AT 16,9;TAB 21: LET j=14: IF
x<9 OR x>21 THEN LET j=20
```

```
6710 FOR i=9 TO j: PRINT INK 2; PAPER 7
: INVERSE 1;AT i-2,x;" ";INK 1;AT i,x
;P
```

```
$(e);AT i-1,x;q$(e): NEXT i
```

```
6720 PRINT INK 2; PAPER 7; INVERSE 1;AT
i-1,x;" ";AT i-2,x;" "
```

```
6730 LET ae=ae-1: IF NOT ae THEN GO SUB
6600: GO TO 6400
```

```
6740 GO SUB 6300: LET cx=31: LET ax=0: L
ET x=2: GO TO 20
```

```
6799 REM *INIT VARIABLES*
```

```
6800 LET y=4: LET e=2: LET x1=1: LET y1=
4: INK 7: LET w=0: LET r=49150
```

```
6810 LET p$(1)=" "; LET p$(2)=" "; LE
T q$(1)=" "; LET q$(2)=" "; LET ct=10
: LET
```

```
be=9
```

```
6895 RETURN
```

```
6899 REM *DRAW WALL AND TURRETS*
```

```
6900 PRINT INK 2; PAPER 7; INVERSE 1;AT
5,0;z$;AT 13,0;z$: PRINT INK 5;AT 2,31
;" "
```

```
6901 PRINT INK 7;AT 15,9;" SUPER BONUS
";AT 16,9;" "
```

```
6909 RETURN
```

```
6910 FOR i=4 TO 28 STEP 7: PRINT INK 3;
AT 4,i;" ";AT 5,i;" ";AT 6,i;" "
: N
```

```
EXT i
```

```
6920 PRINT INK 6;AT 21,1;"SCORE";AT 21,
26;"MEN": RETURN
```

```
6995 RETURN
```

```
6999 REM *TITLE AND TUNE*
```

```
7000 BORDER 1: PAPER 0: INK 2: CLS
```

```
7010 PRINT
```

```
7015 PRINT TAB 4;" ";TAB 36;" "
";TAB 20;" "
```

```
7017 PRINT TAB 4;" ";
" "
```

```
7018 PRINT TAB 4;" ";
" "
```

```
7019 PRINT INK 3;TAB 4;" ";
";TAB 58;" "
```

```
.
```

```
7021 PRINT BRIGHT 1; INK 1; PAPER 7; IN
VERSE 1;AT 8,6;" BY MIKE MANNION ";AT 1
0,6;" z left ";AT 12,6;" x
```

```
right ";AT 14,6;" enter jump
";AT 18,5;" INITIALISING "
```

```
7025 RESTORE
```

```
8000 FOR i=0 TO 127: READ j: POKE USR "a
```

```
" + i, j: NEXT i
```

```
8002 DIM p$(2): DIM q$(2): DIM j(7): DIM
z(4)
```

```
8003 FOR i=1 TO 7: READ j(i): NEXT i: FO
R i=1 TO 4: READ z(i): NEXT i
```

```
8005 LET z$=" "; FOR i
=0 TO 4: LET z$=z$+z$: NEXT i
```

```
8010 DATA 0,6,46,125,254,248,252,127,127
,120,120,124,60,88,216,188,62,117,254,22
1,252,235,126,60,0,0,130,254,130,0,0
```

```
8020 DATA 8,255,128,128,128,255,8,8,65,2
27,71,69,132,162,191,63,128,192,224,160,
32,64,248,252
```

```
8030 DATA 78,68,70,71,71,71,70,78,124,60
,108,236,228,224,96,112,0,0,0,0,0,64,2
24,65,67,135,165,180,58,95,79,78,68,70,7
1,71,71,6,14,128,192,224,240,248,252,254
,255
```

```
8033 DATA 0,96,116,190,127,31,63,254,254
,30,30,62,60,26,27,61,31,60,60,60,126,12
6,255,24,3,2,1,2,3,4,4,5,12,19,26
```

```
8035 DATA 12,12,10,9,7,12,7,12,7,12,10,1
0,9,7,5,12,5,12,5,12
```

```
8040 PRINT AT 18,5; BRIGHT 1; FLASH 1; I
NK 1; PAPER 7;"PRESS A KEY TO START"
```

```
8043 LET j=2: RESTORE 8035
```

```
8045 FOR i=1 TO 20: READ k
```

```
8050 IF INKEY#(">") THEN RETURN
```

```
8054 IF j/3<>INT (j/3) THEN BEEP .04,k-
12: BEEP .04,k: GO TO 8056
```

```
8055 BEEP .02,k-12: BEEP .02,k-36: BEEP
.03,k-24
```

```
8060 NEXT i: LET j=j+1: RESTORE 8035: GO
TO 8045
```


By William Prew

Remember the daring exploits of Harry Hippo in the classic 'Hippo Quest'? Well now you get a chance to help Harry in his latest occupation under the HOP scheme (Hippo Opportunities Program) — an electrician. Jump up to collect they keys, avoid the holes and be careful on the lifts — those tellys and videos need building fast.

```
10REM Harry the
20REM Helpful Hippo!
30REM By William Prew
40REM September 1985
50
60PROCassemble
70PROCdefine
80MODE7
90VDU23;8202;0;0;0;
100PROCemblem
110IF FNask(1) PROCload
120IF FNask(0) CLS:PROCinst
130IF B<3 MODE5:PROCdisplay
140REPEAT
150MODE5
160VDU23;8202;0;0;0;
170VDU19,1,6;0;
180dead=FALSE:next=FALSE
190on=FALSE:hippo=3
200level=1:score=0
210REPEAT
220VDU19,3,col(level);0;0;0;
230xZ=1:yZ=20:lift=25
240ch=228:way=226:pos=18
250F=0:over=FALSE:one=0
260two=0:three=0:dir=-1
270bonus=1500:dps=10
280CLS:PROCscreen
290IF level=1 PROCintro
300REPEAT
310bonus=bonus-10
320PROCwait(250-50*level)
330IF level>2 PROCfire ELSE IF level=2
AND RND(2)=1 PROCfire
340IF NOT dead PROClift:PROCplay
350IF bonus=0 dead=TRUE
360UNTIL dead OR next
370IF dead PROCclose ELSE PROCnext
380UNTIL over
390MODE7:PROCtable
400UNTIL FALSE
410
420DEFPROCplay
430j=FALSE
440COLOUR2
450mxZ=xZ:myZ=yZ
460PROCduring
470PROCkey
480COLOUR7:PRINTTAB(5,27);score;TAB(16
,27);bonus;" "
```



THE HELPFUL HIPPO

```
490PROCcheck
500IF on PROCcon=FALSE
510VDU17,2,31,xZ,yZ,way
520IF mxZ=xZ OR j ENDPROC ELSE VDU31,m
xZ,yZ,32
530ENDPROC
540
550DEFPROCduring
560IF INKEY-106 REPEAT UNTIL INKEY-90
570IF INKEY-17 THEN *FX210,1
580IF INKEY-82 THEN *FX210,0
590IF INKEY-97 THEN CLS:END
600ENDPROC
610
620DEFPROCkey
630IF INKEY-67 AND xZ<19 xZ=xZ+1:way=2
26
640IF INKEY-98 AND xZ>0 xZ=xZ-1:way=22
7
650IF INKEY-73 dir=-1 ELSE IF INKEY-10
5 dir=1
660IF xZ<16 AND INKEY-74 AND way=226 T
HEN PROCjump_right ELSE IF INKEY-74 AND
xZ>3 AND way=227 THEN PROCjump_left
670ENDPROC
680
690DEFPROCcheck
700A=FNscrn(xZ,yZ):B=FNscrn(xZ,yZ+1)
710IF A=128 AND B=134 on=TRUE ELSE IF
A=128 AND B<134 dead=TRUE:ENDPROC
720IF B=32 dead=TRUE:ENDPROC
730IF yZ=3 AND F=3 next=TRUE:ENDPROC E
LSE IF yZ=3 AND F<3 dead=TRUE:ENDPROC
740ENDPROC
```

```
750
760DEFPROCfch
770IF level=1 ENDPROC
780IF yZ=4 AND pos=xZ dead=TRUE
790IF yZ=20 AND pos=xZ dead=TRUE
800IF yZ=12 AND dps=xZ dead=TRUE
810ENDPROC
820
830DEFPROCjump_checks
840A=FNscrn(xZ,yZ)
850IF yZ=18 AND A=142 score=score+100:
SOUND3,2,55,2:three=three+1:ENDPROC
860IF yZ=10 AND A=142 AND F=1 score=sc
ore+100:SOUND3,2,55,2:two=two+1 ELSE IF
yZ=10 AND A=142 AND F<1 dead=TRUE:ENDPRO
C
870IF yZ=2 AND A=142 AND F=2 score=sco
re+100:SOUND3,2,55,2:one=one+1 ELSE IF y
Z=2 AND A=142 AND F<2 dead=TRUE:ENDPROC
880ENDPROC
890
900DEFPROCcon
910VDU31,mxZ,yZ,32
920dir=-1
930REPEAT PROClift:IF level>1 PROCfire
940PROCduring
950PROCwait(300-50*level)
960VDU31,xZ,yZ-1,32:yZ=yZ-1
970VDU17,2,31,xZ,yZ-1,way
980UNTIL INKEY-67 OR INKEY-98 OR yZ=3
990VDU31,xZ,yZ-1,224
1000PROCcheck
1010ENDPROC
1020
```



```

1030DEFPROCfire
1040PROCfch
1050VDU31,pos,4,32,31,dps,12,32,31,pos,
20,32
1060pos=pos-1:dps=dps+1:IF pos=0 THEN p
os=18 ELSE IF dps=19 THEN dps=1
1070VDU17,3,31,pos,4,ch,31,dps,12,ch,31
,pos,20,ch
1080IF ch=228 ch=229 ELSE ch=228
1090PROCfch
1100COLOUR2
1110ENDPROC
1120
1130DEFPROClift
1140VDU17,2,31,0,lift,224,31,19,lift,22
4
1150lift=lift+dir:IF lift=2 THEN lift=2
4 ELSE IF lift=25 THEN lift=3
1160VDU17,1,31,0,lift,230,31,19,lift,23
0,17,2
1170ENDPROC
1180
1190DEFPROCjump_left
1200j=TRUE:VDU31,mxZ,myZ,32

```

```

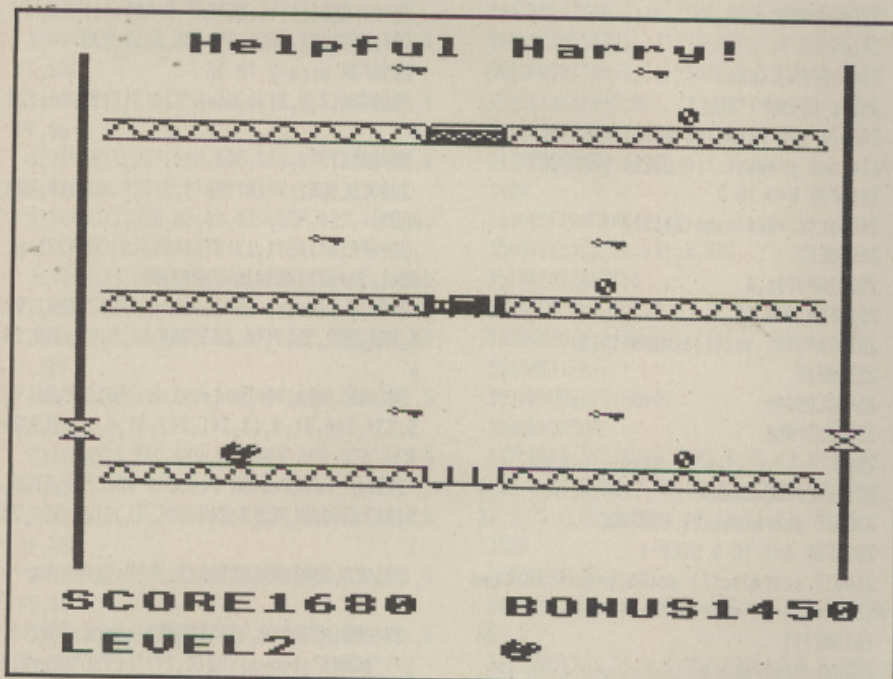
1340PRINTTAB(xZ,yZ)CHR$227:PROCwait(60)
1350PRINTTAB(xZ,yZ)" :yZ=yZ+1
1360PRINTTAB(xZ,yZ)CHR$227
1370PROCcfall
1380ENDPROC
1390
1400DEFPROCjump_right
1410j=TRUE:VDU31,mxZ,myZ,32
1420PRINTTAB(xZ,yZ)CHR$226:PROCwait(60)
1430PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
1440IF dead ENDPROC
1450PRINTTAB(xZ,yZ)" :yZ=yZ-1
1460PRINTTAB(xZ,yZ)CHR$226:PROCwait(60)
1470PRINTTAB(xZ,yZ)" :xZ=xZ+1:yZ=yZ-1
1480PROCjump_checks
1490PRINTTAB(xZ,yZ)CHR$226:PROCwait(60)
1500PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
1510PRINTTAB(xZ,yZ)" :xZ=xZ+1
1520PROCjump_checks

```

```

25,227+8*level,228+8*level)
1660IF level>3 AND one=2 PROCfall(5,23,
223+8*(level-3),224+8*(level-3))
1670IF level>3 AND two=2 PROCfall(13,24
,225+8*(level-3),226+8*(level-3))
1680IF level>3 AND three=2 PROCfall(21,
25,227+8*(level-3),228+8*(level-3))
1690ENDPROC
1700
1710DEFPROCfall(a,b,c1,c2)
1720F=F+1:one=0:two=0:three=0
1730FOR A=a TO b
1740VDU17,3,31,9,A,c1,c2
1750PROCwait(50)
1760IF A<b VDU31,9,A,32,32
1770NEXT
1780ENDPROC
1790
1800DEFPROCclose
1810VDU31,mxZ,myZ,32
1820VDU17,2,31,xZ,yZ,237
1830dead=FALSE
1840hippo=hippo-1
1850COLOUR3:PRINTTAB(11,29)STRING$(hipp
o,CHR$226+" ");" "
1860FOR A=75 TO 45 STEP-1
1870SOUND3,1,A,1
1880NEXT
1890PROCwait(5000)
1900IF hippo=0 over=TRUE
1910ENDPROC
1920
1930DEFPROCnext
1940COLOUR2:PRINTTAB(1,17)"LEVEL ";leve
l;" COMPLETED"
1950next=FALSE
1960score=score+bonus
1970RESTORE2040
1980FOR music=0 TO 22
1990READ p,d:SOUND3,1,p,d:NEXT
2000PROCwait(5000)
2010IF level=3 OR level=6 PROCpoints
2020level=level+1
2030ENDPROC
2040DATA 127,4,119,1,127,1,142,1,159,1,
142,4,127,1,142,1,159,1,169,1,159,8,159,
1,169,1,159,1,142,1,127,1,142,4,159,1,14
2,1,127,1,119,1,127,1,119,8
2050
2060DEFPROCpoints
2070PRINTTAB(1,17)SPC(18);TAB(2,17)"* B
ONUS x ";500*level;" *"

```



