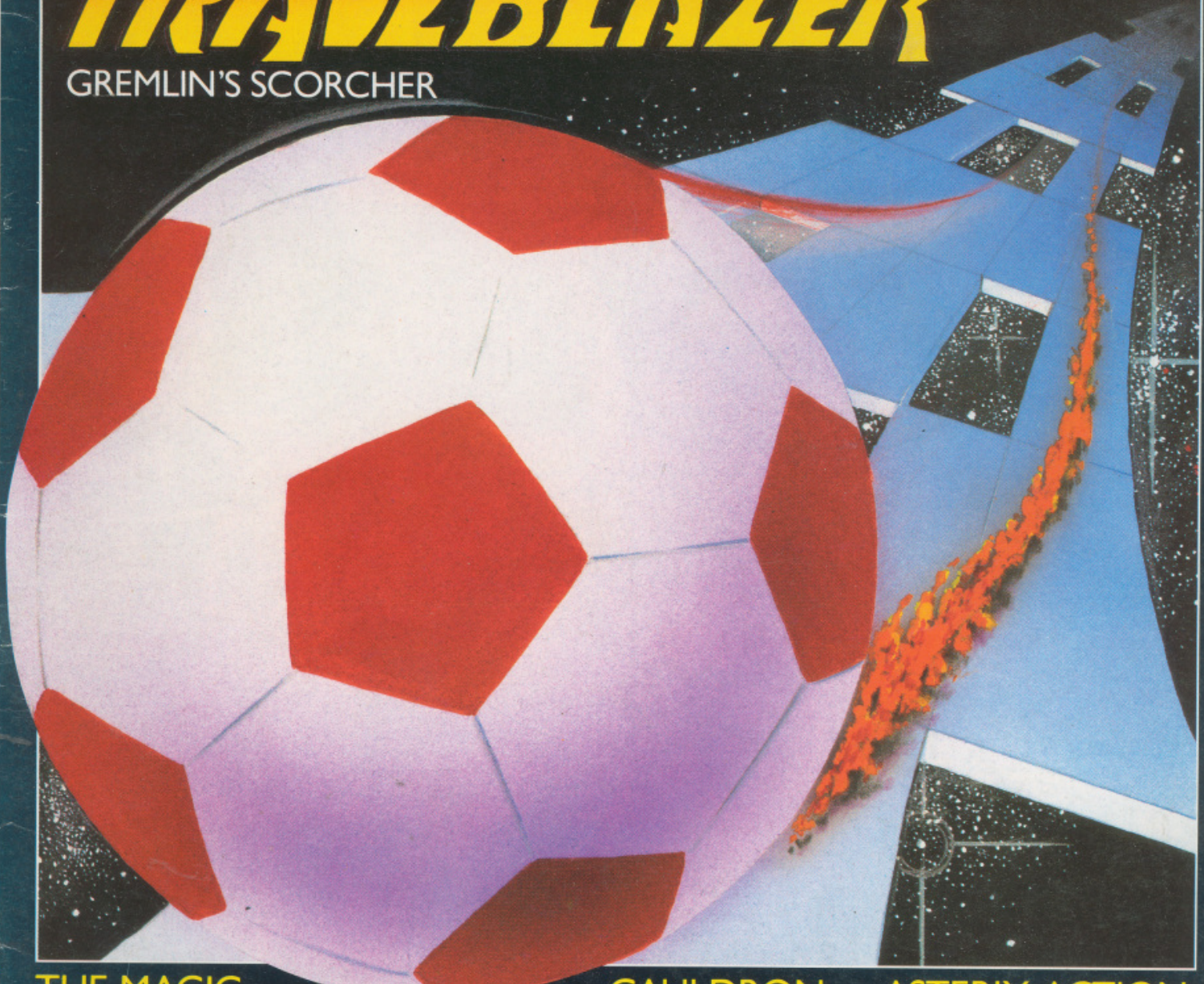
AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION NO 20
STARDATE NOVEMBER 1986
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Computer GAMER

TRAILBLAZER

GREMLIN'S SCORCHER



THE MAGIC CAULDRON – ASTERIX ACTION

GLIDER RIDER

PLUS MIAMI VICE MAP AND PLAYER'S GUIDE

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Computer GAMER

Transmission 20 **Stardate** November 1986

FEATURES

Glider Rider 15
Flying high with Quicksilva.

Trailblazer 18
Have a ball with Gremlin.

Asterix and the Magic Cauldron 22
Who has the Gaul to release this one?

Miami AdVice 45
Map and player's guide for Ocean's smash hit.

Atlantic Challenger 50
All at sea with Richard Branson and an Amstrad.

Druid 56
Down in the dungeons with Firebird.

PCW Report 62
A second airing for the Show of the Year.

Antiriad 65
Another regal game from Palace Software.

TT Racer 76
We take the long awaited motorcycle simulation for a spin.

Best of Beyond 80
A megacompilation put through the mill.



Bazooka Bill review ... 32

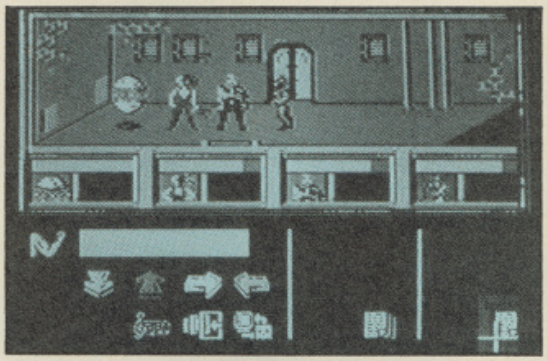
REGULARS

News 4
The latest happenings and future events.

Scoreline 8
How we rate the games.

Amstrad Reviews 12
A hard look at the CPC software scene.

Hi Scores 26
Arcade aces sign in here.



Commodore Reviews 28
C64, Plus 4 and C16 owners check out the latest games.

Spectrum Reviews 36
All that's new on the Spectrum market.

Hintz 48
Still struggling with Paradroid and Green Beret?

PBM Update 60
A stunning offer and the latest news for postal gamers.

Reviews 68
Atari and MSX owners new game guide.

Programs 84
Let your fingers do the working with two great listings.

OFFERS

CDS Competition 33
Queue up for our Steve Davis Snooker competition.

Piranha Competition 44
What is the Colour of Magic?

Sits Vac 74
Read this page and you could be writing it soon!

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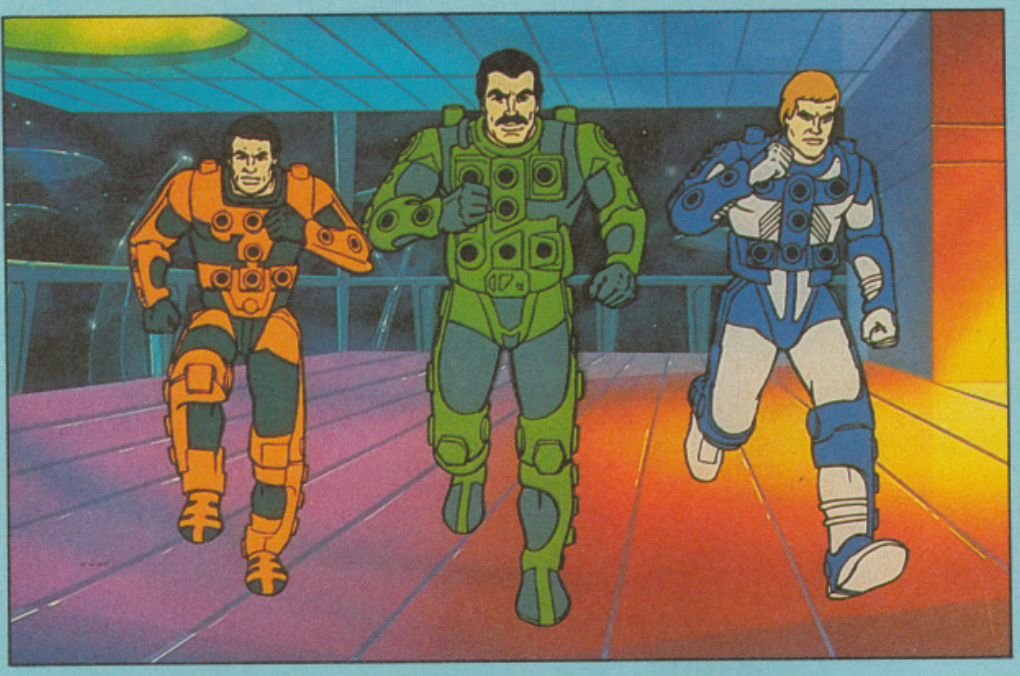
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NEWS NEWS NEWS



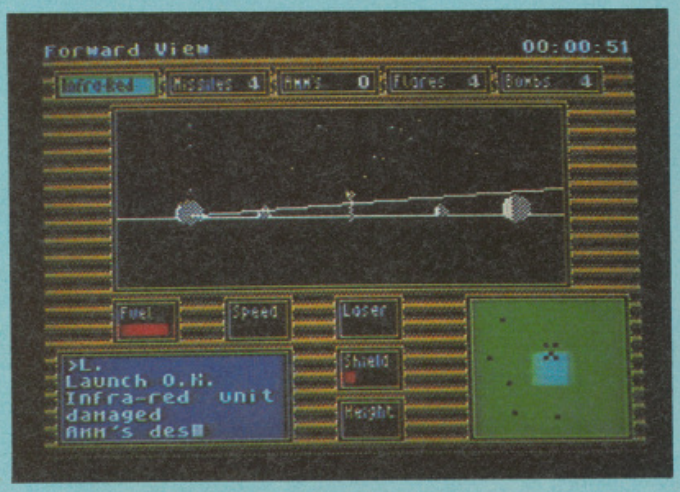
Powerxtreme

Ariolasoft have signed two licensing agreements with Hana-Barbera to produce games based around two of their popular TV cartoons.

The Centurions form an elite hit squad who fight the evil plans of Doc Terror. When the circumstances demand, the trio can be turned into superhuman fighting machines by using Exo-frames onto which advanced assault weapons can be attached. With the cry of 'Powerxtreme!' they should be appearing on the new Reaktor label in December.

At the same time we should see The Challenge of the Gobots in which the transformable Guardians battle against the evil force of Gobots on the planet Gobotron.

Assisted by the megalomanic Dr Braxis, the Gobots will be sending forces from the Inner Dimension to keep you blasting your way down 3D corridors well into the New Year.



Ceti Slicker

Academy, the CRL follow-up to Tau Ceti, is ready for action and offers a wider range of options than its predecessor. Although the speed of the Skimmer surface exploration vehicle has been increased, the main feature is the ability to design your own machine and the layout of the display screen.

The designer Skimmers can be suitably shaped according to the mission selected from the multi-load menu. After selection of the Skimmer's weapons and guidance systems, their corresponding screen displays can be positioned according to your own requirements.

The CRL camp is a hive of activity lately with Rocky Horror Show C128 appearing at last, the final touches being added to the much vaunted Cyborg and graphics screens being added to the very atmospheric Dracula adventure.

When I was talking to CRL's Ian Ellery recently on the subject of Dr What?, he went to great pains to assure me that any similarity between the title of this game and a well known BBC programme was purely coincidental. Having said that, he climbed into his Tridis and disappeared to get to work on the ambitious range of future projects from CRL.

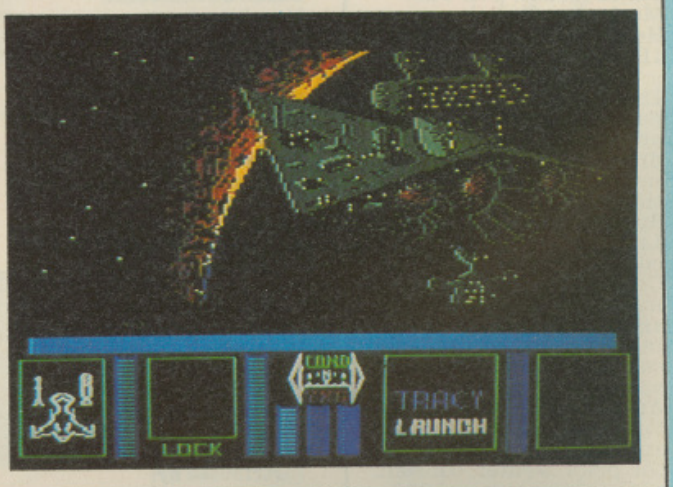
Next from Nexus

Assault Machine! is the latest game from Nexus Productions for all three Commodore 64 compatible machines and it follows their apparent policy of producing shoot-em-ups for the thinking man.

Centuries ago the neo-Viking inhabitants of Targon had their wings clipped when their planet was declared a penal colony. Now they have sworn revenge on their captors through a fanatical group called the Infiltrators who have developed a massive weapons system. Disturbed by these reports, the Imperial Space Command ship Peacekeeper has been despatched to quell the revolt.

Armed with spy and attack droids you have to seek out and then destroy the Infiltrator bases. The four spy droids are the keys to success and will frequently get themselves into trouble and need rescuing in a 3D shoot out.

The game costs £9.95 on cassette or £12.95 on disk.



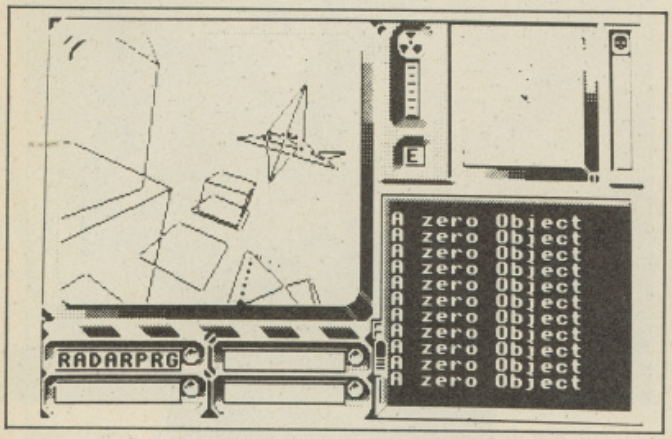
NEWSNEWSNEWS

It's go for Cholo

Firebird's Cholo is about to launch itself on an unsuspecting world. The game takes place in and around a concrete bunker in a far off city where the remnants of mankind cower after the holocaust.

It is a long time since nuclear war drove the people underground and now you must regain control of their droids. Using the few droids still under your command you have to piece together the control codes of the past. How do you access the computers dotted around the city? What are the droids' capabilities and how many are there? Most important of all, how will you free your fellow citizens from their underground prison?

The game features the same kind of 3D wireframe action which gave Firebird's Elite its enormous success but this time the delay between the BBC original and the conversions will not be so great. In fact, the Commodore version will be released at the same time as the BBC game, with Amstrad and Spectrum versions following shortly. Like Elite, Cholo will cost £14.95 as a boxed cassette package.



Cholo

Konix on course

When Konix launched their revolutionary ergonomic Speed King joystick last January, they didn't expect the volume of sales to expand quite so quickly as it did. Even a production rate of 3,500 units per week couldn't keep up with the demand. Now that this rate has been increased to 50,000 units Konix's Managing Director, Wyn Holloway, confidently predicts a glowing future for the company.

'We would like to thank all our customers for their patience over the last few months', Mr Holloway said recently, 'Now that the joystick can be produced in sufficient quantities we can concentrate on ensuring that the best joystick yet is also the best *selling* joystick yet.'

Despite the Speed King's adoption by the American Epyx company as their official joystick, it will be faced with fierce competition from the pistol grip sticks by Mastertronic and Britannia Software. It seems that the search for the perfect ergonomic design will be the battleground for joysticks into the New Year. The Speed King costs £12.95 and is compatible with most home computers.



Wyn Holloway up to his ears in Konix

Nickers

Ariolasoft have something to blag about with They Stole A Million. The aim of the game is to plan the perfect crime from beginning to end, then sit back and watch it take place.

As the boss of a small-time outfit, fresh from the slammer and desperate for ackers, you choose a team who can pull off the Crime of the Century. Planning all the moves using a blueprint of your five targets, you progress to choosing the 'fence' who will turn your stash into cash. There are fifteen different 'hoods' to choose your team from and five fences.

When the choices are made you watch the crime take place. Things may go wrong and you'll have to press the panic button and make off with what you can.

The game is available for the C64 (£14.95 disk, £9.95 cassette), Amstrad (£14.95 disk, £8.95 cassette) or a Spectrum 48K cassette (£8.95).



Designer Chris Palmer, Development Manager Mark Easton and Programmer Edgar Belka playing silly burglars.

NEWSNEWSNEWS

Martech Arts

Judo champion Brian Jacks has been the technical advisor on Martech's Uchi-Mata simulation. A Seventh Dan makes Jacks one of the world's foremost exponents of the sport which augurs well for the accuracy of the computer game.

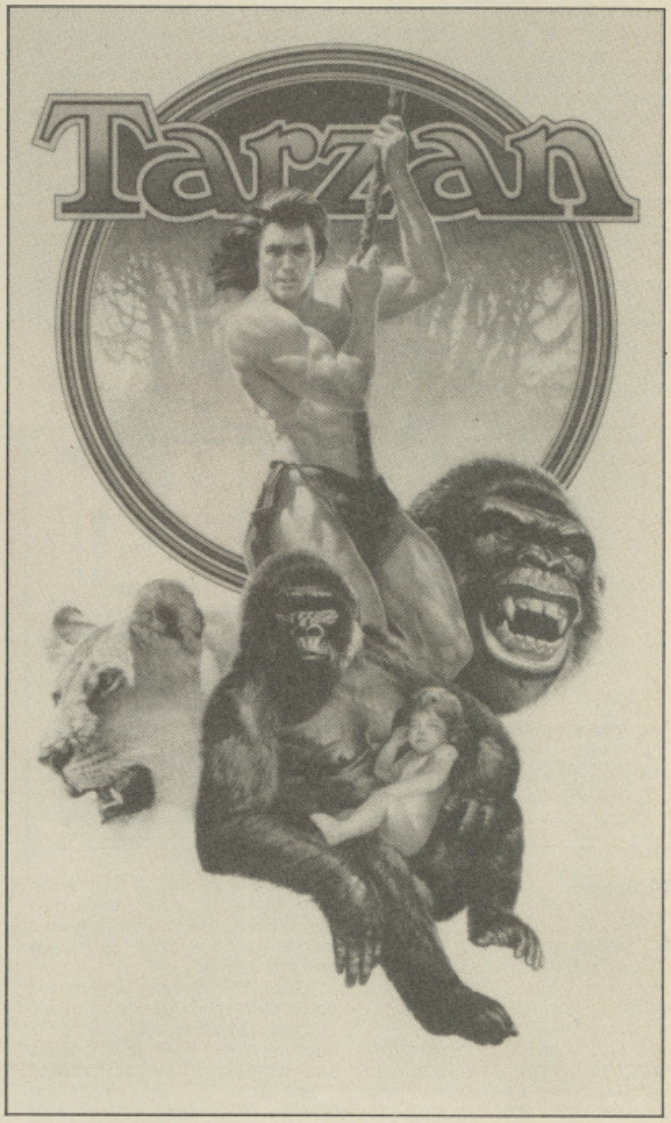
Uchi Mata is available on disk for the Amstrad and C64 for £13.95 and £12.95 respectively. On cassette, the C64, Amstrad and MSX versions cost £9.95 and the Spectrum game is priced at £8.95.

Brian Jacks is an exponent of an art which requires brains rather than brawn. In contrast, Tarzan is best remembered for his brawn rather than his brain. Martech's Tarzan — Lord of the Jungle is an arcade combat adventure set in the steamy jungles of Africa.

Jane has been captured by natives and Tarzan must battle his way to her rescue. On his journey he will have to battle with wild animals and even wilder natives. He will also have to explore caves and temples before he can finally free his mate.



Brian Jacks demonstrates how to get more pocket money out of your dad.



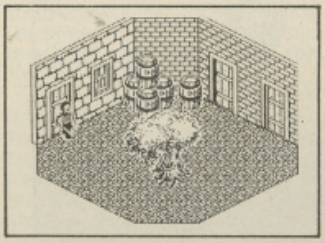
Fairlight II Edges in

Bo Jangeborg's follow-up to the highly successful Fairlight is nearing readiness at the time of writing. The screenshot shows the quality of the new-style graphics in Trail of Darkness but there are still a few features to be added. The finished version will have a parchment scroll around the edge of the frame and icons depicting the articles carried by Isvar alongside other useful information.

The program is a full 128K Spectrum game and will take two loads for owners of the 48K machine.

The Edge also hope to have the conversion of Konami's arcade hit Shao-Lin's Road on the shelves in plenty of time for the Christmas rush.

Both games should retail at around the £9.95 mark.



Fairlight II — Trail of Darkness

Qballs to Newton

Compared to Newton's Cradle, Qball is the executive toy of the future. The result of English Software's first flirtation with the Atari ST, the experience involves colliding balls in a full colour 3D environment.

You can get the benefits of Qball therapy for £19.95.



English Software's Qball.

NEWSNEWSNEWS

Dodgy Geezers

A real sight for sore mincers is promised by Melbourne House's Dodgy Geezers, Peter Jones and Trevor Lever, in their latest graphic adventure. The authors of Hampstead and Terrormolinos descend into the underworld of bank robbers and Mafia vendettas with this new game.

You were sent down when some geezer grassed and now you're out for his blood. While you were in the nick, the aforementioned geezer conned his way into a bank job. No, I mean a proper job, all cosher and respectable like.

It's your turn for a job at the bank, the other kind. What you don't know is that this geezer's been taking in gold consignments for the Mafia and that's what you're going to end up with. You also don't know that the grasser plans to rip off the gold too and it's in this atmosphere of plot and counter plot that the game is set.



A quick drag before a blag for Dodgy Geezers, Peter Jones and Trevor Lever.

Just to confuse northerners the game has a fair sprinkling of Cockney rhyming slang and there's even a Chas 'n' Dave type song on the other side of the tape.

Dodgy Geezers costs £8.95 on the C64, Amstrad and BBC or £7.95 on the Spectrum.



The Code Masters (l to r Jim, David and Richard)

Konami takes control

Konami, the most successful of all the Japanese software houses, has decided to expand its UK interests by publishing their own software titles. Prior to this decision the conversions of their highly successful arcade machine games were undertaken by Imagine and The Edge.

The growth of the company is reflected by the move of Konami's Head Office into larger premises in Japan which will probably result in their employing more than a hundred programmers!

Through Konami MSX owners usually get the benefit of the arcade conversions first (Green Beret being the exception) and this policy will be continued with the release of Jail Break, Nemesis, Super Basketball and Iron Horse along with the long awaited Green Beret.

C64, Amstrad and Spectrum owners should not have to wait too long for their copies of the game, however, with Konami now firmly at the controls.

Big, bad bunny

St Bride's latest claim to fame is the first criminal-rabbit story in the universe. Bugsy Maroon is a blue rabbit brought up in the gangster world of Chicago during the 1920s. More interested in amassing dough than harrassing does, Bugsy aims to oust Al Capone as Public Enemy Number One.

In this graphic adventure you have to help with Bugsy's rise from the gutter to notoriety by helping to create smart-mouth conversations using a special menu-driven system. As a sociological study of the role or rabbits in the prohibition years, this game is second to none and few players will fail to be deeply moved by the bunny's plight.

The game costs £7.95 for most computers and if a glut of criminal rabbit stories result from everyone trying to jump on the criminal-rabbit bandwagon, then remember that St Bride's were the first on the scene.

Darling boys

Code Masters is the new software house formed by programmers Richard and David Darling with their father, Jim.

Richard and David have enjoyed success through the games they wrote for Mastertronic such as The Last V8 and BMX Racers while dad worked behind the scenes for the same company.

Code Masters' games will be 'full-price' quality but will retail at £1.99. Their mass launch of 12 games will include Red Max (the sequel to The Last V8), BMX Simulator and Vampire.

Code Masters is a subsidiary of Digital Computers.

Levelling up

There seems to be a fair amount of discontent in the Level 9 camp just lately. Their first bone of contention relates to Incentive Software's Graphic Adventure Creator. In a very long missive, Level 9's Pete Austin takes GAC to task.

It appears that certain claims have been made that GAC will allow anyone to produce Level 9 standard adventures. Austin refutes this at length by pointing out that their in-house Level 9 system is far more memory efficient than the commercial GAC product.

Austin backs up his counter-claim with a worked example showing that 194 bytes of GAC code can be packed into a mere 93 bytes by Level 9. While admitting that the GAC is a good product, Austin feels that it is inferior to their own system.

There are no plans to make Level 9's system available to the general public.

There is also concern over the Adventurers Club Ltd who appear to have vanished off the face of the earth. Pete Austin is the Honorary President of the Club and as such his involvement is minimal. He is, obviously, concerned for the 2,000 club members because he cannot contact Henry Mueller the Club Secretary. All attempts at phoning Mueller have failed and personal callers to their registered office are informed that it is merely an accommodation address.

Austin advises anyone planning to join the Club, or to buy mail-order games from them, not to send any money unless they are sure about the company's financial stability. If anyone can shed light on the subject, Austin would be pleased to hear from them. He can be contacted by phone on 0934 814450.

SCORELINE

You may have noticed that we've given the old marking system the cosmic elbow. Out with the old Novas, Red Giants and the like and in with the Scoreline. Hopefully this will clarify what we really think of the games we review.



What the new categories mean

In each of the four categories the maximum score is five and the sum total gives the overall score out of twenty. It's as simple as that.

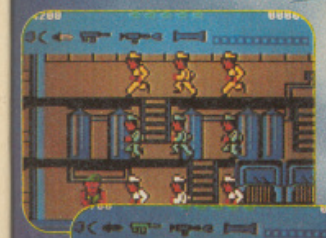
Graphics and Sound and Addictiveness are self-explanatory categories but Sound is changed to Atmosphere for adventures where the 'feel' of the game is more important. Friendliness actually means user friendliness and takes into account many factors. The points we consider when allocating a mark for this category is how successfully the sleeve notes or booklets set you up for playing the game, how sensibly the keyboard is used in game control and whether the manipulation of the characters on the screen is unnecessarily awkward.

At Gamer we're proud of the fact that we average more game reviews per month than any other magazine and we will always see this as our main duty. The new Scoreline is an improvement but we're always searching for better ways to give you the information you need. After all, it's your magazine and we like to hear what you think.

If you have any ideas about the kind of articles or features which you'd like to see in Gamer why not drop us a line? If we take you up on your idea, we'd be more than happy to supply you with a super bundle of software. Send your ideas to: The Suggestion Box, Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB.

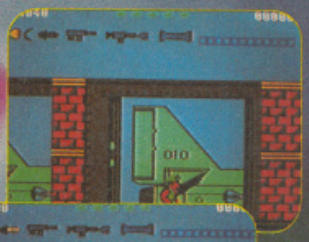
Don't forget to include your name and address and to say which machine you own.

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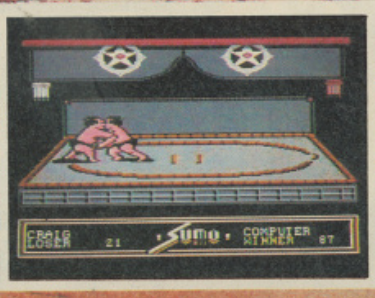
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Zzap 64

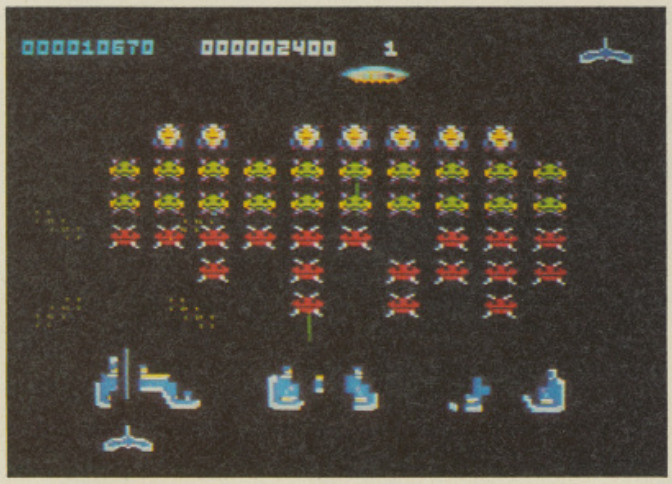


U.S. GOLD
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AMSTRAD R·E·V·I·E·W·S

Title:	Classic Invaders
Computer:	Amstrad CPC
Supplier:	Bubble Bus



When I saw this game I though, 'I wonder what this could be?' As I suspected it's good old Space Invaders.

Full marks must be given to Bubble Bus for having the gall to release one of the oldest games in the business. Officially, I feel that this revamping of hoary old games is dull and unimaginative. In reality, I love it.

It is difficult to say too much about the game but it's so long since the bins at the back of the arcade palaces were full of dead invaders that there is probably a new generation of game players who have never experienced the thrill of alien blasting.

As a block of alien invaders trudge back and forth across the screen you have to control a laser gun which moves along the bottom edge of the screen. Carefully avoiding the falling bombs, you pick off the invaders as they gradually creep down the screen intent on taking over. To protect you there are several houses to dodge behind but as the invaders move relentlessly onward these are gradually destroyed.

Now and again a flying saucer will traverse the top of the screen offering a mystery bonus if you manage to hit it.

If you want a few tips from an old Invader freak, pick off a couple of the vertical rows to slow down the advance and then wipe out the horizontal rows one at a time. Use the buildings as a shield by blasting a channel through the brickwork which will be hard for the Invaders to hit.

The number of aliens seems to be greater than I remember but this is perhaps because the screen is smaller or the aliens larger than in the original. The colours are striking in this game and I highly recommend it as a relaxing way to while away a few hours. It's amazing how often it is the simplest games which hook you the most.

SCORELINE

Graphics	3
Sound	3
Addictiveness	4
Friendliness	4
OVERALL	14

Title:	Return to Oz
Computer:	Amstrad
Supplier:	Kids! (US Gold/Kaos)

Some months after the release of the film, the game finally grinds into life for the poor Amstrad owners amongst us. Remember that the film is a non-musical sequel to the Judy Garland original film about the magical land of Oz. Oz, however, is the theme of a whole series of books that are extremely popular in America — though almost unknown over here.

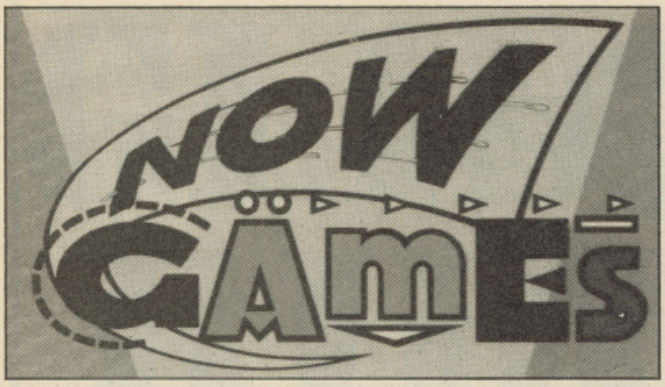
The film is loosely based on what happens next, though it is more of a fairy story (or cautionary tale, as most fairy stories are pretty horrific), introducing more characters from the film — Tik Tok the Nome King, etc. and was a very popular film. With a bit of good timing, US Gold may just have caught it as it comes around on video, though with the unpredictability of the Disney corporation, that could be any time in the next ten years.

The game is a graphical text adventure using a menu system (for little hands!) with large and colourful pictures to keep the interest up. The operation of the game has likewise been geared for the type of market that would appreciate the tie-in of the game and the film.

This would make an excellent Christmas present for a computer mad young kid (and there are plenty of them, you believe me), especially if he has just seen the film, or has received some other form of merchandising to go with it.

An interesting concept USG. I will have to keep an eye out in future for the next few products from this stable.





Title:	**Now Games 3**
Computer:	**Amstrad**
Supplier:	**Virgin Games (Domark, Mind Games, Mikro-Gen, Virgin)**
Price:	**£9.95**

It's Christmas soon, time for good cheer, goodwill to all men, and dozens of compilations based on all the games that have been released over the last 18 months. Virgin kick off with the third in their 'Now Games' series with a tape of five extremely good games for the Amstrad.

Nick Faldo Plays the Open is a mid-quality game of the golf type that, whilst not as good as Leaderboard or Golf Construction Set, is still one of the better types of golf game. Set in the Royal St George's golf club in Sandwich, Kent, the game captures most of the action and feeling of playing a round of golf. When I first reviewed this game I liked it, and I still like it now.

Sorcery needs no introduction to Amstrad owners, being one of the most colourful, challenging and well presented games ever to be written for the machine. An 'arcade adventure', you play a sorcerer that must destroy the evil of the Necromancer and ensure that good triumphs over evil. Even if all the other games on this tape were rubbish (which they aren't) the tape would be worth the price just for this game.

Code Name Mat II was the quietly released sequel to the Micromega game 'Code Name Mat' (surprise, surprise). As Micromega pulled out of the software world, Domark took up the sequel. Based on the 'Star Trek' games of yore, Mat II puts you in a spaceship with a variety of weapons and detector systems. By juggling these around you should be able to protect the satellites of the planet Vesta with their valuable Karillium mines from the evil Myon hordes. When it first came out, this game wasn't promoted very well and so didn't do as well as it should have. With luck it should have a new lease of life.

Everyone's a Wally refers to a game featuring Wally Week, rather than the staff of Mikro-Gen. However, when Computer Gamer had a darts match with them, I'm not so sure . . . (nb. we won 9-8). The game is a multi-screen arcade adventure with large colourful graphics. In the game you switch between the various members of your gang in an attempt to get everything done and get some wages. A very popular game when it came out.

The final game takes up the whole of the second side of the tape. Domark's View to a Kill is three games in one. Based on the film of the same name, the first game is a map making/arcade adventure sort of game where you have to prevent the explosion of Silicon Valley by the evil Max Zorin. To do this you must wander around a mine and solve certain puzzles to be able to defuse the bomb. The second game is based in San Francisco. In this game, Max Zorin has locked you and your companion in a lift and then set fire to the building — your job is to get out. The third game is based around the Paris chase, where the assassin who attempted to kill Bond dashes away. You have to catch her.