```

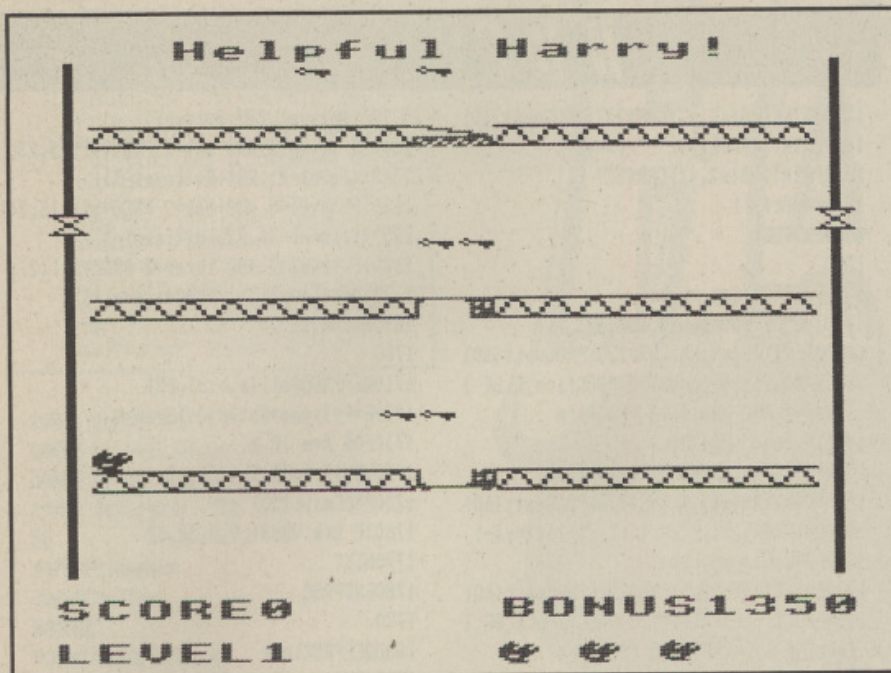
1210PRINTTAB(xZ,yZ)CHR$227:PROCwait(60)
1220PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
1230IF dead ENDPROC
1240PRINTTAB(xZ,yZ)" :yZ=yZ-1
1250PRINTTAB(xZ,yZ)CHR$227:PROCwait(60)
1260PRINTTAB(xZ,yZ)" :xZ=xZ-1:yZ=yZ-1
1270PROCjump_checks
1280PRINTTAB(xZ,yZ)CHR$227:PROCwait(60)
1290PRINTTAB(xZ,yZ)" :xZ=xZ-1
1300PROCjump_checks
1310PRINTTAB(xZ,yZ)CHR$227:PROCwait(60)
1320PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
1330PRINTTAB(xZ,yZ)" :xZ=xZ-1:yZ=yZ+1

```

```

1530PRINTTAB(xZ,yZ)CHR$226:PROCwait(60)
1540PRINTTAB(xZ,yZ)" :xZ=xZ+1:yZ=yZ+1
1550PROCjump_checks
1560PRINTTAB(xZ,yZ)CHR$226:PROCwait(60)
1570PRINTTAB(xZ,yZ)" :yZ=yZ+1
1580PRINTTAB(xZ,yZ)CHR$226
1590PROCcfall
1600ENDPROC
1610
1620DEFPROCcfall
1630IF level<4 AND one=2 PROCfall(5,23,
223+8*level,224+8*level)
1640IF level<4 AND two=2 PROCfall(13,24
,225+8*level,226+8*level)
1650IF level<4 AND three=2 PROCfall(21,

```

```

2080score=score+500*level
2090RESTORE2150
2100FOR music=0 TO 5
2110READ a,b:SOUND3,1,a,b:NEXT
2120PROCwait(5000)
2130IF level=6 PROCmessage:over=-1
2140ENDPROC
2150DATA 110,2,115,2,110,2,95,2,90,2,95
,8
2160
2170DEFPROCtable
2180PROCammend
2190CLS
2200PRINTTAB(5,1)CHR$134"Harry the Help
ful Hippo!"
2210PRINTTAB(9,2)CHR$130"Roll of Honour
."
2220PRINTTAB(9)CHR$131"By William Prew
."
2230FORR=0TO7
2240VDU32,32,130,R+49,46:PRINTTAB(3)CHR
$135;sc(R)TAB(16);$(name+R*15)'
2250NEXT
2260PRINTTAB(2,22)CHR$134"Do you wish t
o save the roll (Y/N) ";
2270REPEAT
2280ans=INSTR("YyNn",GET$)
2290UNTILans
2300IF ans<3 PROCsave
2310PRINTTAB(2,22)CHR$134"Press the SPA
CE BAR to replay. ";TAB(33,22);
2320REPEATUNTILGET=32
2330ENDPROC
2340
2350DEFPROCsave
2360c=OPENOUT("ROLL")
2370PRINT#c,7
2380FOR S=0 TO 7
2390PRINT#c,sc(S),$(name+S*15)
2400NEXT

```

```

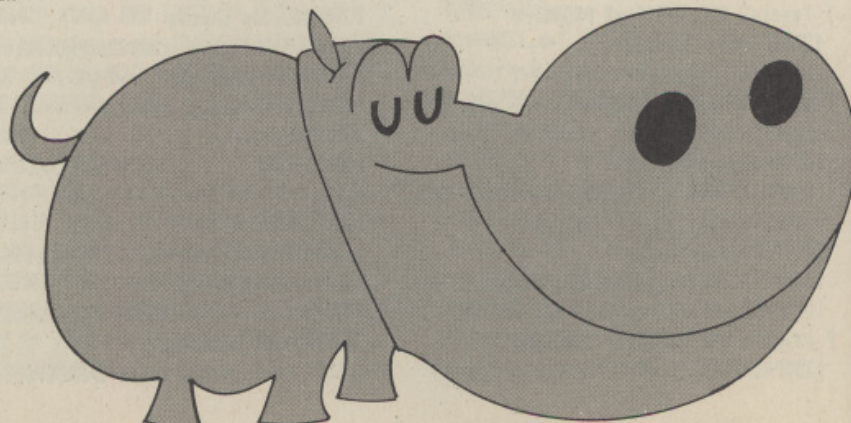
2410CLOSE#c
2420ENDPROC
2430
2440DEFPROCload
2450c=OPENUP("ROLL")
2460IF c=0 PRINTTAB(4,22)"Hall of fame
file not present.":CLOSE#0:ENDPROC
2470FOR K=0 TO 7
2480sc(K)=0:$(name+K*15)=""
2490NEXT
2500INPUT#c,K
2510FOR I=0 TO 7
2520INPUT#c,sc(I),$(name+I*15)
2530NEXT
2540CLOSE#c
2550ENDPROC
2560
2570DEFPROCammend
2580IF score=sc(7) ENDPROC
2590FOR I=7 TO 0 STEP-1
2600IF score>sc(I) sc(I+1)=sc(I):$(name
+(I+1)*15)=$(name+I*15):fix=I
2610NEXTI
2620sc(fix)=score
2630PRINTTAB(10,2)CHR$134"WELL DONE !"
2640PRINTTAB(3,5)"YOUR SCORE IS LARGE E
NOUGH"

```

```

2650PRINTTAB(0,7)"TO QUALIFY FOR THE RO
LL OF HONOUR!"
2660PRINTTAB(4,10)CHR$131"PLEASE ENTER
YOUR NAME"
2670VDU31,5,12,132,157,135,31,26,12,156
,31,9,12:*FX15,1
2680!&900=name+fix*15
2690?&902=14
2700?&903=32
2710?&904=127
2720XZ=0:YZ=&9:AZ=0
2730?&904=127:XZ=0:YZ=&9:AZ=0
2740CALL&FFF1
2750ENDPROC
2760
2770DEFPROCwait(D)
2780FOR S=1 TO D:NEXT
2790ENDPROC
2800
2810DEFPROCscreen
2820A=RND(11)+4:REPEAT B=RND(11)+4:UNTIL
B<>A:VDU17,1,31,A,2,238,31,B,2,238
2830A=RND(11)+4:REPEAT B=RND(11)+4:UNTIL
B<>A:VDU31,A,10,238,31,B,10,238
2840A=RND(11)+4:REPEAT B=RND(11)+4:UNTIL
B<>A:VDU31,A,18,238,31,B,18,238
2850FOR wire=2 TO 25
2860VDU17,2,31,0,wire,224,31,19,wire,22
4
2870NEXT
2880COLOUR1:PRINTTAB(1,5)STRING$(18,CHR
$225)
2890PRINTTAB(1,13)STRING$(18,CHR$225);T
AB(1,21)STRING$(18,CHR$225)
2900IF level=1 OR level=4 VDU17,3,31,9,
5,231,232,31,9,13,233,234,31,9,21,235,23
6
2910IF level=2 OR level=5 VDU17,3,31,9,
5,239,240,31,9,13,241,242,31,9,21,243,24
4
2920IF level=3 OR level=6 VDU17,3,31,9,
5,247,248,31,9,13,249,250,31,9,21,251,25
2
2930COLOUR3:PRINTTAB(3,1)"Helpful Harry
!"
2940PRINTTAB(0,27)"SCORE";score;TAB(11,
27)"BONUS";bonus;TAB(0,29)"LEVEL";level;
TAB(11,29)STRING$(hippo,CHR$226+" ")
2950ENDPROC
2960

```



BBC

```

2970DEFPROCdefine
2980VDU23,224,&18,&18,&18,&18,&18,&18,&18,&18
2990VDU23,225,&FF,&18,&24,&24,&42,&42,&81,&FF
3000VDU23,226,&20,&76,&ED,&FF,&FE,&CC,&78,&3C
3010VDU23,227,&4,&6E,&B7,&FF,&7F,&33,&1E,&3C
3020VDU23,228,&0,&18,&2C,&2C,&34,&34,&18,&0
3030VDU23,229,&0,&18,&34,&34,&2C,&2C,&18,&0
3040VDU23,230,&FF,&42,&24,&18,&18,&24,&42,&FF
3050VDU23,231,&60,&B0,&FD,&7F,&7F,&BF,&7E,&3C
3060VDU23,231,&F0,&1F,&1,&0,&FF,&BB,&D5,&EE
3070VDU23,232,&0,&0,&F0,&1E,&FF,&BB,&55,&EF
3080VDU23,233,&FF,&C0,&80,&80,&80,&80,&80,&80
3090VDU23,234,&FF,&3F,&15,&1D,&1F,&17,&1F,&1F
3100VDU23,235,&80,&80,&80,&80,&80,&C0,&FF,&60
3110VDU23,236,&17,&1F,&1D,&15,&1F,&3F,&FF,&6
3120VDU23,237,&60,&B0,&FD,&7F,&7F,&BF,&7E,&3C
3130VDU23,238,&0,&0,&20,&5F,&27,&2,&0,&0
3140VDU23,239,&7F,&80,&FF,&EE,&D5,&BB,&FF,&FF
3150VDU23,240,&FE,&1,&FF,&EF,&55,&BB,&FF,&FF
3160VDU23,241,&C7,&C4,&FF,&D7,&D7,&FF,&FF,&84
3170VDU23,242,&FB,&3B,&FB,&FB,&FB,&FB,&FF,&21
3180VDU23,243,&84,&84,&84,&84,&84,&84,&7F,&30
3190VDU23,244,&21,&21,&21,&21,&21,&21,&FE,&C
3200VDU23,247,&FF,&FF,&FF,&FF,&81,&81,&81,&FF
3210VDU23,248,&FF,&FF,&FF,&E7,&C3,&C3,&E7,&FF
3220VDU23,249,&D5,&FF,&FF,&FB,&E0,&C0,&C0,&C0
3230VDU23,250,&FF,&FF,&FF,&1F,&7,&3,&3,&3
3240VDU23,251,&C0,&C0,&C0,&E0,&FB,&FF,&FF,&60
3250VDU23,252,&3,&3,&3,&7,&1F,&FF,&FF,&6
3260VDU23,253,&46,&A9,&88,&88,&88,&89,&A9,&46
3270ENVELOPE1,3,0,0,0,0,0,126,-1,0,-5,126,0
3280ENVELOPE2,4,-12,-16,-20,1,1,1,63,-2

```

```

-2,-10,126,0
3290ENDPROC
3300
3310DEFPROCmessage
3320U$=CHR$11+CHR$11+CHR$11
3330L$=CHR$10+CHR$8+CHR$8
3340A$=CHR$32+CHR$32+L$+CHR$231+CHR$232+L$+CHR$233+CHR$234+L$+CHR$235+CHR$236
3350B$=CHR$32+CHR$32+L$+CHR$239+CHR$240+L$+CHR$241+CHR$242+L$+CHR$243+CHR$244
3360C$=CHR$32+CHR$32+L$+CHR$247+CHR$248+L$+CHR$249+CHR$250+L$+CHR$251+CHR$252
3370D$=CHR$32+CHR$32+A$+U$+STRING$(5,CHR$32)+B$+U$+STRING$(5,CHR$32)+C$+U$+CHR$32+CHR$32
3380FOR d=3 TO 22:SOUND3,1,200-d,1
3390COLOUR3:PRINTTAB(0,d);D$:PROCwait(150)
3400NEXTd
3410COLOUR1:PRINTTAB(4,6)"WELL DONE !"
3420PRINTTAB(1,10)"YOU HAVE COMPLETED"
3430PRINTTAB(1,12)"THE GAME AND EARNED"
3440PRINTTAB(1,14)"YOURSELF A BONUS !"
3450PRINTTAB(1,16)"5000 P O I N T S !"
:score=score+5000
3460PROCwait(10000)
3470ENDPROC
3480
3490DEFPROCintro
3500VDU17,2,31,xY,yY,226
3510RESTORE3570
3520FOR M=1 TO 20
3530READ p,d:SOUND3,1,p,d
3540NEXT M
3550PROCwait(5000)
3560ENDPROC
3570DATA 69,16,69,4,73,4,73,12,69,2,73,8,69,2,61,8,53,2,49,16,81,12,73,12,69,2,53,2,73,2,81,6,73,6,69,12,61,12,53,12
3580
3590DEFPROCdisplay
3600COLOUR2:PRINTTAB(0,3)" .. CHARACTERS .. "
3610VDU17,3,31,0,6,231,232,10,8,8,233,234,10,8,8,235,236
3620VDU31,0,12,247,248,10,8,8,249,250,10,8,8,251,252
3630VDU31,0,18,239,240,10,8,8,241,242,10,8,8,243,244
3640VDU31,0,3,253,31,19,3,253
3650COLOUR1:PRINTTAB(4,7)"T.V. SET";TAB(4,13)"WASHING MACHINE";TAB(4,19)"HI-FI"
3660VDU17,2,31,0,22,226,31,0,24,228,31,0,26,225,31,0,28,230:COLOUR1:PRINTTAB(4,22)"HARRY";TAB(4,24)"PELLET";TAB(4,26)"FLOOR BOARD";TAB(4,28)"ELEVATOR"
3670COLOUR2:PRINTTAB(0,30)"PRESS SPACE TO PLAY";
3680REPEAT UNTIL GET=32

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3690ENDPROC
3700
3710DEFN$scrn(x,y)
3720VDU31,x,y:CALL code
3730=?&70
3740
3750DEFN$ask(N)
3760IF N=0 PRINTTAB(6,14)CHR$130"Do you want instructions ? "; ELSE PRINTTAB(6,14)CHR$134"Load a roll of honour ? ";
3770REPEAT 6=INSTR("YyNn",GET$)
3780UNTIL 6
3790IF 6<3 =TRUE ELSE =FALSE
3800
3810DEFPROCinst
3820PRINT"CHR$131"Harry the Helpful Hippo! By W.Prew."
3830PRINT"Having conquered the Indians in 'Hippo'"
3840PRINT"Quest", Harry the Hippo has joined the"
3850PRINT"assembly line of an electrical company"
3860PRINT"which manufactures various appliances."
3870PROCcentre(CHR$134+"The Screen")
3880PRINT"Three are three floors, each with part"
3890PRINT"of an electrical appliance buried in"
3900PRINT"it. Above each floor there are two"
3910PRINT"keys which are very important On the"
3920PRINT"sides of the screen there are 2 ropes"
3930PRINT"which act as pulleys for 2 elevators."
3940PROCcentre(CHR$130+CHR$136+"Press the SPACEBAR to continue")
3950REPEAT UNTIL GET=32:CLS
3960PRINT
3970PROCcentre(CHR$134+"The Object Of The Game")
3980PRINT"Your job is to walk along the floors"
3990PRINT"starting at the bottom working your"
4000PRINT"way up to the top, jumping into the"
4010PRINT"keys. If you jump into two keys per"
4020PRINT"floor the part of the appliance in"
4030PRINT"that floor will fall to the bottom of"
4040PRINT"the screen."
4050PROCcentre(CHR$134+"The Elevator")

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```

4060PRINT"In order to make things a b
it easier"
4070PRINT"you can control the movement
of the"
4080PRINT"elevators. You can only walk
onto an"
4090PRINT"elevator, and it can be qui
te tricky"
4100PRINT"getting off one at the corr
ect time."
4110PRINT"When on an elevator it will o
nly go up"
4120PRINT"you cannot control its move
ment when"
4130PRINT"on it. I would advise practic
e on the"
4140PRINT"using the elevators whilst on
level 1."
4150PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
4160REPEAT UNTIL GET=32:CLS
4170PRINT
4180PROCcentre(CHR$134+"Losing a life")
4190PRINT"You have three lives, each
time you"
4200PRINT"lose a life you will go bac
k to the"
4210PRINT"beginning of the level you ar
e on !"
4220PRINT"Below is a list of the ways
you can"
4230PRINT"lose a life. The list may
seem long"
4240PRINT"but the game is perfectly
possible"
4250PRINT"after a bit of practice !"
4260PRINT"A. Falling through a hole in
the floor."
4270PRINT"B. Losing your bonus (see 'sc
oring')."
4280PRINT"C. Walking into the lift rope
."
4290PRINT"D. Falling through a lift, ca
used by not walking onto the lift
properly."
4300PRINT"E. Attempting to collect a ke
y of a higher floor without havin
g collected the two from the one below
."
4310PRINT"F. Hitting a pellet (see 'The
levels')."
4320PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
4330REPEAT UNTIL GET=32:CLS
4340PRINT