Compilations are extremely hard to beat on value, even £2 budget software can't compete as these games were originally full priced games and are now being sold on a tape with an average price of £2 each. Most readers will have at least one of these games, but they are all classics in their own right and there is enough of a mixture here to provide enjoyment for any games player (or not even a games player) and for the parent who doesn't know what to get their son for Christmas, then this is a safe bet.

SCORELINE

Graphics	4
Sound	4
Addictiveness	4
Friendliness	4
OVERALL	16

REVIEWS

Title:	**Doomdark's Revenge**
Computer:	**Amstrad**
Supplier:	**Beyond**
Price:	**£8.95**

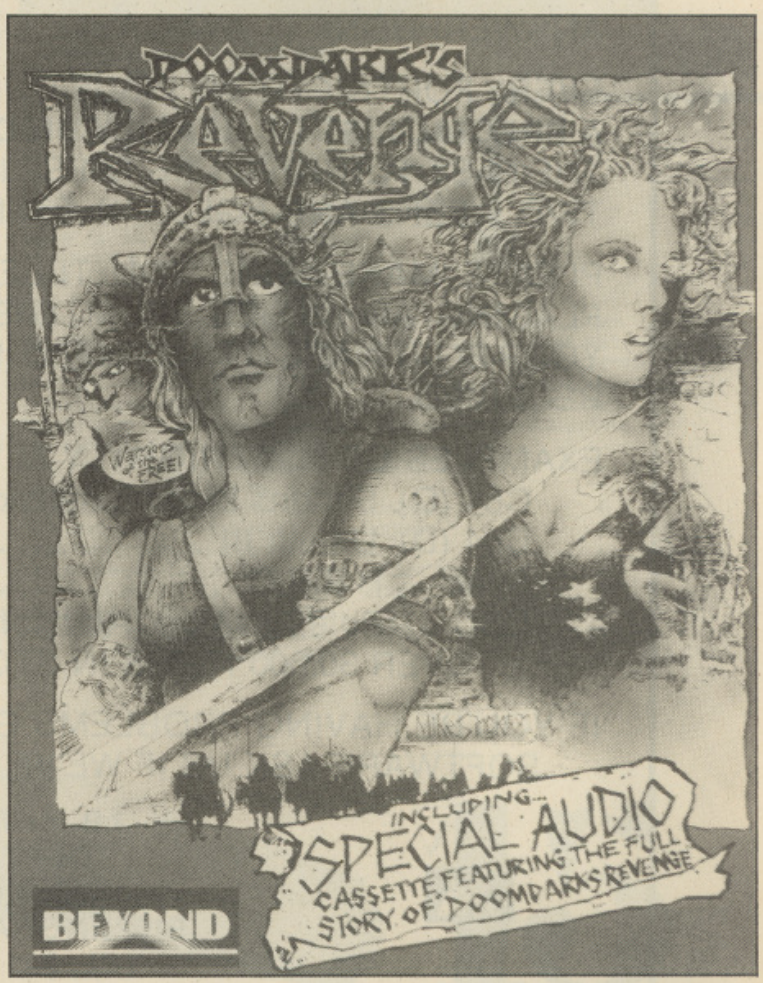
The sequel to the highly successful Lords of Midnight has, at long last, been converted to the Amstrad. The plot is almost impossible to describe in a sentence or two (or even a chapter) and to this end, there is an audio tape included in the package in which some kind soul reads the story to you. Basically, Morkin has been captured by Shareth the Heart-stealer, Empress of Icemark, who is determined to avenge her father Doomdark. You play the part of Luxor and his allies as you try to destroy Shareth's forces.

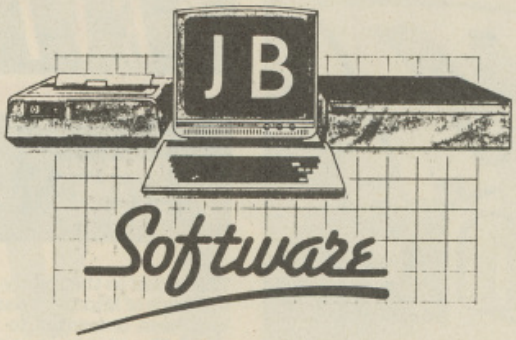
The game is a mixture of adventure and strategy. There are some 6,000 locations, each of which can be viewed from eight different directions, giving 48,000 landscaped views. The scenery includes cities and citadels, temples, fountains, pits and palaces. As you approach buildings, so the perspective changes as they loom larger.

You control three characters initially and all commands are entered as single keystrokes either directly or from a menu. Moving or checking various items are typical direct commands whereas selecting the choose option gives you a list of the various actions available at that time. Time plays a very important part in the game — there is a limit to how much you can do in a day. When you have finished manoeuvring, you can force the oncome of night which is when the forces of evil make their moves. The game takes some getting used to as everything seems very confusing at first, but perseverence pays off in the end. Doomdark's Revenge is a superb mix of strategy and adventure and the graphics add considerable icing to what is already a very good cake.

SCORELINE

Graphics	5
Sound	5
Addictiveness	4
Friendliness	3
OVERALL	17





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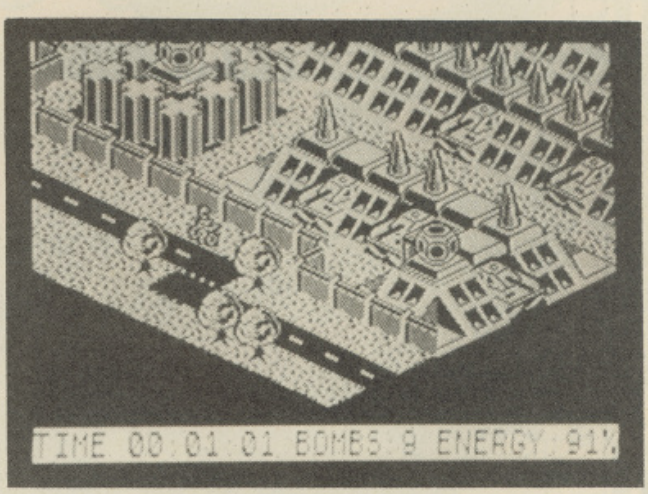
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Access

BARCLAYCARD VISA

GLIDER RIDER

Title:	**Glider Rider**
Computer:	**Spectrum 48/128**
Supplier:	**Quicksilva (Binary Designs)**

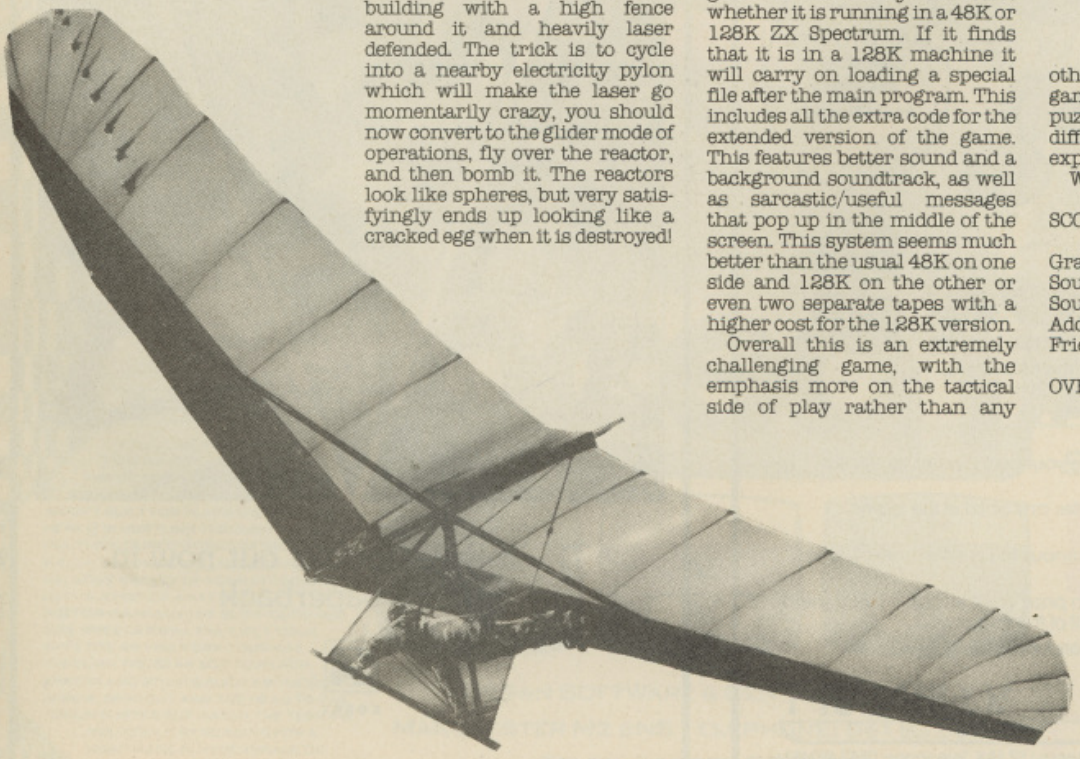


Since Quicksilva were bought by Argus Press Software, the computer world has been astounded at how one of the leading software houses in the world was reduced to a mere label for very séçõnd rate software with nothing of any great importance coming out for years. Now in one foul swoop, Quicksilva have regained a measure of their former greatness with an exceptional game, both in conception and execution.

Glider Rider pits you against an enemy fortress, your only transport a motorised bicycle and a collapsible hang glider! Luckily there is space in your hang-glider to carry nine hand grenades with which to do your deadly work.

The game has a 3D display with all the installations, scenery, sea, and other assorted paraphernalia displayed on it. The scene shifts as you approach one side of the screen, which is a bit disconcerting, but you can't get smooth scrolling on a Spectrum if you want any kind of quality in the graphics. Your little man has his moped which can move around the screen, but not through the usual impassable objects, such as trees, bushes, fences, and the like. Conversion to the hang-glider mode is achieved by running down a hill and then back pedalling, it's then a good idea to try and gain some height before you crash into a tree! It is in this mode that you can drop the hand grenades.

The object of the game is to destroy the external power reactors in order to gain access to the main fortress — an imposing building with a high fence around it and heavily laser defended. The trick is to cycle into a nearby electricity pylon which will make the laser go momentarily crazy, you should now convert to the glider mode of operations, fly over the reactor, and then bomb it. The reactors look like spheres, but very satisfyingly ends up looking like a cracked egg when it is destroyed!



Once all the reactors are destroyed, you gain entrance to the fortress, and the game suggests that you turn into a microlite by combining the bicycle's motor with the hang-glider, but not having got this far I don't know.

One interesting aspect of the game is its ability to detect whether it is running in a 48K or 128K ZX Spectrum. If it finds that it is in a 128K machine it will carry on loading a special file after the main program. This includes all the extra code for the extended version of the game. This features better sound and a background soundtrack, as well as sarcastic/useful messages that pop up in the middle of the screen. This system seems much better than the usual 48K on one side and 128K on the other or even two separate tapes with a higher cost for the 128K version.

Overall this is an extremely challenging game, with the emphasis more on the tactical side of play rather than any other form of game genre. The game is fun to play and very puzzling, and should provide a difficult game for even the most experienced Gamer reader.

Welcome back Quicksilva!

SCORELINE

Graphics	5
Sound	5 (128)
Sound	2 (48)
Addictiveness	4
Friendliness	3
OVERALL	17 (128)
	14 (48)

15

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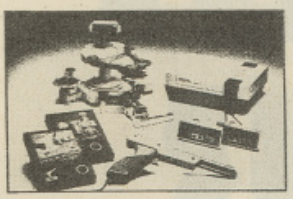
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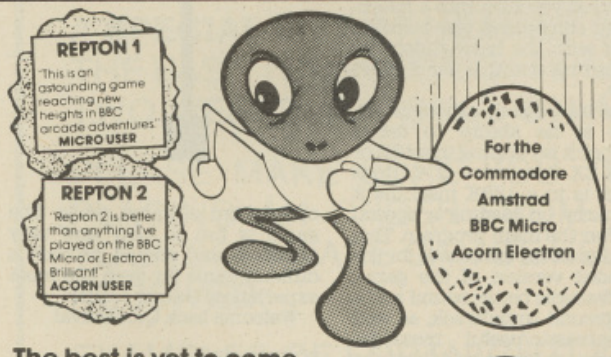
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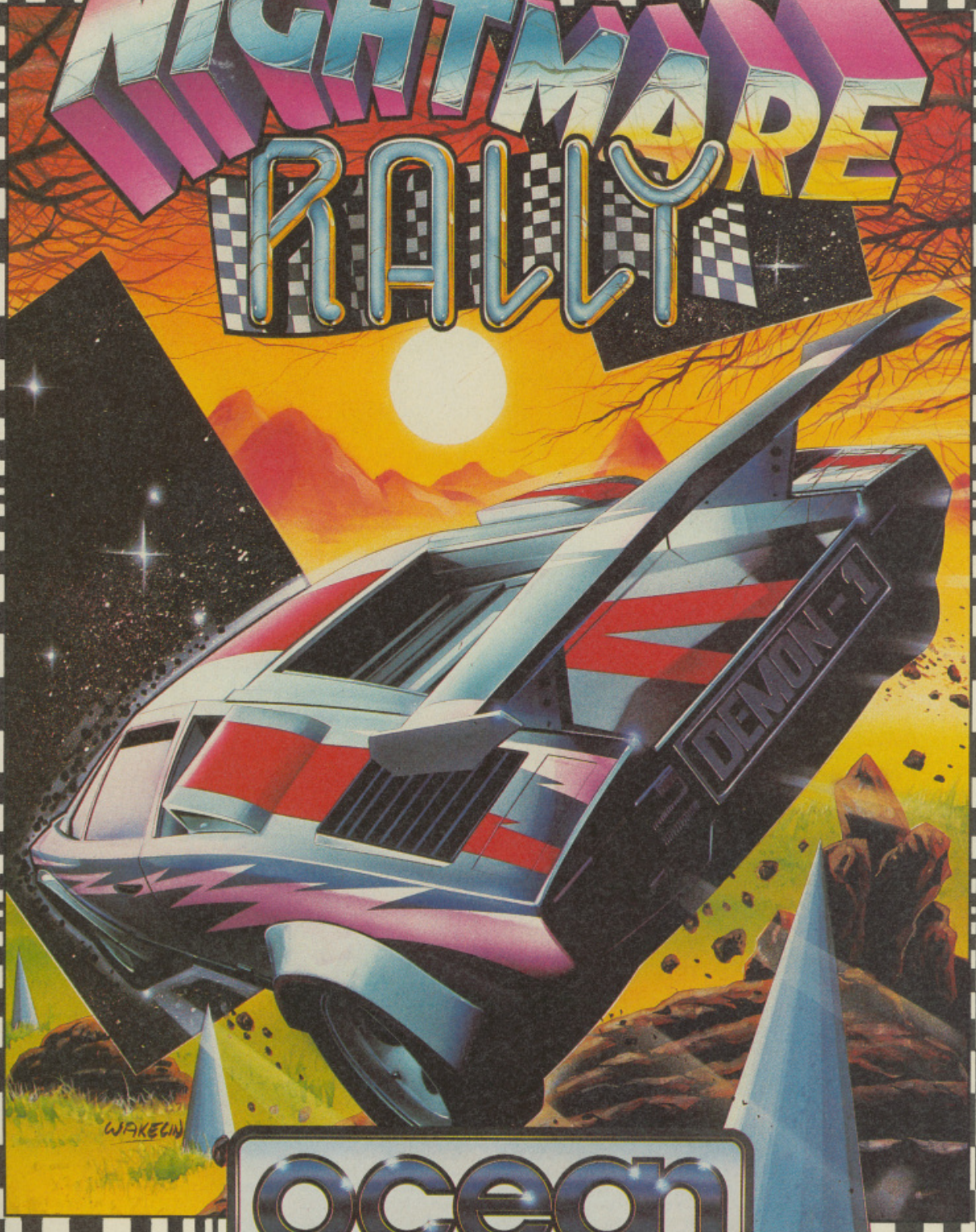


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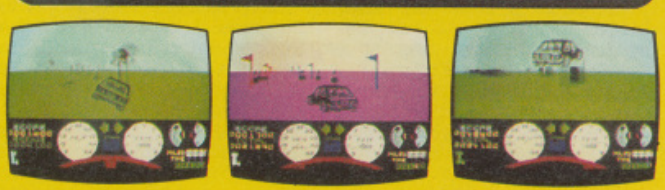
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TRAILBLAZER



Will Gremlin blaze a trail to the top of the charts? We check out their latest brainchild.

Title:	**Trailblazer**
Computer:	**C64**
Supplier:	**Gremlin Graphics**
Price:	**£9.95**

Every now and then a game comes along that is so simple in concept and yet so infuriatingly difficult to play that is develops a cult following. Trailblazer will prove to be such a game.

Imagine a long trail of coloured squares suspended in the cosmos, the chequered path seeming to stretch forever beyond its own horizon. Next imagine an intergalactic football bouncing along this route and you have the basic idea of Trailblazer.

The rules are simple — complete each track as quickly as possible and don't fall in too many black holes!

The game has several variants. You can test out one of the 21 courses to see what devious traps await you or you can play against the computer or a human opponent but the elite game is the arcade variation for one or two players against the clock.

Each square of the patchwork has a role to play in the game because of its effect on the ball. Seven special colours are used: green, white, red, cyan, blue, purple and black.

If the ball hits a green square it will go faster until a maximum speed is reached but touching a white square in the arcade variant will increase this to a neck-breaking warp speed. In the other variations the white squares merely cause the ball to bounce.

Red squares have the effect of slowing the ball down and often these squares come on large blocks taking up the full five square width of the track at a length of two or three rows deep. By limiting the speed these also deaden the bounce of the ball.

The colour cyan is a dangerous one to meet because these squares reverse the left-right controls of the joystick. In the heat of a race the large expanses of cyan track can really take you by surprise, switching your mind into a mirror-image response mode.

Blue is one of the most crucial colours and generally these appear near giant chasms in the track. Hit a blue square at speed and the ball will leap into the air bridging several rows of squares or black spaces.

Picking up speed by passing over the green squares will be to no avail if your ball meets a purple square. Now the ball stops dead and springs back towards the screen. These squares often form slalom sections which must be negotiated by swerving left and right or by bouncing across the offending square.

Black squares hold the key to the game. These are holes in the track and appear frequently in the path of the ball both as slalom sections and as long jumps preceded by blue squares which help you to leap across these voids. Falling into a black hole has the effect of delaying your progress for several crucial seconds and cancelling the warp mode if you've previously rolled over a white square.

All sections start in a neutral grey zone and the screen is split to show each players' ball. Player one uses the top part of the screen and player two, or the computer, is shown in the lower section.

In the practice and two-player games the course consists of three sections which can be selected from the menu screen. If you really want to master a difficult section, it can be selected three times but any combination of three from the full 21 can be used.

A joystick is not essential for the second player because there is a specially designated keyboard control system which some may prefer. By selecting one of the two player games, a solo player can try out the keys without jeopardising their chance of success but you may have to wait for the ball you'd normally be controlling to 'die'.

If you select the computer as your opponent, beware of its slick methods of running along the edge of black holes. I've tried and failed to emulate this and have come to the conclusion that the computer cheats! This does not mean that it is unbeatable but it will certainly give you a roll for your money.

It is essential to practice each course before trying to play the arcade game because of the tight time limits set. As long as you





keep to schedule, each track cycles round in alphabetical order in groups of three. At the end of each group you enter a very difficult but rewarding bonus screen.

To gain the high bonus score you have to watch the screen very carefully. The ball appears and bounces on three of the squares on a portion of track in the foreground, then its your turn. As you move the joystick arrows appear at the top of the screen, select the ones which will lead the ball to the first square of the sequence and press fire, then to the second as so on until the pattern has been drawn. The maximum is reached if you get five correct answers and you move on to the next route with a fat score under your belt.

The time limit is very tight indeed giving no time for deliberation. You're either right or wrong and if you're right you get a bonus and a new challenge. Each new sequence adds an extra move on to the previous sequence in this visual version of Simple Simon until you fail to get it right.

Each course has a name which often gives a clue to the main feature of that track. For example, Easy Going is the starter track, Woolly Jumper has lots of leaps, Change Lane Now and Get in Lane means switch about from left to right, and Meet the Cyan Zone can easily be guessed.

During my review session the best arcade achievement was 43,300 for which I had to reach Zone G. No doubt you'll soon beat this but it does give you something to go for.

The main aim of the arcade game is to hit those rare white zones and avoid the pitfalls while warping along the course. This is not very easy because the faster you go the more blurred the whizzing track becomes. With a modicum of training and a lot of luck, a large part of the course can be skipped and, since time remaining adds a special bonus to your score, the highest scores are achieved this way. Even if you miss the warp square it is possible to complete the course but only with a lot of skill and experience.







I said initially that this was a relatively simple concept but I think you can see that there is a lot on offer in this game. Programmer Shaun Southern of Mr Chip Software has done a masterly job for Gremlin, especially when you consider that it was originally written for the C16. It's not often that a game successfully makes this transition to the C64 but this is an exceptional game. Not for a long time have I been so hooked and several times I've been forced to drag myself away from writing this review just to check on a few finer points of the game, you understand.

Although I've yet to see the Sepctrum, C16, Amstrad, MSX and Atari versions of this game, I await them with great anticipation and from what I saw at the PCW Show I don't think I'll be disappointed. Well done Gremlin, this deserves to be the biggest blockbuster of 1986.

SCORELINE

Graphics	**4**
Sound	**4**
Addictiveness	**5**
Friendliness	**5**
Overall	**18**

DANDY

All that's gold does not glitter. In fact some peoples dungeons can be a right royal let down.

Dandy is the massive arcade adventure that takes you through some of the most detailed dungeons you've ever seen. Either solo or with a (brave) friend you can hack, thump and zap your way through spectres, necromancers and other dungeon-dwellers whose concern for your health and well-being is zero.

They have their reasons of course. They're guarding a massive treasure hoard which you, if you're quick, can stuff into your amazingly capacious swag bag.

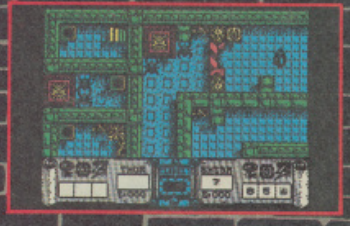
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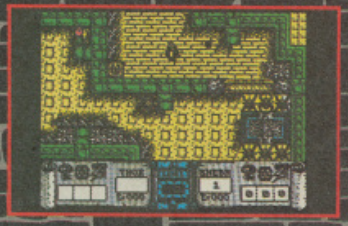
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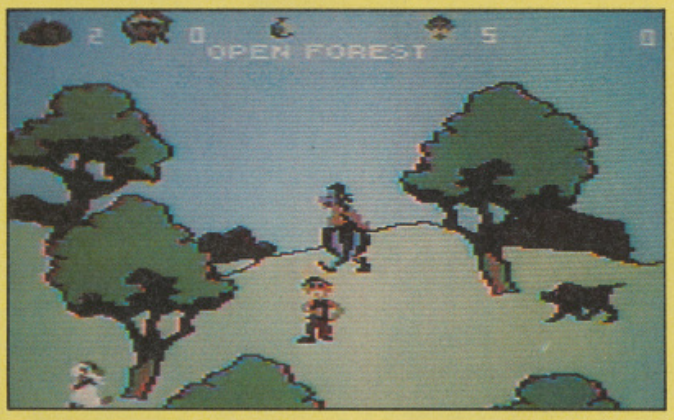
Title:	**Asterix and the Magic Cauldron**
Computer:	**C64**
Supplier:	**Melbourne House**
Price:	**£9.95**

Melbourne House serve up their latest game with a liberal helping of Gallic. Was it to our taste?

Back in 50BC when France was called Gaul, the nasty Roman legionaires were in charge but a small pocket of resistance still defied their might. The indomitable occupants of a small village held a secret elixir which turned wimps into warriors and under the influence of this drink they could move mountains, let alone Roman invaders.

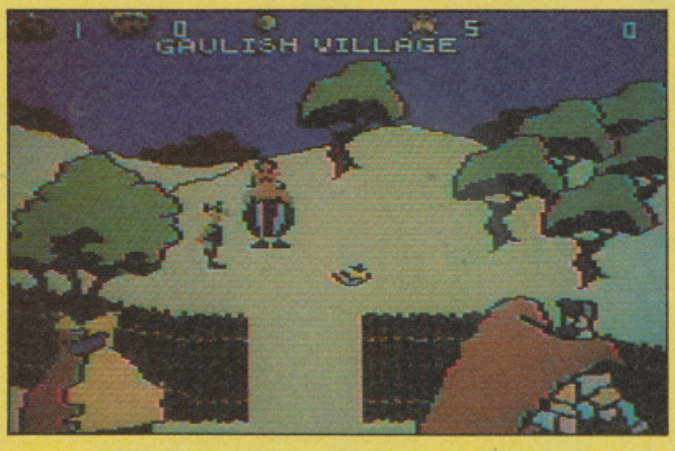
The greatest warrior inthe village was a small Gaul called Asterix who added his own brand of shrewdness and cunning to the elixir's magic. His friend, Obelix, had no need for the potion. He was dropped in a vat of the stuff as a child and now the effects are permanent. Although a menhir deliverymen by trade, he will drop everything to folow Asterix into battle. This can be very painful for anyone nearby because a menhir is a large, heavy stone block!

Whether it was a side-effect of the potion or a twist of fate noone knows by Obelix is as bereft of brains as he is blessed with strength. It was this dullard's impatience which set Asterix on the quest for the shards of the Magic Cauldron.



One day as the village lined up for their portion of potion, Obelix joined the queue, forgetting that he was the only one who didn't need the drink. When Getafix, the local druid and potion brewer, saw Obelix he grew annoyed.

"I'm sorry but you should know by now I'm not giving you any, now move on!"



Obelix, a man of great sensitivity, turned and swung a dejected kick at the cauldron contianing the potion. Such was the strength of this casual action that the cauldron shattered into eight peices which were scattered far and near, even to Roma itself!

The tribal chief, Vitalstatistix, was horrified, without the potion the Romans would overrun the village. Asterix was charged with the quest to find the pieces of the magic caudron so that Fullyautomatix could reforge it in his blacksmith's workshop.

As luck would have it, one piece of the cauldron was left behind and it held enough elixir for a single dose for Asterix. Getafix tipped this into a gourd and gave it to him to help him on his journey fo find the other seven peices.

Wheresoever Asterix goes, so follows Obelix and this is where Melbourne House takes up the story. The game of Asterix and the Magic Cauldron begins.

The adventure starts in the Gaulish village and you must lead Asterix throughout Caesar's Roman Empire. On the way foes will be encountered and must be defeated or avoided. With only one dose of potion great judgement must be exercised as to when this will be most beneficial.

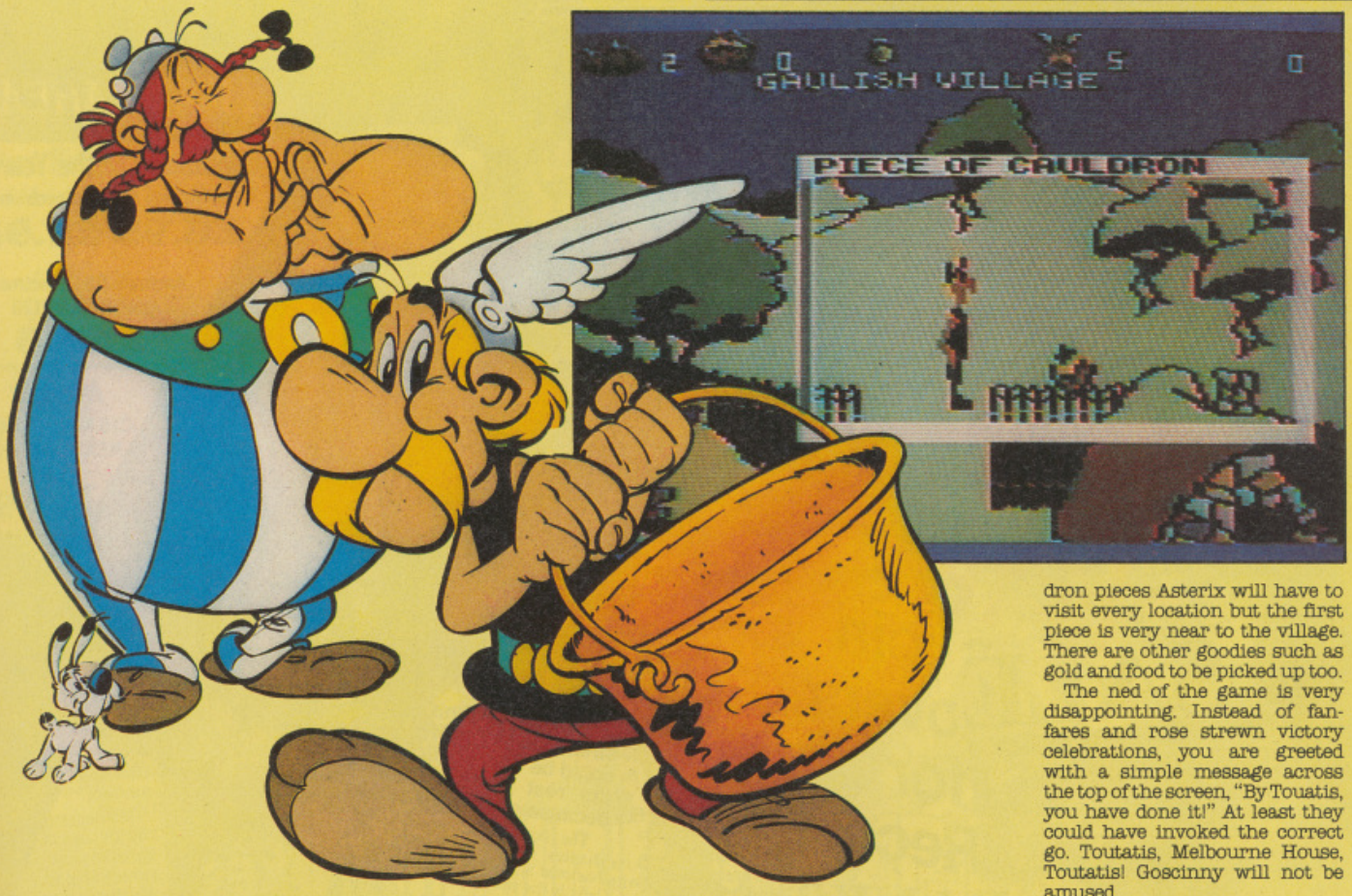
The graphics screens are magnificently colourful and true to the original cartoons by Underzo. The only problem is that they take a little while to draw and cannot be aborted if you accidentally move to a new screen. This can get a little irritating and slows down progress unnecessarily. I'd like to say that it's worth it for the indisputable quality of the superb graphics but I can't. I much prefer continuous action and I can see no reason why a new screen can't check for a cancellation signal and redraw the previous screen instead.

Each screen has an iconised status display at the top. These indicate the details of items carried by Asterix, the number of lives remaining and the score.

At the beginning, Asterix has the gourd of potion and three hams. The hams are an essential item because without them Asteix will lose a life or the morale-boosting company of Obelix who loves food, especially ham. When supplies run low there are plenty of wild boars in the forests but first they must be caught.

"May Toutatis go with you!"

Combat follows similar lines to the Way of the Exploding Fist. When Asterix encounters a boar, or an enemy, at close quarters, a window opens up and an exploded view of the battle is depicted. Using the keyboard or joystick to select your moves, battle is joined and the strength meters at each edge of the window start to fall as each blow



is landed. The first one to rech zero is the loser and if this is Asterix a life is lost.

When the defeated opponent is a boar, it will turn into a ham. It may be picked up be steering Asterix towards it and an extra ham is added to the corresponding icon value. The maximum number of hams which Asterix can carry is five. As Melbourne House say in their instructions "You try carrying six hams around!"

Tchonk

During their wandering the heroic duo will visit three major Roman encampments: Aquarium, Totorum and Compendium. Here, and in the nearby countryside, centurions and legionaires are on patrol and this means more fighting action for Asterix.

The legionaires are fairly easy to overcome and this is reflected in the speed at which they meander about the screen. In battle Asterix must emulate a Gallic Mohammed Ali by floating like a butterfly and stinging like a bee. If the assualt is pressed too strongly he will be defeated quickly but if he fights and runs then returns he can recover some of the energy that the battle has taken from him.

Even if the legionaire starts to get the better of him Asteix can run away by moving out of the window away from his foe and try to find a place to hide. For their own preservation, Spectrum owners should note that this applies to the Commodore version only. Spectrum Asterixes don't have a yellow streak and will see it through to the death!

Centurions have big sticks and they are very strong. This is the biggest threat to our hero and he must choose when to flee and when to stand his ground.

In the encampments the grappling Gaul may find a key wichi will help him when he arrives in Roma. The key allows access to places which may be of use to him.

Somewhere there is the prison and exploration may lead to an appearance in the Collosseum arena against the biggest, meanest gladiators in all the Empire. If Asterix can survive this galling opposition, he can survive anything! Pass the magic potion, will you?

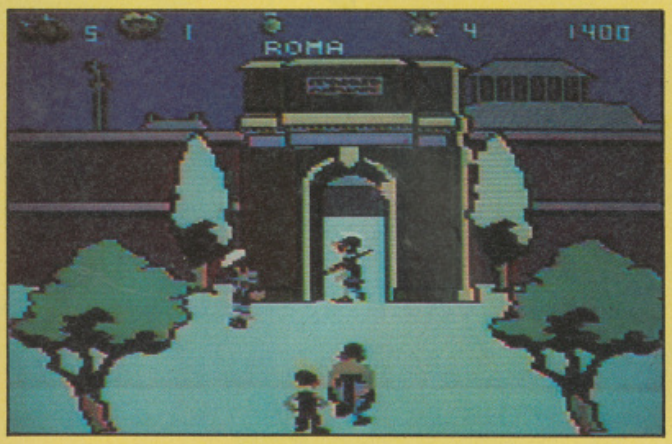
To find all seven of the cauldron pieces Asterix will have to visit every location but the first piece is very near to the village. There are other goodies such as gold and food to be picked up too.

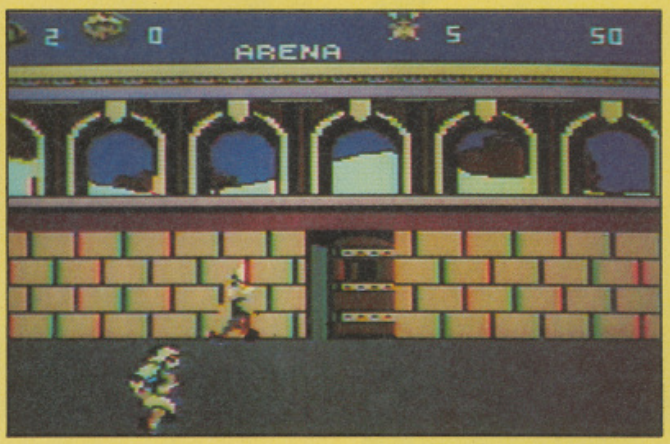
The ned of the game is very disappointing. Instead of fanfares and rose strewn victory celebrations, you are greeted with a simple message across the top of the screen, "By Touatis, you have done it!" At least they could have invoked the correct go. Toutatis, Melbourne House, Toutatis! Goscinny will not be amused.

This is the sort of game which will appeal to the Martial Art maniacs who are tired of just bashing an opponents lights out. The exploration of the countryside takes time because it does not follow a simple mapping technique. Areas within the map wrap around so that you appear to be walking round in circles at times. The game will challenge battle hardened veterans as they beat up the Romans to the accompaniment of a galloping French ditty.

Scoreline

Graphics	**5**
Sound	**4**
Addictiveness	**3**
Friendliness	**3**
Overall	**15**





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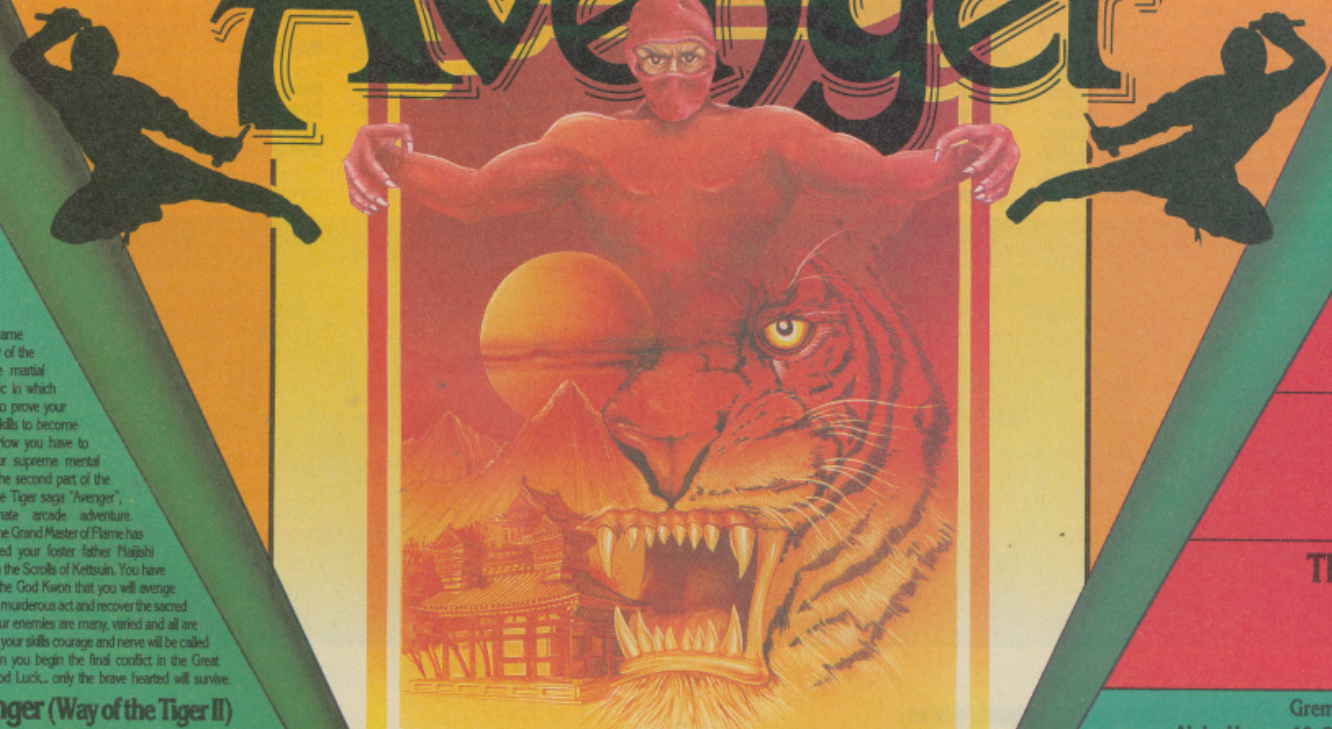
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HI-SCORE

Game	System	Scorer	Score
Action Biker	C64	M McGovern	257629
Action Biker	Atari	Nigel Clarke	237462
Hyper Sports	Spectrum	David Stein	415980
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	BBC	David Brown	123350
Elite	BBC	Robert Booth	214748364
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Alister Jackson	253210.6
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Who Dares Wins II	C64	Julian Bryant	112550
Who Dares Wins II	Spectrum	Shaun Bowes	410850*
Raid Over Moscow	C64	Adrian Watson	423300
Raid Over Moscow	Spectrum	Lee Tarver	345350
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Simon White	216650
Exploding Fist	C64	Simon Johanessen	214000
Exploding Fist	Spectrum	Robert McKane	853200*
Exploding Fist	Amstrad	Chris Rasteiro	94800
Exploding Fist	BBC	Andrew Butler	58100*
Exploding Fist	Electron	Simon Drew	88700*
Yie Ar Kung Fu	C64	Jeff Barber	10860460
Yie Ar Kung Fu	Amstrad	Robert Montgomery	35023000*
Yie Ar Kung Fu	Spectrum	Paul Mahon	2750000
Yie Ar Kung Fu	BBC	Ian Cameron	772100
Yie Ar Kung Fu	Electron	Colin McGowan	757100
Commando	C64	Steve McDonald	9507500
Commando	Spectrum	Freyr Kolbeinsson	17163150
Commando	Electron	Tony Victor	527400*
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Scot Dormer	13946
Highway Encounter	Spectrum	Christopher Preston	100240
Chop Suey	Atari	Giancarlo Massironi	533630
Rambo	C64	Adrian Watson	1280800
Hunter Patrol	C64	John Watson	132350*
Gyruss	C64	John Chasey	335250
Gyruss	Atari	David Townsend	320300*
Mr Eee	BBC	Richard Millroy	216660*
The Eidolon	Atari	Aaron Hardwick	19499
Bombjack	Spectrum	Cliff Joseph	768500
Bombjack	Amstrad	Craig Thomas	794630
Paradroid	C64	Rick Oberoi	54470*
NOMAD	Amstrad	Neil Fenton	2500
BC's Quest for Tyres	C64	Bjorn Egil Halsan	11385
International Karate	C64	Glenn Vyse	147000
Fractalus	Atari	Martin Craven	220723
Green Beret	Spectrum	Mark Robertson	129800
Green Beret	C64	Neil White	78200*
Green Beret	Amstrad	Loucas Thomas	7682000*
Alien 8	BBC	D Codrington	76%
ACE	C64	Colin Robinson	11480
Slamball	C64	Peter Tucker	667480
Dragon's Lair	C64	Colin Hayward	3278*
Karate Combat	Electron	Indro Marcantonio	188144*
Kung Fu Master	Spectrum	Paul Woodward	900000*
Theatre Europe	C64	Aris Gharapetian	98%*
Defend or Die	Amstrad	Anthony Welsh	859060*
Uridium	C64	Morten Neilsen	1263820*
Ghosts and Goblins	C64	Michel Crucke	203500*
Kane	Amstrad	Anthony Welsh	20970*

257629
10340
86793
50029
41885
32667
53174
79921
93455

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

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, use an extra sheet if necessary. The best hints will go into our main hints section.

A star next to the score means that it has changed, or is a new entry this month.

All entries, as usual, to:

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Hi-Scores
Argus Specialist Publications
1 Golden Square
London W1R 3AB

Good luck . . .

Send to: Hi Score, Computer Gamer, 1 Golden Sq, London W1R 3AB

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Telephone .....

Age .....

Game .....

Score .....

Machine .....

Comments .....

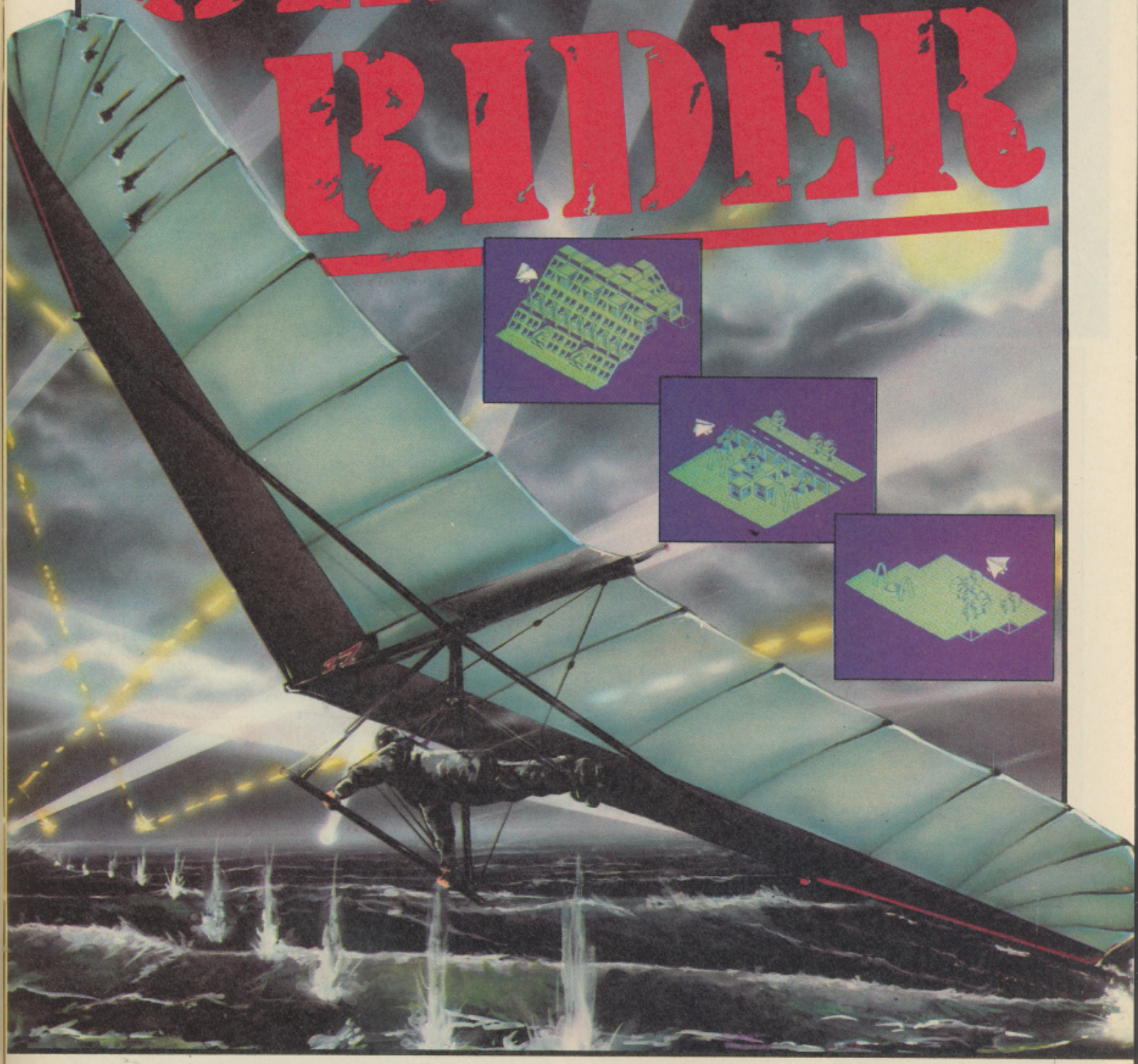
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Signed .....

Witness .....

November 1986

GLIDER RIDER



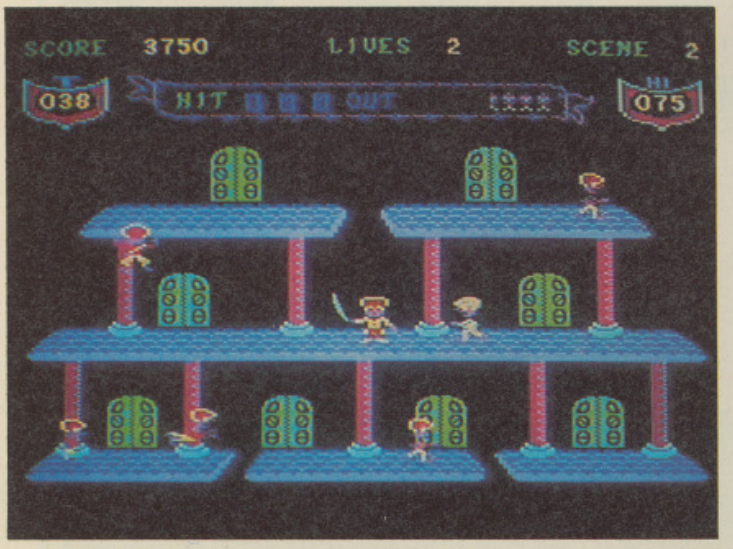
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COMMODORE REVIEWS



Title:	BMX Simulator
Computer:	C64
Supplier:	Code Masters
Price:	£1.99

With their games costing £1.99, it is obvious that the new Code Masters are going for the Mastertronic/Firebird market. This is hardly surprising when you realise that their principal programers are the Darling brothers, of 'Last V8' and 'BMX Racers' fame.

Programmed by Richard Darling, BMX Simulator shows an aerial view of a series of seven courses which increase in complexity as you progress from one course to the next. Each course has its fair share of berms, banks, whoops and ramps in circular and figure of eight configurations.

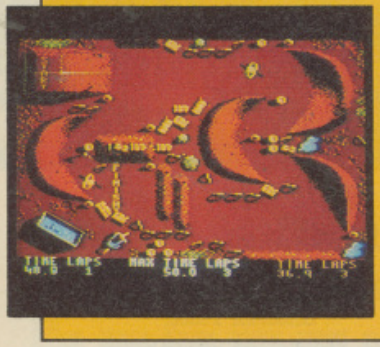
Each course features two bikes in a race against the clock as well as each other. The second bike can be controlled by either the computer or an opponent using a second joystick or the keyboard. I always find that the two player option is the best way to evaluate these types of games and its addictive qualities certainly showed through.

For most courses three laps must be completed in a very tight time schedule in order to progress to the next course. The bikes are difficult to control and I chewed a heck of a lot of cinders as I zeroed time after time. Perseverence paid dividends and I was soon thrashing round the berms like a hero.

As each race finishes you have the option to replay the race and see just where you went wrong. Personally I didn't see much point to this, apart from having a good laugh at your opponent's mistakes as he or she is sent sprawling again after colliding with yet another obstacle.

The graphics are well-produced but the colours are a bit dull, there again I never did find soil that interesting anyway. Apart from the berm banks which help you turn at speed, the terrain varies in texture. Rough ground slows you down and it's really difficult to avoid these areas without going totally out of control.

As a first product this augurs well for the future, especially when you consider the budget price. I've seen many full price games which would be put to shame by this program.



SCORELINE

Graphics	4
Sound	3
Addictiveness	3
Friendliness	4
OVERALL	14

Title:	The Legend of Sinbad
Computer:	C64
Supplier:	Superior Software
Price:	£9.95 (cass) £11.95 (disk)

Sinbad the merchant spent so much time at sea that he became known as Sinbad the Sailor. If you buy this game you'll be at sea too! Despite my initial worries that this was going to bore me stupid, I found the game to be so challenging and compulsive that I've been playing it for hours.

The game is in four parts, to you four and a half! Sinbad has been captured by Sultan Salabim and thrown into a dungeon. Bent on revenge, Sinbad resolves to escape and rob the Sultan blind.

The first part of the game is a maze in which Sinbad must escape from the dungeon by collecting two keys. To get the keys he must first collect eight pieces of treasure scattered about the dungeon.

The passageways are protected by death gates which open and close as Sinbad wanders about. To reach the treasure and the keys he must wait until the gates are open and then dash through quickly. This is not helped by the fact that there are strange creatures down in the dungeon.

Apart from patrolling guards there are snakes and fast moving vultures to contend with. Sinbad can blast these with some magical power or other but only if they are directly in front of him. The power only works horizontally on the screen, not vertically.

There are also two magic lamps which have the dual effect of doubling Sinbad's speed and allowing him to gain bonus points by passing through an enemy.

When both keys have been collected and the locked door opened, Sinbad must face the palace guards.

We now enter a platform game in which guards appear from behind closed doors. Sinbad, armed with a scimitar, has to chop down all of the guards if he is to escape. There is also a tough leader to overcome.

Each time a guard is hit the tally at the top of the screen reduces but if Sinbad is hit the tally at the top of the screen is increased. If this reaches four then Sinbad loses one of his five lives. If the guard which hits Sinbad is the leader the result is instant loss of a life.

Every so often a magic lamp appears, if Sinbad reaches the lamp his hit tally is reduced to zero and he can start scything his way through the enemy afresh.

The leader is harder to defeat than the ordinary guards. Four hits are needed before he dies and, if Sinbad loses a life in the meantime, all of the leader's hits are healed. The best tactic is to avoid this green meanie until last.

Next, Sinbad steals a camel caravan from the Sultan and must guide it across the desert to his home in Baghdad. As he crosses the desert there are hordes of creatures intent on bringing the camels to their knees. Sinbad must kill these creatures using an infinite supply of stones and protect his five camels as they traverse the screen one at a time.

To speed things up he can also hit the camels which makes them trot faster for a little while.

The Sultan is obviously annoyed about this theft and despatches the giant Roc birds and his personal bodyguards to kill Sinbad in a ferocious aerial shoot-em-up.

Seated on a magic carpet, Sinbad has to shoot the guards once to kill them but the Rocs are tough old birds and take three hits. Once the enemy have been destroyed in this way, the Sultan himself intervenes riding on the back of a dragon.

This is the second half of this scenario and the dragon must be hit 15 times before death results and the sailor wins the game.

Each section of the game must be completed once to find the special passwords which allow entry to the next screen whenever you play the game again. If you succeed in defeating the Sultan you are exhorted to try again without using the passwords.

This is harder than it may appear because the time limits on each stage are very tight. To succeed in time you have to give a faultless performance and there is a certain element of luck which makes the game annoyingly addictive.

Further encouragement to complete the game is given by the eastern promise of a prize for the first person to reveal the on-screen message at the end of a completed game without the use of passwords.

SCORELINE

Graphics	3
Sound	3
Addictiveness	3
Friendliness	4
OVERALL	15



REVIEWS

Title: Leaper
Computer: C16
Supplier: Bug Byte

It comes as a refreshing change to find such a simple but highly challenging game as Leaper. The task of getting a cute rodent-like creature through a series of moving gaps to the top of the screen does not sound the most difficult of games. However, as is the case with most things in life, things are not quite as simple as they seem.

Leaper's ambition is to see his name in lights. Your job is to get Leaper to the top of the screen and light up the letters that spell out his name one by one. The hazards blocking his claim to fame are many. Firstly between the letters and Leaper are seven platforms through which he must pass. To get through these he must jump through moving gaps that appear in the platforms but these gaps are continuously moving to different platforms and cause serious headaches. Sometimes you are lucky and can find four gaps in a straight line above you, thus enabling you to pass through the levels in one jump.

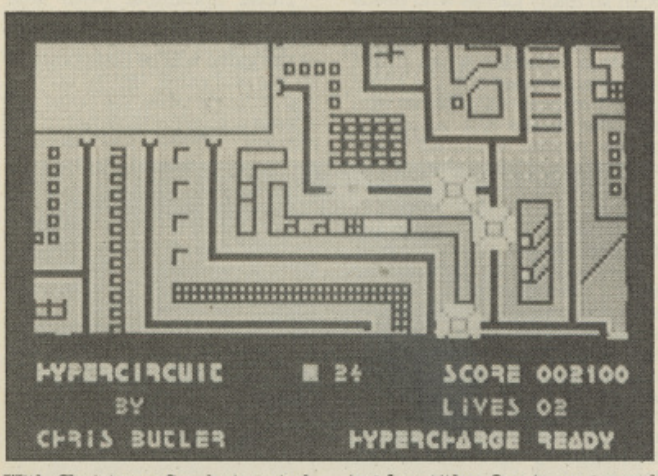
Problems arise when you are one level from the letters and a moving gap comes along the platform and you fall down all the platforms you've just jumped through. As well as these hazards there's also an energy meter which rapidly decreases every time you fall heavily and there are the nasty Gribblies. These Gribblies are a collection of weird objects, ranging from Cupid's arrow to UFOs, that pass along the platforms and try to kill you by making contact.

It all contributes to a fast-moving game that has some splendid sound effects and graphics. It deserves to be part of any games enthusiast's collection. **S.K.**

SCORELINE

Graphics	3
Sound	5
Addictiveness	4
Friendliness	4
OVERALL	16

Title: Action Pack 1 and 2
Computer: C64
Supplier: Alligata



With Christmas firmly in mind, two compilation tapes for the C64 from Alligata, each containing four titles. One is on general release whilst the other is available only from W. H. Smiths.

The first tape contains Rocket Roger, 3-D Waterski, Hypercircuit and Guardian. The games on the Smith's tape are Z, Eagle Empire, Tales of the Cat and Knockout.

Rocket Roger is an early arcade adventure in which you are searching for 99 crystals which will give you enough fuel to get back to earth. Some of the crystals are in empty caverns with others being protected by an assortment of nasties. There are teleports to whisk you out of trouble and the rooms vary between shoot-em-up screens and platform game settings.

Waterski 3-D is a rather simplistic simulation with you and your boat hurtling round a twisty course trying to avoid rocks and mines in fear of becoming shark fodder. There are bonus points to be earned if you manage to leap from the ramps.

Whizzing round the wires of a circuit board blasting anything that seems remotely hostile is the aim of the game in Hypercircuit. You are actually trying to defend a number of bases and one unusual effect is the way that you can fire round corners! A fast and furious shoot-em-up.

Probably the pick of the four games on the tape is Guardian. It is a Defender clone, pure and simple, but the action is fast and furious and you will need lightning reflexes if you are going to save your humanoids from the baiters, swarmers, pods, landers and mutants.

Action Pack 2 starts off with another shoot-em-up and also the shortes game title yet — Z. Shooting the enemy causes energy pods to be released and you must catch these in order to break through the force barrier in order to access the transporter to the next zone.

Eagle Empire is a version of the old arcade game Phoenix as you blast your way through waves of hostile birds, eggs and war eagles until the final battle with the mother ship. All this at the same time as dodging their bombs or using your shield to protect you.

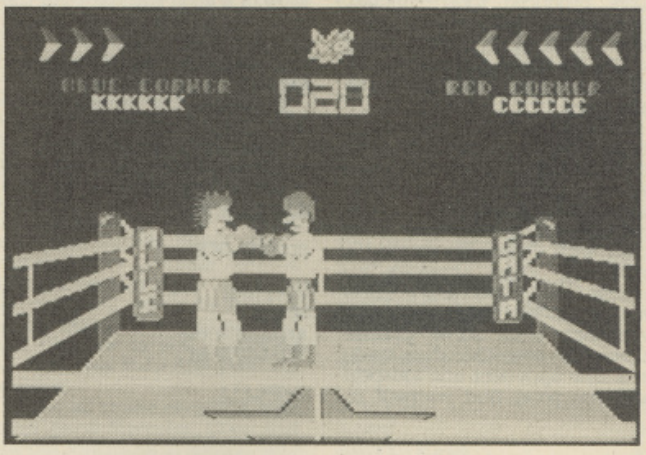
Tales of the Cat is a sort of Frogger variant as you try to manoeuvre your moggy (complete with 9 lives) past cars, falling bottles and plant pots, break dancers and a huge black dog as you go in search of such delights as fish bones, mice and bird seed. Not a very good game.

The final title in this collection is Knockout, a boxing simulation that looks quite attractive initially but plays dreadfully. The only controls that you have are move left and right, left hook, right hook and guard.

Of the two tapes, Action Pack is a lot better value for money than its W. H. Smiths counterpart with only one poor game (Waterski) as opposed to three poor titles on the other (all except Z). Make sure that you get the right one.

SCORELINE AG1

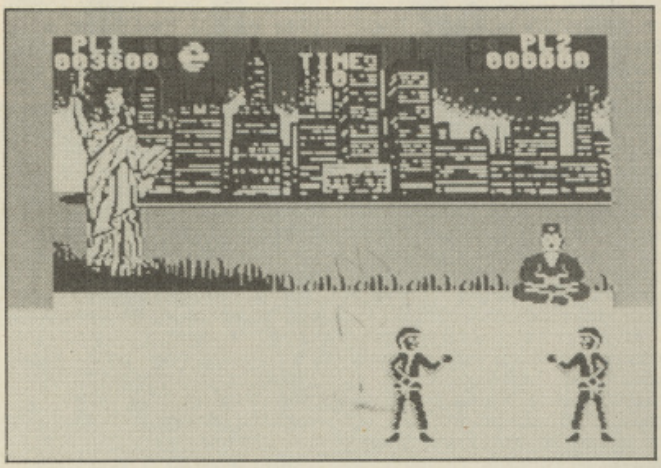
Graphics	4
Sound	3
Addictiveness	5
Friendliness	4
OVERALL	16



SCORELINE AG2

Graphics	3
Sound	2
Addictiveness	2
Friendliness	4
OVERALL	11

Title:	**International Karate**
Computer:	**C16**
Supplier:	**Endurance Games (System 3)**



Since the release of Melbourne's Way of the Exploding Fist, virtually all other software houses have tried to cash in on its success with different interpretations of the karate theme. Many have produced total rubbish, others have bettered and some have released games not quite up to the standard of Melbourne's but still entertaining, as is the case here.

The basic formula of the game is the tried and tested one — to either beat your opponent or to tackle the computer. The action begins against a colourful backdrop of Sydney Harbour complete with Opera House and a 'wise old' judge. Joystick response is very good and enables you to quickly dispose of your opponent with some precise blows. The computer then loads in a new opponent and location and you soon find yourself in sunny Hong Kong. This opponent is a lot harder to beat and a certain score must be reached before you progress further.

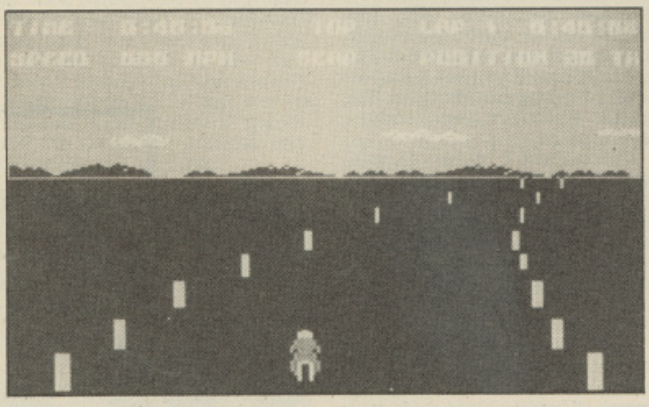
The sound effects were a little disappointing but the graphics were of a good standard. All the various movements are smooth scrolling and flicker-free and combined with the locations the game is visually very good.

Although the karate theme has been dreadfully overexposed, this one is certainly one of the better releases and should rekindle the interests of C16 game players. **S.K.**

SCORELINE

Graphics	4
Sound	2
Addictiveness	3
Friendliness	3
OVERALL	12

Title:	**Speed King**
Computer:	**C16**
Supplier:	**Mastertronic**
Price:	**£1.99**



Speed King is a rather dismal attempt by Mastertronic to produce a motorcycle racing game of the same calibre as Atari's Pole Position. Even the options to choose one of four tracks, set lap records and beat nineteen opponents does not detract from the fact that this game quickly becomes a dead bore.

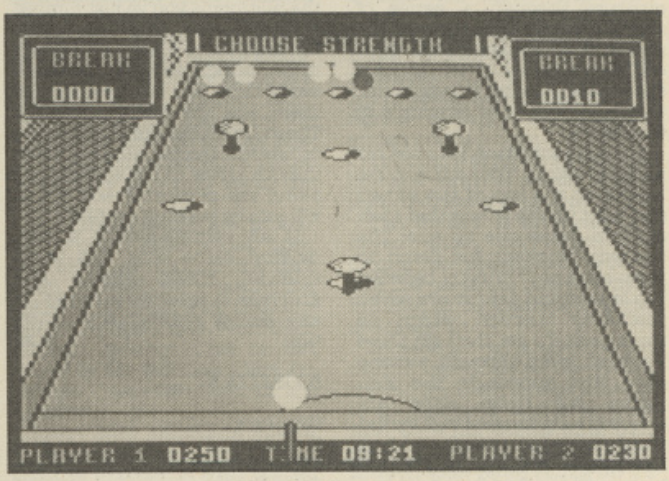
The game begins well but ends miserably. After selecting your track, you find yourself at the back of a pack of twenty riders. Careful gear changing and wise use of the accelerator and brake enables you to quickly join the leaders of the pack. Having found yourself up with them it's not too difficult getting past them and reaching premier position. If you've managed to get into first place after one lap then the boredom sets in. With another four laps to go you'd think the game offered a tough challenge in remaining in the top spot but sadly this is not so. The riders behind you remain there and offer no threat what so ever but the most amazing thing is that there are no other random bikes anywhere to be seen, so to win the race you simply have to keep up a good speed and guide the bike around the course. It gets so boring that I found myself reaching the top speed of 250mph and sending the bike ploughing into the crash barriers so the riders behind could catch up.

Overall a very disappointing game that could have been so much better. **S.K.**

SCORELINE

Graphics	2
Sound	2
Addictiveness	1
Friendliness	3
OVERALL	8

Title:	**Pub Games**
Computer:	**C64**
Supplier:	**Alligata**
Price:	**£9.95**



A pub with no beer may not be such a bad idea if Alligata's latest compendium is anything to go by. Grab a bottle of shandy and away we go.

The result of many years of serious research, Pub Games has all of the traditional pastimes which these oases of alcoholic oblivion have to offer. Darts, bar billiards, dominoes, pontoon, poker, table football and skittles, with so many games who needs the amber nectar anyway?

I admit that I didn't think I'd like this collection when I first saw it advertised but the sheer quality of most of the games won me over in the end. All of the games require a human opponent which adds to the pub atmosphere, the only thing that they've forgotten is a double image version to simulate the last game before closing time.

Kicking off with darts, it's up to the oche and game on. The screen shows a dartboard with a superbly animated hand ranging up and down, little finger crooked in best bar room style. As the hand moves you have to find your target and release the dart. If it finds its mark the score is chalked up but there's always the danger of it bouncing off the wire and plummeting to the floor.

A touch of the professional championship is given by the cry of 'one hundred and eigh-ty' when a maximum is scored. It may not be a true synthesised voice but the 64 hums the tune very convincingly. After three games of 501, double to finish (I'll have to scotch), the results are chalked up on the master scoreboard and bar billiards loads up from the tape.

Those unfamiliar with this game may well be satisfied with Alligata's rules but afficionados of the game will be disappointed by the end game. Unlike an official billiards table, the holes are spread across the table not in the corners. There are wooden mushrooms placed at strategic points.

Avoiding the mushrooms and pocket a ball to score the point value of that particular hole will build up a break score. If you hit the red mushroom your entire score is reduced to zero but if you hit one of the other mushrooms you lose your current break score and the next player takes over.

In the real game a bar drops after about ten minutes play and pocketed balls cannot be brought back into play. If the red ball is left up at the end, a sudden death game results as each player has

full control for up, down and rotate. This really captures the essence of the game more successfully than any of the other games and the comparatively civilised game session suddenly breaks into the frantic action of a head to head battle. After three rounds of tense action it's back to the leisurely action of skittles.

Beer and skittles go together like bread and butter. I was a bit disappointed that the game is not the traditional table-top skittles but the six-pin forerunner to ten-pin bowling.

This collection gives good value for money but where is the fruit machine? After alll most pubs these days have precious little other entertainment. Often the dartboard is inaccessible except on match nights and the domino set has pieces missing. This is an idealised view of pub entertainment complete with the jangling piano playing all the old favourites.

Considering my initial doubts about these games, I was pleasantly surprised by the end of the session.

SCORELINE

Graphics	4
Sound	4
Addictiveness	3
Friendliness	3
OVERALL	14

REVIEWS

Title:	**Conan**
Computer:	**C64**
Supplier:	**Americana/US Gold**
Price:	**£4.99 (disk)**

Conan the Barbarian is given a new lease of life by US Gold's Americana label. Ignoring the wimpish Conan graphic, it's a challenging platform game which relies on keeping your wits about you rather than blasting your way through. The early screens are fairly simple to complete with a lack of challenges.

Starting off in a castle, it is a fairly simple task to get Conan to the top of the building using the ladders and platforms because the only problem is a lone bat which can soon be eliminated with a throw of a sword. This leaves the only other problem, a jump at the top of the castle, for you to overcome. This is a case of finding the correct point to take off from and if you fail it doesn't really matter because you don't lose a life, you just climb back up and try again.

The next challenge is the forest which is also fairly easy to negotiate and the game only really takes off on screen three, the lava pit. A jewel at the top of the screen must be collected by teleporting up. The teleport only appears occasionally and there are two creatures shuffling back and forth in and out of the machine. If you avoid them and reach the gem you can gain an extra life by jumping and touching a bird, the avian ally.