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```

4350PROCcentre(CHR$134+"Scoring")
4360PRINT"Every time you jump into a ke
y you get"
4370PRINT"100 points. Every time you co
mplete a"
4380PRINT"level you take the remaining
bonus and"
4390PRINT"add it to your current score
. If you"
4400PRINT"complete level 3 or level 6
you gain"
4410PRINT"an extra bonus!"
4420PROCcentre(CHR$134+"Completing a le
vel")
4430PRINT"When you have collected six k
eys on a"
4440PRINT"level you must step on an ele
vator and"
4450PRINT"wait until you are told that
you have"
4460PRINT"completed a level. In all t
here are"
4470PRINT"six levels. The next section
describes"
4480PRINT"the levels."
4490PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
4500REPEAT UNTIL GET=32:CLS
4510PRINT:PROCcentre(CHR$134+"The Level
s")
4520PRINT"On most levels there are pell
ets being"
4530PRINT"hurled at you just above grou
nd level!"
4540PRINT"If you hit a pellet you will
lose a"
4550PRINT"life. Here is a general descr
iption of"
4560PRINT"the levels:"
4570PRINT"On LEVEL 1, it is a simple
case of"
4580PRINT"jumping into the keys. Ther
e are no"
4590PRINT"pellets."
4600PRINT"On LEVEL 2, you do the same
but there"
4610PRINT"are slow moving pellets."
4620PRINT"On LEVEL 3, the pellets ar
e moving"
4630PRINT"much faster."
4640PRINT"On LEVELS 4-6 you do the sam
e but the"
4650PRINT"pellets are gradually speedi
ng up as"
4660PRINT"you progress !"
4670PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
4680REPEAT UNTIL GET=32:CLS
4690PRINT:PROCcentre(CHR$134+"The Keys
to Use")
4700PRINT:PROCcentre(CHR$131+"To move
use:")
4710PRINT:PROCcentre("Z .... Left X

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```

.... Right")
4720PRINT:PROCcentre("To Jump .... Retu
rn")
4730PRINT:PROCcentre(CHR$131+"To contro
l elevator use:")
4740PRINT:PROCcentre("S .... Up ?
.... Down")
4750PRINT:PROCcentre(CHR$134+"Other Co
ntrols")
4760PRINT:PROCcentre("COPY .. Freeze
DELETE .. Continue")
4770PRINT:PROCcentre("Q .. Sound Off
S .. Sound On")
4780PRINT:PROCcentre("TAB .. Abort Game
")
4790PRINT:PROCcentre(CHR$130+CHR$136+"P
ress the SPACEBAR to play")
4800REPEAT UNTIL GET=32
4810ENDPROC
4820
4830DEFPROCcentre(M$)
4840PRINTTAB(19-(LEN M$)/2)M$
4850ENDPROC
4860
4870DEFPROCcembles
4880PRINTTAB(11,1)CHR$147"5jhihihihj"
4890PRINTTAB(11,2)CHR$147"7kjkjiji 5"
4900PRINTTAB(13,4)CHR$147"k!55w"
4910PRINTTAB(13,5)CHR$147"* 'Z-"
4920PRINTTAB(9,7)CHR$147"5jj'j j'4j'j 5
5"
4930PRINTTAB(9,8)CHR$147"7kjsj'p' j'*pX
u0"
4940PRINTTAB(11,10)CHR$147"5j""7j'47ih'
4"
4950PRINTTAB(11,11)CHR$147"7k_uj' 7!pX
"
4960ENDPROC
4970
4980DEFPROCassemble
4990DIM code 10,sc(8),name 150,col(6),t
itle$(6)
5000PX=code
5010XOPT 2
5020LDA#135:JSR &FFF4:STX &70
5030RTS
5040U
5050RESTORE$170
5060FOR fill=0 TO 7
5070READ name$
5080$(name+fill*15)=name$
5090sc(fill)=15000-2000*fill
5100NEXT fill
5110RESTORE$180
5120FOR cols=1 TO 6
5130READ co
5140col(cols)=co
5150NEXT cols
5160ENDPROC
5170DATA *****Harry the,helpin
g Hippo!,by William,Prew for,Computer Ga
mer,September 1985,*****
5180DATA 2,7,3,2,7,3

```


UFO



```

10 REM *****
20 REM ** U.F.O. PRE-LOADER **
30 REM ** BARRY COLYER **
40 REM ** AUG.1985 **
50 REM *****
60 POKE631,131:POKE198,1
70 POKE16384,0:POKE44,64:NEW

```

READY.

```

10 REM *****
20 REM * U.F.O *
30 REM * HEX-LOADER *
40 REM * BY *
50 REM * BARRY COLYER *
60 REM * AUG.1985 *
63 REM *****
70 IFPEEK(12864)=169THEN160
80 FORN=11840TO16350STEP10
90 SUM=0
100 FORN=0TO9:READA$:HB=ASC(LEFT$(A$,1))-48:LB=ASC
(MID$(A$,2,1))-48
110 IFHB>16THENHB=HB-7
120 IFLB>16THENLB=LB-7
130 V=16*HB+LB:SUM=SUM+V:POKEH+V,N:V=NEXTN
140 READCHK:IFCHK<>SUNTHENPRINT"DATA ERROR IN LINE
";200+INT((N-11840)/10):END
150 NEXTN
160 SYS12864
170 END
200 DATA C0,00,00,60,00,00,30,00,00,18, 360
201 DATA 00,00,0C,00,00,06,00,00,03,00, 21
202 DATA 00,01,80,00,00,C0,00,00,60,00, 417
203 DATA 00,30,00,00,18,00,00,0C,00,00, 84
204 DATA 06,00,00,03,00,00,01,80,00,00, 138
205 DATA C0,00,00,60,00,00,30,00,00,18, 360
206 DATA 00,00,0C,00,C0,00,00,60,00,00, 300
207 DATA 18,00,00,0C,00,00,03,00,00,01, 40
208 DATA 80,00,00,60,00,00,30,00,00,0C, 284
209 DATA 00,00,06,00,00,01,80,00,00,C0, 327

```

By Barry Colyer

Older readers (like me) will remember the classic Gary Anderson TV programme of the same name as this program. And this game is loosely based around it.

You are in command of a space ship on the outer reaches of the solar system — the sole guardian against the incursions of the aliens.

Good graphics and music from Ride of the Valkaries by Wagner, make this a game well worth typing in.

```

210 DATA 00,00,30,00,00,18,00,00,06,00, 78
211 DATA 00,03,00,00,00,00,00,00,00,00, 3
212 DATA 00,00,00,00,00,00,00,00,FF, 255
213 DATA 00,04,1F,E0,0E,0F,F0,1E,0F,F8, 821
214 DATA 3F,39,FC,7F,9F,FC,7F,CF,FB,FF, 1747
215 DATA C3,FC,FF,81,FE,FF,00,7F,FF,00, 1722
216 DATA FF,FF,80,FF,7F,81,FE,7F,C3,FE, 1979
217 DATA 3F,C7,FC,1F,CF,FB,0F,CF,F0,07, 1469
218 DATA DF,E0,00,FF,00,00,00,00,00,00, 702
219 DATA 00,00,00,FF,00,07,B9,E0,0F,FE, 940
220 DATA F0,1B,F7,FB,3F,FF,9C,7F,FE,EE, 1855
221 DATA 77,FF,FE,FF,FD,9D,FB,BB,6F,BF, 2033
222 DATA FF,FF,DF,FB,6D,FF,FF,BF,DF,FB, 2268
223 DATA FB,7F,FD,F6,7F,FF,1E,3F,FF,FC, 1859
224 DATA 17,F6,FB,0F,FF,F0,07,FF,E0,00, 1513
225 DATA FF,00,00,00,00,00,FF,00,FF,C3, 960
226 DATA 00,C3,C3,00,C3,C3,00,C3,C3,00, 1170
227 DATA C3,C3,00,C3,C3,00,C3,C3,00,C3, 1365
228 DATA C3,00,C3,C3,00,C3,C3,00,C3,C3, 1365
229 DATA 00,C3,C3,00,C3,C3,00,C3,C1,B1, 1297
230 DATA 83,C0,C3,C3,03,C0,7E,03,60,00,06, 944
231 DATA 30,00,0C,18,00,1B,0F,FF,F0,00, 618
232 DATA FF,FF,FF,FF,FF,FF,E0,00,03,E0, 1981
233 DATA 00,03,E0,3F,FF,E0,3F,FF,E0,30, 1359
234 DATA 00,E0,30,00,E0,30,00,E0,3F,F0, 1071

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236 DATA 3F,F0,E0,3F,F0,E0,30,00,E0,30, 1374
237 DATA 00,E0,30,00,E0,30,00,FF,F0,00, 1039
238 DATA FF,F0,00,00,0F,FF,F0,1F,FF,FB, 1539
239 DATA 3E,00,7C,7C,00,3E,FB,00,1F,F0, 891
240 DATA 00,0F,F0,00,0F,F0,7E,0F,F0,FF, 1146
241 DATA 0F,F0,C3,0F,F0,C3,0F,F0,C3,0F, 1365
242 DATA F0,C3,0F,F0,FF,0F,F0,7E,0F,F0, 1581
243 DATA 00,0F,FB,00,1F,7C,00,3E,3E,00, 542
244 DATA 7C,1F,FF,FB,0F,FF,F0,00,1F,FF, 1454
245 DATA FB,10,00,0B,0B,00,10,C4,00,23, 527
246 DATA A2,00,45,91,00,89,8B,81,11,84, 927
247 DATA 42,21,82,24,41,81,18,81,80,81, 869
248 DATA 01,81,18,81,82,24,41,84,42,21, 745
249 DATA 8B,81,11,91,00,89,A2,00,45,C4, 991
250 DATA 00,23,0B,00,10,10,00,0B,1F,FF, 369
251 DATA FB,00,00,3C,00,00,FF,00,03,FF, 821
252 DATA C0,0A,AA,A0,2A,AA,AB,AA,AA,AA, 1422
253 DATA 7D,7D,7D,7D,7D,AA,AA,AA,2A, 1302
254 DATA AA,AB,02,AA,80,03,00,C0,03,00, 836
255 DATA C0,0C,00,30,00,00,00,00,00,00, 252
256 DATA 00,00,00,00,00,00,00,00,00,00, 0

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 260 DATA AA,AA,AA,AA,AA,AA,AA,AA,AA,AA, 1190
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 262 DATA 00,00,00,00,00,00,00,00,00,00, 0
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 266 DATA D7,D7,D7,D7,AA,AA,AA,AA,AA,AA, 1749
 267 DATA 02,AA,80,00,00,00,00,00,00,00, 360
 268 DATA CC,00,00,00,00,00,00,00,00,00, 204
 269 DATA 00,00,00,00,00,00,00,00,00,00, 0
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 272 DATA 33,0E,06,FF,AA,0E,FF,70,0F,7E, 1218
 273 DATA F0,1C,81,88,1F,81,88,1F,C3,F0, 1435
 274 DATA 0C,C3,80,0F,E7,30,07,DB,0E,01, 1128
 275 DATA BD,80,00,7E,00,00,00,00,00,00, 443
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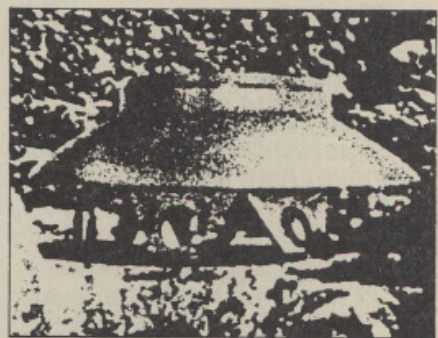


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 284 DATA 80,0E,CE,00,08,0B,90,16,01,DB, 1180
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 286 DATA 00,9E,7C,00,6A,3D,04,3C,38,00, 569
 287 DATA 1E,1C,00,58,18,01,FB,0E,73,C0, 740
 288 DATA 07,3D,0E,01,81,80,00,EF,80,00, 917
 289 DATA 1C,00,00,00,00,00,00,00,00,00, 88
 290 DATA 11,00,1C,C3,30,18,48,30,60,00, 720
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 292 DATA 30,00,0C,C0,18,6C,10,30,62,20, 578
 293 DATA 00,1E,38,60,38,30,00,06,C0,00, 397
 294 DATA 18,0C,01,DC,1B,C0,FB,3A,01,86, 917
 295 DATA 67,36,EC,6C,18,1E,03,03,80,00, 689
 296 DATA 03,08,00,62,60,00,18,03,0C,40, 516
 297 DATA 20,20,20,81,80,30,00,03,C2,00, 740
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 299 DATA 20,00,08,20,00,02,24,00,08,0C, 130
 300 DATA 00,02,10,00,01,20,00,3C,09,85, 253
 301 DATA 88,19,14,20,11,40,00,06,C0,00, 692
 302 DATA 00,5C,00,00,A9,00,AA,2A,85,FB, 847
 303 DATA B4,FC,A9,FF,AA,2D,85,FD,84,FE, 1785
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 305 DATA FE,A2,00,AA,00,A9,04,8D,6A,03, 999
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 307 DATA 30,F4,8A,48,20,84,3D,68,AA,AA, 1161
 308 DATA 00,A5,FD,18,69,AA,85,FD,80,0B, 1184
 309 DATA CA,CA,AD,6A,03,18,69,0F,18,90, 998
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 320 DATA 76,29,A2,06,8E,ES,02,A9,93,20, 1048
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 322 DATA BD,21,D0,20,AD,39,20,12,38,A9, 922
 323 DATA 00,8D,10,D0,A9,30,8D,FB,02,8D, 1117
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 331 DATA D7,3C,20,D1,39,A9,00,8D,AA,03, 960
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 334 DATA FF,8D,15,D0,A9,07,8D,20,DB,8D, 1331
 335 DATA 21,DB,8D,22,DB,8D,23,DB,A9,01, 1202
 336 DATA 8D,1D,D0,8D,17,D0,8D,25,DB,8D, 1285
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 338 DATA DB,8D,07,DB,A9,05,8D,23,04,A9, 717
 339 DATA 0D,8D,22,04,A9,09,8D,21,04,A9, 871
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 369 DATA 09,D0,8D,05,D0,8D,08,D0,8D,7D, 1154
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 394 DATA D0,08,AD,10,D0,09,C0,8D,10,D0, 1270
 395 DATA EE,0C,D0,EE,0E,D0,AA,03,AD,10, 1033
 396 DATA D0,29,0F,0F,09,AD,3D,03,C9,59, 1387
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 490 DATA 69,30,8D,27,04,60,8D,5F,03,A9, 841
 491 DATA FF,8D,60,03,CE,60,03,D0,FB,CE, 1465
 492 DATA 5F,03,D0,F1,60,A9,00,A2,FF,EB, 1461
 493 DATA 9D,00,D4,E0,06,D0,FB,A9,0F,8D, 1380
 494 DATA 18,D4,60,A9,00,A2,FF,EB,9D,00, 1307
 495 DATA D4,E0,18,D0,FB,A9,0F,8D,18,D4, 1477
 496 DATA 60,A9,1F,8D,15,D0,A9,18,8D,1C, 1028
 497 DATA D0,A9,8D,A2,8E,A0,BF,8D,FB,07, 1665
 498 DATA 8E,F9,07,BC,FA,07,A9,C1,8D,FB, 1549
 499 DATA 07,8D,FC,07,A9,AB,8D,06,D0,8D, 1243
 500 DATA 0B,D0,A9,FF,8D,07,D0,8D,09,D0, 1334
 501 DATA A9,1E,8D,00,D0,A9,1E,8D,03,D0, 1099
 502 DATA A9,47,8D,02,D0,A9,82,8D,01,D0, 1240
 503 DATA A9,70,8D,04,D0,A9,86,8D,05,D0, 1387
 504 DATA A9,00,8D,25,D0,A9,07,8D,26,D0, 1118
 505 DATA A9,07,8D,27,D0,8D,28,D0,8D,29, 1135
 506 DATA D0,EE,00,D0,EE,02,D0,EE,03,D0, 1551
 507 DATA EE,04,D0,CE,07,D0,CE,09,D0,CE, 1500
 508 DATA 05,D0,A9,19,20,9A,39,20,FB,3A, 991
 509 DATA AD,05,D0,C9,82,D0,DC,A2,00,A9, 1476
 510 DATA 0D,9D,43,DA,8D,52,3F,9D,40,43,06, 1019
 511 DATA CE,06,D0,EE,0B,D0,EB,A9,19,20, 1332
 512 DATA 9A,39,20,FB,3A,E0,32,D0,E2,AD, 1422
 513 DATA 00,A9,06,9D,02,DB,8D,A1,3F,9D, 1123
 514 DATA 02,07,EB,A9,19,20,9A,39,20,FB, 961
 515 DATA 3A,E0,14,D0,EB,A2,00,A9,02,9D, 1232
 516 DATA 75,DB,8D,84,3F,9D,75,07,EB,CE, 1439
 517 DATA 06,D0,CE,07,D0,EE,0B,D0,CE,09, 1304
 518 DATA D0,A9,19,20,9A,39,20,FB,3A,E0, 1210
 519 DATA 1D,D0,DC,20,FB,3A,A9,19,20,9A, 1178
 520 DATA 39,CE,07,D0,CE,09,D0,AD,00,DC, 1294
 521 DATA 29,10,D0,EB,A9,00,8D,15,D0,AD, 1212
 522 DATA 11,D0,29,EF,8D,11,D0,AF,93,20, 1219
 523 DATA 02,FF,20,07,3C,20,12,3B,78,A9, 1170
 524 DATA 00,8D,14,03,A9,3D,8D,15,03,5B, 647
 525 DATA AD,11,D0,09,10,8D,11,D0,60,AD, 1058
 526 DATA FB,07,C9,C3,F0,07,EE,FB,07,EE, 1635
 527 DATA FC,07,60,A9,C1,8D,FB,07,8D,FC, 1509
 528 DATA 07,60,A9,00,A0,8B,85,FB,84,FC, 1416
 529 DATA A9,97,A0,DB,85,FD,84,FE,20,97, 1654
 530 DATA E0,AS,8E,29,0F,A0,00,91,FB,E6, 1373
 531 DATA FB,D0,02,E6,FC,38,AS,FD,E5,FB, 1897
 532 DATA AS,FE,E5,FC,B0,E4,60,AE,E5,02, 1805