Teleporting back down you have to reach the gem holder, avoiding a scuttling scorpion, so that a bubble is released from the lava pit below. Leaping into the bubble, Conan is carried higher and higher and must jump just before the bubble bursts so that he reaches the far side of the pit.

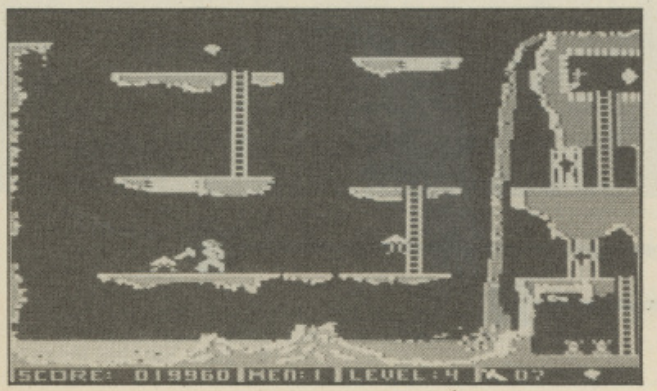
Now things really get difficult. As you enter a cavern of falling platforms and water spouts, jellyfish-like leapers hop around the screen. Occasionally a sword will appear which will add to your reserve if you reach it in time but the event Conan is waiting for is the appearance of a gem. This must be taken to one of the two gem holders and then Conan must return for the second gem which will release the key for entry to the next screen.

As the action gets hotter still, fire-breathing dragons appear and as level leads to level all manner of dangers must be faced if Conan is finally to face the villainous Volta and win the game.

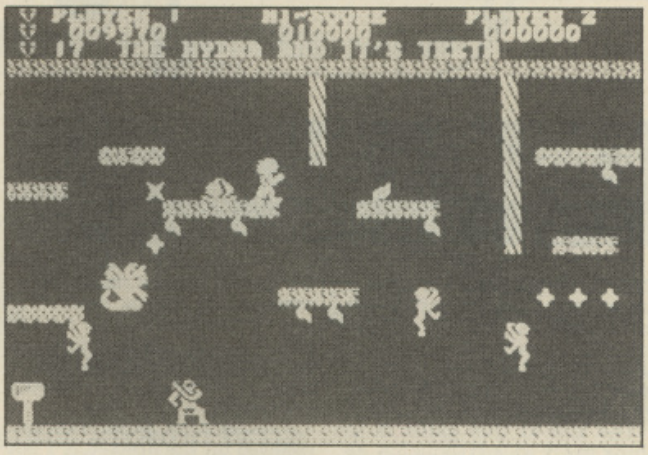
Although the graphics are crude by modern standards, this game still has that addictive quality missing from quite a few of today's sophisticated games. The game is only available on disk and at £4.99 is worth the risk.

SCORELINE

Graphics	3
Sound	2
Addictiveness	5
Friendliness	4
OVERALL	14



Title:	**Gods and Heroes**
Computer:	**C64**
Supplier:	**Alpha Omega**
Price:	**£1.99**



Sitting on top of Mount Olympus all day playing at being a God isn't everything that it's cracked up to be. All work and no play makes Zeus a dull boy and he and the rest of the Pantheon enjoy their fun and games as much as us lesser mortals. Their idea of a good time is to set up the Ancient Greek equivalent of the Krypton Factor in the guise of quests for aspiring Superheroes. All the time that Jason was chasing after the Golden Fleece, them upstairs were probably making side bets and trying to influence the course of events by helping or hindering the hero as they saw fit. Now is you chance to solve no less than fifty puzzling screens.

A sequel to the excellent platform game Hercules, Gods and Heroes continues in similar vein although a lot of the complaints levelled at the original have been attended to. The main grouse against Hercules was that it was too hit or miss. With little or no time to think, you frequently had to hurl yourself into space and hope that a platform would appear and break your fall. Now, you have a lot more time to think before making the wrong move. There are two basic types of screen. Those where your route is apparently obvious, in which case it usually isn't, and those where you haven't the foggiest idea what to do in the first place. There are a lot more ropes, platforms and monsters than in the original game but quite often they are no more than a red herring, tempting you to leap on to a collapsing rope or a platform built with spontaneous combustion in mind.

Many of the screens contain invisible platforms which only appear when you leap on them. On others, you have to collect building blocks in order to build a launching pad for previously inaccessible bits of the screen. As well as the traditional elements of timing usually associated with platform games, there is a heavy emphasis on puzzle solving as well which makes this game stand out from the crowd. All right, so the graphics and sound aren't exactly wonderful (although they are infinitely better than the original) but that isn't important. You can slow down or speed up the game as you want and can choose to start on any of the fifty screens so that you can at least see the whole game even if you can't complete it. This game is just great fun to play and at only £1.99 shouldn't be missed.

SCORELINE

Graphics	3
Sound	3
Addictiveness	5
Friendliness	5
OVERALL	16

Title:	**Jack the Nipper**
Computer:	**C64**
Supplier:	**Gremlin Graphics**
Price:	**£9.95**

Jack the Nipper is a bad lad and the worse he gets the higher you score. Through Jack you can live out your fantasies and do all of those despicable things that you were too wimpish to do when you were a kid.

The key to this game is to think really wicked thoughts. As you pick up a pot of glue, for example, you have to recall all of the shops and houses you visited and imagine a way to create the maximum nuisance value.

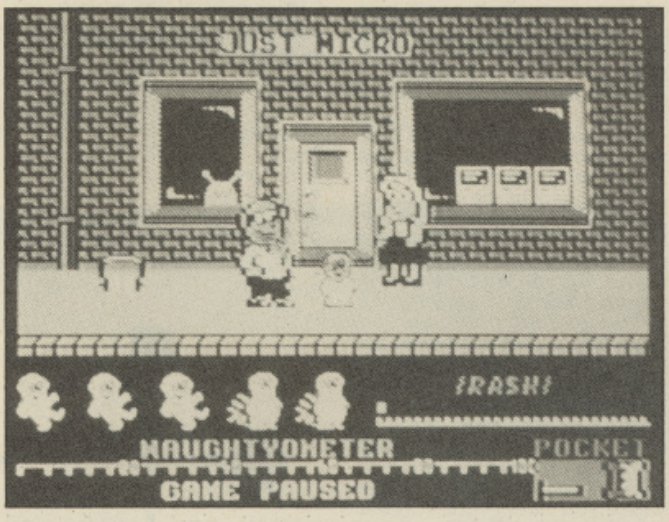
Everyone knows that Jack is a brat, though his mother probably thinks he's an angel! Armed with his trusty peashooter he can take pot shots at passers-by but he has to be prepared to run or they'll tan his hide.

What Jack gets up to is entirely up to you. If you do anything naughty you'll score a few points but the real rewards come when you're downright evil. Wreaking revenge on the park keeper can be fun but gumming up the works in a denture factory is wickedly rewarding.

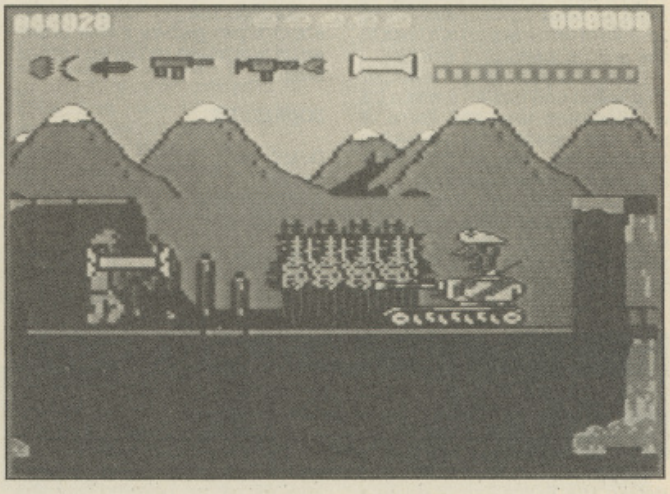
Although the game was well received on the Spectrum, I felt that it lacked a certain addictive quality. The screens look good, the sound is fine but solving the puzzles of what to do with key objects held little excitement for me.

SCORELINE

Graphics	4
Sound	4
Addictiveness	2
Friendliness	4
OVERALL	14



Title:	**Bazooka Bill**
Computer:	**C64**
Supplier:	**Melbourne House**
Price:	**£9.95**



Although Green Beret was a big seller, the graphics were a bit confused. Not so with this GB clone. Bazooka Bill is crystal clear in a superb chunky style and has a difficulty level way above the original game.

Perhaps I'm putting it a bit strong when I say 'clone' because BB does have unique features which sets it apart from Green Beret, but the influence is obvious.

Bazooka Bill has to fight his way through battalions of enemy soldiers in a variety of landscapes from urban desolation through fields and seafronts to reach his goal.

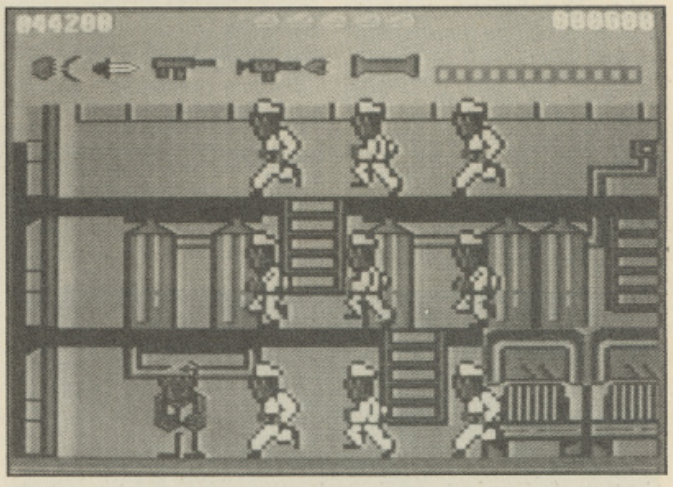
Unlike the Green Beret, Bill has all his weapons at his command from the beginning and you can select from the range at will. Hand fighting, knife throwing, machine gunning, flame-throwing and (of course) bazooka-ing his way along, Rambo Bill has to run the gauntlet of enemy troops while under the hail of bombs being dropped by helicopter gunships.

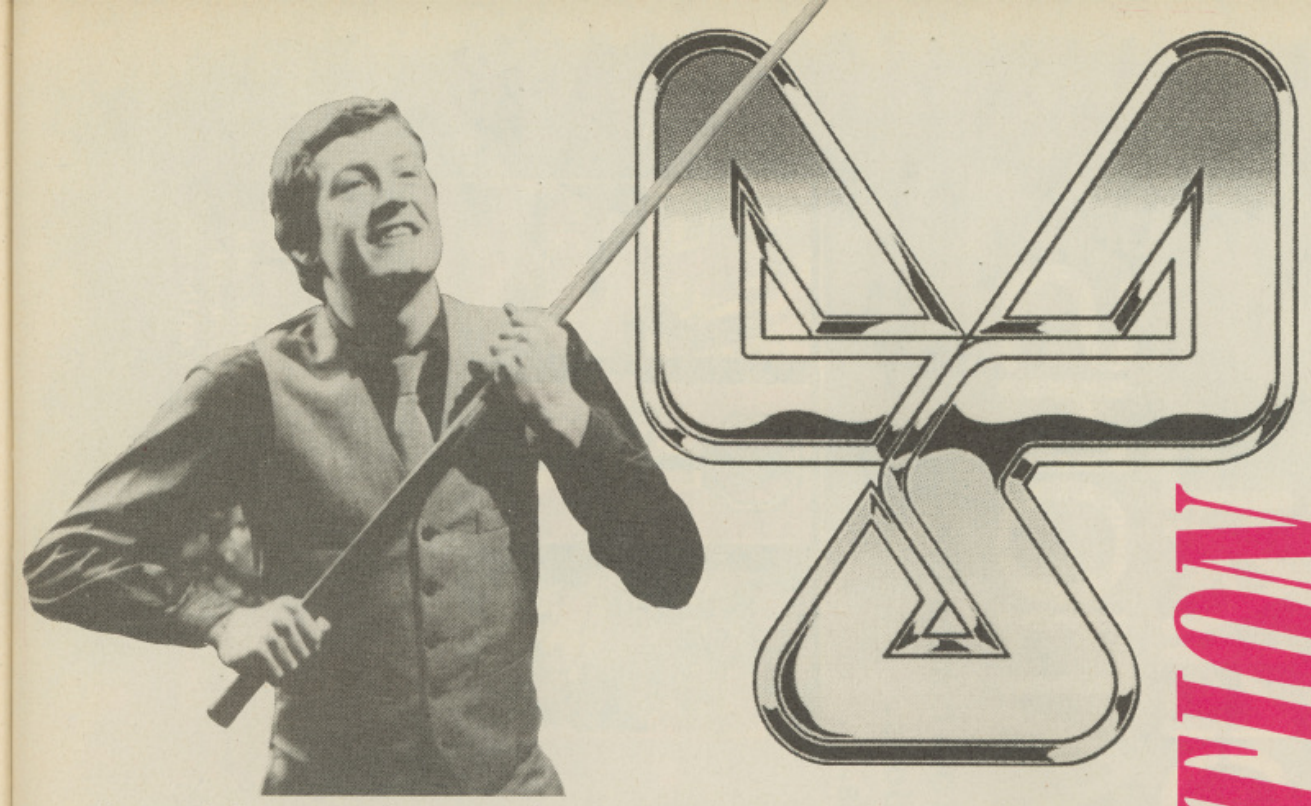
The graphics are large, colourful and well animated as Bill passes in front of, and behind, the landscape features. There is a true cartoon quality about the way Bill moves especially when his enormous fist punches out at an onrushing soldier.

I've been a bit disappointed with Melbourne House's output of late but this could be an indication of a re-awakening of their golden era. With a lot of potential blockbusters in the pipeline, this could mark the start of something big.

SCORELINE

Graphics	4
Sound	3
Addictiveness	5
Friendliness	4
OVERALL	16





COMPETITION

One of the most interesting snooker games around is up for grabs, as well as a few more goodies in the Computer Gamer/CDS Steve Davis Snooker competition.

Steve Davis Snooker was first released on the Spectrum almost two years ago. Since then it has been converted onto 13 computers and has sold more than 100,000 copies. Now you have the chance to win a copy of this game.

By answering a few simple, very interesting questions you could win the first prize fo a Steve Davis cue, video, book and a copy of the game. 20 runners-up will receive a copy of the game. Some of the features that have made the game so popular include very accurate control of the cue with full spin control, a demonstration mode, where the computer can play both sides — a bit like BBC2 really — a high break table, and an 'oops' option that lets you take back that last awful shot.

Steve Davis has been one of the most successful snooker players of all time, winning his first major title in 1980. Since then he has won over 40 major titles. Last year his succes can be seen by over £250,000 he won in prize money. As well as snooker, many readers will remember his other great sporting success with his massive scores at Williams' Defender when winning his first world title.

What you have to do

Printed below are five simple questions about Steve Davis. All you have to do is put the answers on the coupon below, fill in the coupon stating which computer you own, and pop it in an envelope addressed to:

Snooker Competition
Computer Gamer
1 Golden Square
London W1R 3AB.

You should also write the answers on the back of the envelope.

The Questions

Answer these questions and a Steve Davis cue could be yours:

1. Which of the following did Steve Davis win as his first major competition?
(a) Coral UK Championship
(b) Embassy World Professional Snooker Championship
(c) Rothmans Grand Prix
(d) The British Junior Championship

2. What is the title of his Channel 4 TV show?
(a) Pot Black
(b) A Frame with Davis
(c) The Steve Davis Show
(d) Cue for a Chat

3. Who is his usual partner in the World Doubles Championship?
(a) Joe Davis
(b) Tony Meo
(c) Jimmy White
(d) Hurricane Higgins

4. Where does Steve live?
(a) Cardiff
(b) Hampstead
(c) Runcorn
(d) Romford

5. What middle name did Spitting Image invent for Steve?
(a) Whirlwind
(b) Superlative
(c) Interesting
(d) Dauntless

Rules

1. Nobody connected with the publishers or CDS is eligible.
2. The competition is open to all UK readers of Computer Gamer and all entries must be RECEIVED by the end of November. Proof of posting is not proof of receipt.
3. Winners will be notified by post.
4. All entries become the property and copyright of Computer Gamer.
5. The prizes will be awarded to the first 21 entries judged to be correct after the closing date. The Editor's decision is final.
6. These rules and the instructions for entering are the conditions of entry.

Coupon

Send to: Snooker Competition, Computer Gamer, 1 Golden Square, London W1R 3AB.

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SPECTRUM REVIEWS

Title:	**Jewels of Darkness**
Computer:	**Spectrum**
Supplier:	**Rainbird Software**
Price:	**£14.95**

Level 9 have built a reputation for good, honest adventures and the Jewels of Darkness trilogy brings together three of their best known adventures in a new and exciting way.

Colossal Adventure, Adventure Quest and Dungeon Adventure were originally text-only programs but now the addition of colour graphics, a better parser and more detailed descriptions has breathed new life into these well-known games. Even those who know the adventures inside out may wish to have this beautifully boxed set with its fantasy novella by Peter McBride.

Colossal Adventure is one of the most famous adventures ever and is the archetypal underground quest. On meeting a travel-stained warrior in the local tavern, you listen to his tale of finding the fabled Colossal Cavern which is reputed to hold treasure beyond belief. You believe him because he obviously has a fortune with him.

You are curious about the traveller's tale but others are sceptical and plot to ambush this unfortunate traveller to relieve him of his 'ill-gotten' gains. Overhearing this plan, you warn the warrior who repays you with a map of the cavern. The promise of wealth beyond measure proves too much for you. Along the way you lose the map and so you find yourself leaning on the wall of a building close to the mouth of the cave . . .

Adventure Quest takes place in the same land but several centuries later. The land has been in the grip of famine and now an evil lord threatens to subjugate the lands. Although you are a novice wizard the lot falls to you to defeat Lord Agaliarept single-handed.

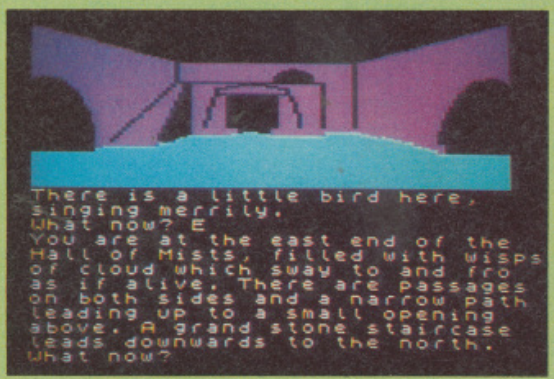
Travelling towards the Black Tower on the far edge of the world, your task is to enter the tower, find the Amulet of Life and destroy the Demon Lord's power. To do this you must first find the four Stones of the Elements and so the adventure begins.

If there's no rest for the wicked then there's even less rest for the good. Just a day has passed since overcoming Agaliarept and already you have a new assignment. This time your lust for riches gets the better of you. The Demon Lord is dead and his hordes in flight. Now is the time to raid his dungeons and plunder the wealth that lies there.

This is the start of the Dungeon Adventure but you are waylaid by brigands, robbed of all your weapons and magic, and cast into the river (life gets really tough for adventurers at times!). Fortunately you survive and must make your way once more to the depths of the Black Tower's dungeons.

These are the scenarios and the atmospheric descriptions in the booklet 'The Darkness Rises' is carried through into the adventures themselves. The problems encountered often require the use of all of your guile and cunning because they are not necessarily simple 'find it and use it immediately' tasks. Some of the objects will hinder rather than help but working out which of your possessions is causing the problem creates a problem in itself.

The new parser allows complex commands which is a vast improvement on the original games' language which mainly consisted of verb-noun constructions. The vocabulary also allows you to turn the pictures off and on and the HELP command gives aid to novice adventurers. These helps are mainly at the beginning of the game so don't expect any assistance from the program when the going gets tough later on. Those in dire need of help can always use the request form to get a very detailed and cleverly constructed hint sheet which will help you out of any situation.



For the careless adventurer there is also the OOPS facility which allows you to undo your last few moves. This is useful if premature death occurs but if the cause of your folly occurred much earlier in the game you'd be advised to keep saving your game to tape at regular intervals.

The greatest adventure for me is coping with the Lenslok security system which is a total nuisance and always takes me several irritating attempts to get the system going. That it prevents piracy is debatable, surely there must be a better way?

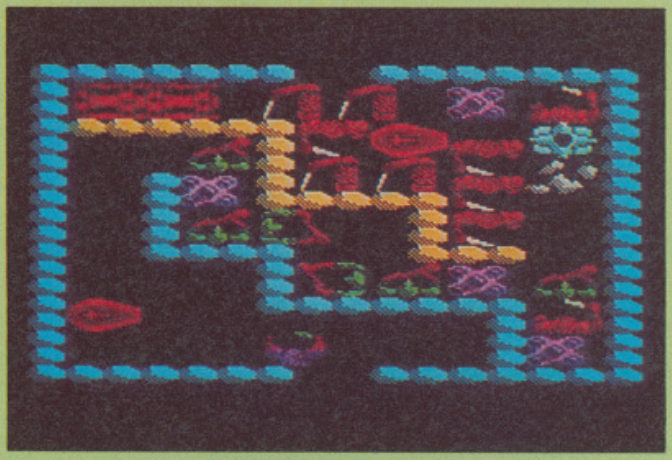
To some the £15 price tag may seem a little steep but rest assured that it is money well invested. How much would you pay for the best part of a year's entertainment? These are not games which can be completed in a couple of weeks (unless you are constantly in front of your computer). Much of the time is spent away from the computer worrying your friends by muttering phrases like 'what use is the word Xyzzy' and 'if only I could find a lamp all my problems would be solved'.

One thing's for sure: these adventures will either give you a sense of achievement or reduce you to a jibbering idiot. If you want to experience the thrill of adventuring take my advice, no collection is complete without Rainbird's trilogy.

SCORELINE

Graphics	4
Atmosphere	5
Addictiveness	5
Friendliness	5
OVERALL	19

Title:	**Storm**
Computer:	**Spectrum**
Supplier:	**Mastertronic**
Price:	**£1.99**



Before he went in search of a magic box called the Fear, the evil wizard Una Cum imprisoned Corrine, wife to Prince Storm. Storm's friend Agravain Undead has elected to penetrate Una Cum's lair to free Corrine.

Storm is a Gauntlet game on a small scale. The hordes of enemies which appear on each screen has to be seen to be believed. Fortunately for Agravain, there are spells hidden around the lair which will wipe out a screenful of nasties in one fell swoop but most times he will have to pick them off one at a time.

The main aim is to find the three snake brooches which open the door to Una Cum's laboratory but first the keys to vital parts of the dungeon lair must be found. These can be accessed only if the food and spells are used wisely. Armour will protect you for a while, scrolls and amulets will destroy every foe in sight, but mask magic is the most powerful with a surprise effect.

Cabbala runes release traps which will help or hinder Agravain in his efforts. Sometimes walls disappear, opening up new areas of the dungeon, at other times blocking walls appear.

A lot of the action is covered by wooden boards which obscure the evil forces and the generators which create them. Shooting a generator stops the appearance of Cum's henchmen, but when the room is re-entered the generators appear again.

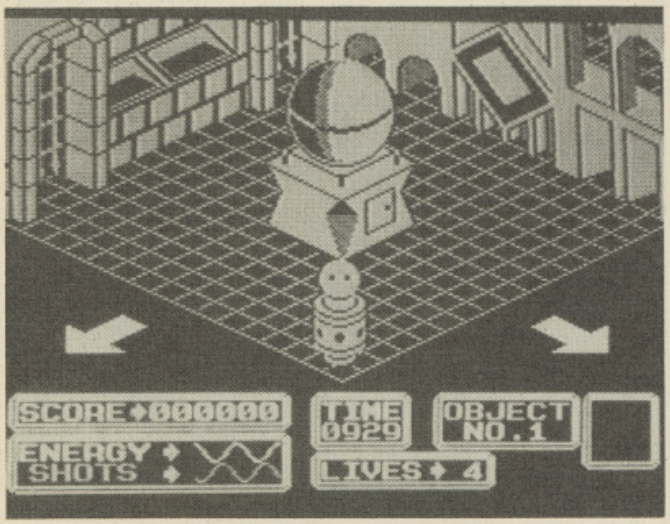
By far the best facet of this game is the two player option which gives a chance for Storm to appear with Agravain, and for the two heroes to fight in unison.

That this game should appear before Gauntlet is surprising. That it should be at a budget price is truly amazing.

SCORELINE

Graphics	4
Sound	3
Addictiveness	4
Friendliness	4
OVERALL	15

Title:	**Bombscare**
Computer:	**Spectrum**
Supplier:	**Firebird**
Price:	**£1.99**

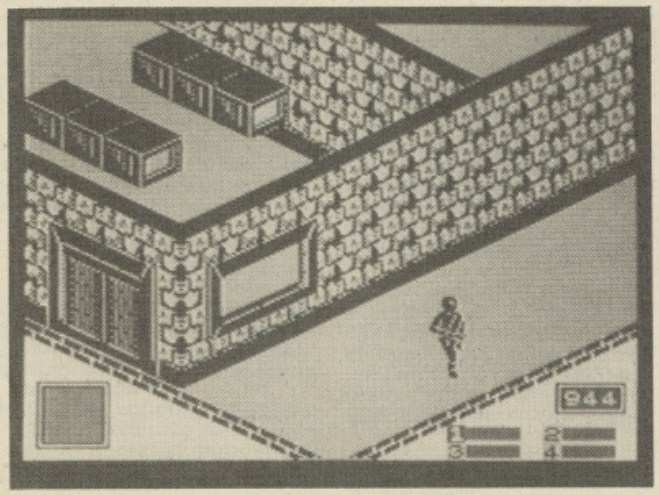


You were in a space station circling the planet Neptune. That was until some nasty aliens planted a huge time bomb somewhere on the station. As a result, everybody has been evacuated and the sole occupant of the station is the bomb disposal robot nicknamed Arnold. Apart from a fair sprinkling of aliens that is.

Bombscare is a 3D arcade adventure complete with Ultimate style graphics. You must explore the complex, picking up tools to help defuse the bomb and other useful items. A maximum of five objects can be carried at any given time and, as is usual with this sort of game, it is a question of finding out exactly what item does what and then doing everything in the correct order. Control of the robot is a simple turn left or right and advance. You can also fire at the aliens that materialise in each room although strangely, you are only equipped with a low-tech gun firing slow speed bullets. There is also a teleport system to be discovered for easy access around the ship but you do not have the operating instructions.

There is not much to say about a game like this. There have been many similar variants before. If you enjoy the type, though, it is not bad value at £1.99.

Title:	**Strike Force Cobra**
Computer:	**Spectrum**
Supplier:	**Piranha**



Too busy bickering with each other, the governments of the world have failed to notice that they are in danger of yielding power to an evil criminal mind. Known only as the Enemy, this genius has taken control of the world's most powerful defence computers which he has programmed to cause an instant nuclear holocaust unless every nation gives in to his demand for supreme power. Having to decide between total annihilation or a state of permanent slavery, Supreme Allied Command decide to fight back. Not as you might imagine by hitting the Enemy's complex with everything they have in their arsenal, but rather by sending in a small team of commandos — four to be precise, a team known as Strike Force Cobra.

Your initial task is one of team selection. There are eight candidates on your short list and you are presented with a picture and career details of all the candidates.

Because this is a world threat, there is a Russian rubbing shoulders with an American, an Israeli commando and a couple of Brits (one in the SAS, the other in 2 Para, both served in the Falklands) amongst your choices. Each of the candidates has different skills and selecting the final four is not an easy task.

The Enemy succeeded in accomplishing his dastardly crime by kidnapping top computer scientists and forcing them to work for him. Naturally they are anxious to destroy their captor and so will render the team assistance if you can find them. They each know some of the code necessary to get into the computer room. It is not necessary to find all the scientists as you are equipped with a Digital Lock Breaker to assist you. The problem is that once you have entered the complex, the guards are alerted and the program starts running so that you only have a limited amount of time to complete your task and the DLB does take a lot of time . . .

You control the commandos individually, selecting them through keys 1-4. They are equipped with grenades and a machine gun and naturally are extremely fit so that kicking down doors and diving through windows present no problem although even the fittest of men do get tired and should be given a breather from time to time. The complex is on four floors and is presented in a scrolling 3D. Some doors do not respond to a hobnailed size 14 boot and there are lifts that need activating. This involves finding switches cunningly marked D and L. The door or lift is not necessarily near its switch, though, so there should be a lot of co-operation between the troops. As well as the patrolling robots, many of the rooms have fixed defence installations such as wall mounted guns. Many of the rooms have puzzles to be solved before you are allowed to proceed.

Strike Force Cobra is an interesting game that doesn't quite work for reasons that I'm not too sure about. Initial gameplay is very difficult to master and I found the 3D effects a bit off-putting but it is nonetheless an original and challenging game and with titles like this and Trap Door (reviewed last month), Piranha could become a very big fish indeed!

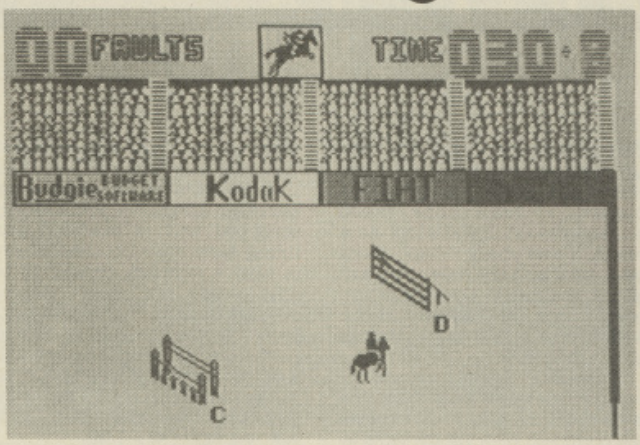
SCORELINE

Graphics	4
Sound	3
Addictiveness	4
Friendliness	3
OVERALL	14

Title:	**Action Pack**
Computer:	**Spectrum**
Supplier:	**Alligata**

This is a collection of four Spectrum titles on one tape, available only through branches of W. H. Smiths. The games are Show Jumping, Labyrinthion, Son of Blagger and Jack Charlton's Match Fishing.

Show Jumping sees you trying to manoeuvre your horse over a series of fences within a specific time limit and, preferably, with you still in the saddle. There are a number of courses and several people can play at once. It is not an easy game to master, though. Apart from the four speeds of your horse (from stand to canter), you must also get just the right angle of approach from the twelve available. You can



collect faults for your horse knocking down a fence or refusing, and three refusals mean an automatic disqualification.

Labyrinthion is an arcade adventure that sees you trying to collect the nine parts of the scroll that show you the way out of the maze. Other items must be collected as you move from sector to sector and there is the usual horde of monsters trying to kill you. These must be killed off with one of the variety of weapons available to you. The game is keyboard only and suffers from being too difficult initially.

Son of Blagger is one of the first platform games that I can remember playing but is none the worse for that. Slippery Sid is trying to collect golden keys from the midst of a security complex. All the old favourites are here — one way and collapsing platforms, chutes and bridges that open and close.

Match Fishing is an unusual simulation and one that does not immediately spring to mind as being suitable for a computer game. The aim is to get the largest catch in a set period of time against other competitors. This is done by surveying your peg and then choosing the appropriate rod and bait etc. Is likely to appeal to anglers only.

A reasonable selection of games, nothing outstanding, nothing terribly bad.

SCORELINE

Graphics	3
Sound	2
Addictiveness	3
Friendliness	4
OVERALL	12

Title:	**Moonlight Madness**
Computer:	**Spectrum**
Supplier:	**Bubblebus**

Out one day touting for business for your local scout group's Bob-a-Job week, you find yourself wandering down a garden path towards a huge mansion. Your knock on the door is answered by a little old man who is somewhat surprised to see you and starts to mumble something about booby traps in the grounds. The shock soon becomes too much for the old man and he falls to the floor gasping and clutching his chest. He asks you to get his pills which are locked in his safe and which in turn need sixteen keys to open. Breaking the unwritten rule of the scouts (always make sure there is someone watching when you do your good deed for the day) you offer your assistance.

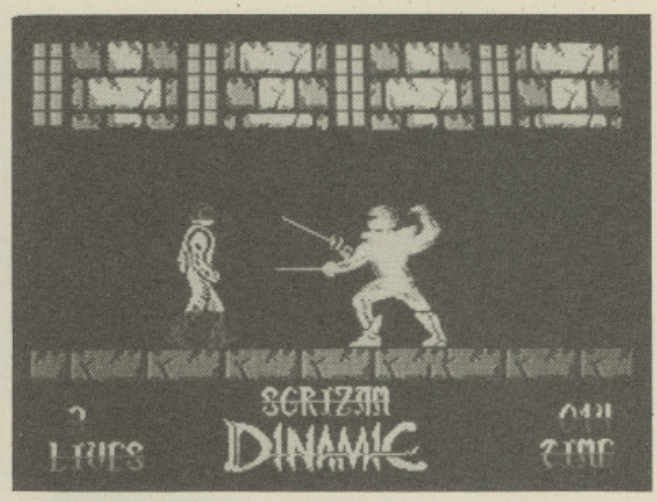
The game is written by the author of one of the best selling budget games of all time — Booty — and it shows. There are doors to be accessed, monsters to be avoided and keys to be collected. Travelling across a room is not particularly straightforward as you would expect from a mansion designed by a mad professor. Lifts need to be activated by pressing buttons that lie strategically placed along the way. Not all buttons activate lifts, though. Instead, they may add crucial extra bits to the existing masonry or energise some previously dormant nasty. You have three lives at your disposal in your quest for the keys and conflict with the creatures or falling excessive distances are the best way of reducing this number.

Had it been released on a budget label, Moonlight Madness would have been fair value for money. As it is, it is grossly overpriced and there are many better ways of lightening the load in your piggy bank.

SCORELINE

Graphics	3
Sound	3
Addictiveness	2
Friendliness	3
OVERALL	11

Title:	**Sgrizam**
Computer:	**Spectrum**
Supplier:	**US Gold Americana**
Price:	**£2.99**



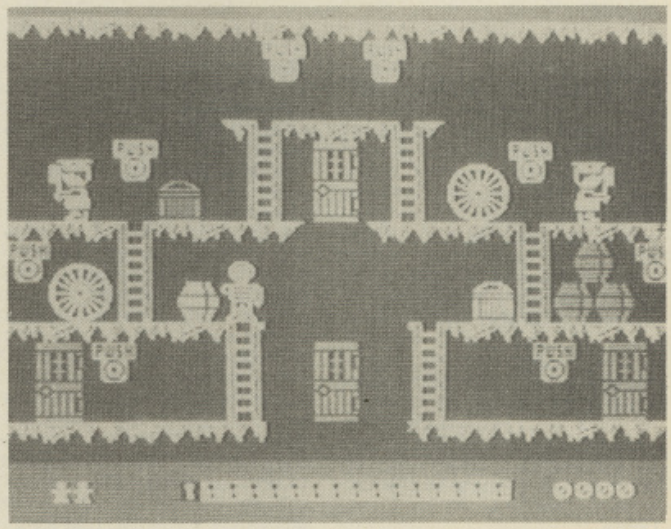
When the contracts for life are drawn up by the powers that be, I think that there must be a special clause in them for princesses stating that at some stage during their life, they are honour-bound to get themselves kidnapped, thus providing a plentiful supply of quests for would-be heroes and computer games players. The latest victim is called Princess Doxaphin and she has been taken from the Imperial Palace Kindon Warriors. The Emperor Cophenix II has entrusted you, Mirdav, his trusted vassal with her rescue. Only your daring and a little bit of help from the magic sword SGRIZAM (I think that they get all these names by reading down a list of proprietary rat poisons) can save her. In other words, all the usual introductory blurb.

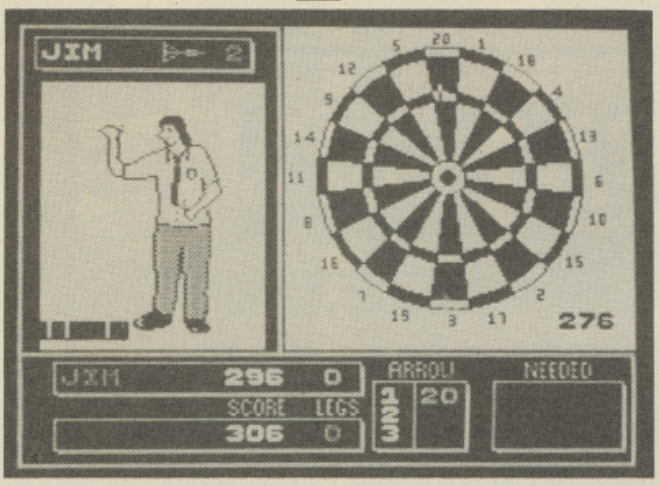
The game itself consists of you attempting to move along a corridor, dodging monsters and fighting knights. Snakes, spiders and their ilk must be leapt over. Zombie ducks must be ducked (what else?) and SGRIZAM comes into its own as you despatch the warriors. You only have one attempt at each manoeuvre and timing is crucial or one of your three initial lives is lost. There is no scoring as such although there is a clock ticking away in the bottom right hand corner of the screen. Mirdav is supposed to be a consummate athlete which makes it surprising that whilst he can leap in the air and hold his jump for several seconds, he can only duck for a millisecond at a time and this proves to be by far the hardest of your movements to perform.

Poor graphics coupled with a poor and boring gameplay make this one a miss, even at a budget price. I never did like princesses anyway.

SCORELINE

Graphics	2
Sound	2
Addictiveness	2
Friendliness	2
OVERALL	8





Title:	**Pub Games**
Computer:	**Spectrum**
Supplier:	**Alligata**

Best described as the drinking man's Summer Games, Pub Games lets you have a go at seven of the activities that your parents play when they nip down the road for a quick one. There are seven events, none of them renowned for requiring superhuman strength or reflexes.

First up to the oche is darts, 501 straight in, double out, best of three legs. You must position a constantly moving cursor over your target and release the dart at the appropriate moment. Not a bad simulation but you soon get the hang of it and I was scoring 140 and 180 fairly regularly including a spectacular 161 finish (treble twenty, treble seventeen, bull).

Bar billiards is probably the pick of the games on the tape. For anyone who has not come across this marvellous game before, the object is to knock several white and one red ball into a variety of holes (worth different amounts of points) without knocking down one of the mushrooms that stands in your way. The game is played for a set period of time whereupon the bar falls (hence the name) stopping any balls returning to the players. You must select the position of your cue ball, the angle and the power of your shots.

The dominoes game suffers from the fact that you must make your opponent look away from the computer every time it is your turn to play for fear that he sees what tiles you are holding. Another slight problem is that the menus can cover up the open ends so that if you have not been looking, you don't know what you can or cannot play.

Table football is quite a jolly simulation although there are some horrible attribute problems and goals must be scored exactly in the centre of the goalmouth so stopping all those tricky shots off the post. Each row of players is selected automatically and all you must concentrate on is moving the men up and down the bar, preparing to kick and kicking.

Two card games come next. A straightforward if somewhat uninspired version of pontoon played, I notice, according to traditional northern rules rather than casino rules. The version of poker though is truly horrendous and does not deserve to have its name sullied in such a manner. You get dealt five cards, and can change or keep them as you try to improve your hand. There is no betting as such, apart from a compulsory initial ante. Your winnings are then determined by what hand you have and are paid according to a set of fixed odds. All I can say is that if these are the odds, I would love to be working for the house. For example, the odds against getting four of a kind are over 4000-1 against. The house pays 10-1! Another problem is some non-existent shuffling. I held exactly the same hand on three occasions out of ten deals.

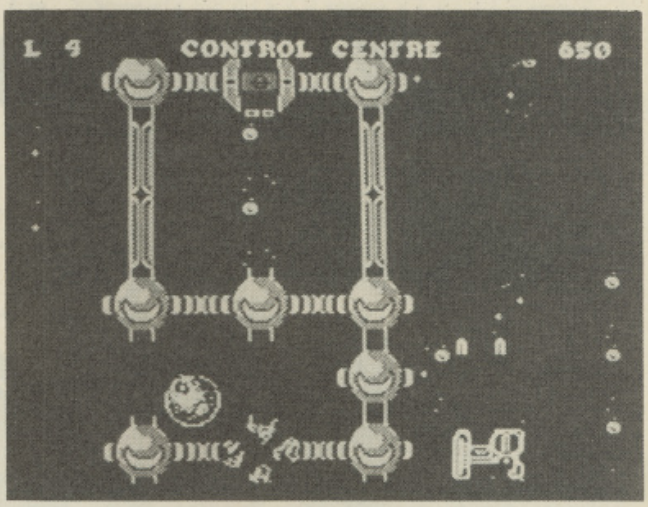
The final game is a very simplistic version of skittles. Two markers, one at the front, one at the back, moving at different speeds. Press a button and the ball travels in a straight line between the two, hopefully knocking down skittles en route.

All in all, not a particularly inspired collection and the obvious comment is that all these games are hugely enjoyable when everybody has had a couple of pints but they lose something when sat in front of a small screen with a mug of Horlicks. And anyway, what about the real pub games such as bat and trap and dwile flonking?

SCORELINE

Graphics	2
Sound	2
Addictiveness	2
Friendliness	4
OVERALL	10

Title:	**Light Force**
Computer:	**ZX Spectrum**
Supplier:	**FTL (Gargoyle)**
Price:	**£7.95**



This is the first game from the much hyped FTL, a spin-off of the cult software house Gargoyle Games, creators of such classics as Dun Darach and Tir Na Nog. Their new label is going to be publishing fast action games, and their first release, Light Force, is certainly one of them.

This game is also the first to use the much heralded (by FTL!) lasermation system to get decent colour on a ZX Spectrum. This system, when it boils down to it, is just a case of taking a bit of thought about the graphics. All movement takes into account the colour breaks on the attribute screen, and objects are based on a square format — your ship is roughly square, and so are most of the ground targets. It's amazing that it's taken this long for software houses to realise that 'pushing the computer beyond its limits' with the Spectrum just doesn't work, and results in games with extremely poor presentation with flashing squares of colour all over the screen. Yet simply programming the machine to take into account all of its (many!) limitations results in a game that looks this good.

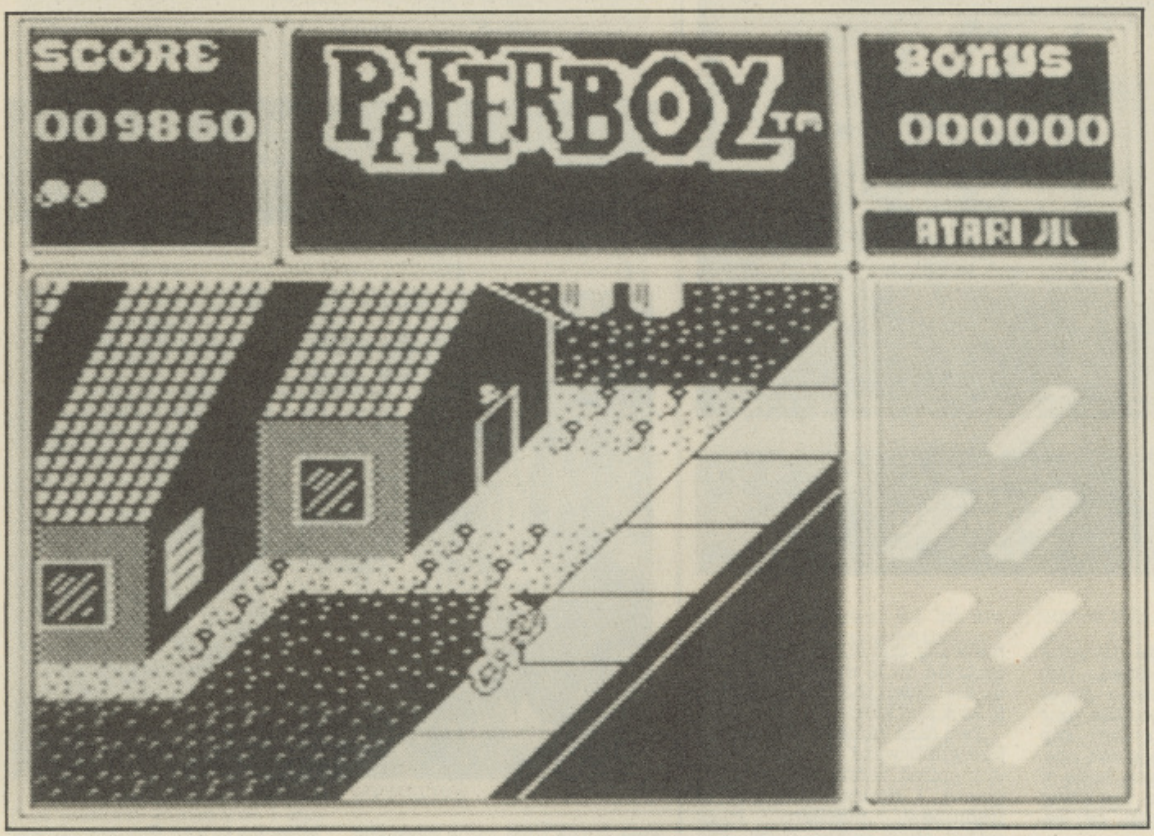
The basic theme of this game is flying your spaceship through various levels of nasties, and trying to destroy as many of the ground targets as possible in a very Xevious sort of way. The aliens come at you in waves and formations and there are a number of different types. Apart from this, there is little else to the game. However, apparent simplicity is usually the mark of a good action game and this is the case with Light Force. The patterns and interweaving of enemies is well thought out and all the various parameters are well tuned to provide a fast and exciting game.

The graphics are excellent, both the backdrops and the moving objects, and the colour clashing is minimal — even the explosions look good! Sound is very limited, but then the whole game is designed to run on a Spectrum and take account of its limitations and, on a Spectrum, very little sound is better than trying to play music through a vibrating tin plate.

If FTL keep producing games of this quality with this presentation then Spectrum owners will be in for a real treat.

SCORELINE

Graphics	5
Sound	1
Addictiveness	5
Friendliness	5
OVERALL	16



Title:	**Paperboy**
Computer:	**Spectrum**
Supplier:	**Elite**
Price:	**£7.95**

Elite are the arcade game conversion specialists and the number of licences which they're buying shows the degree of success this policy is enjoying. Their latest gem is Paperboy and Atari will be pleased with Elite's faithful translation of this to the Spectrum.

As anyone who has tried the job knows, being a paperboy can be a pretty hazardous occupation. In the States they have an easier job because they can get away with throwing the paper onto the front porch of each house as they whizz past on their bikes.

In this game you have to deliver papers to each house on the street but to gain a high score you have to throw the paper accurately. If you miss the house you'll lose the owner's custom and won't get a bonus at the end of the week.

You start off your round on a Monday morning and pedal as fast as you dare to get the round completed as quickly as possible. What you don't know is that there are hazards ahead. Fire hydrants stick out of the pavement, a workman is digging up the path and some homicidal maniac is waiting to mow you down in his vehicle. All of these problems must be coped with but don't be distracted from your job and keep off the flower beds.

At the end of the street you can have some fun by leaping walls to score bonus points and then your performance is assessed. If you get this far you can look forward to the delights of a Tuesday morning where even more hazards await.

As the days go on you meet exploding fire crackers, skateboarders, enormous cats and all manner of problems. It's enough to make you hand in your notice but you need the money so you can't.

Although the game is challenging and certainly addictive, some may find it a little too repetitive but fans of the arcade game will certainly want to add this to their collection.

SCORELINE

Graphics	4
Sound	3
Addictiveness	4
Friendliness	5
OVERALL	16

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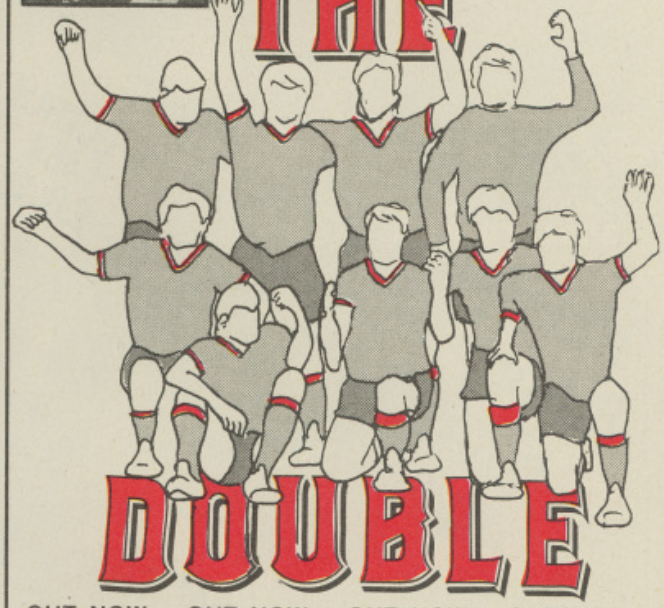
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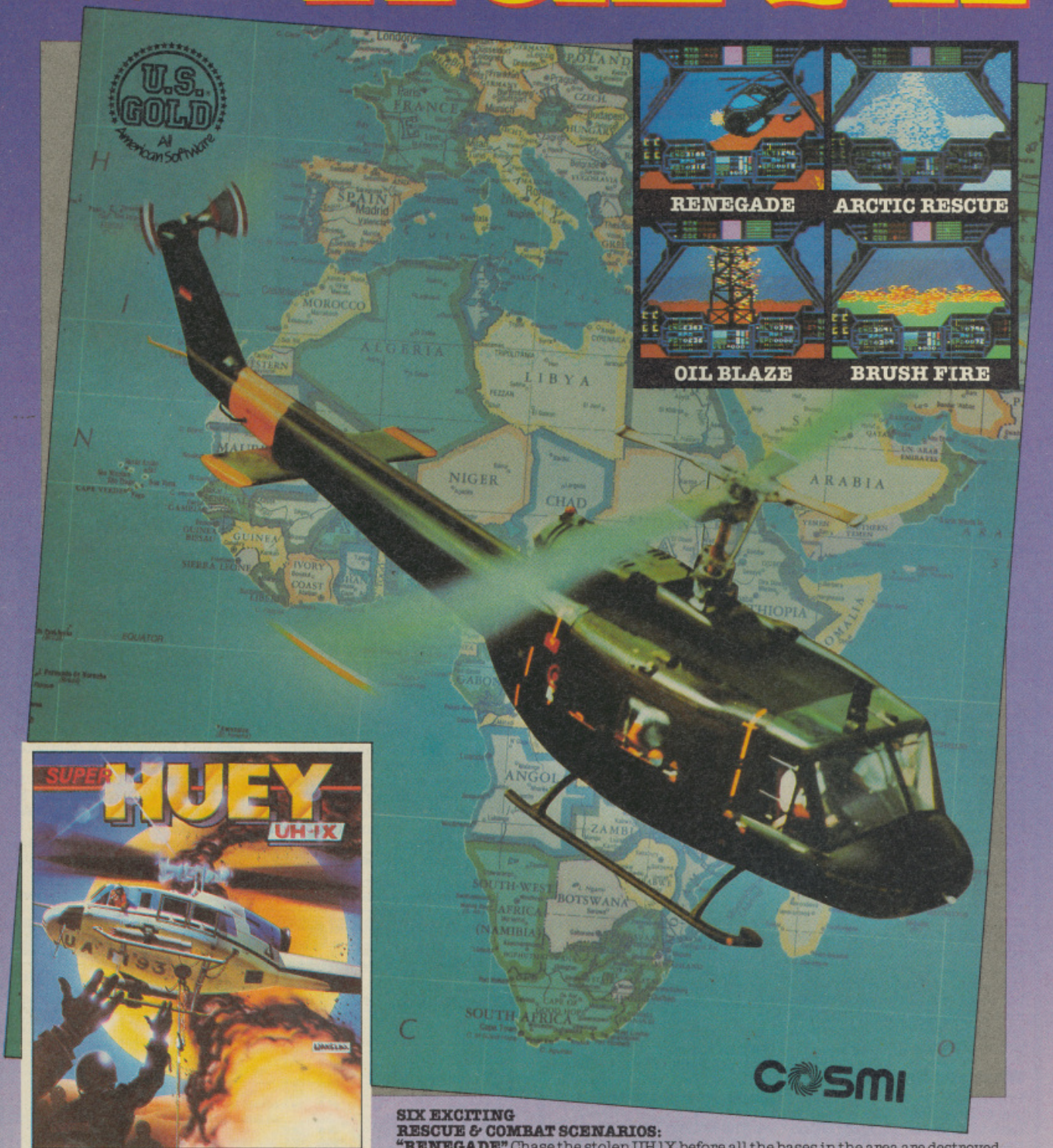




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Piranha, those awfully nice people that brought you 'Trap Door', are releasing a game based on 'The Colour of Magic', a spoof fantasy book by Terry Pratchett. Here you can win copies of the game and the book.

Set in a fantasy world where magic works, the book is about the first tourist to visit those fair climes. A young, cowardly and rather inept wizard named Rincewind is charged with looking after the tourist (who has more money than sense) and his walking luggage. Meanwhile, Death is on their trail . . .

The game is an adventure by Delta 4 and promises to be as whacky as the book. And to get a copy of the book and the game all you have to do is answer a few questions based on the book. They can be answered with a bit of un-common sense or by looking at the book. On offer are three first prizes of copies of the book and game with 20 runners-up prizes of copies of the game.

What you have to do

Printed below are five simple questions about the book. All you have to do is put the answers on the coupon below, fill in the coupon stating which computer you own, and pop it in an envelope addressed to:

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You should also write the answers on the back of the envelope.

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Answer these questions and The Colour of Magic could be yours:

1. Twoflower is
(a) A gauche tourist
(b) A country nymph
(c) A small vase

2. The Discworld is
(a) A club for ex-Olympic discus-throwers
(b) A pop magazine
(c) A disc-shaped world supported by gargantuan elephants on a turtle's back

3. Octarine is
(a) An eye ointment
(b) The eight colour of the spectrum
(c) Queen of the turtle fairies

4. The Broken Drum is
(a) A Boy's Brigade nightmare
(b) A secondhand toyshop
(c) A pub

5. Ankh Morpork is
(a) A multi-storey car park
(b) A city on a turtle's back
(c) A pork chop covered with a spicy sauce

Rules

1. Nobody connected with the publishers or Piranha is eligible.
2. The competition is open to all UK readers of Computer Gamer and all entries must be RECEIVED by the end of November. Proof of posting is not proof of receipt.
3. Winners will be notified by post.
4. All entries become the property and copyright of Computer Gamer.
5. The prizes will be awarded to the first 23 entries judged to be correct after the closing date. The Editor's decision is final.
6. These rules and the instructions for entering are the conditions of entry.

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

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1. Plan a route using the timetable given in the instructions and the map so that you arrive at each of the bars at the correct time. A good idea would be to mount the map on a sheet of cardboard, cover it with cellophane and use a felt tip pen to plan the route which you feel would be the easiest. A friend could act as navigator until you get used to the routes. He or she would call out the directions you need to get to the bars.

2. When you arrive at a bar, don't wait beside it until the crooks' rendezvous time because they will see you and call off the meeting. Instead, reverse into the screen next to the bar and wait until the meeting time comes. As soon as it does, drive into the bar screen, press fire, push left and choose which side you want to leave by.

3. When reversing, even at very high speeds, pushing left will stop you immediately, no slowing down is needed.

4. When travelling down straight roads with other (civilian) cars on it, it is useful to be in the exact centre of the road so that you can go faster, but watch out! It's very tricky to get into the centre and it is more than likely that you'll crash. Also pay attention when going round corners, you might inadvertently turn straight into the path of another car!

5. The hospital is at the bottom of the map. Visiting it restores half of your strength.

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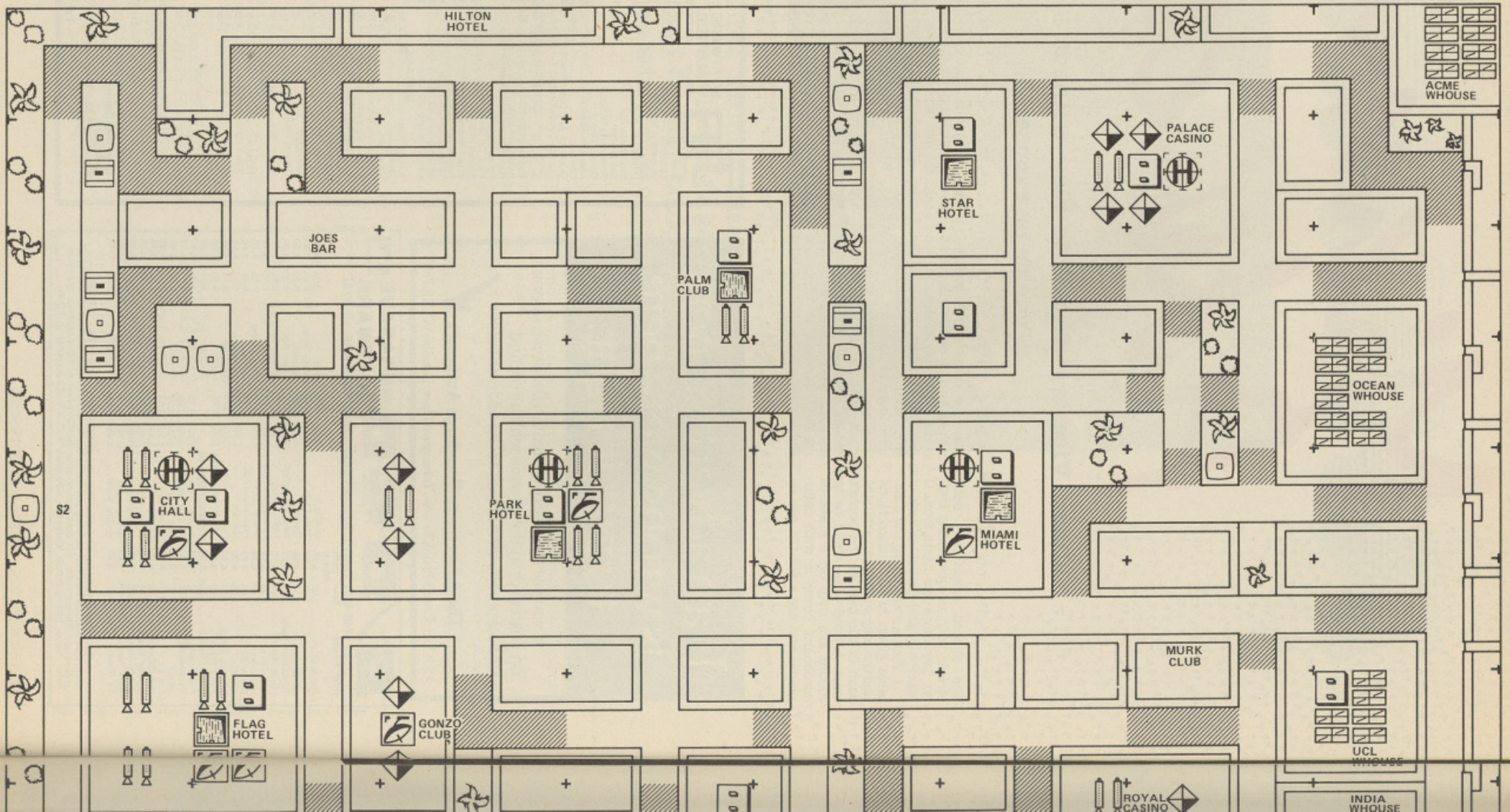
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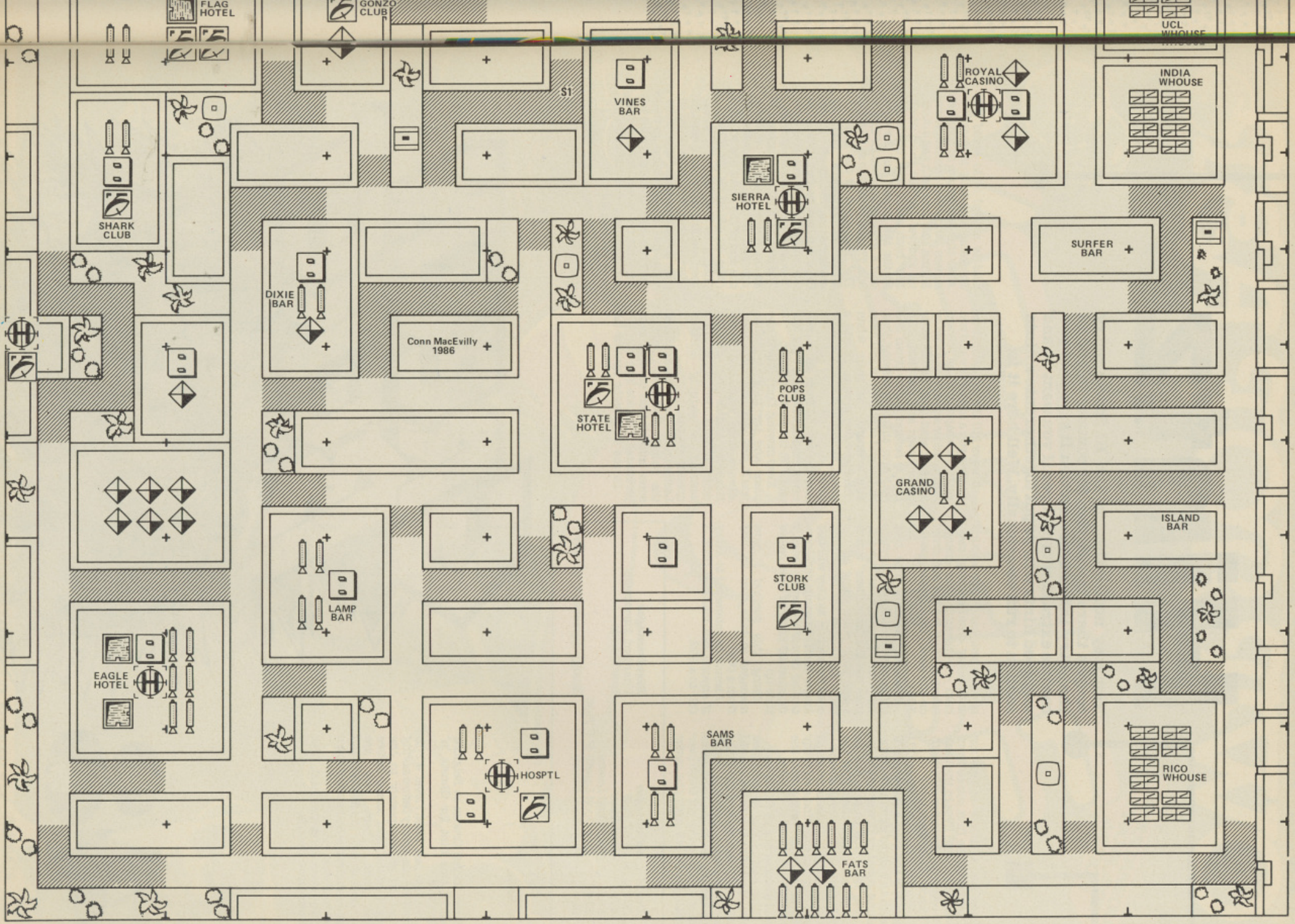
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Hintz

You may notice that on the Hi-Scores entry coupon there is a section for comments, and in the entry information section it says that you can use extra sheets of paper if you want to, and any good hints will be put together into a hints section to run occasionally. Well here it is:

Here are a couple of tips for Paradroid. The first comes from Paul Mapp who lives in the back of beyond – Sittingbourne, Kent (I know, I live there too!):

From the start go from an 001 to a 302 and from a 302 to a 476 with this droid eliminate everything equal or lower than it's class, from this go to a 629 or thereabouts and then find the 999 (2nd to top level always), kill as many high class droids as you can and then find a 821 (my favourite droid) and finish the rest off.

And another one by S Geddes:

The basic thing to do when you're a beginner is to transfer to A2 – or 3 – series droid, then take a 476 as soon as possible, steadily moving on to the hard decks first – once you've got them over with, you're left with the easier ones so you can barge around with a big droid causing mayhem – but watch your energy when looking for the last droid on the deck (usually the speedy 302).

***Transfer Mode** – The best thing here is to take the cidrcuits tht your opponent can't reach, then use the "amplifiers" which keeps your pulse going all the time. Then save the remaining ones for a while, as they will last longer than the computer – controlled droids – they're usually finished 20 units of time before time up.*

Using this method I have managed to take over an 883 from a 001!

I would be interested to know if anyone can transfer from a 001 to a 999.

Droid	*Advantages*	*Disadvantages*
302	*VERY Fast*	*Unarmed, low shields*
476	*Good Laser*	*Low Shields*
821	*Very Good Lasers*	
834	*Very Good Lasers & V. Fast*	
999	*Very Good Lasers*	*Energy depeletes V. quickly*

Always kill the white bloke as he gives you a high score and you get extra weapons. When you are near a ladder and a blue is also by a ladder, wait until he has gone up or down and stab him. If a blue is behind you lie down and stab him, this avoids being shot. At the end of Stage 1, if you have any weapons, use them when there are two greens. To kill a green, jump and stab at the same time.

And the second from an anonymous reader who didn't put his name on the piece of paper:

Keep moving. Don't stay in one place and try to gain points, you'll just get yourself killed. Always keep your last flame-thrower, missile etc, for the white commander, so you are assured of gaining another special weapon.

Lastly from Jan Finch (I think, the name's not clear), comes some information on that ever perennial - Chuckie Egg:

In the first eight screens all that is needed is to avoid the chickens; the duck is inactive. After this you return to the first screen and the second sheet begins, this time with just a duck, up to level 16. The third sheet has both duck and chickens, whilst the fourth has the duck and a greater amount of chickens. This takes you up to level 32. The next sheet is the same in terms of numbers but the chickens move much faster. Once you have passed level 40, at the end of this sheet you have "clocked" the game, so to speak. The reason why it is very hard to go on forever, which could be possible, is that the screens at the end of the sheet are so hard (Nos. 40, 48, 56, 64, 72, 80 etc).

Thanks to everybody for these, keep sending them in, if enough of you do then we'll have another page soon. Remember type them if possible, if not make sure that they're easy to read otherwise we get your name and hint wrong, and if we can't read them then we can't publish them!

From Michel Crucke in Belgium comes this hint for Ghosts 'n' Goblins:

At the last level (level 4): to beat the last enemy before saving the girl go completely to the right, in the right corner before the door. There you are untouchable for the fireballs and you can fire the last enemy down at your ease.

Two Green Beret tips next, first from Jason George:



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ALLIGATA BITES BACK

28 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/ TRAD C



The Virgin Atlantic Challenger has been one of the most talked about boats in the history of British ocean going travel. With the advent of the Amstrad version of the game we thought we might have a look at one of the most technologically advanced speedboats ever built. Mike Roberts donned his sou'wester and waded out to investigate.

The Virgin Atlantic Challenge is probably one of the most expensive publicity stunts ever, for both the main sponsoring company, Virgin Atlantic, and its larger than life boss — Richard Branson. The whole thing stems from the Blue Ribband, a trophy that was awarded to the fastest crossing of the Atlantic by a passenger carrying vessel. The competition dated back to 148 years ago when, in 1838, the paddle steamer, 'Great Western' completed the trip between Bristol and New York in 15 days. The most recent holder of the title was the 'United States'



which crossed in 3 days 10 hours and 40 minutes, with an average speed of 35.59 knots. However, with the advent of regular, fast and reliable crossings of the Atlantic by air, the need to sail across like the clappers was no longer there. People wanted to take their time — if you are in a hurry, it's three hours by Concorde!

Glugg, Glugg, Glugg!

The Virgin Atlantic Challenger hoped to beat that. The first boat was a revolutionary new design of catamaran — a twin hulled boat — specially built to travel for three days solid at 40 knots without shaking the boat, or the crew, to pieces. Unfortunately, 138 nautical miles from the shore, Virgin Atlantic Challenger hit some submerged debris and sank like a stone! It is now sitting in the mud 300 fathoms (1,800 feet) underwater — perhaps in a few hundred years somebody will mount a 'Mary Rose' type recover?