533 DATA E0,07,F0,16,8D,70,29,8D,E6,02, 1208
 534 DATA A9,00,9D,70,29,EB,8E,E5,02,AD, 1257
 535 DATA E6,02,9D,70,29,60,A2,00,8E,E5, 1171
 536 DATA 02,8E,77,29,A2,16,A9,07,85,FC, 1049
 537 DATA 85,FE,A9,8B,85,FB,38,E9,28,85, 1554
 538 DATA FD,80,02,C6,FE,A0,27,B1,FD,91, 1657
 539 DATA FB,88,10,F9,CA,F0,0B,AS,FE,85, 1657
 540 DATA FC,AS,FD,85,FB,38,B0,E1,A0,27, 1710
 541 DATA A9,9B,A2,07,85,FB,86,FC,B1,FB, 1688
 542 DATA 91,FD,8B,10,F9,AD,E6,02,8D,70, 1457
 543 DATA 29,60,AE,E5,02,F0,16,8D,70,29, 1146
 544 DATA 8D,E6,02,A9,00,9D,70,29,CA,8E, 1196
 545 DATA E5,02,AD,E6,02,9D,70,29,60,A2, 1204
 546 DATA 07,8E,E5,02,A9,00,8D,70,29,82, 1005
 547 DATA 16,A9,04,85,FC,85,FE,A9,28,85, 1309
 548 DATA FB,18,69,28,85,FD,90,02,E6,FE, 1436
 549 DATA A0,27,B1,FD,91,FB,88,10,F9,CA, 1628



550 DATA F0,0B,AS,FE,85,FC,AS,F0,85,FB, 1857
 551 DATA 18,90,E1,A0,27,A9,28,A2,04,85, 1100
 552 DATA FB,86,FC,B1,FB,91,FD,8B,10,F9, 1864
 553 DATA AD,E6,02,8D,77,29,60,AD,E6,02, 1207
 554 DATA C9,03,F0,0C,AE,E5,02,18,6A,8D, 1132
 555 DATA E6,02,9D,70,29,60,A9,00,AE,E5, 1210
 556 DATA 02,9D,70,29,A2,17,A9,04,85,FC, 1055
 557 DATA 85,FE,A9,28,85,FB,18,69,01,85, 1243
 558 DATA FD,90,02,E6,FE,A0,26,B1,FB,91, 1654
 559 DATA FD,8B,10,F9,A0,1E,B1,FB,A0,00, 1432
 560 DATA 91,FB,CA,F0,12,AS,FB,18,69,28, 1441
 561 DATA 85,FB,90,04,E6,FC,E6,FE,AS,FB, 1914
 562 DATA 18,90,D2,AE,E5,02,A9,C0,9D,70, 1413
 563 DATA 29,8D,E6,02,60,AD,E6,02,C9,C0, 1308
 564 DATA F0,0C,AE,E5,02,18,2A,8D,E6,02, 1096
 565 DATA 9D,70,29,60,AE,E5,02,A9,00,9D, 1137
 566 DATA 70,29,A2,17,A9,04,85,FC,85,FE, 1283
 567 DATA A9,28,85,FB,18,69,01,85,FD,90, 1253
 568 DATA 02,E6,FE,A0,00,B1,FD,91,FB,CB, 1672
 569 DATA C0,27,D0,FD,A0,13,B1,FB,A0,27, 1492
 570 DATA 91,FB,CA,F0,12,AS,FB,18,69,28, 1441
 571 DATA 85,FB,90,04,E6,FC,E6,FE,AS,FB, 1914
 572 DATA 18,90,D0,AE,E5,02,A9,03,9D,70, 1222
 573 DATA 29,8D,E6,02,60,A9,00,A0,04,85, 976
 574 DATA FB,84,FC,A2,0F,86,FD,20,97,E0, 1606
 575 DATA A4,8E,A9,2E,91,FB,A6,FD,CA,86, 1672
 576 DATA FD,A9,00,C5,FD,90,CE,E6,FC,A9, 1903
 577 DATA 8D,C5,FC,D0,E0,60,CE,F5,02,F0, 1678
 578 DATA 03,4C,31,EA,A9,10,8D,0B,D4,A9, 1080
 579 DATA 40,8D,12,D4,AE,F4,02,BD,5C,3E, 1198
 580 DATA 8D,07,D4,3B,0A,8D,0E,04,EB,8D, 1214
 581 DATA 5C,3E,8D,0B,D4,2A,8D,0F,D4,EB, 1157
 582 DATA A9,11,8D,0B,D4,A9,41,8D,12,D4, 1155
 583 DATA BD,5C,3E,8D,FS,02,EB,E0,F6,D0, 1641
 584 DATA 02,A2,00,BE,F4,02,4C,31,EA,AD, 1084
 585 DATA 15,D0,29,40,D0,1A,AD,15,D0,09, 979
 586 DATA 40,8D,15,D0,AD,0D,D0,1B,69,32, 1007
 587 DATA 8D,0D,D0,8D,0F,D0,A9,09,8D,2E, 1091
 588 DATA D0,60,AD,15,D0,29,FB,8D,15,D0, 1308
 589 DATA AD,0D,D0,3B,E9,32,8D,0D,D0,8D, 1236
 590 DATA 0F,D0,A9,0F,8D,2E,D0,60,A0,00, 1058
 591 DATA 8B,8C,69,03,CB,9B,18,69,02,AA, 1037

592 DATA BE,68,03,B1,FB,8D,66,03,A2,00, 1085
 593 DATA BE,67,03,18,6E,66,03,2E,67,03, 639
 594 DATA EB,E0,0B,D0,F4,98,4B,AC,68,03, 1419
 595 DATA AD,67,03,91,FD,6B,AB,CB,CC,6A, 1459
 596 DATA 03,F0,0D,CE,68,03,AD,69,03,CB, 1055
 597 DATA 68,03,F0,C0,D0,CB,60,AD,03,D0, 1430
 598 DATA C9,D3,F0,09,C9,B5,F0,05,C9,A1, 1650
 599 DATA F0,01,60,CE,F9,07,CE,FA,07,CE, 1468
 600 DATA FC,07,CE,FD,07,60,CE,4B,03,F0, 1342
 601 DATA 01,60,A9,08,8D,4B,03,AE,40,03, 731
 602 DATA EB,E0,C4,F0,07,BE,40,03,8E,FB, 1501
 603 DATA 07,60,A2,C1,8E,40,03,8E,FB,07, 1067
 604 DATA 60,A0,00,A9,00,91,FB,E6,FB,D0, 1510
 605 DATA 02,E6,FC,38,AS,FD,AS,FB,AS,FE, 1857
 606 DATA E5,FC,B0,E9,60,A2,00,A9,03,9D, 1477
 607 DATA 0C,D8,8D,C7,3F,9D,0C,04,EB,E0, 1308
 608 DATA 10,30,F0,A2,00,8D,05,04,9D,19, 846
 609 DATA 04,EB,E0,03,30,FB,AD,1A,04,18, 983
 610 DATA 69,03,18,C9,3A,B0,04,8D,1A,04, 742
 611 DATA 60,AD,1A,04,3B,E9,07,8D,1A,04, 766
 612 DATA EE,19,04,60,00,00,1F,A7,06,0A, 577
 613 DATA 47,05,0A,A7,06,0A,E9,07,1F,A7, 707
 614 DATA 06,1F,E9,07,0A,A7,06,0A,E9,07, 710
 615 DATA 0A,F7,09,1F,E9,07,1F,F7,09,0A, 834
 616 DATA E9,07,0A,F7,09,0A,DA,0B,1F,ED, 1013
 617 DATA 05,1F,E9,07,0A,ED,05,0A,E9,07, 778
 618 DATA 0A,F7,09,1F,00,00,1F,A7,06,0A, 511
 619 DATA 47,05,0A,A7,06,0A,E9,07,1F,A7, 707
 620 DATA 06,1F,E9,07,0A,A7,06,0A,E9,07, 710
 621 DATA 0A,F7,09,1F,E9,07,1F,F7,09,0A, 834
 622 DATA E9,07,0A,F7,09,0A,DA,0B,1F,ED, 1013
 623 DATA 05,1F,E9,07,0A,ED,05,0A,E9,07, 778
 624 DATA 0A,F7,09,1F,00,00,1F,ED,05,0A, 580
 625 DATA A7,06,0A,47,05,0A,A7,06,0A,E9, 685
 626 DATA 07,30,ED,05,0A,A7,06,0A,47,05, 566
 627 DATA 0A,A7,06,0A,E9,07,30,ED,05,0A, 733
 628 DATA A7,06,0A,47,05,0A,A7,06,0A,E1, 677
 629 DATA 0B,1F,ED,05,1F,E9,07,0A,ED,05, 804
 630 DATA 0A,E9,07,0A,F7,09,1F,00,00,0A, 557
 631 DATA ED,05,0A,A7,06,0A,47,05,0A,67, 688
 632 DATA 0A,0A,E9,07,30,ED,05,0A,A7,06, 729
 633 DATA 0A,47,05,0A,A7,06,0A,E9,07,30, 567
 634 DATA ED,05,0A,A7,06,0A,47,05,0A,A7, 688
 635 DATA 06,0A,E1,0B,1F,ED,05,1F,E9,07, 793
 636 DATA 0A,ED,05,0A,E9,07,0A,F7,09,30, 816
 637 DATA 02,19,20,20,20,20,20,20,20,20, 283
 638 DATA 20,20,20,20,20,20,20,20,20,20, 320
 639 DATA 20,20,20,20,20,20,20,20,20,20, 320
 640 DATA 20,20,20,02,01,12,19,20,20,224
 641 DATA 20,20,20,20,03,0F,0C,19,05,12, 206
 642 DATA 10,12,05,13,13,20,06,09,12,05, 147
 643 DATA 20,02,15,14,14,0F,0E,20,14,0F, 191
 644 DATA 20,03,0F,0E,14,09,0E,15,05,0A, 143
 645 DATA 0F,19,13,14,09,03,0B,20,09,0E, 157
 646 DATA 20,10,0F,12,14,20,14,17,0F,20, 223
 647 DATA 12,05,10,0C,01,19,20,20,07,01, 149
 648 DATA 0B,05,20,0F,16,05,12,14,01,12, 149
 649 DATA 07,05,14,20,13,03,0F,12,05,20, 156
 650 DATA 20,20,20,80,2E,40,2E,C0,2B,C0, 807
 651 DATA 2A,2B,C0,2A,00,00,00,00,00,00, 319

READY.



The Icons



Move North,
South, East
and West

Fight the
dungeons
monsters

T Take an object (you
can only carry
three)

D Drop an object

R Rest to regain
your strength

E Eat restores your
energy without
wasting valuable
time

DUNGEON QUEST

by Andrew Dyer

By the screen dumps of this program, you may be forgiven for thinking that this was something that we lifted off Ultimate's shelves one dark night, but, we'd never print anything that crude, no this game is much more difficult!

Dungeon Quest is an against-the-clock, icon driven adventure, with 3D perspective graphics of each of the 100 locations. The idea of the adventure is to collect the three magic runes which look suspiciously like the authors initials A, C, and D. During the game, several play options are open to you. These are Move,

(north, South east and west), Take, Drop, Fight, Rest and Eat. To execute a command move the on-screen pointer (using keys Z and X), to the appropriate symbol and then press 'RETURN' to carry out the command. In some rooms you will find objects and monsters. Certain objects kill certain monsters, but I'll leave you to discover which. Your energy, items carried and percentage completed are all displayed at the bottom of the screen. If you leave a room without having killed the monster it contains, or you attack a monster with the wrong weapon, energy will be lost.

This can be regained in two ways. The first is to find and eat an apple, and the second is to rest. However, resting can only take place in a room containing a chair, and drastically shortens the time limit. To win the game, the runes must all be held (in order) and taken into the room containing the cauldron (this room I will leave you to find). You have thirty minutes to complete the adventure and the castle contains 100 rooms. Finally, I advise you to make a map of the castle as you progress, it can leave you very disorientated.