Undaunted by this, a year later a new design emerged. Based on the more conventional monohull design, Virgin Atlantic II attempted to regain the Blue Ribband for Britain. The new boat was built at a cost of 1.5 million at Brooke Yachts in Yorkshire, in a staggering three months, the company that has built boats such as the Omani Royal Yacht.

The boat is made of welded aluminium with a planing deep-vee hull, this is a design that lifts a large part of the boat out of the water to reduce drag in a similar way to a hydrofoil. The engines are twin MTU V12 turbocharged diesels generating 2,000hp each (N.B. an average family car produces about 50hp-100hp). The four main fuel tanks hold 900 gallons of fuel each mounted amidships with a trimming tank of 320 gallons mounted in the bows. This is so that fuel can be pumped around the boat to keep it balanced. This amount of fuel gives it a range of about 860 miles at 45 knots. All this is packed into a boat just short of 73 feet long — which sounds big, but think how big the Atlantic ocean is . . .

Chips with everything

The electronics inside the boat are almost as impressive as the





mechanical systems. Satellite linked electronics position sensors able to fix the position of the boat to 25m, with a colour video display in place of paper charts. The whole of the Atlantic is stored on a single 3. Sin Sony disk. Electronic compasses and electromagnetic logs and a Cetrek autopilot. And more radios than you could imagine in including one telex set and a Racal Vodaphone. Everything runs off a 24 volt supply and is fitted into shock mountings to withstand the tremendous poundings that high speed travel across the Atlantic will create.

The crew get to sit in crash absorbing Corbeau seats with Willans full safety harnesses. These recline to form somewhere to sleep — though if you can sleep on a boat that noisy and on a sea that rough, then you're a better man than I. The cabin is 4m by 5m and has two six man life rafts and full life support systems for the crew. After the disaster that befell the first challenge, safety was at even more of a premium this time.

The crew was composed of Richard Branson (Virgin's boss) as the skipper. Chay Blythe (first man to sail around the world non-stop the hard way single handed, and row the Atlantic), as senior creman and decision maker. Steve Ridgeway as crewman, Dag Pike as navigator, Eckhard Rastig (from MTU, the people who built the engines) as chief engineer. Lastly there's Peter MaCann, presenter of Tomorrow's World, who is also shooting the film and being the sixth crewman.

The problems faced by the crew included icebergs, a trans-atlantic yacht race — coming in the opposite direction, fishing bouys, fog and some of the most arduous weather conditions in the world. Well, I suppose it keeps you off the street!

The Game

The game is based around a five screen representation of the boat, each screen having various things in it that keep the little Richard Branson character can manipulate to keep the boat on course. The game is basically a very simple strategy game where you have to divide your time between the various functions of the boat. The engines must be kept up to speed, though too fast and they will blow up. The Virgin business empire must be kept going via the use of a telex machine. There are radar screens to detect oncoming obstacles, a compass to give you the right course.

A map screen shows your progress, the position of the refuelling tankers, and your optimum course. And there's the galley — without which your little character will starve and die! The wheel house gives you a forward view of what lied ahead, and is mainly used for docking with your tankers — which are sparsely if adequately represented. You can also change course and engine speed from here. A status line informs you of oncoming hazards — icebergs, fishing boats, yachts, etc, when you are feeling peckish, and whether your engines are holding up properly. It also tells you when there is an incoming telex, which must be dealt with promptly or you will lose money. How much money you make or lose is taken into account in your final score.

Finish the game and you are rewarded with a picture of the Bishop's Rock lighthouse — the end of the course. I've achieved this once — though 20 minutes outside the record, and it is a welcome sight.

The game is very good, very exciting, and is roughly accurate to the challenge itself — though not without ruining the playability of the game — which is very good. This is a great game, and whilst not destined to be a classic, it is good fun and marks a landmark in British boat design and British eccentricity.

STRYKERS RUN

The first releases to include a specially enhanced version for the BBC Master making use of its 128K RAM. An extra 40k of detailed graphics are provided together with additional game features and atmospheric music.


Commander Stryker under fire in the city


Battling in the air


An action close-up


Enemy equipment (Enhanced BBC Master version)


A camouflaged Battle fortress (Enhanced BBC Master version)

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Stryker's Run features probably the best graphics ever seen on the BBC Micro; the action is intense and the animation is superlative.

The battlefield graphics include cities, edifices, wrecked buildings, trees gravestones, bridges, despatch-posts, military bases, helicopters and jet ships, with hills and mountains in the background. The Master-enhanced version also includes statues, watch-towers, a neglected cafe, a deserted cinema, aircraft hangars, aeroplanes, trucks and tanks.

For many years, a war has ensued between the Allied Nations and the Volgans. The battle was reaching a stalemate position, but recently the Allies through good intelligence work and some luck have managed to obtain the plans of the Volgan's next offensive. If the Allied Forces can capitalise on these plans they can end the impasse and the war. You play the role of Commander John Stryker commissioned to take this top-secret information to the Allies' HQ.

Your character in the game can jump, run, duck, fire his laser pistol and throw grenades. He can also board aircraft and fly them, making use of their more powerful weaponry.

Your opponents, the Volgans, have a variety of weapons at their disposal comprising rifles, pistols, grenades, machine-guns, mortars, mines, helicopter gunships, rocket launchers and SAM missiles.

Game Author: Chris Roberts.



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DRUID

Firebird throw down the gauntlet in their latest challenge for the No. 1 slot.

Title:	Druid
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Supplier:	Firebird
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The Princes of Darkness have created four evil skulls which must be destroyed at all costs if the land is to be freed of their malevolent influence. Only a druid can break the black spell but he must summon up all of his magical fighting skills if he is to succeed in penetrating the defences of the sinister tower.

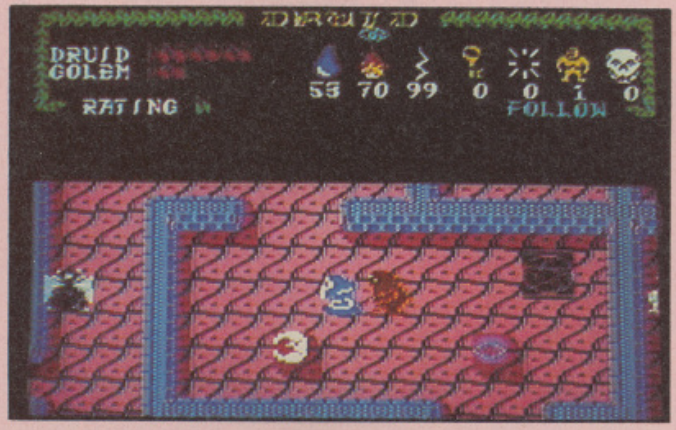
This is the scenario conjoured up by the Firebird team for their latest all action game Druid. Though they would be the first to admit that this is not really a Gauntlet clone they would, I am sure, acknowledge that the gameplay is influenced by the arcade progenitor.

For those who have not yet met Gauntlet, it is a four-player arcade machine game in which each combatant controls their own character in an attempt to wipe out the evil masses ensconced in a tower of many floors. Success depends on each character fighting towards the same end but there is enough room for the odd piece of treachery on each player's part which imbues the computer characters with real personalities. This is backed up with the fact that each member of the team has their own special skills and weaknesses which give them advantages at various stages of the game.

There are similarities in Druid but the limitations of a home computer means that a slightly different approach is necessary. The most striking difference is that only two players can join in the battle but the second character can be controlled in a one player game, unlike the solo Gauntlet game.

Enough of comparison, what does the Druid's task involve? We first meet the wizard in the green but unpleasant land controlled by the Princes of Darkness. His aim is to find the magical spells to overcome the ghosts and giant beetles which patrol the avenues of bushes and ruined buildings of which the area is composed.

Initially armed with a water spell, he finds that the evil hordes come thick and fast. Their mission is to sap all of the life-force from the druid's soul and this they can only achieve at close quarters by touching him. Turning this way and that, the brave druid fires his water spells at any approaching foe but soon finds that his power is not equally effective on all of his assailants.





Dipping into his magical resources he finds two more spells of fire and electricity which are more effective on some of the foes and he soon learns that he must control his powers according to the enemy.

Although his strengths are great, his weaknesses can be fatal. A lone druid is neither fast enough nor strong enough to overcome the Powers of Darkness which close in around him. There must be a way, there's got to be a solution. Evil cannot prevail!

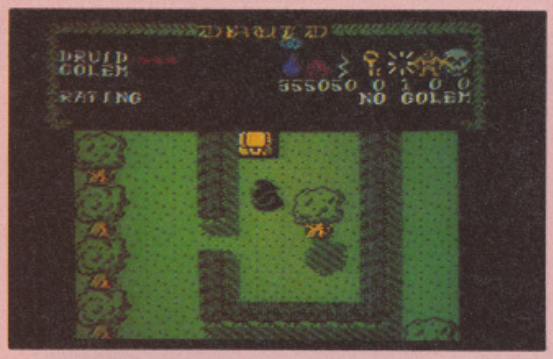
Magical chests containing extra spells to boost his dwindling powers can be opened and their contents displayed on the screen. The opening of a chest is sensed by the omniscient Black Princes and the druid can only seize one of the contents of each chest before their magic destroys the chest for all time.

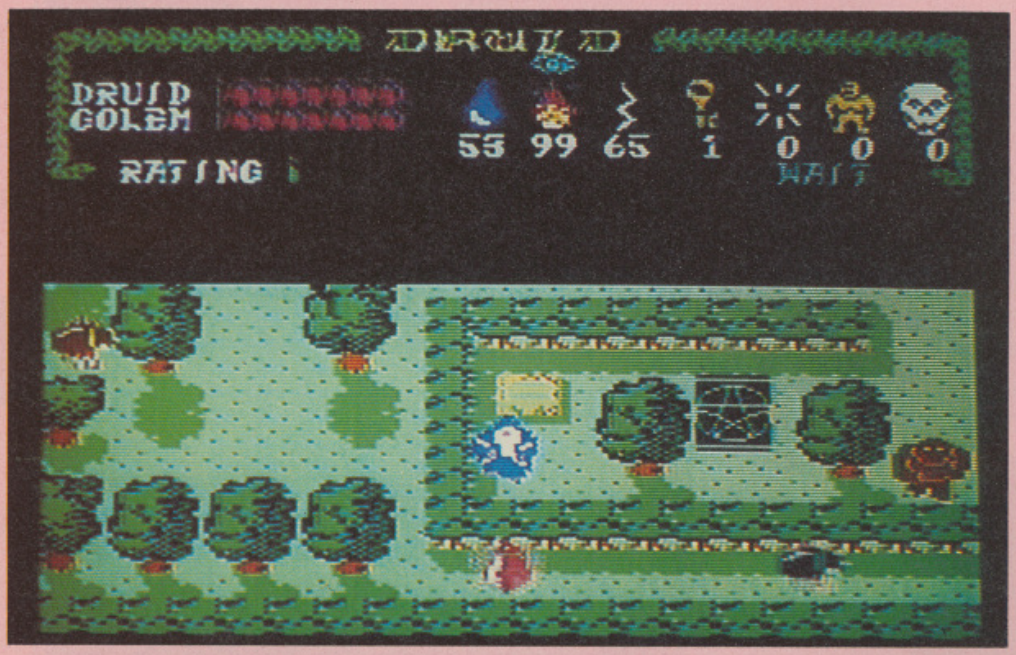
Now the little wizard must use his powers of reasoning to decide which item in the chest will be of most use to him. Will he need more fire, water or electricity spells, or must he depend on more powerful magic like the Golem Spell, the Cloak of Invisibility or the all-powerful Chaos Incantation? Perhaps he should just remove a key to unlock one of the many doors of the tower. The choice is yours, for you are the druid and it is your decision that will save the world or plunge it into perpetual darkness.

What of the new spells? What power do they wield? The invisibility spell casts a temporary shroud over the druid which prevents the enemies from sensing his presence and he can then travel short distances unmolested.

Chaos destroys any enemy within striking distance which, in real terms, means the area displayed on the computer's screen, but the spell lasts for several seconds and as the druid moves so does the spell. The spell has a double edged effect — evil powers are vanquished but the power of good is increased and

REVIEW







the druid receives a refreshing dose of energy to bring him back to full fighting strength.

The golem spell calls forth an ally from the nether world. Rising from the very clay of the land comes a powerful golem, strong and compliant it can either be commanded by the druid in the one-player game or controlled by a second player. Each option has its own advantages and disadvantages.

Under joystick control you become a victim to the golem controller's whims. The golem is an animated shield which destroys the wicked on contact. Its purpose is to guard and protect the druid with the strength of its body but, under the control of another person, it may not behave the way you expect.

Under the druid's control, the golem must be told what to do but it can get in the way in the midst of battle. The golem is controlled by three basic commands. The usual mode for it is following the druid, acting as a rear guard, but at times it must be held at bay with a 'wait' command while the druid goes about his other business.

If the golem blocks the wizard's path, it can be commanded to wander in the direction indicated by the druid but magic can only control the golem within a limited range and it will start to wander aimlessly if the range is exceeded. For the druid it is vital that he keeps his beast close at hand as a wandering golem is of little use. If its energy is high when it strays, it must be caught and brought back to heel because a new golem cannot be conjoured up while another still exists.

The power of the golem drains as it contacts and dispels the malevolent enemy until the faithful dumb creature makes the ultimate sacrifice and his existence ceases.

The druid is also being weakened by the fighting and soon he must restore his energy. A chaos spell is precious and too drastic to be used merely as a regenerative aid. Fortunately, there are Pentagrams of Life drawn on the ground in special places. The druid is refreshed merely by standing on a pentagram but he must make sure that he protects himself from evil attacks while the regeneration occurs.

Soon the surprise dawns. The tower does not rise from the earth but lies beneath ground in seven further storeys (or dungeons). Dashing down the stairs must be avoided if a golem is following. The result of too hasty an assault is that the golem will be lost forever.

Now the use and selection of door keys becomes more crucial. To succeed, the druid must enter many locked rooms in his search for replenishing magic and for the route to the skulls which lie on the lower floors.

On these levels there are new henchmen of the Princes and the druid must find the most effective magic with which to overcome their power. Additionally, there are energy sapping flagstones and pools.

At its simplest, Druid could be described as a glorified maze game but my impression is that it is a glorious maze game. The time is right for a new approach to computer games and this is an indicator of the current wind of change. The result is a wonderful game with impressive graphic animation and a challenge which few should ignore.

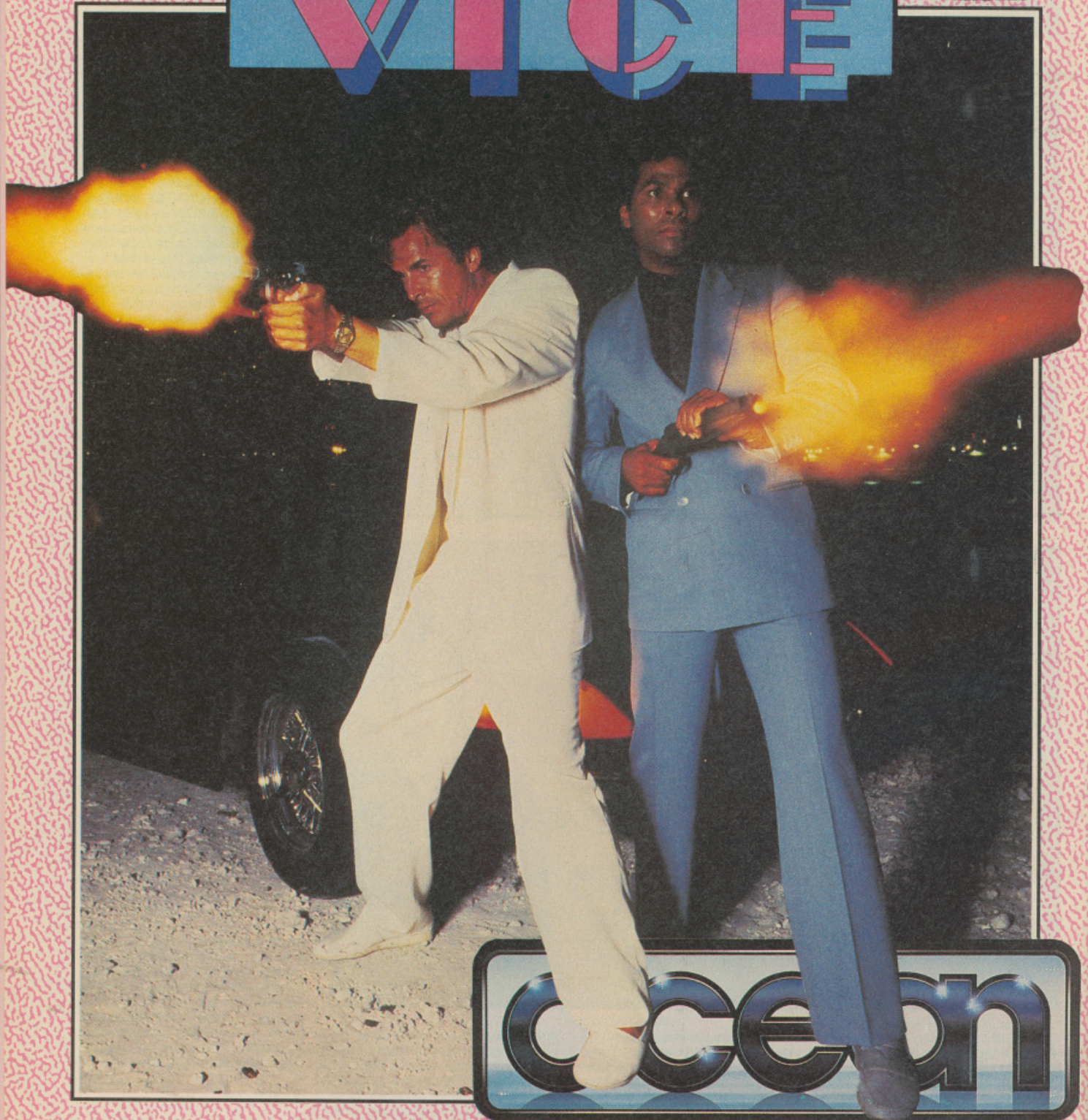
SCORELINE

Graphics	4
Sound	4
Addictiveness	5
Friendliness	5
OVERALL	18

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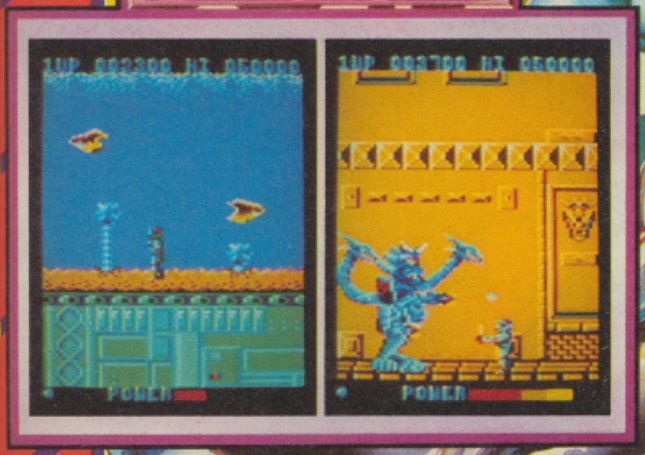
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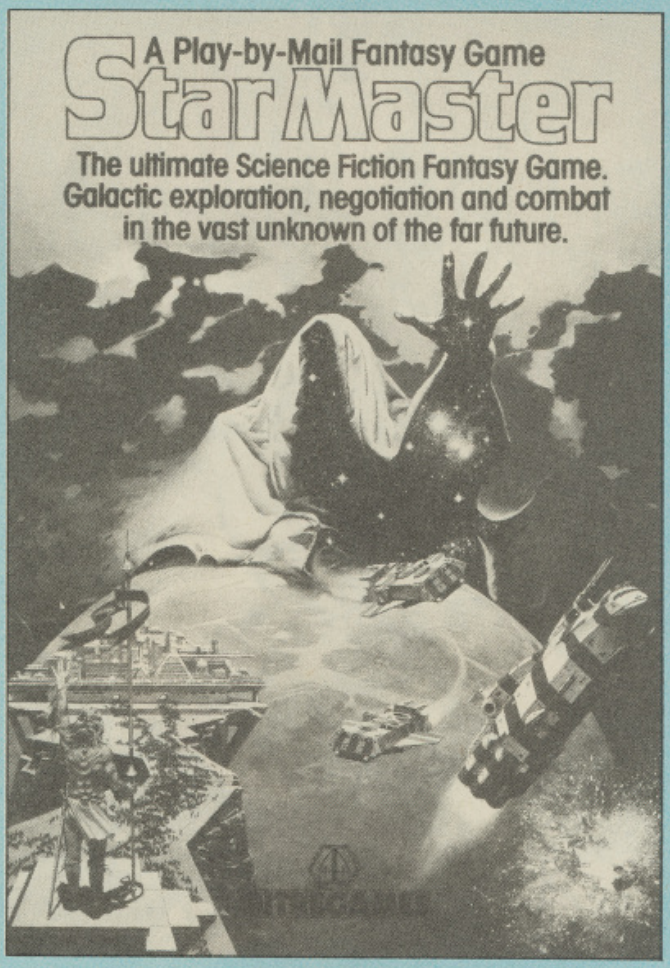
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PBM UPDATE

Become a King of Steel with our special postal game offer



Hardly a month goes by without some interesting developments in the ever-expanding world of postal gaming but this month there has been a positive glut of news to report so I will plunge straight into it.

The biggest item of news concerns the Second British PBM Convention which this time will be held at the Porchester Centre in London on 7th February 1987. This will be an event that no postal gamer can afford to miss. For those who have not tried any games but think they may be interested, it will be an ideal opportunity to see what the hobby is all about.

There will be a variety of events and activities and, although the convention will centre on PBM, there will also be competitions and demonstrations of computer games, role-playing and war games. For current players there will be time to meet their friends and enemies in a relaxed atmosphere to plan coups, organise alliances and plan tactics.

In the next few months I will be bringing you more details plus the chance for Gamer readers to take advantage of a special cut-price ticket offer.

In the past, several magazines have tried to run their own PBM games but with limited success. We at Gamer have always believed in leaving the moderating of the games to the experts so we have arranged with Sloth Enterprises to run special games of **Kings of Steel** especially for our readers. We will try to organise it so that all players in a particular game own the same type of computer. This should have the effect of promoting diplomacy because all the players will not only have to contact each other to plan their game tactics but will also be able to swap tips, software etc.

In addition to this, there will be a special game that I will run at a slightly reduced price and it will be featured in PBM Update every month. This special game will be for the first 14 players who apply and will feature a Gamer trophy for the eventual winner.

What is **Kings of Steel** all about? Sloth describe it as a 14-player fantasy wargame set in a mystical world of magic and superstition. You control a race of beings whose aim is to destroy all life except their own in a bid to become supreme. Along the way you will probably wish to form alliances with one or more of your neighbours but you won't be able to trust anyone, nor they you. There are 14 separate races to choose from ranging from humans through elves, dwarves and orcs to the mysterious coven, with each type having their own strengths and weaknesses.



Rounds cost £1.50 but if you join now through this Gamer offer you will be entitled to a startup and three rounds for only £3 or five rounds for a modest £5. Remember that if you are one of the first 14 to apply, you will be entered into the special game at a reduced price.

Worthy Ventures

The featured game for this month is **Lands of the Crimson Sun** from Jon Woodall's Phoenix Games. Jon has always been a fanatical player (he plays twenty games to my knowledge) and he has used all that experience to produce a super game.

At first glance LOTCS seems very similar to a lot of other games. It is a single character, fantasy role-playing game and from the rule book appears to be a Saturnalia clone, but looks can be deceiving and in this case they are!

On playing the game the differences become plain. In many games, player characters seem to be almost invincible and, although they will suffer setbacks, they will seldom be killed off. Not so in LOTCS, for this is a harsh world where a player is no stronger or tougher than anyone else and, as he will be an adventurer out to seek fame and fortune, the chances are that he will not last very long. This adds a sense of realism that is quite refreshing and it has proved so popular that Jon has almost given up his freelance computer programming work to run the game full-time. He also tells me that no player who has lost a character so far has failed to start up another one.

You start the game in a village or smallholding among your family and friends, knowing very little of the outside world. Armed with some basic equipment, a weapon and a few coins, you set off into the unknown. After that it is really up to you. You can become a fighter, thief, murderer, bandit, priest, soldier or even a bank clerk. You can visit dungeons, castles, cities or monasteries and mix with paladins or black-hearted scoundrels.

Always remember that in this game brains can be far more important than brawn. There is magic in this world but it is a forgotten art and spell scrolls are hard to find but if you can harness the power of your mind



there are other forms of magic that may be sought.

Jon is an excellent games master and, as well as long and involved rounds, he is always willing to chat for hours on the phone about LOTCS (or anything else come to that). At £1 a round, it is a professional game at an amateur price and I would thoroughly recommend it to everyone from beginners to experts. The starter pack costs only £1.50 and includes the first three rounds.

Post Script

There is only space this month to give little more than the briefest mention to the new games that I have come across. The following three games are all fantasy based and all look quite good. I am sure that if you drop the companies a line they will be pleased to send you some information and maybe even a free rule book. The oddly titled AES (pronounced Ayus) is a new one from my old adversary Bob Moss, now calling himself Legend Incorporated.

Realms of Darkness comes from Pegasus Games and **Land of the Basilisk** is the first offering from Operation Basilisk. This last game is certainly worth a look because if you mention Gamer, they will send you a free rule book and a couple of free rounds.

It is always sad to report on the demise of a friend but I must do so now. For I have recently heard that Mitre Games have scrapped their space game, **Starmaster.** It seems that the number of players has dwindled since the halcyon days of a couple of years ago. The reason, I assume, is that the competition from younger, cheaper games has been too much but it is, nonetheless, a sad day. I understand that Lloyd Gold has been declared the winner and has received an enormous cash prize (which he spent on his bus fare to the last pub meet).

The other piece of news is not of the death of a game but the problems of a company that have become a victim of their own success. Regular readers of this column will know that I have a lot of time for Vengeance Games. Apparently they have been absolutely swamped with new players at their startup price of £1. So much so that it had become difficult to process all the rounds that were coming in. Consequently the price has gone up to £5 and each round of **Orion's Finger** now costs £2.25. My feeling is that the price rises are a bit steep but are still not bad value considering the standard of the games.

Those nice people at Jade Games have sent me details of their 1986 Autumn Tour. On November 1st they will be at the Bristol BMSS Show at The Watershed, the following Saturday you will find them at Gamescon 86 in Basildon's Towngate Theatre and the 15th sees them pitching their stall in Kensington Town Hall for The Old Guard On Parade. They will be happy to talk about PBM and in particular their computer moderated wargame, **Arcadia.**

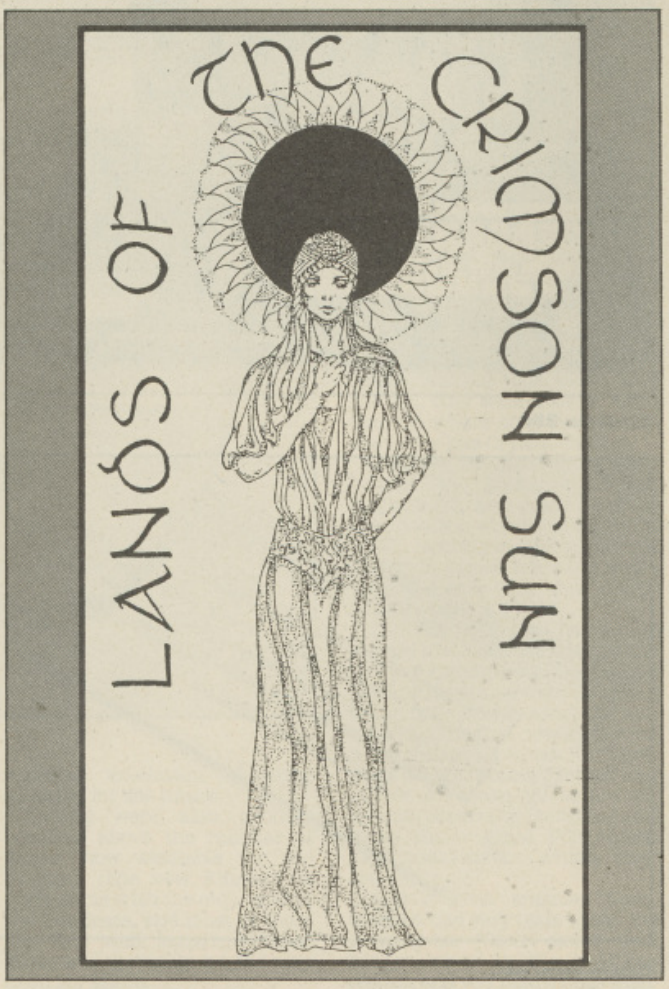
While on the subject of Arcadia, if you decide to play the game remember to leave some of your troops in your home city. Apparently about half the players forgot to do so and were wiped out before they really got started.

Thanks to everyone who wrote to me via **Saturnalia.** I think that the idea of a Gamer Alliance is still a good one but it is difficult for me to organise as I am situated on the Island of Ghan whilst most of you are on Erythiria, so why not organise it yourselves? I will be happy to report on your progress in PBM Update. Among the players who have expressed an interest and are Gamer readers are Nazir Brandybuck, Milenor Khazadum Valkirn, Red Rory, Beowulf Shaeffer, Dalkor the Swift, Caranor, Prismo De Silverstreak, Allanon, Luss Chaosword and Jacom the Turgid.

Review Team

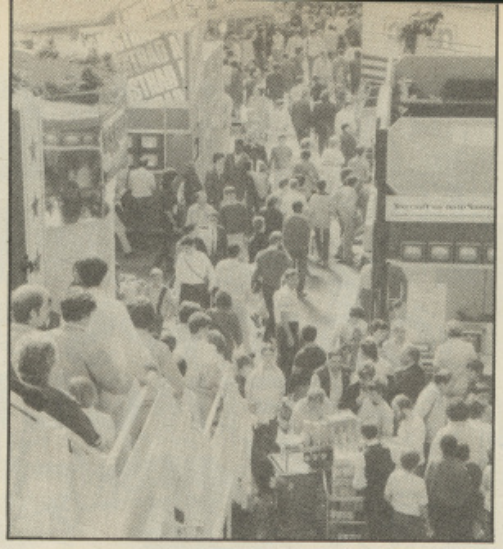
Lands of the Crimson Sun, our featured game is also our review team game this month. If you would like to be the Gamer representative for this, why not drop me a line at our Golden Square address. To make things a little harder here is a little teaser to answer. My character in Saturnalia is called Adam Lambsbreath and, believe it or not, I did not make the name up. Where did I get it from? As a clue to those with a literary bent, it would help if you know where somebody saw 'something nasty in the woodshed'.

Next month there will be more news of the PBM Convention, I will be selecting my Top 12 games and suggesting a few startup packages that you might like to find in your Christmas stockings.



Sloth Enterprise, FREEPOST, Southampton SO9 1BH.
Phoenix Games, Stoneleigh, Holly Lane, Upper Ellwood, nr Coleford, Glos GL16 7LZ.
Legend Incorporated, 38 Overton Drive, Chadwell Heath, Romford, Essex RM6 4FA.
Pegasus Games, Ponderosa, Church St, Merriott, Somerset TA16 5PS.
Operation Basilisk, PO Box SH24, Sheerness, Kent ME12 3QU.
Mitregames, 189 Balham High Road, London SW12.
Vengeance Games, 6 Rose Farm Fold, Atofts, Normanton, West Yorks WF6 2QD.
Jade Games, PO Box, Southsea, Hants Po4 ONA.

HARD LINES



Everybody drones on about new software releases at the PCW Show, but the show has always been a springboard for new machines. Mike Roberts investigates . . .

Over the past couple of years the PCW Show has been dominated by software. This has been due to the virtual monopoly of the top three computers since the early part of 1982. Before then, hardware used to be predominate, with new machines being launched almost daily, and new companies and products coming into the public eye before you could say 'Petappletandy'.

This year almost sees a return to those halcyon years of my youth — if not in numbers of machines, at least in their significance.

Amstrad had two huge stands, one for the new IBM compatible 'business' machines and another for the 'games' machines. The business machines will probably not interest anyone reading this, and their business capabilities will be well reported elsewhere. However, it is significant to note that in America the IBM PC is considered to be a home computer, and has a huge range of games available for it.

Indeed, Amsoft is bringing out a range of games for the new Amstrad PCs priced at around £20 (instead of the £50-£60 you would expect to pay for these normally). Games available include **Cyrus II** chess (arguably the best and best looking chess program around) and **Winter Games** (well known to everybody, I hope).

The new computers start at £400 for the one disk, monochrome, 256K model (640 × 200 graphics in 16 colours or grey shades). So at that price, and with the number of games available for them (even **Elite** is being converted), a dual purpose is definitely on the cards.

On the Amstrad Games stand were the usual plethora of CPCs running various types of software and the much awaited and totally unsurprising **Sinclair** machine.

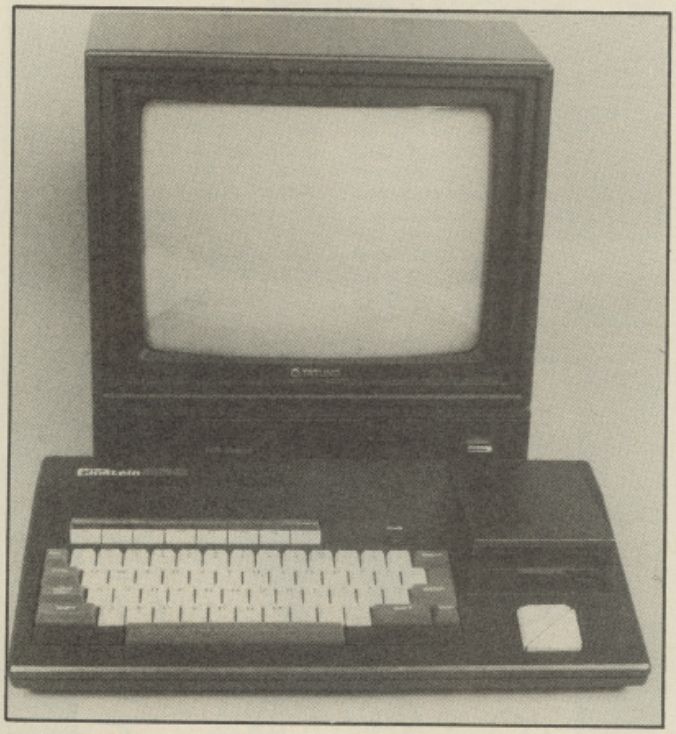
Unimaginatively (in the usual Alan Sugar kind of way) called the **Spectrum 128 + 2** (does that make it a 130 perhaps?) and looking like an unholy union between a CPC6128 and a Spectrum +, with a tape recorder thrown in, this new machine is the closest that any Sinclair machine has ever come to looking like a *real* computer. The keyboard is very similar to the 6128 and the tape recorder is similar to the 464 — complete with the false keyboard keys to operate it. You can type at almost normal speed with the new keyboard which will make the usual, torturous, method of playing adventures seem barbaric. Mind you, the old Spectrum keyboard has probably done more to increase the popularity of icon driven games than almost anything else.

The case is in a tasteful grey with all the connectors of the +128 sticking out the back. Out of one end sticks the long awaited joystick sockets. However, if you think that any old joystick will fit them — forget it, all the connections are different. The idea being that you have to buy the ergonomically designed and in equally tasteful grey, **SJSI** joysticks. But, as these are virtually useless as far as joysticks are concerned, a phone call to **Cheetah** is probably more in order.

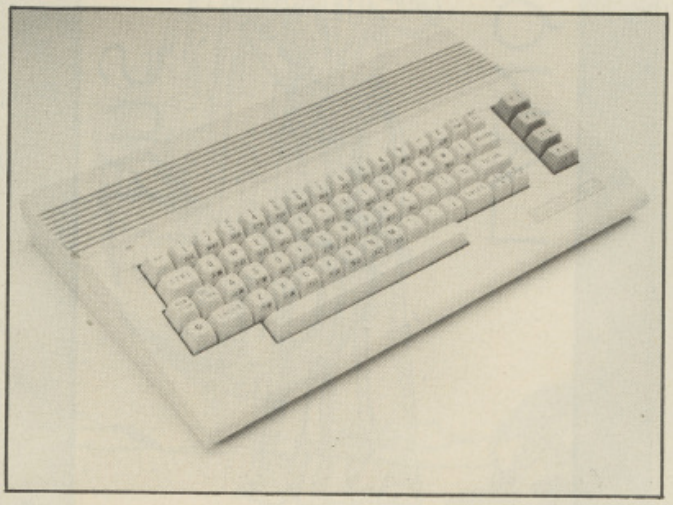
Their new range of joysticks are not tastefully grey, but do have autofire switches on them, and also have two D9 plugs at the end of them. The normal black one that will fit any other joystick port. And another, tasteful grey, one that (yes, you've guessed it) sticks into the side of a Spectrum +2 — quite handy that.

Heading the 'doing just nicely' department were **Tatung**. After selling around 150,000 Einsteins over the last couple of years (they only planned to sell 50,000 to take up spare capacity in their TV manufacturing plant), Tatung went on to take the terminal market by storm in an Amstrad sort of way, selling high quality terminals at reasonable prices, accompanied by a range of monitors for all applications.

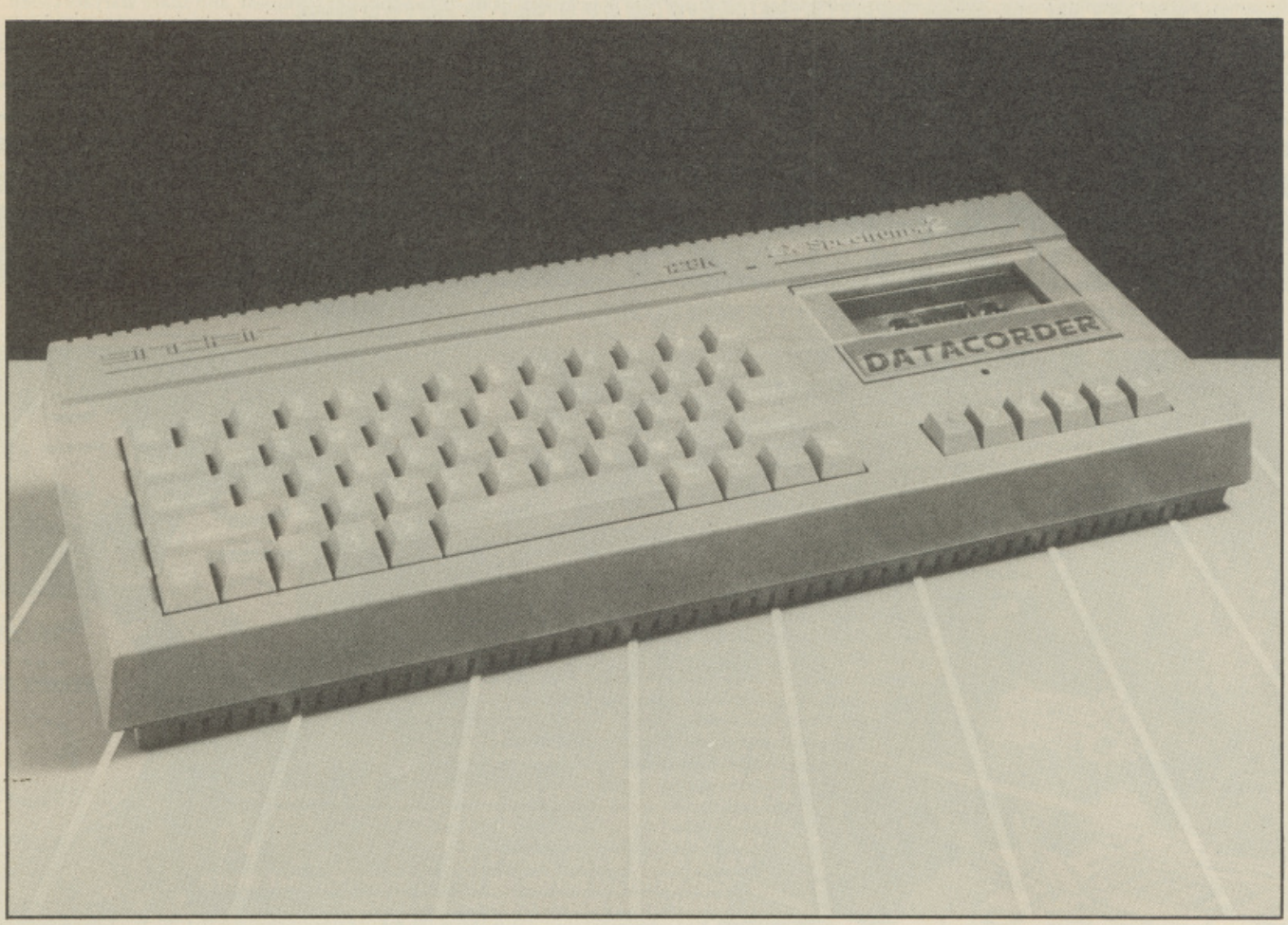
Also on the Tatung stand was the all new **Einstein 256**. This computer comes with its own RGB monitor and built in disc drive. Using the new Texas Instruments video chip to get 640 × 424(!) graphics with 512 colours (with the usual boring limitations of palletting of course, but 192K video RAM alleviates most problems), 64 multicoloured sprites, and 80 ×



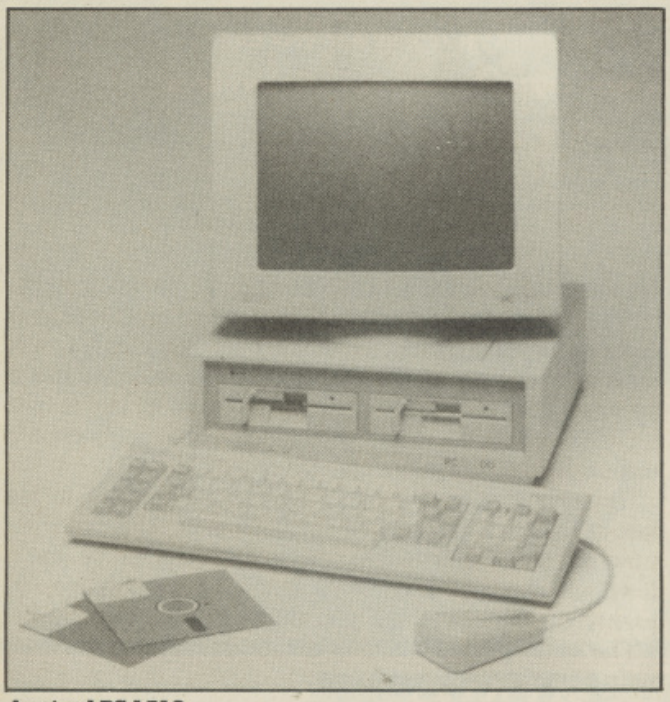
Einstein 256



Commodore 64C



Spectrum 128 + 2



Amstrad PC 1512

25 text.

The video chip has 192K which can either be used for the screen or as a Ram disk. The computer gets 64K for Basic (an extended version of Xtal Basic) and a souped-up version of CPM (but still compatible) called Xtaldos. Utilities allow it to run Amstrad CPM software straight off the disk, and a greater level of Amstrad emulation is being aimed at for the future.

Tatung were also proudly boasting about the number of games now available for the Einstein (the new Einstein is compatible with the old), now in the hundreds, and most of them are very well known — even **Elite** is apparently on the way from Mr Micro.

Atari were out in force (an understatement — if you were at the show you will know what I mean). As far as hardware went, the only new face was the VCS 7800. Also shown at the Atari show, this blast from the past (it was designed in 1983) uses Maria chips to drive the graphics. For the uninitiated, the Maria chips are the direct ancestors of the chips used in the Amiga to provide the excellent graphics there. After the project that they were originally designed for (the son of the 800XL before Tramiel took over) was shelved, they went over to Atari Coin-Op where they festered in machines like Crystal Castles.

The new machine has games created by Lucasfilm, Epyx, Broderbund, and Atari itself. It also has the ability to run VCS 2600 cartridges. Perhaps the Nintendo games machine won't have the easy ride that everybody thought it would . . .

The VCS 2600 also has a new lease of life. At £30 it must be the vest value games machine on the market, cartridges can be found for as little as £5. Atari are just releasing the first new games for it for years. Look out for **Stargate, Jungle Hunt, Pinball** and others. All these games are excellent (especially Stargate) and make the original VCS games look prehistoric (which they are).

Atari's arch enemies **Commodore** had very little to say for themselves. Their stand was hidden away in the business section and you might miss their 'new' computer if you weren't looking for it.

Almost buried under a huge number of Amigas, the **Commodore 64C** looks like somebody took a C64 and a C128 and put them in a car crusher. Apart from a cheaper keyboard and a slightly more up to date appearance it is identical to the C64. The only spot of interest is the disk operating system that it's not going to get bundled with, **GEOS** is enough to make a Macintosh owner vomit. Icons, pointers, windows, it's got the lot. Speeds up disk handling too . . .

The revitalised (and profit making) Acorn were present, though their educational stance put most people off (as would be expected) but their new Master Compact was attracting a fair amount of attention and it looks like the software support is going to be there for the new machine in the new format. Micro Power (remember them?) are releasing a disk of 10 of their more popular older games, that new owners may not have seen, for around the £12 mark.

With Amstrad-Sinclair, Commodore, Atari, and Acorn releasing new machines, and with 'sleeper' Tatung on the bandwagon, it looks as if there may be a bit of life in the old computer market yet. Perhaps in another five years time some real new machines will get launched on an unsuspecting public, rather than just repackaging or revamping tired old machines to give them a longer lease of life.

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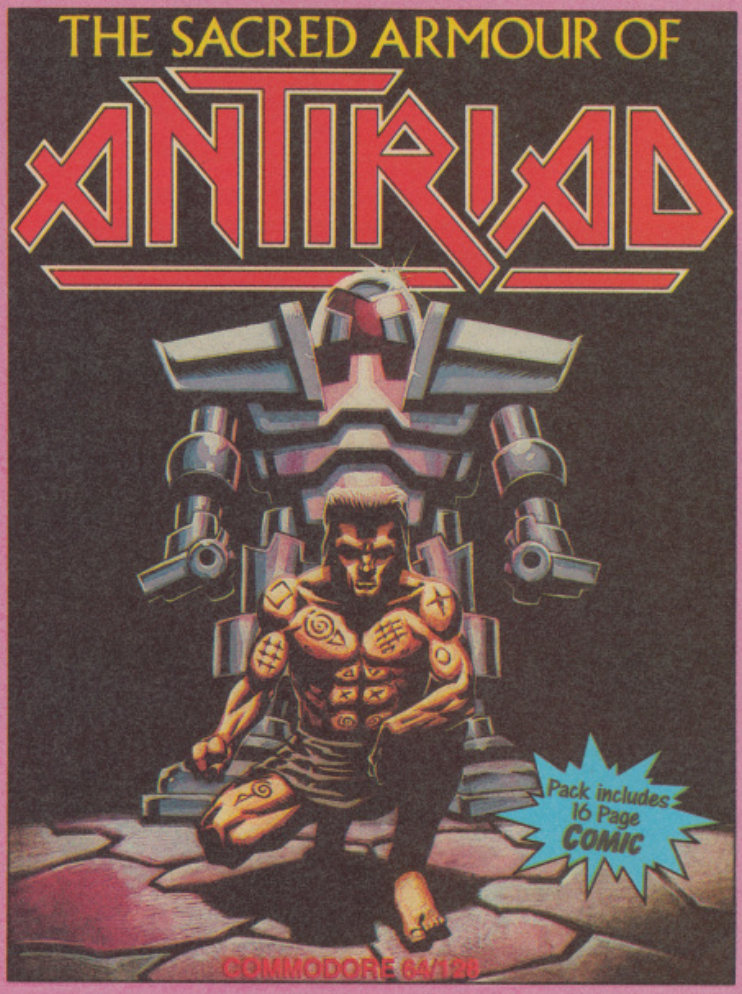
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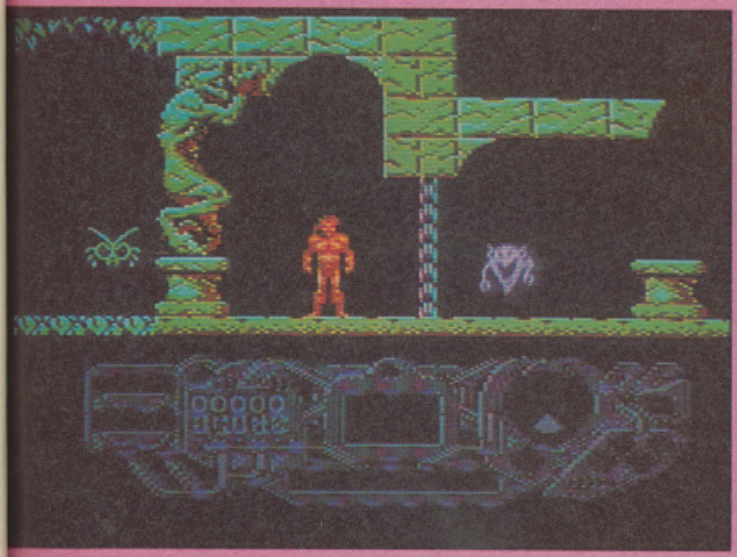
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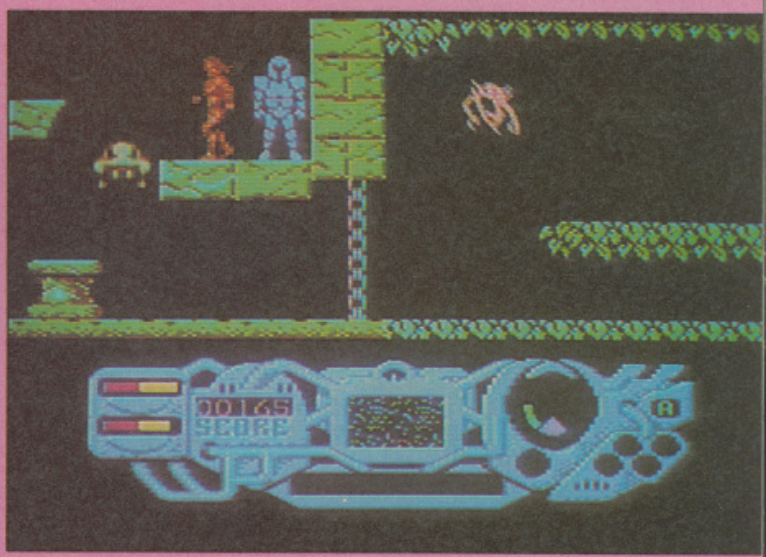
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Access BARCLAYCARD VISA



With a wave of their wand Palace turn their pumpkin into armour. Eric Doyle tries it on.



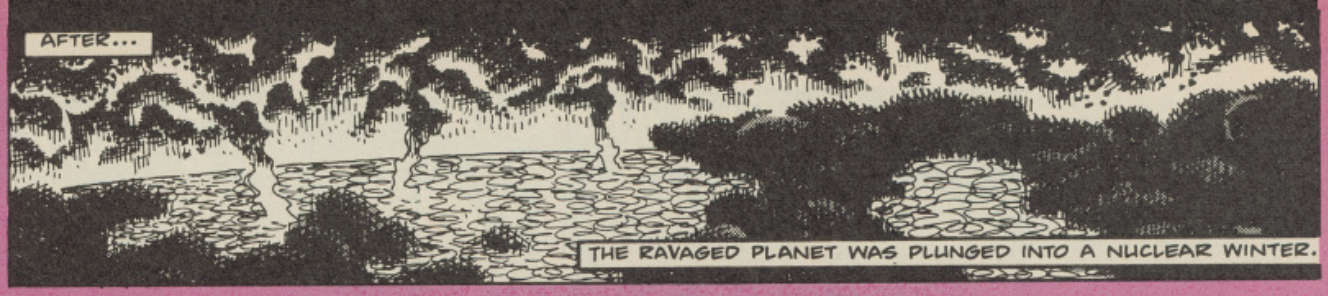


Title:	**Sacred Armour of Antiriad**
Computer:	**C64**
Supplier:	**Palace Software**

After the holocaust in the year 2086 the world was plunged into a new Dark Age which lasted for centuries until a new stronger and hardy race of human beings arose.

Little was left of the doomed civilisation from the distant past but one artefact survived and tantalised the new barbarian race. The document portrayed a suit of armour which, through a freak chance, became known as the Sacred Armour of Antiriad. Centuries before it would have been recognised as an anti-radiation or anti-rad suit but a tear in the blueprint created an extra 'i' and so it was renamed.

Life was simple and peaceful for the new barbarians and the armour was not important. When raiders from the skies enslaved the people something had to be done to break the grip of the tyrants and so it was that



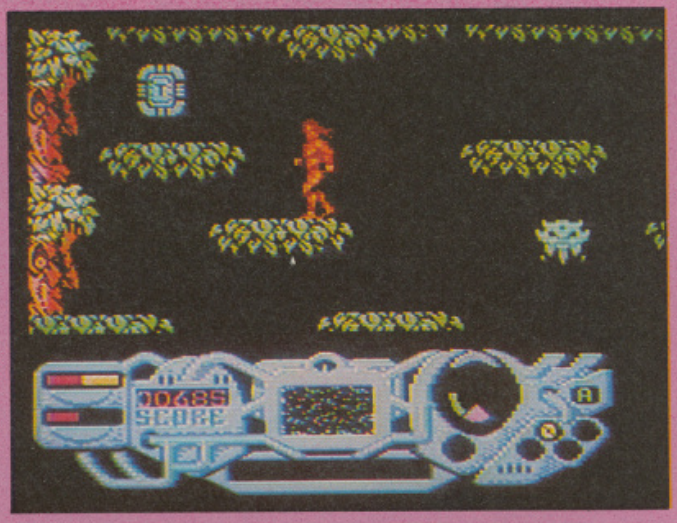
the search for a strong warrior began. Of all the strong young men no-one could compare with Tal and it was he who was chosen to seek the armour and destroy the alien stronghold deep within a volcano.

Palace Software have built up a reputation for novel games that are strong on graphics but the days of the Cauldron and the pumpkin patch are well and truly gone. Now the inspiration comes from sci-fi sources, but their flair for novelty remains strong.

Like many screens before it, Antiriad has a scoreboard/console panel beneath an action screen but the approach is fresh and the graphics are a joy to the eye.

We join Tal as he leaves the meeting of the elders and enters the forest which is populated by mutant forest creatures and alien invaders. Clad only in a loincloth and armed with stones he must seek out the resting place for the body armour of the anti-rad suit. For the player this is also vital if a score is to be achieved at all. The console area is dark and lifeless because it depicts the belt of the dormant anti-rad suit which must be activated as soon as possible.

Leaping from bough to bough and running along the forest floor, Tal must be guided to the suit. Once inside the console flickers and crackles into life after centuries of dormancy. For some reason I find this part of the game absolutely fascinating.



The gradual awakening of the suit is a great idea adding a touch of realism to the game with some very clever graphic tricks.

In the safety of the suit Tal can recover his drained stamina, but as yet the suit is still unusable. Its sheer weight means that Tal cannot budge from its resting place and must search out the special anti-gravity boots which will allow him to complete his mission. Forsaking the shelter of the suit, Tal has to be guided back through the forest until the boots are found.

At least life is easier now because the console displays Tal's stamina level and you have some warning when he is in danger of losing another life. Not that this is of much use unless you can get back to the suit to recover!

Once the boots, the suit and Tal are brought together the second phase of the game can be entered. Tal is totally armless, so his next task is to locate a weapon in the shape of a powerful pulser beam.

The suit can levitate and carry Tal into a ruined city at the foot of the volcano but he must dodge the aliens whenever possible to avoid draining the suit's energy reserves. Recharge cells can help to avoid being grounded and if the suit does run out of steam Tal can usually clamber out and bring a cell back to the suit's resting place.

For his next tasks two more items must be collected. The first is a particle negator which prevents heavy power drains when in the vicinity of the aliens' reactors and the second is the implosion mine which will bring victory in the end. Because the mine is radioactive, the suit's safety mechanism locks Tal inside so energy must be grabbed whenever possible.

These last two items lie within the volcano itself and dragon faced vents belch bursts of flame across Tal's path. Timing is crucial and there are still more aliens to fight.

Although Palace have tried to make this game easier to complete than their previous games, it does not constitute a Sunday outing. Finding the correct routes takes some time and many restarts before the battle is finally won.

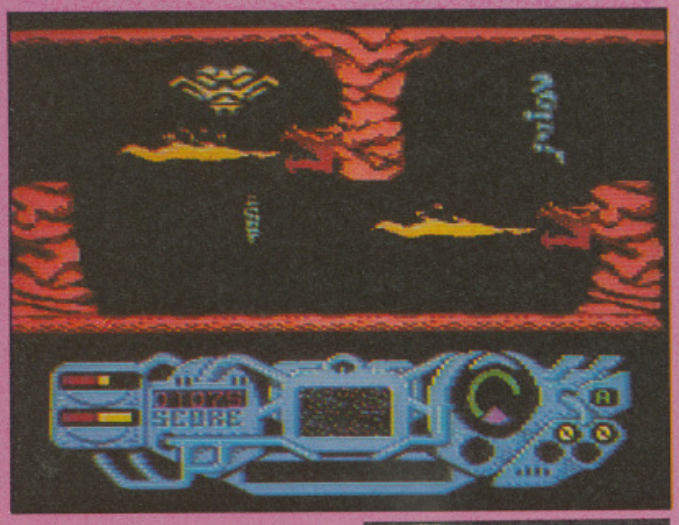
The game was storylined and designed by illustrator Dan Malone and he has also included a small comic which tells of the events leading up to Tal's quest.

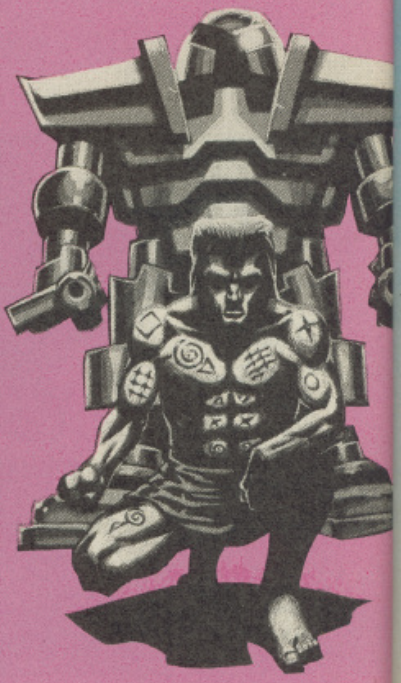
Graphically, this is one of the most sophisticated games I have seen. The scenes have a solidity and depth to them which few have attempted and the animation is thoughtfully detailed.

Richard Joseph's sound effects and music form a suitable accompaniment to such a well executed game and I predict another success for Palace Software or I'll eat my antigrav boots.

SCORELINE

Graphics	5
Sound	4
Addictiveness	4
Friendliness	4
OVERALL	17

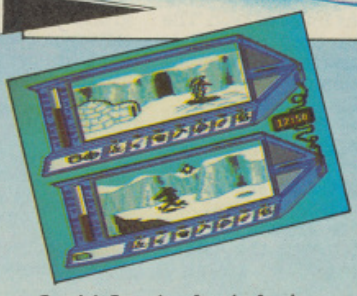






SPY VS SPY™

ARCTIC ANTICS



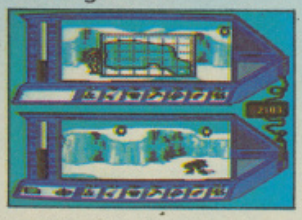
Spy Vs Spy the Arctic Antics takes place in the wintry conditions of the Arctic complete with igloos, polar bears, penguins, snow blizzards and other natural hazards. Your mission is to find a space helmet, navigation chart, uranium cube and the "master carrier". Once you have recovered all these items you can enter your rocket and head for outerspace.

GAME ELEMENTS

Booby trapped ice, snowball fights, water buckets, snow shoes, saws, TNT, ice slicks, drifting snow, deadly icicles.

PROGRAM FEATURES

Full scrolling screens, Real Time Animation, Simulvision – both players active at the same time. Booby trap construction, Joystick or keyboard One or Two player option and for the first time in the Spy series there is Interiors and Exteriors, where Spies can enter igloos.



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DATABYTE

REVIEWS

Title:	Silent Service
Computer:	Atari (Disk)
Supplier:	US Gold (Microprose)

This game has been heralded as the most accurate submarine simulation ever written. I'm afraid that I must agree!

The game is based around the American submarine service and its exploits in the Pacific during the second half of World War II against the Japanese navy. Because Japan is an island nation, half of its initial 6,000,000 tons of shipping was needed just to keep the civilian population alive — so the destruction of its merchant navy was a must.

To this end US subs sank 5,320,094 tons of shipping — more than by all the other forces put together (ships, mines, air, etc.). Silent Service gives you one of these subs.

The instructions are composed of a history of the American submarine service, the operational problems that the early captains faced — non-working torpedoes, bad equipment, etc. Diagrams and maps are dotted about to make the presentation excellent. Another sheet gives the actual instructions of the game.

In the game you can choose one of three options: practice, tactical situations, or patrols.

Practice is exactly what it sounds like and lets you get the hang of all the weaponry. Tactical situations puts you into set pieces under pre-arranged conditions to get the hang of all the equipment under widely differing circumstances. Patrols are where the game really takes off.

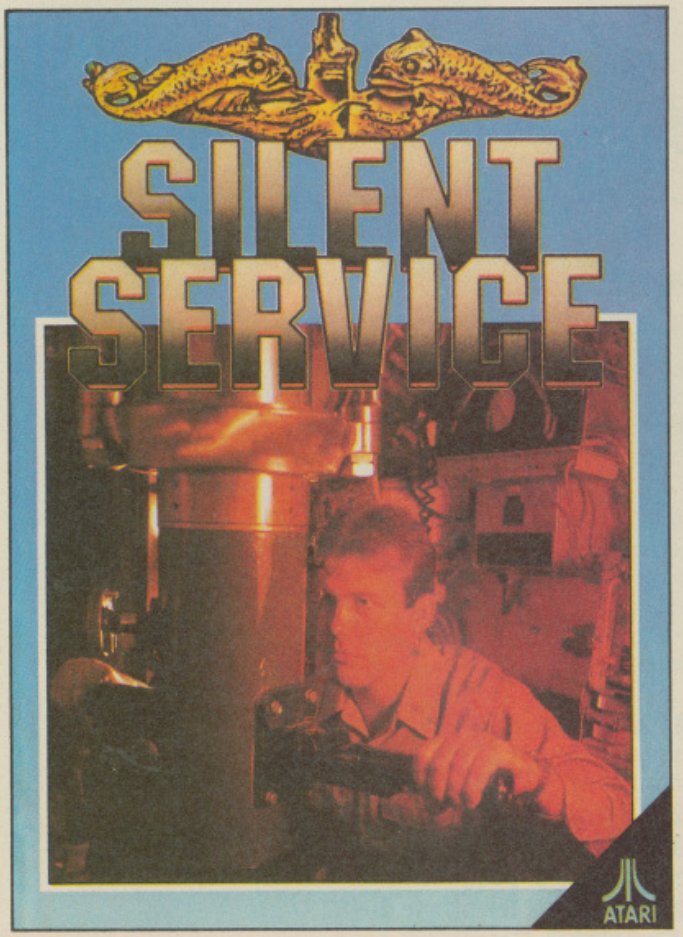
You start by picking the patrol you want from a list of five. These patrols actually existed and a brief history of each is given. The type of patrol dictates your starting position on the map, the sort of ships that you will come up against, and the type of sub that you will have.

It's then up to you to pick a route through the areas that you think will have the heaviest shipping.

When you pick a battle you can then call up a number of screens. Gauges let you see certain status information, the log lets you see your current score. The bridge gives you a wide view of what's up ahead, and the periscope is fairly self explanatory. The map has a zooming effect to let you see what is happening further afield — though if you can't see it, it doesn't appear on the map. And damage reports let you see the current sea worthiness of your sub.

This game is marvellously put together and excellent to play. Last month I reviewed Submarine Commander from Sparklers. I still maintain that that is better value as Silent Service is so expensive and only available on disk, but this is by far the better game.

A definite must, there's as much depth to the game as Elite — and that's saying something.



Title:	BC's Quest for Tyres
Computer:	MSX
Supplier:	US Gold

BC started life as a cartoon character and his computerised alter ego carries on the feature of hi-tech in a lo-tech world. Although the wheel has been invented no-one has thought to put two together to make a bicycle so BC goes around on a monocycle.

For reasons best known to himself, he is travelling up a precipitous mountainside trying to collect clams. His enemy, Grog, is also collecting clams and if the two meet Grog calls out his name in a very loud voice and makes BC leap off the cliff in fright.

The mountain is linked to other peaks by a rope bridge but a toll of clams must be paid. The race between Grog and BC is furious because there is a limited number of clams and they're both collecting them like mad.

Controlling BC is tricky. As you may imagine a monocycle is not the most simple vehicle to steer. Seeing BC splat against the cliff face or disappear over the edge might be graphically amusing but it means the loss of another life.

To collect all the clams BC has to enter a cave full of stalagmites which must be avoided in the light of his lamp. The clams seem to love the dark and so there are rich pickings for BC which Grog can't get because he's afraid of the dark.

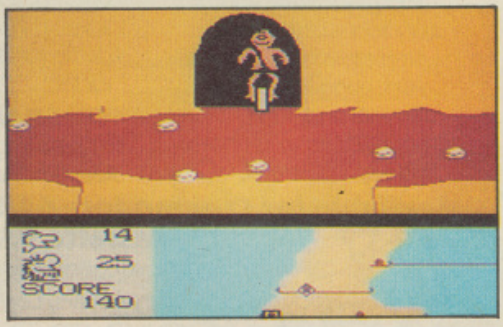
There is a map so that you can see where Grog is at any time and hopefully avoid him.

As you progress from peak to peak horrible tyredactyls block your way. These are small squat creatures but their speed can be astounding. BC has to learn to steer at speed if he's going to dodge them and often the simplest action is to go back the way you came until you're forced to meet the challenge.

Quest for Tyres is a well programmed game with small details which raise it above others but I wonder how addictive it is. There is little variation in the gameplay and it could become quite boring.

SCORELINE

Graphics	4
Sound	3
Addictiveness	3
Friendliness	3
OVERALL	13



Title:	**The Jewels of Darkness**
Computer:	**Atari XE/XL 3 tapes/1 disk**
Supplier:	**Rainbird (Level 9)**
Price:	**£14.95**

This is a compilation of three of Level 9's earlier adventures. For the Atari, these games have been given a thorough re-working and are up to the current 'spec' of Level 9 adventures with pictures being drawn as the description and response is being processed, a thousand word vocabulary, and hundreds of illustrated locations — all in full colour.

The package includes three tapes for the three games, or a single disk. This is accompanied by a rather thick novella/instruction book, and the infamously notorious 'Lenslok' device (cue clap of thunder, and discontented rumblings from the gods). However, in this game, Lenslok is even more of a pain to use. Usually you have to go through the loading sequence a few dozen times until you guess the squiggles right, but with this game you have to use it every time you resume a saved game, and halfway through the game as well! After your 19th unsuccessful attempt to use Lenslok look up at your rack of tapes/disk and see all the 'copies' sitting there and mull over the fact that the computer game buying public has brought the curse of Lenslok on itself. Doesn't mean I have to like it though, and the excellent packaging, presentation, and the book would have been sufficient to make the original game desirable had it not been so expensive, but you gets what you pays for . . .