10 MODES

11 VDU23,1,0;0;0;0;

20 PROCvars

30 PROCsetup

40 TIME=0

50 PROCscrset

100 PROCdoors

110 PROCdecor

120 PROCitem

130 PROCmonster

150 VDU19,1,col\$(X),0;0;0;0;

160 COLOUR7:PRINTTAB(1-1,23)" 1 "

170 IF INKEY-98 AND I=7 THEN I=I-1

180 IF INKEY-67 AND I=13 THEN I=I+1

190 IF INKEY-74 AND I=6 THEN GOTO5500

200 IF INKEY-74 AND I=7 THEN GOTO5500

210 IF INKEY-74 AND I=8 THEN GOTO5500

220 IF INKEY-74 AND I=9 THEN GOTO5500

230 IF INKEY-74 AND I=10 THEN PROCfigh

t

240 IF INKEY-74 AND I=11 THEN PROCtake

250 IF INKEY-74 AND I=12 THEN PROCdrop

260 IF INKEY-74 AND I=13 THEN PROCrest

270 IF INKEY-74 AND I=14 THEN PROCeat

300 PRINTTAB(2,27)"ITEMS:";CHR\$(11+109);CHR\$(12+109);CHR\$(13+109)

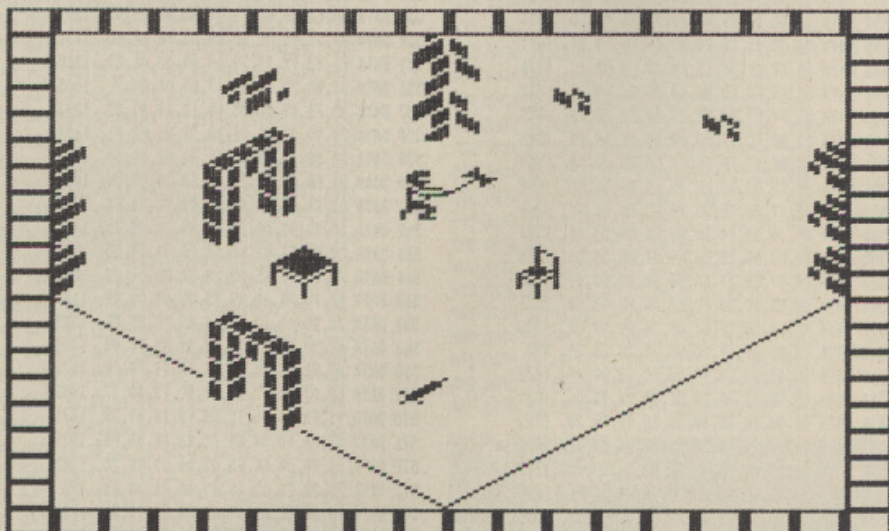
310 PRINTTAB(2,29)"TIME:";min;min;" " ;sec;INT(TIME/100);" ":PRINTTAB(12,29)"

320 IF INT(TIME/100)>10 GOTO 1000

330 IF sec>6 THEN GOTO 1010

340 IF min>10 THEN GOTO 1020

350 PRINTTAB(2,25)"ENERGY:";en;" "



360 PRINTTAB(14,29)"%:";per%

370 IF I1=7 AND I2=8 AND I3=9 AND X=86 THEN GOTO 2000

380 IF min1>3 THEN GOTO 2500

390 IF en<=0 THEN GOTO2700

999 GOTO 160

1000 LET sec=sec+1:TIME=0:GOTO320

1010 LET min=min+1:LET sec=0:GOTO 330

1020 LET min1=min1+1:LET min=0:GOTO 340

2000 :

2020 FORZ=2 TO 19

2030 COLOUR135:PRINTTAB(2,2)"

2040 NEXTZ

2050 FOR Z=1 TO 100

2060 VDU19,3,RND(7),0;0;0;0;

2070 SOUND1,3,2,1

2080 NEXTZ

2090 VDU19,3,0,0;0;0;0;

2100 VDU19,1,1,0;0;0;0;

2110 COLOUR1:PRINTTAB(6,8)"VICTORY":PRI

NTTAB(6,10)" IS":PRINTTAB(6,12)" YOURS"

2120 PRINTTAB(6,15)" t.u.v"

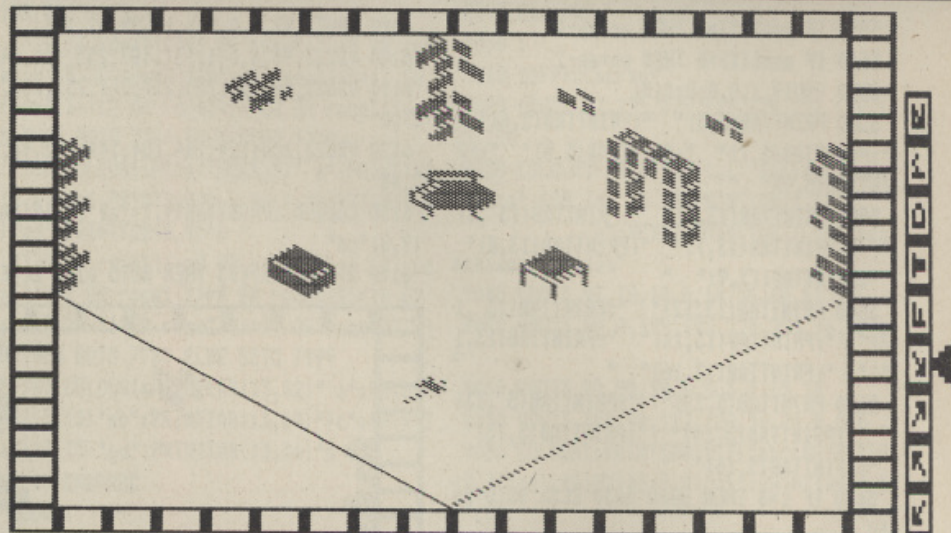
2130 RESTORE9900

BBC ELECTRON

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2140 FORZ=1 TO 77
2150 READA
2160 READB
2170 SOUND1,-15,A,B
2180 VDU19,1,RND(7),0;0;0;0;
2190 NEXTZ
2200 VDU19,1,1,0;0;0;0;
2210 FORZ=2 TO 19
2220 PRINTTAB(2,Z)"
2230 NEXTZ
2240 PRINTTAB(6,6)" SPACE"
2250 PRINTTAB(6,8)" TO"
2260 PRINTTAB(6,10)" START"
2270 PRINTTAB(6,12)" AGAIN"
2300 IF INKEY=99 THEN RUN ELSE 2300
2499 END
2500 :
2510 ENVELOPE4,1,32,0,-58,20,0,20,0,0,0,0,0,0
2520 FOR Z=1 TO 20
2530 SOUND1,4,99,10
2540 VDU19,1,RND(7),0;0;0;0;:VDU19,2,RND(7),0;0;0;0;
2550 NEXTZ
2560 VDU19,1,1,0;0;0;0;:VDU19,2,2,0;0;0;0;
2570 CLS
2580 COLOUR1:PRINTTAB(0,10)"YOUR QUEST IS OVER.."
2590 PRINTTAB(0,14)" YOUR TIME RAN OUT."
2600 PRINTTAB(0,18)"SPACE TO PLAY AGAIN!"
2690 IF INKEY=99 THEN RUN ELSE 2690
2700 :
2710 ENVELOPE5,1,-15,23,-2,10,5,10,0,0,0,0,0,0
2720 SOUND1,3,99,20:FORZ=100 TO 1 STEP-5
2730 SOUND1,5,2,5
2740 VDU19,1,RND(7),0;0;0;0;:VDU19,2,RND(7),0;0;0;0;
2750 NEXTZ
2760 VDU19,1,1,0;0;0;0;:VDU19,2,2,0;0;0;0;
2770 CLS
2780 COLOUR1:PRINTTAB(0,10)"YOUR QUEST IS OVER.."
2790 PRINTTAB(0,14)" YOUR ENERGY IS 0.."
2800 PRINTTAB(0,18)"SPACE TO PLAY AGAIN!"
2890 IF INKEY=99 THEN RUN ELSE 2890
3000 :
3010 DEFPROCfight
3020 IF mon%(X)=0 THEN ENDPROC
3030 ENVELOPE3,1,-1,-1,-1,40,40,40,0,0,0,0,0,0
3040 IF I1=mon%(X) THEN 3100
3050 SOUND1,3,500,20
3060 LET en=en-(10+mon%(X)*5)

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3090 ENDPROC
3100 FOR Z=1 TO 100:SOUND1,3,Z,1:VDU19,1,RND(7),0;0;0;0;:NEXTZ
3110 VDU19,1,col%(X),0;0;0;0;
3120 PRINTTAB(9,7)" ":PRINTTAB(9,8)"
3130 LET mon%(X)=0
3140 LET I1=0:LET I1=I2:LET I2=I3:LET I3=0
3499 ENDPROC
3500 :
3510 DEFPROCeat
3520 ENVELOPE1,129,-15,-8,-3,10,10,10,1,26,0,0,-126,126,126
3530 SOUND1,1,255,5
3540 COLOUR0:IF item%(X)=7 OR item%(X)=8 OR item%(X)=9 THEN ENDPROC ELSE PRINTTAB(9,15)" "
3550 IF item%(X)=0 THEN ENDPROC
3560 IF item%(X)=1 THEN en=en-2
3570 IF item%(X)=2 THEN en=en-4
3580 IF item%(X)=3 THEN en=en-1
3590 IF item%(X)=4 THEN en=en-6
3600 IF item%(X)=5 THEN en=en-10
3610 IF item%(X)=6 THEN en=en+5
3620 IF en=99 THEN en=99
3630 LET item%(X)=0
3999 ENDPROC
4000 :
4010 DEFPROCrest
4020 IF dec%(X)=2 OR dec%(X)=2 THEN SOUND1,-15,00,1 ELSE ENDPROC
4030 SOUND1,-15,20,1
4040 SOUND1,-15,40,1
4050 SOUND1,-15,60,1
4060 LET en=en+10
4070 min1=min1+1
4080 IF en=99 THEN en=99
4499 ENDPROC
4500 :
4510 DEFPROCdrop
4520 SOUND1,-15,90,1
4530 IF I3=0 AND I2=0 AND I1=0 THEN END

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PROC
4535 IF item%(X)<>0 THEN ENDPROC
4540 IF I3=0 THEN GOTO 4560
4550 LET item%(X)=I3:LET I3=0:PRINTTAB(9,15)CHR$(item%(X)+109):ENDPROC
4560 IF I2=0 THEN GOTO 4580
4570 LET item%(X)=I2:LET I2=0:PRINTTAB(9,15)CHR$(item%(X)+109):ENDPROC
4580 IF I1=0 ENDPROC ELSE LET item%(X)=I1:LET I1=0:COLOUR1:PRINTTAB(9,15)CHR$(item%(X)+109)
4590 COLOUR7
4999 ENDPROC
5000 :
5010 DEFPROCtake
5020 SOUND1,-15,90,1
5030 IF item%(X)=0 THEN ENDPROC
5035 IF I1<>0 AND I2<>0 AND I3<>0 THEN ENDPROC
5040 PRINTTAB(9,15)" "
5050 IF I1<>0 THEN GOTO 5070
5060 LET I1=item%(X):LETitem%(X)=0:ENDPROC
5070 IF I2<>0 THEN GOTO 5090
5080 LET I2=item%(X):LETitem%(X)=0:ENDPROC
5090 IF I3<>0 THEN ENDPROC ELSE LETI3=item%(X):LETitem%(X)=0
5499 ENDPROC
5500 :
5510 IF m%(X)=0 THEN LET per%=per%+1:LET m%(X)=1
5520 IF mon%(X)=1 THEN en=en-10
5530 IF mon%(X)=2 THEN en=en-8
5540 IF mon%(X)=3 THEN en=en-5

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5550 IF mon%(X)=4 THEN en=en-4
5560 IF mon%(X)=5 THEN en=en-2
5570 VDU19,1,0,0;0;0;0;
5580 PRINTTAB(5,5)" ":PRINTTAB(5,6)"
":PRINTTAB(5,7)" ":PRINTTAB(5,8)" ":PR
INTTAB(5,9)" "
5590 PRINTTAB(13,5)" ":PRINTTAB(13,6)
" ":PRINTTAB(13,7)" ":PRINTTAB(13,8)"
":PRINTTAB(13,9)" "
5600 PRINTTAB(13,12)" ":PRINTTAB(13,1
3)" ":PRINTTAB(13,14)" ":PRINTTAB(13,1
5)" ":PRINTTAB(13,16)" "
5610 PRINTTAB(5,12)" ":PRINTTAB(5,13)
" ":PRINTTAB(5,14)" ":PRINTTAB(5,15)"
":PRINTTAB(5,16)" "
5620 IF I=6 THEN GOTO 5630 ELSE GOTO 56
40
5630 IF room%(X)=1 OR room%(X)=5 OR roo
m%(X)=8 OR room%(X)=9 OR room%(X)=11 OR
room%(X)=12 OR room%(X)=13 OR room%(X)=1
5 THEN X=X-10:GOTO50
5640 IF I=7 THEN GOTO 5650 ELSE GOTO 56
60
5650 IF room%(X)=2 OR room%(X)=5 OR roo
m%(X)=6 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=12 OR room%(X)=14 OR room%(X)=1
5 THEN X=X+1:GOTO50
5660 IF I=8 THEN GOTO 5670 ELSE GOTO 56
80
5670 IF room%(X)=3 OR room%(X)=6 OR roo
m%(X)=7 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=11 OR room%(X)=13 OR room%(X)=1
5 THEN X=X+10:GOTO50
5680 IF I=9 THEN GOTO 5690 ELSE GOTO50
5690 IF room%(X)=4 OR room%(X)=7 OR roo
m%(X)=8 OR room%(X)=10 OR room%(X)=11 OR
room%(X)=12 OR room%(X)=14 OR room%(X)=1
5 THEN X=X-1:GOTO50
5999 GOTO 50
6000 :
6010 DEFPROCmonster
6020 IF mon%(X)<>1 THEN GOTO 6080 ELSE
GOTO 6030
6030 VDU23,97,8,12,15,15,45,119,118,123
6040 VDU23,98,16,48,240,240,180,238,110
,222
6050 VDU23,99,124,127,63,63,63,31,27,26
6060 VDU23,100,62,254,252,252,252,248,2
16,88
6070 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
6080 IF mon%(X)<>2 THEN GOTO 6140 ELSE
GOTO 6090

```

```

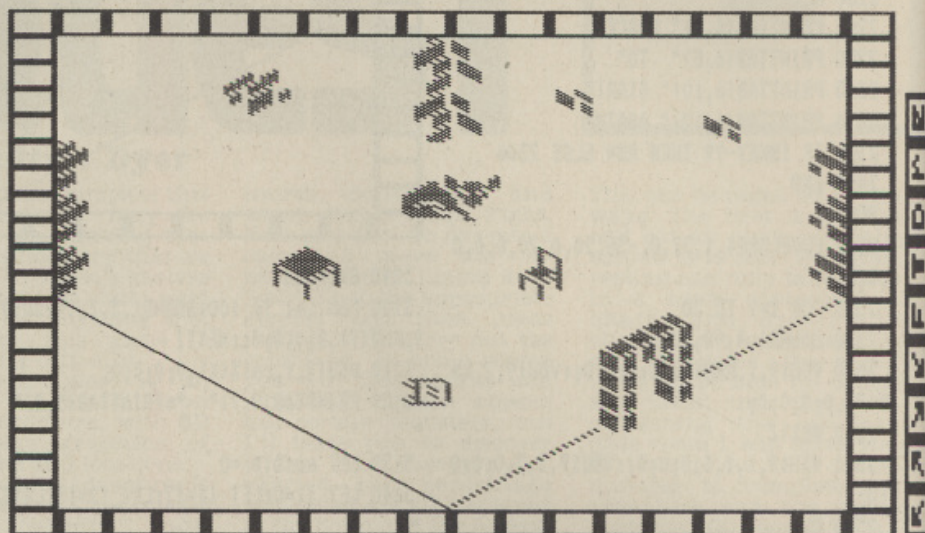
6090 VDU23,97,0,0,1,1,13,29,62,127
6100 VDU23,98,0,0,1,131,187,255,186,84
6110 VDU23,99,255,255,227,221,251,252,1
27,0
6120 VDU23,100,124,184,184,144,192,96,3
2,48
6130 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
6140 IF mon%(X)<>3 THEN GOTO 6200 ELSE

```

```

6390 VDU23,99,95,95,111,55,31,8,8,16
6400 VDU23,100,254,254,254,252,248,16,1
6,8
6410 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
6499 ENDPROC
6500 :
6510 DEFPROCitem
6520 COLOUR1

```



```

GOTO 6150
6150 VDU23,97,0,1,3,7,7,14,31,127
6160 VDU23,98,0,224,240,248,252,76,108,
254
6170 VDU23,99,255,255,255,127,63,31,30,
12
6180 VDU23,100,255,255,255,255,254,240,
240,96
6190 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
6200 IF mon%(X)<>4 THEN GOTO 6260 ELSE
GOTO 6210
6210 VDU23,97,0,1,3,7,7,4,4,4
6220 VDU23,98,248,244,238,223,227,247,1
55,159
6230 VDU23,99,13,15,31,23,24,31,31,15
6240 VDU23,100,159,191,255,254,48,224,1
92,192
6250 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
6260 IF mon%(X)<>5 THEN GOTO6360 ELSE G
OTO 6270
6270 VDU23,97,0,56,120,96,120,48,94,97
6280 VDU23,98,8,24,60,15,22,36,64,128
6290 VDU23,99,95,72,112,120,124,204,152
,156
6300 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"c "
6360 IF mon%(X)<>6 THEN ENDPROC ELSE GO
TO 6370
6370 VDU23,97,0,15,31,8,15,27,55,111
6380 VDU23,98,0,240,248,16,240,248,252,
254

```

```

6530 PRINTTAB(9,15)CHR$(item%(X)+109)
6999 ENDPROC
7000 :
7010 DEFPROCdecor
7020VDU23,97,0,1,3,7,15,31,23,27
7030 VDU23,98,128,192,224,240,248,252,2
44,236
7040 VDU23,99,21,18,17,16,0,0,0,0
7050 VDU23,100,212,164,68,132,128,128,1
28,128
7060 IF dec%(X)<>1 THEN GOTO 7070 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
7070 IF dec%(X)<>1 THEN GOTO 7080 ELSE
PRINTTAB(11,10)"ab":PRINTTAB(11,11)"cd"
7080 VDU23,97,2,3,2,2,2,2,7,15
7090 VDU23,98,0,0,128,64,64,64,64,192
7100 VDU23,99,23,26,21,18,18,2,2,2
7110 VDU23,100,64,192,64,64,64,0,0,0
7120 IF dec%(X)<>2 THEN GOTO 7130 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
7130 IF dec%(X)<>2 THEN GOTO 7140 ELSE
PRINTTAB(11,10)"ab":PRINTTAB(11,11)"cd"
7140 VDU23,97,2,7,15,31,63,47,55,59
7150 VDU23,98,0,0,128,192,224,240,248,2
32
7160 VDU23,99,61,62,31,15,7,3,1,0
7170 VDU23,100,216,184,120,248,240,224,
192,128
7180 IF dec%(X)<>3 THEN GOTO 7190 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
7190 IF dec%(X)<>3 THEN ENDPROC ELSE P
RINTTAB(11,10)"ab":PRINTTAB(11,11)"cd"
7499 ENDPROC

```



```

7500 :
7510 DEFPROCdoors
7520 VDU23,97,0,0,0,0,8,28,58,87
7530 VDU23,98,111,103,106,109,44,77,109,101
7540 VDU23,99,105,109,42,70,110,110,110,108
7550 VDU23,100,42,70,110,110,110,108,40,0
7560 VDU23,101,128,64,224,240,232,92,19,0,157
7570 VDU23,102,171,183,183,55,54,21,35,55
7580 VDU23,103,55,55,54,21,35,55,55,55
7590 VDU23,104,54,21,35,55,55,55,54,20
7600 IF roomZ(X)=4 OR roomZ(X)=7 OR roomZ(X)=8 OR roomZ(X)=10 OR roomZ(X)=11 OR roomZ(X)=12 OR roomZ(X)=14 OR roomZ(X)=15 THEN GOTO 7610 ELSE GOTO 7620
7610 COLOUR1:PRINTTAB(5,12)"a":PRINTTAB(5,13)"be":PRINTTAB(5,14)"cf":PRINTTAB(5,15)"dg":PRINTTAB(5,16)" h"
7620 IF roomZ(X)=2 OR roomZ(X)=5 OR roomZ(X)=6 OR roomZ(X)=9 OR roomZ(X)=10 OR roomZ(X)=12 OR roomZ(X)=14 OR roomZ(X)=15 THEN GOTO 7650 ELSE GOTO 7660
7650 COLOUR1:PRINTTAB(13,5)"a":PRINTTAB(13,6)"be":PRINTTAB(13,7)"cf":PRINTTAB(13,8)"dg":PRINTTAB(13,9)" h"
7660 VDU23,97,0,0,0,0,16,56,92,234
7670 VDU23,98,246,230,86,182,52,178,182

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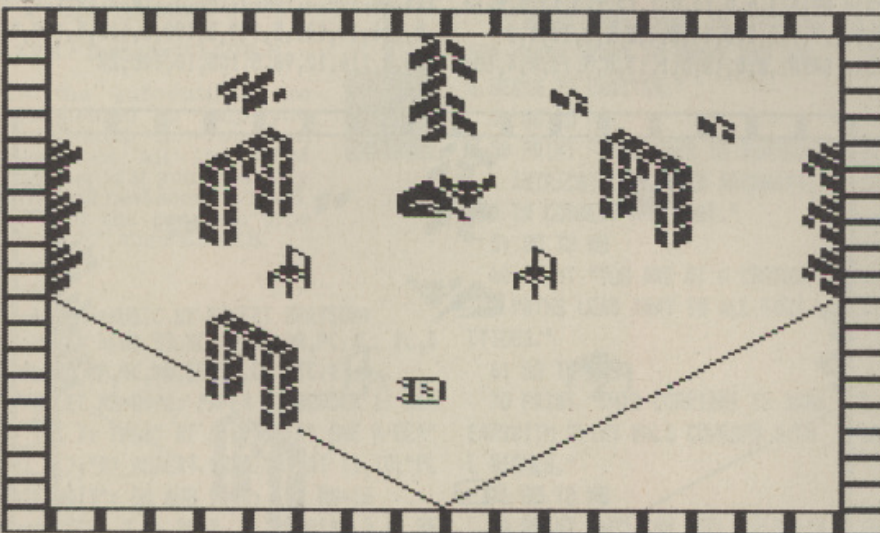
108,40
7750 IF roomZ(X)=1 OR roomZ(X)=5 OR roomZ(X)=8 OR roomZ(X)=9 OR roomZ(X)=11 OR roomZ(X)=12 OR roomZ(X)=13 OR roomZ(X)=15 THEN GOTO 7760 ELSE GOTO 7770
7760 COLOUR1:PRINTTAB(5,5)" a":PRINTTAB(5,6)"eb":PRINTTAB(5,7)"fc":PRINTTAB(5,8)"gd":PRINTTAB(5,9)" h "
7770 IF roomZ(X)=3 OR roomZ(X)=6 OR roomZ(X)=7 OR roomZ(X)=9 OR roomZ(X)=10 OR roomZ(X)=11 OR roomZ(X)=13 OR roomZ(X)=15 THEN GOTO 7780 ELSE GOTO 7999
7780 COLOUR1:PRINTTAB(13,12)" a":PRINTTAB(13,13)"eb":PRINTTAB(13,14)"fc":PRINTTAB(13,15)"gd":PRINTTAB(13,16)" h "
7999 ENDPROC
8000 :
8010 DEFPROCvars
8020 LET X=78
8030 VDU19,1,0,0,0;0;0;0;
8040 LETI=6
8050 LETI1=0
8060 LETI2=0
8070 LETI3=0
8080 LET sec=0
8090 LET min=0
8100 LET min1=0
8110 LET en=99
8120 LET perZ=0
8499 ENDPROC
8500 :

```

```

8999 ENDPROC
9000 :
9010 DEFPROCscrset
9020 VDU23,97,255,129,129,129,129,129,129,255
9030 COLOUR2:PRINTTAB(1,1)"aaaaaaaaaaaaa"
9040 VDU23,97,12,10,6,14,30,62,61,59
9050 VDU23,98,0,128,192,224,224,96,32,64
9060 VDU23,99,55,39,6,5,3,7,15,14
9070 VDU23,100,96,112,120,56,24,8,0,0
9080 COLOUR1:PRINTTAB(9,2)"ab":PRINTTAB(9,3)"cd":PRINTTAB(9,4)"ab":PRINTTAB(9,5)"cd"
9090 VDU23,97,160,96,232,216,184,120,24,0,224
9100 VDU23,98,192,160,96,224,224,192,12,8,0
9110 PRINTTAB(2,6)"a":PRINTTAB(2,7)"b":PRINTTAB(2,8)"a":PRINTTAB(2,9)"b":PRINTTAB(2,10)"a":PRINTTAB(2,11)"b"
9120 VDU23,97,5,6,23,27,29,30,47,55
9130 VDU23,98,49,21,6,7,7,3,1,0
9140 PRINTTAB(17,6)"a":PRINTTAB(17,7)"b":PRINTTAB(17,8)"a":PRINTTAB(17,9)"b":PRINTTAB(17,10)"a":PRINTTAB(17,11)"b"
9150 VDU23,97,0,0,0,1,3,7,14,29
9160 VDU23,98,0,0,16,48,112,112,224,192
9170 VDU23,99,25,21,12,13,9,1,1,1
9180 VDU23,100,164,108,236,232,224,192,128,0
9190 PRINTTAB(5,3)"ab":PRINTTAB(5,4)"cd"
9200 VDU23,97,72,108,118,114,52,22,6,2
9210 PRINTTAB(12,4)"a":PRINTTAB(15,5)"a"
9220 BCOL0,1:MOVE128,636:DRAW632,384:DRAW1140,636
9230 VDU23,110,60,36,102,66,102,36,36,64,0
9240 VDU23,111,0,0,0,8,16,160,64,160
9250 VDU23,112,126,161,105,37,41,101,16,1,126
9260 VDU23,113,1,6,14,28,184,112,96,144
9270 VDU23,114,8,26,60,14,20,32,64,128
9280 VDU23,115,14,8,118,255,253,253,126,60
9290 VDU23,116,0,30,14,26,62,98,199,0
9300 VDU23,117,0,28,50,80,80,50,28,0
9310 VDU23,118,0,120,36,34,34,36,120,0

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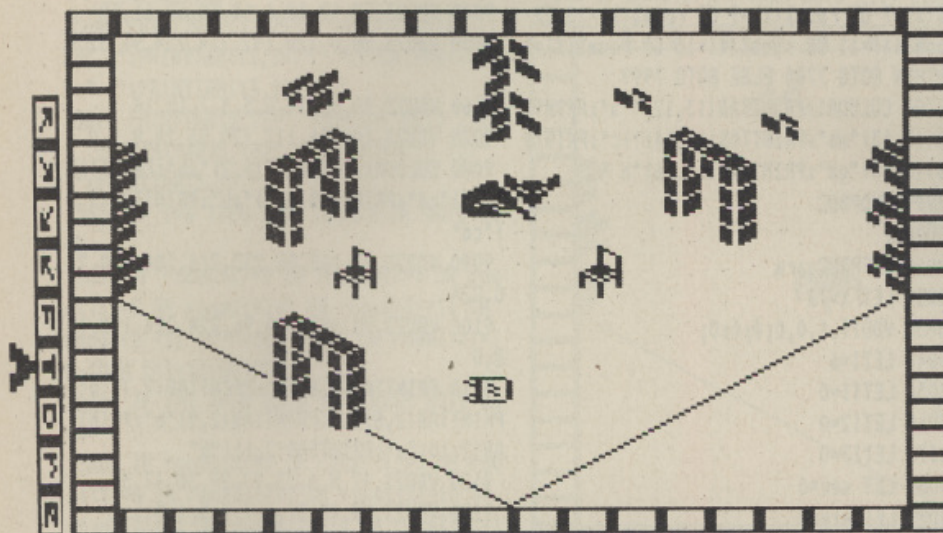
166
7680 VDU23,99,150,182,84,98,118,118,118,54
7690 VDU23,100,84,98,118,118,118,54,20,0
7700 VDU23,101,1,2,7,15,23,58,125,185
7710 VDU23,102,213,237,237,236,108,168,196,236
7720 VDU23,103,236,236,108,168,196,236,236,236
7730 VDU23,104,108,168,196,236,236,236,

```

```

8510 DEFPROCsetup
8520 DIMcolZ(100):DIMdecZ(100):DIMdec1Z(100):DIMroomZ(100):DIMitemZ(100):DIMMaonZ(100):DIMmZ(100)
8530 RESTORE9510
8540 FORZ=1 TO 100
8550 READA:LET roomZ(Z)=A:READB:LET ite
8560 LET colZ(Z)=RND(7):LET decZ(Z)=RND(3):LET dec1Z(Z)=RND(3):LETmZ(Z)=0
8570 NEXTZ

```

```

9320 VDU23,109,0,0,0,0,0,0,0
9330 COLOUR7
9340 VDU23,97,255,129,185,177,169,133,1
29,255:PRINTTAB(6,22)"a"
9350 VDU23,97,255,129,157,141,149,161,1
29,255:PRINTTAB(7,22)"a"
9360 VDU23,97,255,129,161,149,141,157,1
29,255:PRINTTAB(8,22)"a"
9370 VDU23,97,255,129,133,169,177,185,1
29,255:PRINTTAB(9,22)"a"
9380 VDU23,97,255,129,189,161,185,161,1
29,255:PRINTTAB(10,22)"a"
9390 VDU23,97,255,129,189,153,153,153,1
29,255:PRINTTAB(11,22)"a"
9400 VDU23,97,255,129,185,165,165,185,1
29,255:PRINTTAB(12,22)"a"
9410 VDU23,97,255,129,169,181,161,161,1
29,255:PRINTTAB(13,22)"a"
9420 VDU23,97,255,129,189,169,177,189,1
29,255:PRINTTAB(14,22)"a"
9430 COLOUR7:VDU23,108,24,24,60,60,126,
126,231,231
9440 PRINTTAB(I-1,23)" 1 "
9499 ENDPROC
9500 :

```

```

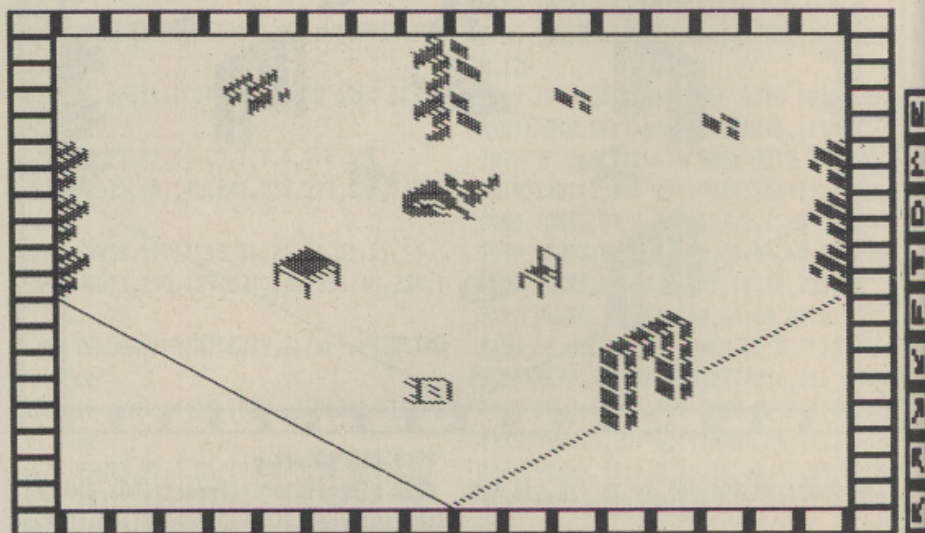
9510 DATA6,4,0,14,3,0,14,3,0,14,1,0,7,1
,0,6,0,5,14,0,3,7,0,0,6,0,0,7,2,0
9520 DATA13,4,0,3,9,1,3,0,3,3,0,4,13,0,
0,13,0,2,3,1,0,5,0,0,11,3,0,13,0,0
9530 DATA13,6,0,13,0,1,13,1,3,13,3,4,13
,0,0,1,7,1,5,2,0,14,5,0,8,0,0,13,0,0
9540 DATA1,6,0,13,0,1,13,0,3,13,0,4,13,

```

```

0,0,2,6,3,14,6,2,14,6,1,14,0,0,11,0,0
9550 DATA6,0,0,12,0,0,12,0,0,12,0,0,12,
0,0,7,0,0,3,0,3,3,2,1,3,3,2,13,0,0
9560 DATA13,0,0,2,5,0,14,0,0,7,0,0,6,0,
1,8,0,0,5,1,0,12,3,3,11,0,0,13,1,0
9570 DATA13,5,0,2,1,0,14,0,0,11,0,0,5,1
,3,14,0,0,14,3,0,10,0,0,8,0,0,13,0,0
9580 DATA5,6,0,14,2,5,14,0,2,11,0,0,6,3
,2,14,4,3,7,5,4,9,0,0,7,6,3,13,3,0
9590 DATA6,0,1,14,0,0,7,0,0,13,0,0,13,2
,1,2,0,6,8,0,5,13,2,1,1,3,1,13,0,0
9600 DATA5,0,5,4,8,0,5,0,0,8,5,0,5,1,5,
14,5,4,14,4,3,12,3,2,14,0,0,8,0,0
9900 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,100,5,108,5,112,5,116,5,100,5
,108,5,116,9,96,5,108,9,100,28
9910 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,88,5,80,5,76,5,88,5,100,5,116
,10,108,5,100,5,88,5,108,28
9920 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,100,5,108,5,112,5,116,5,100,5
,108,5,116,9,96,5,108,9,100,28
9930 DATA100,5,108,5,116,5,100,5,108,5,
116,10,100,5,108,5,100,5,116,5,100,5,108
,5,116,10,100,5,108,5,100,5,116,5,100,5,
108,5,116,10,96,5,108,10,100,28

```



HUNCHY

By Mike Mannion

Oh no, not another version of Hunchback for the Spectrum. Oh yes — but, this is a very good version of the game, and we haven't done a Spectrum Hunch game before. (If anybody has converted the BBC one a couple of months ago, then give us a ring, we are always interested to know).

It features 15 screens and although written entirely in BASIC is still fast. Play is as you would arcade Hunchback as most of the features are there including guards, fireballs, arrows, superbons and of course the bells!

Operating instructions

z-left, x-right, enter, jump. To jump in a direction press the jump key, release it, then press the direction key. To enter the program just type it all in as it is and then save it using:

SAVE "hunchy" LINE 5

All the subroutines are documented to help you understand it. You can miss out all the REM statements if you wish. My personal best score is 1045. To load the program type LOAD " " then ENTER.

1 REM *MUSIC BY ROBERT GRAYSON*
2 REM *FOR GB,DC,MS,RG,MR,PC,AL, PL,S
S,JL,KR,KP,MC,NW,EG,DR,CR ETC.*

5 LET MS=8000: PAPER 1: BORDER 1: CLS
: INK 7: PRINT AT 6,8;"EVERY ONE A GEM"
;AT 8,7;"BY ROBERT BURGESS";AT 11,10;"PLEASE WAIT": GO SUB 9000: LET RM=16

6 BEEP .2,0: BEEP .2,2: BEEP .2,4: BEEP .2,5: BEEP .2,7: BEEP .2,4: BEEP .45,0: BEEP .2,2: BEEP .2,4: BEEP .45,2: BEEP .2,4: BEEP .2,2: BEEP .325,0

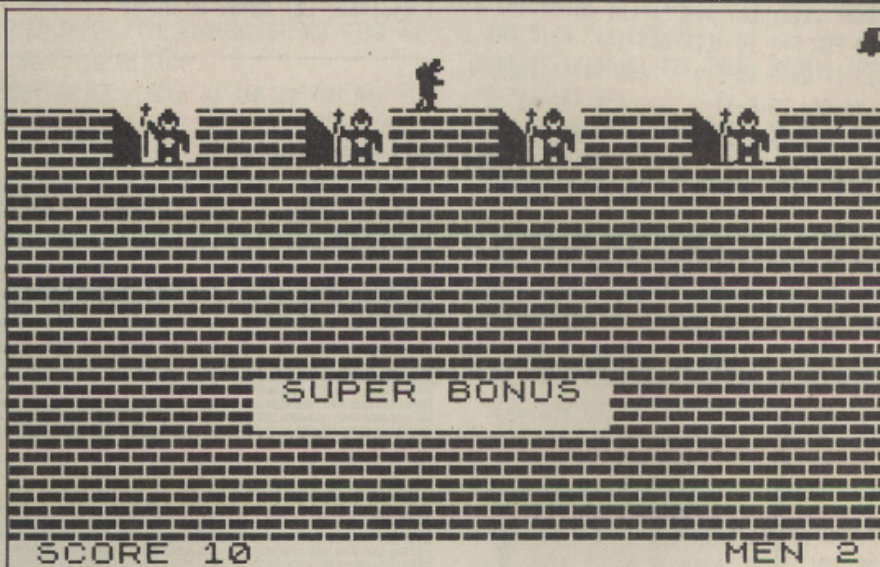
8 PAUSE 15: CLS : GO TO RM*10

10 PRINT "YOU ARE AT THE EXIT.DROP ALL HEGEMS HERE AND YOU CAN ESCAPE."

11 GO TO MS

20 PRINT "IN THIS EERIE ROOM THERE IS A SINGLE FADED PURE WOOL RUG, ELOQUENTLY EMBROIDED WITH INTRICATE DESIGNS."

21 GO TO MS



30 PRINT "THIS ROOM IS EMPTY AND BARE.
UNDER YOUR FEET ARE ROTTEN, MOULDY FLOORBOARDS."

31 GO TO MS

40 PRINT "THIS ROOM IS FREEZING COLD.YOUR HANDS START TO SHAKE AND YOU TEET H BEGIN TO CHATTER."

41 GO TO MS

50 PRINT "THIS AREA IS SURROUNDED BY INTRICATELY CARVED ARCHWAYS, COVERED IN COBWEBS AND DUST."

51 GO TO MS

60 PRINT "YOU ARE AT A CROSSROADS.DARK PATHS LEAD AWAY IN ALL FOUR DIRECTIONS."

61 GO TO MS

70 PRINT "THIS CORRIDOR IS DANK AND DREARY WITH SLIMY WALLS COVERED WITH SMALL NICHES."

71 GO TO MS

80 PRINT "YOU CAN FEEL COLD AIR BLOWING FROM THE NORTH, AND HIGH ABOVE YOU IN THE NORTH WALL IS THE BROKEN WINDOW."

81 GO TO MS

90 PRINT "A STRANGE GAS PERMEATES THE ROOM AND FLOWS DELICATELY AROUND IT. IN FRONT OF YOU THERE IS A GEM PLINTH."

91 GO TO MS

100 PRINT "STRANGE NOISES ECHO AROUND YOU AS YOU WALK THROUGH THIS CORRIDOR, ON YOUR QUEST TO ESCAPE FROM THE DUNGEON."

101 GO TO MS

110 PRINT "IN THE CENTRE OF THIS EMPTY, MYSTERIOUS CHAMBER IS A PATCH OF SOFT GROUND."

111 GO TO MS

120 PRINT "YOU ARE PRECARIOUSLY SITUATED ON THE WALL OF THE CELL."

121 GO TO MS

130 IF F(2)=0 THEN PRINT "AS YOU ENTER THIS ROOM, DARKNESS ENSHROUDS AND IN YOUR HASTE TO LEAVE YOU FALL AND BREAK YOUR NECK.": GO TO 2300

132 PRINT "YOUR LIGHTED CANDLE SENDS OUT A RAY OF LIGHT IN THIS DAREDEVIL ROOM."

135 GO TO MS

140 PRINT "YOU ARE STANDING AT A T-JUNCTION WITH ENTRANCES TO CHAMBERS ON EITHER SIDE OF YOU."

141 GO TO MS

150 PRINT "BETWEEN YOU AND THE GEM PLINTH IN THIS ROOM IS A LARGE POOL OF ACID, WHICH HISSES AND FIZZES WITH FRIGHTENING FREQUENCY."

151 GO TO MS


```

160 PRINT "YOU ARE IN A DREARY CELL.THE
FLOOR IS SOLID CONCRETE,AND MOSSGROW
S ON BOTH IT AND THE WALL. THERE IS A S
MALL WINDOW SET HIGHUP THE WALL,HIGHER T
HAN YOU CAN REACH."

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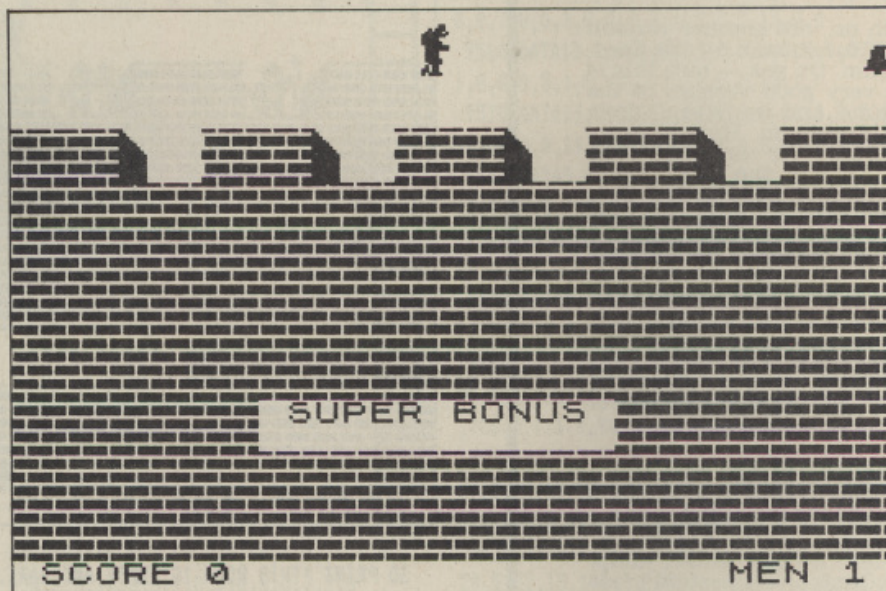
161 GO TO M5
1000 PAPER 1: INK 7: POKE 23609,10: POKE
23617,CODE "VAL ": INPUT (""); LINE Q$
: BEEP .1,7: LET V$="": LET N$=""
1010 FOR F=1 TO (LEN Q$)-1
1015 IF Q$(F TO F)=" " AND V$="" THEN L
ET V$=Q$( TO F-1)
1020 IF Q$(F+1 TO F+1)<>" " AND V$<>"" T
HEN LET N$=Q$(F+1 TO )
1025 IF N$<>"" THEN LET F=LEN (Q$)-1
1030 NEXT F
1035 IF N$="" THEN LET V$=Q$
1050 IF N$="" THEN PRINT : PRINT ">"; P
APER 2;V$: GO TO 1060
1055 PRINT : PRINT ">"; PAPER 2;V$;" ";N
$

```

```

KELY": GO TO 1000
1145 IF V=16 AND N$="MAG" THEN PRINT "B
Y THE SAME AUTHOR- TEMPLE TE
RROR FROM ATLANTIS SOFTWARE-ONLY #1.
99": GO TO 1000
1150 IF V=14 AND RM=9 AND S(3)=9 THEN P
RINT "YOU CRAWL ALONG THE FLOOR,TAKE TH
E GEM,THEN CRAWL OUT OF THE ROOM.": LE
T S(3)=50: LET RM=5: GO TO 50

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```

1060 IF LEN V$>3 THEN LET V$=V$( TO 3)
1065 IF LEN N$>3 THEN LET N$=N$( TO 3)
1080 LET V=0: FOR F=1 TO 25: IF V$=N$(F)
THEN LET V=F
1085 NEXT F
1090 IF V=0 AND V$<>"N" AND V$<>"E" AND
V$<>"S" AND V$<>"W" THEN PRINT "SORRY,I
DONT UNDERSTAND YOU": GO TO 1000
1100 IF V=1 OR V=2 THEN GO TO 2000
1105 IF V=15 THEN GO TO 2100
1110 IF V=20 OR V=21 THEN GO TO 2200
1115 IF V$="N" OR V$="E" OR V$="S" OR V$
="W" THEN GO TO 2400
1120 IF V=24 OR V=25 THEN GO TO 2500
1125 IF V=22 THEN GO TO RM=10
1130 IF V=23 THEN GO TO 2300
1135 IF V=19 THEN LET GE=0: PRINT "GEMS
=";GE+(S(1)=50)+(S(2)=50)+(S(3)=50)+(S(4
)=50)+(S(5)=50)+(S(6)=50);"/6": GO TO 10
00
1140 IF V=17 OR V=18 THEN PRINT "NOT LI

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1155 IF (V=12 OR V=13) AND S(8)=50 AND S
(9)=50 AND F(2)=0 THEN PRINT "YOU STRIK
E THE MATCH AND LIGHT THE CANDLE.": LET
F(2)=1: LET S(9)=0: GO TO 1000
1160 IF (V=12 OR V=13) AND (S(8)<>50 OR
S(9)<>50 OR F(2)=1) THEN PRINT "YOU CAN
'T...YET": GO TO 1000
1165 IF (V=9 OR V=10 OR V=11) AND RM=2 A
ND S(1)=0 THEN PRINT "YOU MOVE THE RUG
TO ONE SIDE ANDFIND A GEM UNDERNEATH !":
LET S(1)=50: GO TO 1000
1170 IF V=8 AND F(1)=0 AND S(7)=50 THEN
PRINT "YOU PUT ON THE FUR COAT.": LET F
(1)=1: GO TO 1000
1175 IF V=7 AND RM=11 AND S(4)=0 THEN P
RINT "YOU DISCOVER A GEM !": LET S(4)=50
: GO TO 1000
1180 IF V=7 AND RM=11 AND S(4)<>0 THEN
PRINT "YOU DISCOVER NOTHING MORE.": GO T
O 1000
1185 IF (V=5 OR V=6) AND N$="WIN" AND RM
=12 THEN PRINT "YOU SMASH THE WINDOW AN
D JUMP THROUGH IT TO THE GROUND.": LET
RM=8: GO TO 80
1190 IF (V=3 OR V=4) AND RM=16 THEN LET
RM=12: GO TO 120
1199 PRINT "SORRY,I DON'T UNDERSTAND YOU
": GO TO 1000
1999 STOP
2000 IF N$="GEM" AND RM=15 THEN PRINT "

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YOU TRY TO JUMP THE ACID BUT WHOOPS,Y
OU FALL N.": GO TO 2300
2001 IF N$="GEM" AND RM=4 AND F(1)=0 THE
N PRINT "BEFORE YOU CAN REACH THE GEM,
YOUR WHOLE BODY FREEZES DUE TO THE IN
TENSE COLD.": GO TO 2300
2002 IF N$="GEM" AND RM=9 THEN PRINT "T
HE GAS STARTS BURNING YOUR LUNGS AND
YOU COLLAPSE ON THE FLOOR.": GO TO 23
00
2004 LET V=0: FOR F=1 TO 12: IF N$=Q$(F)
AND S(F)=RM THEN PRINT "YOU PICK IT UP
": LET S(F)=50: LET V=1
2005 NEXT F
2010 IF V=0 THEN PRINT "YOU CANT TAKE T
HAT"

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SPECTRUM

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2015 GO TO 1000
2100 IF N$="GEM" AND S(1)=50 AND S(2)=50
AND S(3)=50 AND S(4)=50 AND S(5)=50 AND
S(6)=50 THEN PRINT "YOU'VE DONE IT !
HIP,HIP HOORAY
THREE CHEERS PR
ESS A KEY TO PLAY AGAIN": BEEP .75,0: BE
EP .25,2: BEEP .5,4: BEEP .5,2: BEEP .5,
5: BEEP .5,4: BEEP .25,2: BEEP .25,-1: B
EEP .5,0: PAUSE 0: RUN
2105 IF N$="GEM" AND (S(1)<>50 OR S(2)<>

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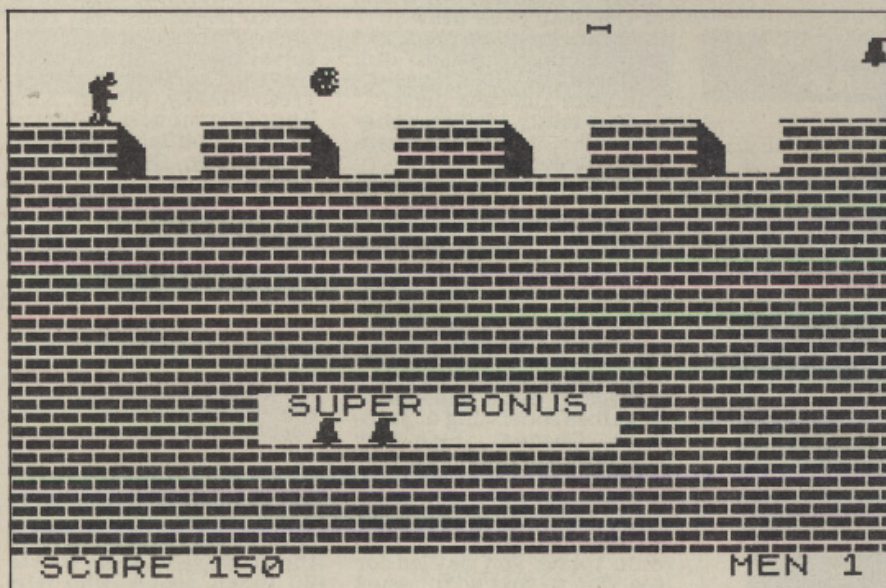
7)=5: GO TO 1000
2205 IF RM=7 AND N$="NIC" AND S(9)=0 THE
N PRINT "YOU FIND A SINGLE MATCH STUCK
IN ONE OF THE NICHES.": LET S(9)=7: GO TO
1000
2210 PRINT "YOU EXAMINE IT BUT FIND NOTH
ING.": GO TO 1000
2300 PRINT PAPER 6; INK 1;"YOU ARE DEAD
.YOU HAVE FAILED IN YOUR QUEST.PRESS
A KEY FOR ANOTHER ATTEMPT
": FOR F=1 TO 2: BEEP 1,0: BEEP 1,2:
BEEP .5,3: BEEP .5,2: BEEP 1,0: NEXT F:
FOR F=1 TO 2: BEEP 1,3: BEEP 1,5: BEEP
2,7: NEXT F: FOR F=1 TO 2: BEEP .75,7: B
EEP .25,8: BEEP .5,7: BEEP .5,5: BEEP .5
,3: BEEP .5,2: BEEP 1,0: NEXT F: FOR F=1
TO 2: BEEP 1,0: BEEP 1,-5: BEEP 2,0: NE
XT F: PAUSE 20: RUN
2400 IF V$="N" AND X$(RM,1)="N" THEN LE
T RM=RM-4: GO TO RM*10
2401 IF V$="S" AND X$(RM,3)="S" THEN LE
T RM=RM+4: GO TO RM*10
2402 IF V$="E" AND X$(RM,2)="E" THEN LE
T RM=RM+1: GO TO RM*10

```

```

HEN PRINT INK 6;L$(F): LET Q=1
8005 NEXT F
8010 IF Q=0 THEN PRINT "NOTHING"
8015 LET Q=0: PRINT : PRINT PAPER 3;"YO
U CAN GO.": IF X$(RM,1)="N" THEN PRINT
INK 5;"N ": LET Q=1
8020 IF X$(RM,2)="E" THEN PRINT INK 5;
"E ": LET Q=1
8025 IF X$(RM,3)="S" THEN PRINT INK 5;
"S ": LET Q=1
8030 IF X$(RM,4)="W" THEN PRINT INK 5;
"W ": LET Q=1
8035 IF Q=0 THEN PRINT INK 5;"NO-WHERE
"
8036 PRINT
8999 GO TO 1000
9000 POKE 23658,8: FOR F=0 TO 7: READ A:
POKE USR "U"+F,A: NEXT F
9005 DATA 255,255,195,195,195,195,255,25
5
9010 DIM X$(16,4)
9015 FOR F=1 TO 16: READ X$(F): NEXT F
9020 DATA " S"," S"," S"," S","NES",
"NESW","NE W","N W","N","NES"," W","
,E","NE W"," W","
9025 DIM O$(14,3)
9030 FOR F=1 TO 14: READ O$(F): NEXT F
9035 DATA "GEM","GEM","GEM","GEM","GEM",
"GEM","COA","CAN","MAT","FLO","RUG","MAG
","WAL","WIN"
9040 DIM L$(14,12)
9045 FOR F=1 TO 14: READ L$(F): NEXT F
9050 DATA "A LARGE GEM","A SMALL GEM","A
ROUND GEM","A SQUARE GEM","A SHINY GEM",
"A FAWN GEM","A FUR COAT","A CANDLE","A
MATCH","A FLOORBOARD","A RUG","A MAGAZI
NE","A WALL","A WINDOW"
9055 DIM W$(25,3)
9060 FOR F=1 TO 25: READ W$(F): NEXT F
9065 DATA "GET","TAK","CLI","SCA","BRE",
"SMA","DIB","NEA","MOV","LIF","PUS","LIG
","STR","CRA","DRO","REA","HEL","CLU","S
CD","EXA","SEA","LOD","QUI","INV","LIS"
9070 DIM S(14)
9075 FOR F=1 TO 14: READ S(F): NEXT F
9080 DATA 0,4,9,0,13,15,0,10,0,3,2,6,16,
12
9085 DIM F(10)
9099 RETURN

```



```

50 OR S(3)<>50 OR S(4)<>50 OR S(5)<>50 O
R S(6)<>50 THEN PRINT "LISTEN,SCHMUCK,
YOU HAVN'T GOT ALL SIX GEMS !": GO TO
1000
2110 IF N$="FLO" AND RM=15 AND S(10)=50
AND S(6)<>50 THEN PRINT "YOU MAKE A BRI
DGE OVER THE ACID BATH AND TAKE THE GEM.
": LET S(6)=50: GO TO 1000
2125 PRINT "WHY BOTHER ?": GO TO 1000
2200 IF RM=5 AND N$="ARC" AND S(7)=0 THE
N PRINT "YOU FIND A FUR COAT STREWN
LYING NEAR ONE OF THE ARCHES.": LET S(

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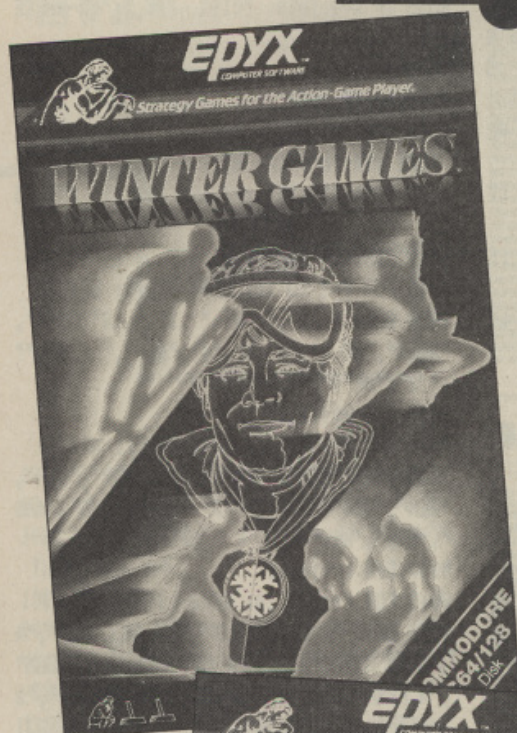
2403 IF V$="W" AND X$(RM,4)="W" THEN LE
T RM=RM-1: GO TO RM*10
2405 PRINT "YOU CANT GO THAT WAY": GO TO
1000
2500 PRINT PAPER 3;"YOU ARE CARRYING.":
LET V=0: FOR F=1 TO 12: IF S(F)=50 THEN
PRINT INK 6;L$(F): LET V=1
2505 NEXT F
2510 IF V=0 THEN PRINT "NOTHING AT ALL"
2515 GO TO 1000
8000 LET Q=0: PRINT : PRINT PAPER 2;"YO
U CAN SEE.": FOR F=1 TO 14: IF S(F)=RM T

```


COMPETITION

R·E·S·U·L·T·S

In a bumper bundle of competition results we announce 93 prize winners as we publish the results to six fantastic Gamer competitions.



Game of the Year awards, prize draw.

Congratulations to 12 year old Julian Ruff from St. Neots in Cambridgeshire whose name was selected from the hundreds of voters in our Game of the Year prize draw.

A fabulous C64 pack will soon be on its way to him including a C64, monitor, datasette and disk drive!

Incidentally Julian only voted for five of the eventual category winners!

Comiserations to the rest of you but don't worry as you'll get another chance when we announce the voting for the 1986 awards.

Go for Gold!

In our identify the three flags competition you had a chance to win a triple pack of games consisting of Summer Games, Summer Games II and Winter Games.

The flags of New Zealand, Turkey and Sri Lanka (formally Ceylon) didn't have you baffled for too long so we had to resort to the tiebreaker to select the winners.

We asked you to invent a silly Olympic event as a tiebreaker and you certainly let your imaginations roam. We had curious events such as feather throwing and cornflake stacking through tossing the ZX81 to climbing everest backwards to an incredibly precise event called Kung Fly and my personal favourite "Chicken crossing the road" in which the contestants dressed as chickens had to cross the M4.

The winners of US Gold sport game triple packs are Shaun Williams/Tipton, Nicky Church/Great Yarmouth, R. Perry/Heath-Hayes, Jevon Tooth/Willenhall, Dean Allen/Swansea, Harkinat Neyta/Leicester, Lisa Hadcock/Manchester, Ian Harrison/Llandudno, Michael Edwards/Basingstoke, Trevor Gately/Dublin, Kirk Bage/Plymouth, Martin Wilson/Sheffield, Matthew Bull/Sutton Coldfield, Andrew Waterfield/Quorn, Mark Delaney/Belfast, J. Gourley/Tyne and Wear, Andrew Pask/Oxon, Mike Derham/Cork, Richard Chiamesia/Maidstone, Tommy Mayclim/London, Jonathon Seifert/Co Armagh, Lee Mansfield/Burnley, Andrew Williams/South Wirral, J. Bayley/Birmingham, Neil Shepherd/Evesham.

Elite Competition

Copies of our 1985 Game of the Year are on their way to 20 lucky people who currently solved our confusing join the dots competition and correctly found the following ships from the game. Fer de Lance, Mamba, an escape pod and three pieces of cargo.

The first 20 correct entries out of the hat and will receive a copy of the game for their machine are Paul Breen/Co. Wexford, Richard Bridson/Isle of Man, Kevin McCall/Kilmarnock, J. Goodman/London, Darren Hickey/Essex, Andrew Ludgate/Devon, Andrew Maskery/Newark, James

Paz/Poole, J. Grant/RAF in Germany, Steve Mitchell/Basingstoke, Nigel Morton/Edinburgh, Paul Phillips/Devon, Mrs D. Rayner/Surrey, Michael Clark/Midlothian, Frank Swindells/Bedford, Mike Derham/Cork, John Power/Waterford, Jonathon Boreham/Essex, Robert Radford/Aldershot.

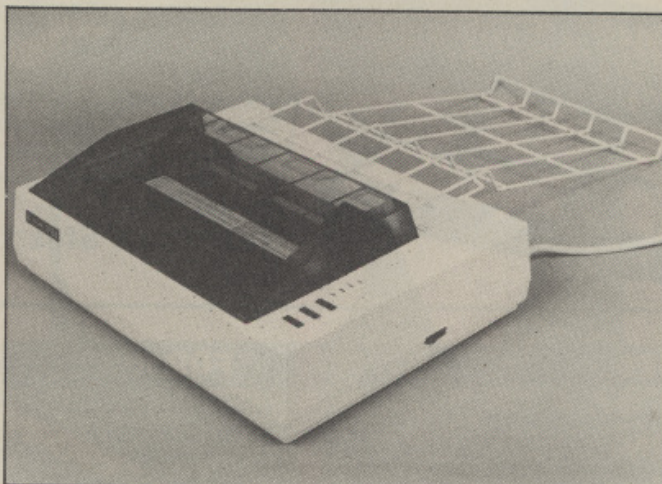
Tatung Competition

Jawaz Illavia from Sutton in Surrey was the first person to solve our mathematical puzzle in which you had to insert seven mathematical signs into an equation, in three different ways to produce the same result.

Confused? 13 year old Jawaz wasn't. In fact now he can print out all the formula he wants to on his brand new centronics printer.

Congratulations to Jawaz and in case your still stuck with those formula here is the solution.

- 1) $(10/12) * ((15+17) - 20) + (30+40) + 80 = 160$
- 2) $(10-12) * ((15+17) - 20) + (30-40)/80 = 160$
- 3) $(10 * 12)/((15+17)-20) + (30+40) + 80 = 160$



Warriors Competition

The following 25 contestants correctly solved the anagrams we set and won a set of corgi's Dragon Warriors roleplaying rules.

We hope they not only enjoy their prizes but also the fascinating hobby of role playing games.

The winners are Mrs Rayner/Surrey, Iain Coward/Cumbria, Mr Wagland/Reading, David Neale/Dorset, Ashley Adamson/Romsey, R. Whemwell/Glasgow, Peter

Tsang/Herts., David Butler/County Antrim, J. Grant/Raf Germany, Richard Smith/Hinckley, Lisa Hadcock/Manchester, Chris Eimett/Surrey, Alan Ashcroft/Cheshire, Matthew Barber/Cornwall, Nick Marshall/Newbury, Shaun Palmer/Portsmouth, Louis Polycarpou/Middlesex, S. Lee/Huntingdon, Leif Findlay/Forfar, Steve Mitchell/Basingstoke, R. Pearce/High Wycombe, R. Keeley/Oxon, Richard Moulton, Devon, Alistair May Elgin and Mrs T. Dutton/Kent.

Endurance Competition

This competition was quite simple. All we asked you to do was list as many words as you could using the letters from the word Endurance.

The winner, Richard McLuckie from Falkirk in Scotland found a staggering 154 words and earns his prize of a day out at Donnington Park and a Disc camera.

The following five runners up win a remote controlled "speed rider" bike plus a copy of the game.... Jason Hall/Essex, Guy Beeton/Sheffield, Fiona Chalmers/Morayshire, Kenneth Reid/Strathclyde and Iain Ball from Coventry.

Finally the following receive a copy of CRL's bike racing game Endurance... T. Catley/Surrey, Gordon Duncan/Falkirk, Robert McGrail/Wakefield, David Condon/Kent, Richard Pearson/Chelmsford, Alan Brownless/Peterlee, D. Bauernfeind/Luton and R. Murphy from Horsham.

Congratulations to all 93 prizewinners and I hope you enjoy your prizes and continue to read and enjoy Computer Gamer.

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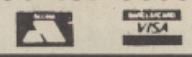
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
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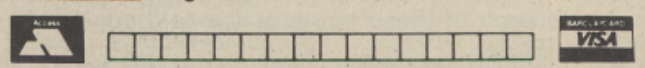
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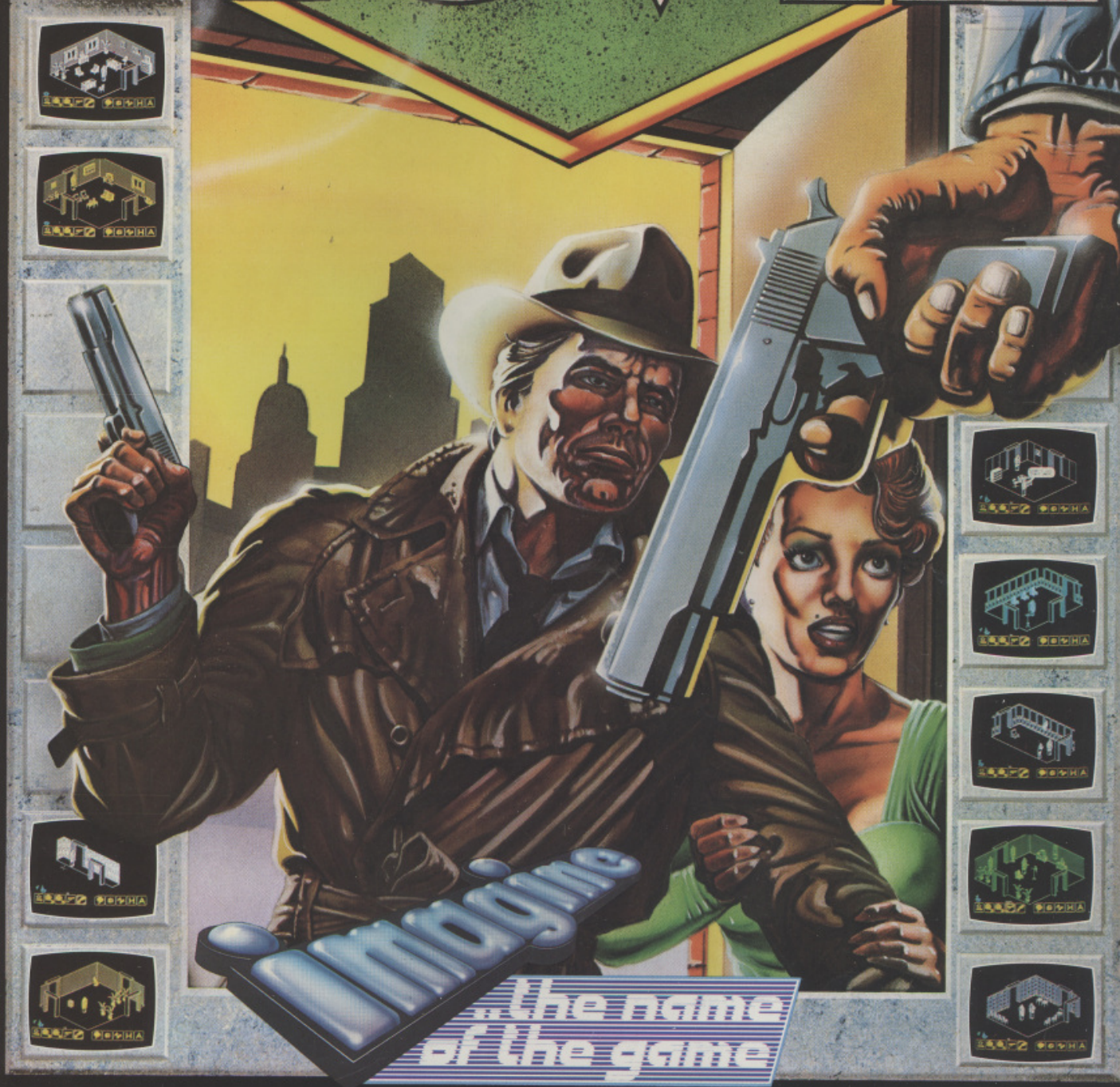
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