Out of soapbox mode now, perhaps I can comment on the game itself. As said earlier, there are three games in the package. These can be played as individual games or in a sequence. Maximum points can only be achieved if you play all three games in a row. The first is Colossal Adventure, which is also known by the names of Colossal Caves, or just Adventure. This is the first adventure ever written (in Fortran by a couple of American students in about 1973) and has been marvellously converted by Level 9. The book creates a plot around this adventure that the second one 'Adventure Quest' picks up on, with the final destruction of the baddy. Dungeon Adventure is the last in the trilogy, with you trying to retrieve all his riches and wealth.

This pack will keep hardened adventurers at it for weeks and ordinary mortals will be confused for years. Combined with the excellent packaging and presentation this sort of game will provide an excellent Christmas present for almost any games player, whether they like adventures or not. **M.R.**

SCORELINE

Graphics	4
Sound	5
Addictiveness	4
Friendliness	5
OVERALL	18

Title:	**Greatest Hits Vol 1**
Computer:	**Atari (disk)**
Supplier:	**Data Byte (First Star)**
Price:	**£12.95**

This is a collection of three games on one disk — Astro Chase, Bristles, and Flip & Flop. And a bigger load of codswallop I couldn't find anywhere if I tried!

Astro Chase is a 'pretty backgrounds, shame about the game' shoot-em-up with your crudely-depicted craft pitted against other crudely depicted craft in a rather overcrowded galaxy where you bounce off asteroids and planets alike. Takes about thirty seconds to get totally bored, but as a martyr to the cause of software reviewing I almost went spare with boredom trying to find any redeeming features in this game. However, after long deliberation I have come to the conclusion that there aren't any.

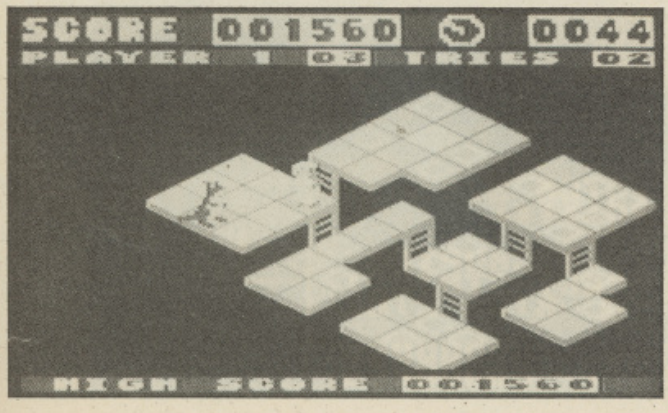
Bristles is a painter game. Nothing more, nothing less. If you have an obsession with painter games, then you possibly might be entertained by this for minutes at least. I am not so obsessed.

Flip & Flop is the only light at the end of a rather gloomy and damp tunnel, and even then it's only a penlight. F&F is a maze game where you cover some of the squares in a 3D(ish) maze whilst being pursued by various nasties, which you can delay on the delaying squares. Finish one level and then it's onto the next. Alternate levels invert, so that you are playing upside-down, and in-between levels there is an attempt at a coin-op style interlude. This game is OK, but nothing more. About the same standard as some of the more mediocre Mastertronic stuff.

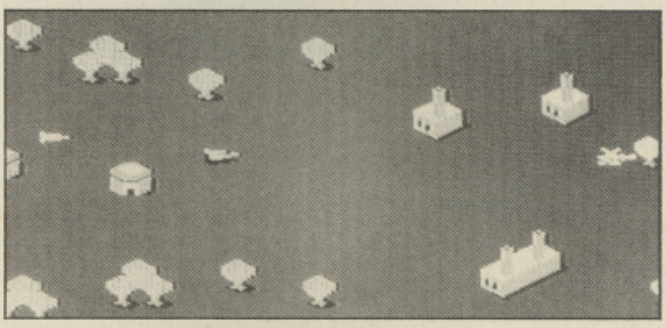
Overall this is a useless package, unless you live in Outer Mongolia and this is the only software that your local stockist has, then I suggest that you avoid it, despite its compilation pitching. Yuk.

SCORELINE

Graphics	2
Sound	1
Addictiveness	1
Friendliness	3
OVERALL	7



Title:	**Raid Over Moscow**
Computer:	**Atari**
Supplier:	**US Gold (Access)**
Price:	**£9.95**



For some inexplicable reason it has taken three years to release a tape version of the smash hit game that was the one that really made US Gold what it is today, especially strange when you consider that the game was originally written for that machine.

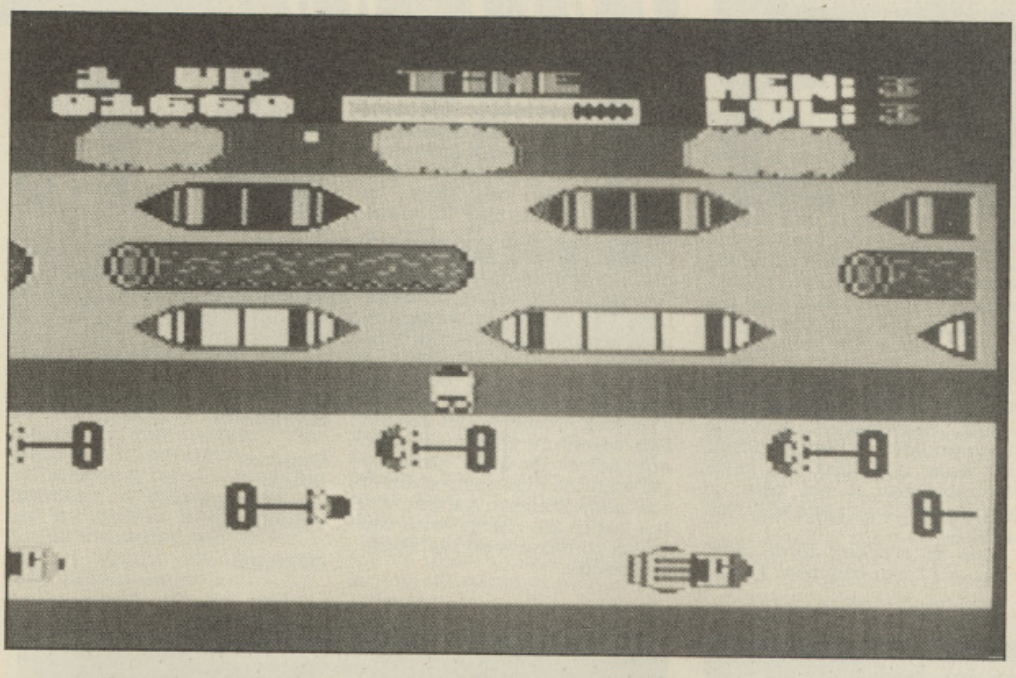
Also amusing to note is that now the fuss has died down about the mame, and all the large, femail, CND protesters have packed up their primus stoves and stopped their vigil outside US Gold's offices, it has gone back to its original controversial, amusing, and highly apt, title. Gorbachev look out!

The game is identical to the Commodore version in most details. You still have to perform the near-impossible task of extracting your attack planes from the space station, then guiding them through the almost impenetrable Soviet defences and then the attack on the Kremlin itself — all good jingoistic stuff. However, this piece of American hysteria has actually provided a varied and interesting game.

The plot and game will be so familiar to you now that I shan't waste space by rehashing it all over again. However, it is good to see that the Atari is getting some games at last. **M.R.**

SCORELINE

Graphics	4
Sound	2
Addictiveness	2
Friendliness	2
OVERALL	10



Title:	**Preppie!**
Computer:	**Atari**
Supplier:	**Americana (US Gold/Star Systems)**
Price:	**£2.99**

This is a re-release of a game that appeared under a full price label a while back. Now under a new lease of life 'Preppie' is on the new(ish) cheap(ish) US Gold imprint — Americana.

Firstly, it is probably wise to describe what a 'preppie' (or 'prepster') is, as it is a term that is only in common usage in that abomination of our fair language that is spoken in America. If I were to mention the phrases 'Ivy League', 'Green Wellies', 'Sloane Rangers', and 'Farquars', I'm sure you'll get my drift.

The game itself is a variant of Frogger (remember that?) and the plot is that of retrieving golf balls from across alligator infested rivers. Apart from that there isn't a lot that I can say about the game — you all know what Frogger looks like!

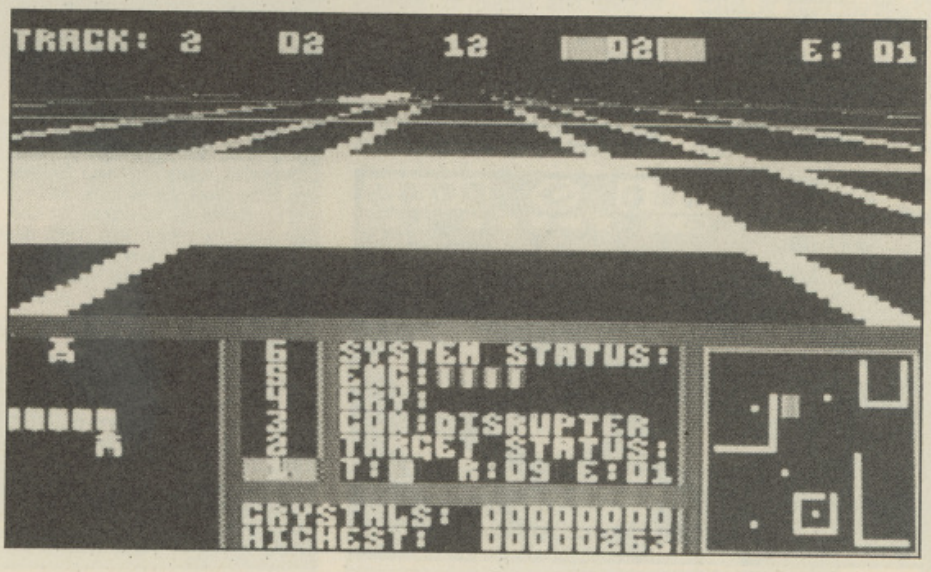
The graphics are very good and the instructions are verbose, informative, and useful. The gameplay is likewise up to scratch. If you like 'Frogger' games then here's one with a difference that won't set you back a bundle. **M.R.**

SCORELINE

Graphics	3
Sound	3
Addictiveness	2
Friendliness	5
OVERALL	13

70

Title:	**Sun Star**
Computer:	**Atari XL/XE**
Supplier:	**CRL**
Price:	**£8.95**



Some years from now, the massive Xxarion Star Corporation placed an energy grid around the sun. This grid produced crystals of pure energy to power interstellar spaceships between the stars. Soon, sixteen energy grids were in operation across the galaxy — providing fuel for interstellar commerce.

However, at the start of the 22nd century, there is a massive build up of unstable disruptive energy pulses. The normal collection craft for the crystals proves to be unsuitable for the job. So a new, heavily armed and armoured supply craft has been designed and constructed to collect the crystals that the galactic economy needs so badly. You, of course, have been drafted to fly this incredible beast. Thus the scene is set.

As I implied earlier, the game is based on grids, with the top half of the screen showing your forward view and the bottom various status information including your short and long range scanners. The energy crystals, grid walls, hyperwarp gates, and disruptor pulses, are all represented as coloured squares on the scanner. These same colours are reproduced on your forward view. The effect of this forward view is one of driving across a huge patchwork quilt of coloured squares. This style limits the graphics to a great degree, but what it loses in detail (largely unnecessary in this game) it gains in speed and franticness as you pursue the various objects around the grid.

This is a well thought out game that really has to be played to be believed as it is very fast and challenging. With luck, it will get transferred to the more popular machines, but I can't help thinking that, like most games written specifically for the Atari, it will lose something in translation — but that's life! **M.R.**

SCORELINE

Graphics	4
Sound	2
Addictiveness	5
Friendliness	3
OVERALL	14

Title:	**The Goonies**
Computer:	**MSX**
Supplier:	**Konami**

Since the launch of MSX, Konami have managed to keep a constant stream of high quality cartridges flowing onto the market. This is hardly surprising when you consider that they are the largest programming company in Japan.

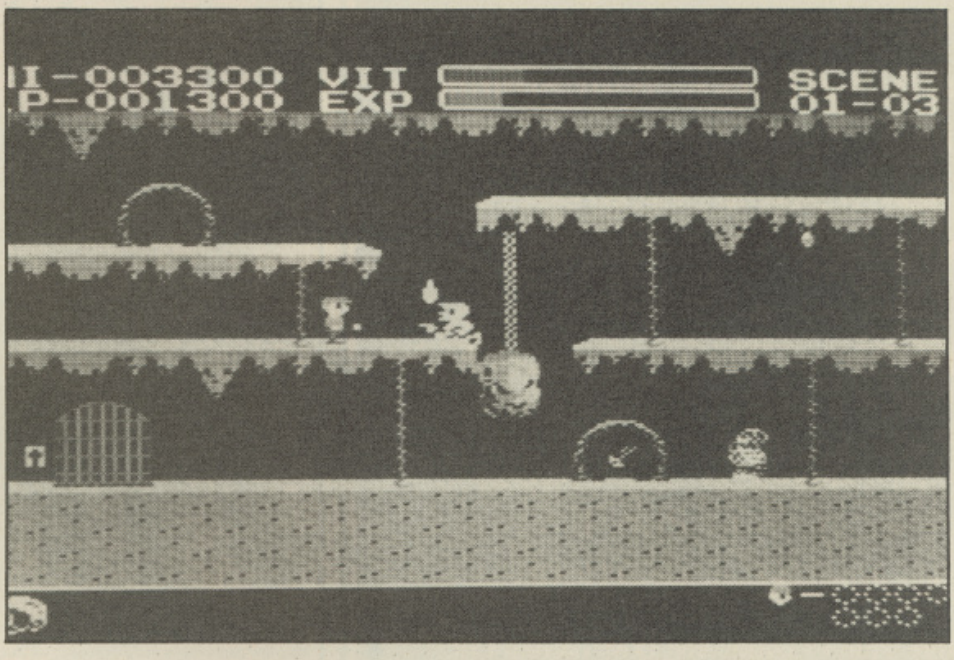
The Goonies is a platform game based on the film and to say that it is fresh into this country would be an understatement. The version I got still has Japanese instructions! Naturally, the game which appears in the shops will have English instructions, I only mentioned this to excuse myself if I omit one or two finer points of the game.

Enough of the grovelling, the game's hero has to release his trapped friends by locating the keys to their cells. On his way he will meet skulls which will sap his energy unless he thumps them into submission first, water outflows which will really dampen his enthusiasm, crashing boulders and the enemy gang who are out to shoot him. The latter two problems are always fatal and you have to take care not to fall foul of them.

Some of the locked cages hold objects which will help you to attain your eventual goal, while others hold the other members of your gang.

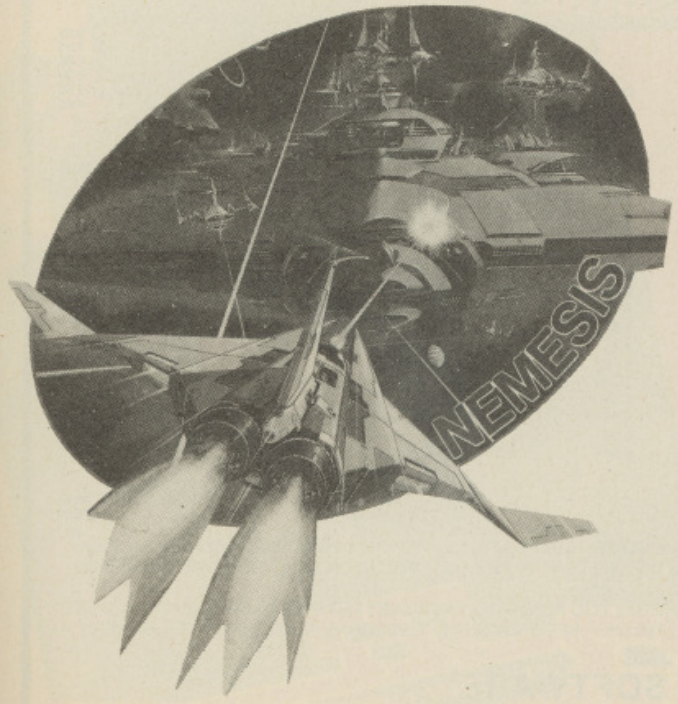
The first area you explore is fairly simple. It spreads over three screens in a horizontal way and there's no chance of losing your bearings. At the end of the cavern you go deeper into the maze by entering the mouth of a giant skull. This takes you to progressively more complex areas which spread out in all directions and you reach a point where you may have to resort to mapping if you're going to stand a chance of survival.

The graphics are simple but effective, though I feel that the game fails to reach the standard of Konami's Kings Valley game as far as gameplay is concerned even though the screens spread over a wider area.



SCORELINE

Graphics	3
Sound	3
Addictiveness	4
Friendliness	5
OVERALL	15



Title:	**Nemesis**
Computer:	**MSX**
Supplier:	**Konami**

Nemesis is one of the most popular games ever to hit the arcades and it's the MSX owner's good fortune that the game is one of Konami's rich catalogue. This means we get the thrill of the game before the less fortunate owners of other machines.

Nemesis is an earth-like planet under attack from the Bacterions. Your mission is to defeat the enemy by battling through wave after wave of Bacterion defences until you reach their superfortress, Xaerous.

Flying the Warp Rattler hyperspace fighter you have to wreck the enemy defences and steal their power capsules. Each capsule collected moves a cursor across a range of booster weapons displayed along the bottom of the screen. The extra weapons available are speed up, missile, double, laser, option and a force-field barrier.

Speed up increases your ship's manoeuvrability (eight different levels) and the barrier makes you invulnerable to enemy attack. Missile and double are very similar, giving the power to fire upwards or downwards at an angle in addition to your ever-present forward facing pulse cannon. Laser changes your pulse cannon into a high penetration laser, a very powerful weapon indeed.

Selecting Option creates a Sidewinder unit which has the same weaponry as the current complement of your Warp Rattler. These units hang like beads from your craft and you can have a maximum of two units, tripling your firepower!

The superweapons can be used in conjunction with one another with the exception of laser and double where the latest unit selected replaces the unit you had before.

All this choice turns the Rattler into a venomous fighting machine of awesome power but to attain the maximum firepower you have to stay alive. If your ship collides with the oncoming enemy, or the ground-based guns manage to shoot you down, your ship returns to normal and you have to start all over again building up from the basic Rattler.

If you buy this cartridge it is worth making sure you have a proper MSX joystick. It will make the game slightly easier to play because it uses both fire buttons for separate functions.

The action is fast and furious and I would certainly nominate this as the MSX game of the year. I'd even go further and say that this is the MSX game of all time!

SCORELINE

Graphics	5
Sound	4
Addictiveness	5
Friendliness	5
OVERALL	19



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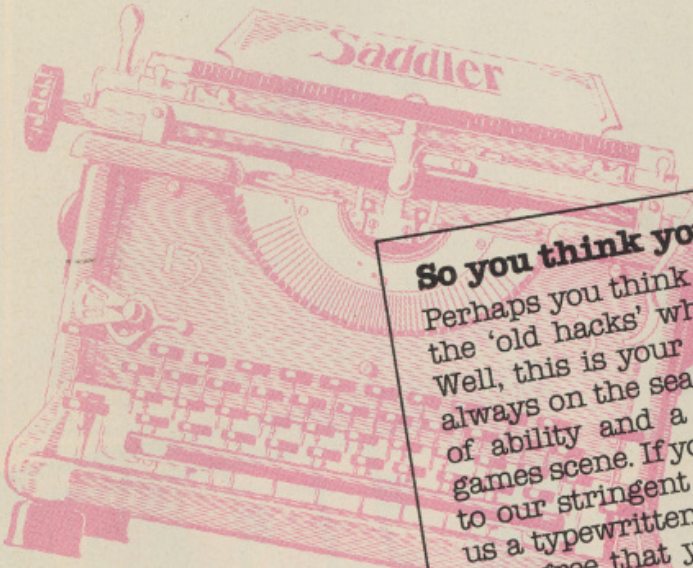
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by Mikro GEN

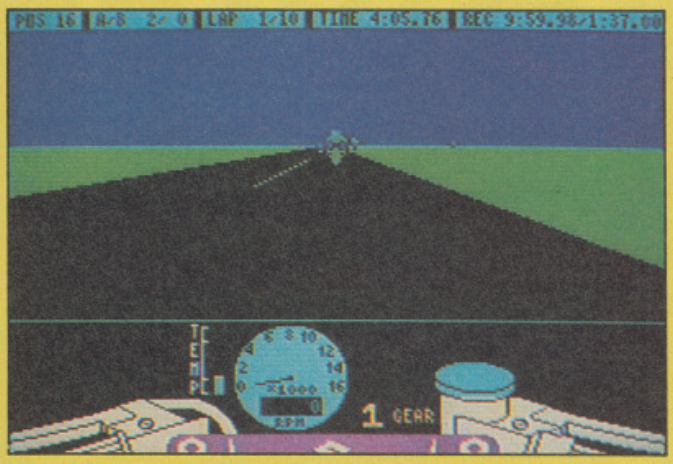


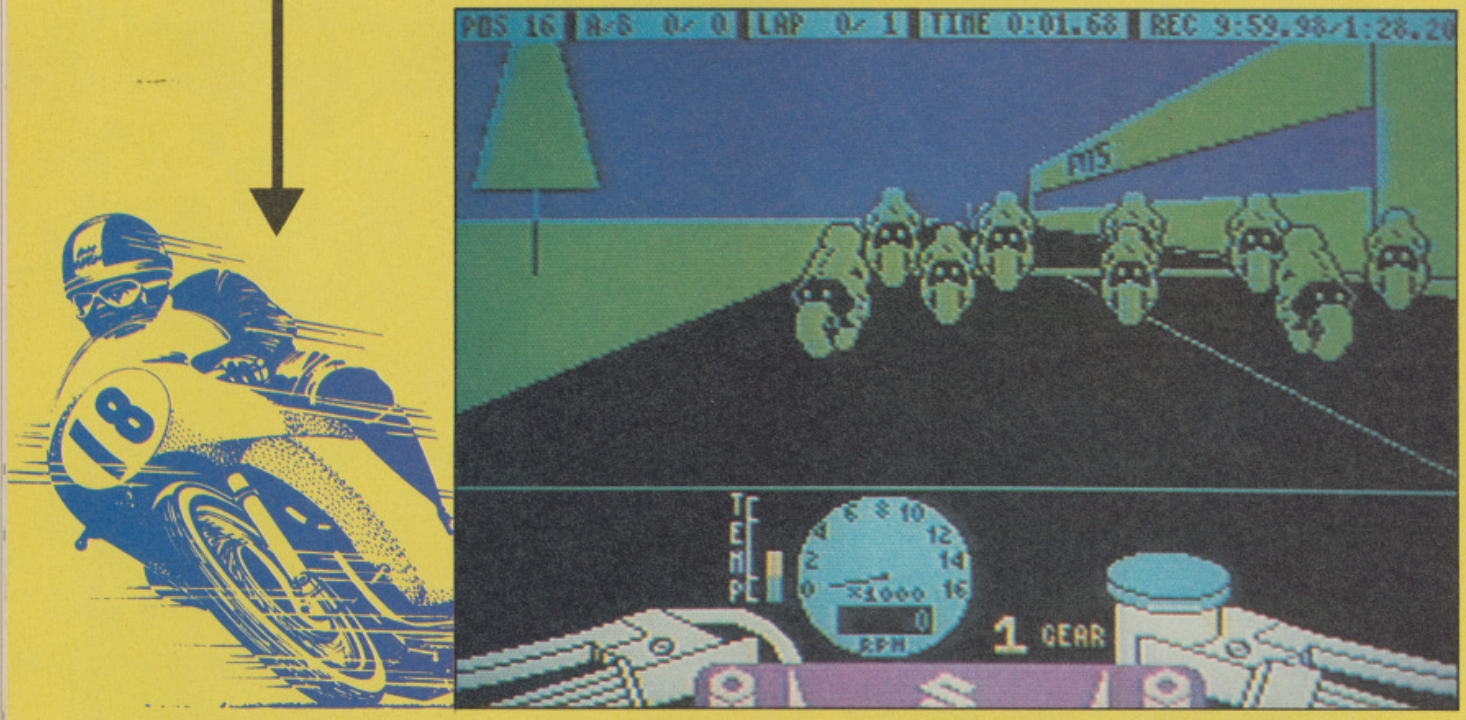
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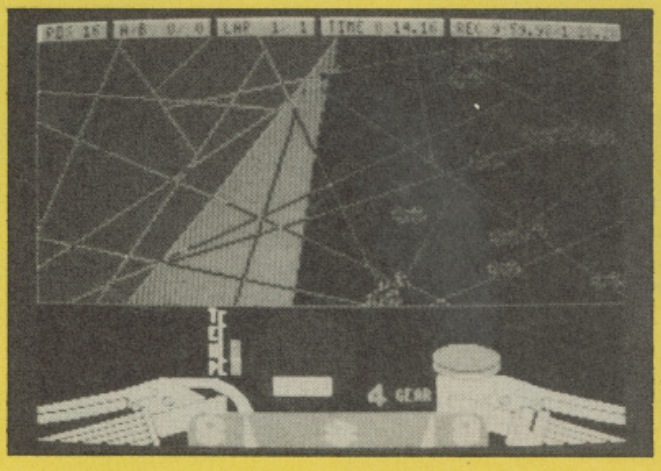
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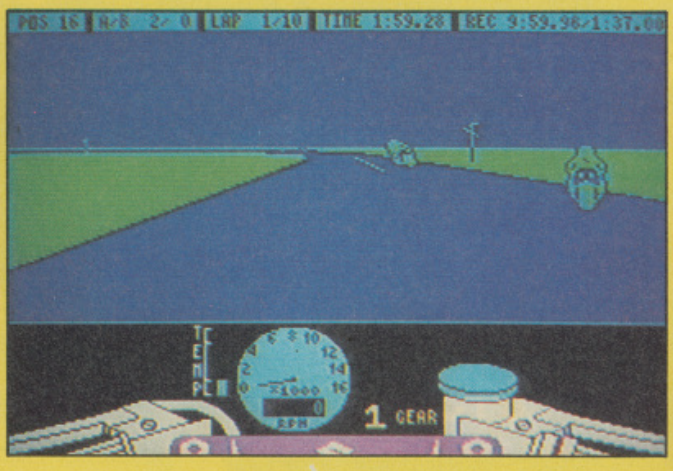
T.T. RACER

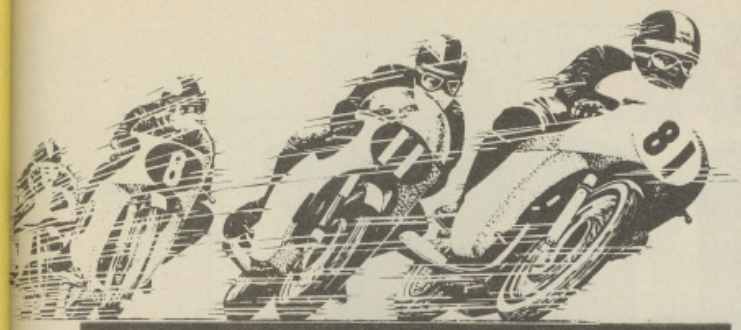
Racing games are not new, neither are motor bike games. So what's new about TT Racer from Digital Integration? Mike Roberts went all the way to Silverstone for the British Motorcycle Grand Prix to find out.











REVIEW

Title:	**T.T Racer**
Computer:	**Spectrum**
Supplier:	**Digital Integration**

Digitial Integration are well known for their exciting and accurate simulation programs with hits such as Tommahawk and Fighter Pilot. They previously had a motor cycle game called 'Speed King' which has just been re-released by Mastertonic. TT Racer however, is the result of a collaboration with the Heron-Suzuki team over a period of two years in an attempt to produce as accurate a simulation of motor cycle racing as possible. Is this the two wheeled answer to 'Revs'?, possible — but read on anyway.

TT Racer comes with the now notorious 'Lenslok' system which renders most games unloadable unless you have acute myopia, and reduces piracy by the same amount that a very stern copyright message does. But, Digital Integration seem to be dedicated to it so I suppose we'll have to live with it.

Also in the double size cassette box is a colourful manual with lots of information in it about the bikes, the riders, the tracks, and the races — complete with the track records for all the various sizes of engine. The relevant information for the game is also well presented with colour pictures and diagrams of the screen layout and hints on racing technique.

The game itself starts on the right foot with an option screen full of every conceivable twiddle. Four engine sizes are catered for (80, 125, 250, 500 ccs). Club, National, European and Grand Prix rules are selectable. This changes the skill level of the opposition and affects the handling of the bike to a certain extent.

There are twelve different tracks to switch between, covering most of the 1986 Grand Prix series. This included Silvestone, Hockenheim and Monza.

The number of laps is also alterable, as are the controls (keyboard, Kempston etc, etc). But, the most interesting set of options is that which enables up to eight riders to compete against each other at the same time via networked Interface 1s.

To manage this you have to give each terminal a number and nominate a master controller, as well as telling it how many external bikes are on the circuit. Then when you race, some of the computer controlled bikes aren't there.

When you have worked out all the options it's time to practice. This is where you can try to improve your lap time and this improve your grid position. You can also work out the configuration of the bike. This configuration section lets you alter the six gear ratios, steering speed, tyre compound, allows you to select automatic gear change, and lets you change between road and track racing.

The main difference between these two options is that in road racing mode you get wing mirrors, a speedo, tyre wear indicators, and a fuel gauge. In track racing mode you are limited to a tacho and a temperature gauge, with a gear indicator to keep you company. These instruments are also available on the road racing dashboard.

The organization of the screen and the dashboard is very well thought out. The lower third is the view of the bike that you would see if you were actually sitting on it, complete with a section of the fuel tank with the Suzuki logo on it. A section of the handlebars is also visible and when you use the clutch, brakes, or accelerator, these controls actually move in the appropriate manner.

The rest of the screen is dedicated to the 3D display of the track. This shows the track receding off into the distance, and the surprisingly detailed opposing bikers, as well as the scenery, grandstands and pits area. The most realistic thing about the game is the way that the bike leans around the corners with the horizon lurching to one side.

The screen update rate is four frames a second which isn't extremely fast, but is about the minimum that you could expect to get away with without the screen looking too jerky. As far as playing the game goes, it is extremely realistic, this was proved when watching bikers play the game, Paul Lewis the person endorsing the game — had never played it before, or any computer game before, but after a few minites to get used to the control he was completely thrashing hardened games players. When a simulation game needs the skills pertaining to the activity being simulated to play it properly, then you can be sure that it's accurate.

It is this accuracy that may be the downfall of the game, Revs is an excellent racing simulation, completely accurate, and absorbing if you are used to racing. I've driven Formula Ford racing cars so the game appealed to me. However Pole Position, or Pitstop II will always be more popular because they are games, and fun to play.

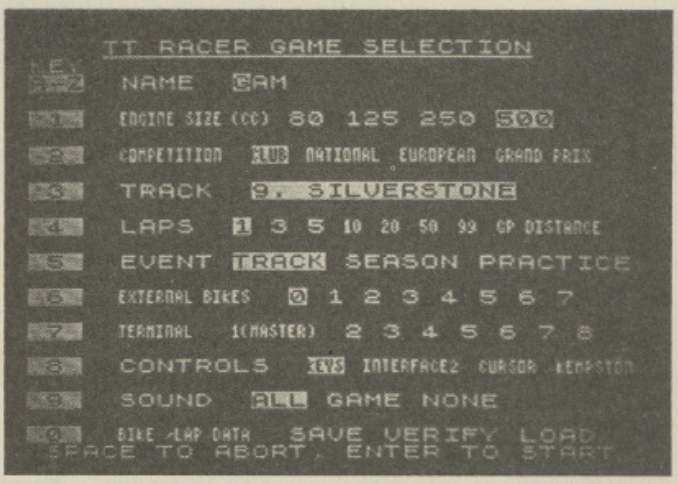
Whilst TT Racer is good for an experienced biker to play, the person who has not ridden a bike any great amount will initially have great trouble playing the game. This is where games like Speed King, Super Cycle and Full Throttle win out in that they are great to play with only the minimum amount of accuracy to detract from the gameplay.

As far as recommending this game goes, it is excellently presented, well put together, and marvellously programmed, if you are a bike fanatic, then I couldn't recommend this game more. However, if you just want a motorbike game then I suggest that you at least look elsewhere first.

SCORELINE

Graphics	**5**
Sound	**2**
Addictiveness	**3**
Friendliness	**2**
OVERALL	**12**





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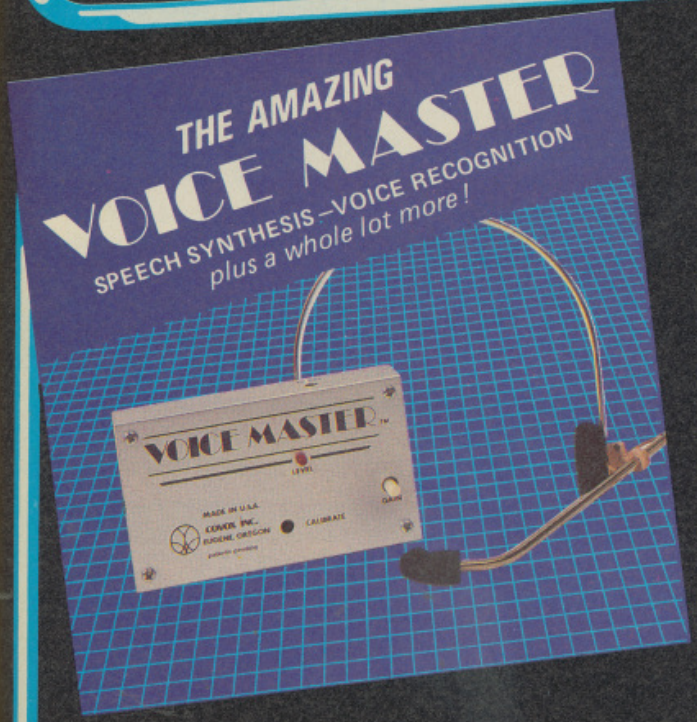
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THE BEST OF BEYOND

While waiting for Startrek, you might like to sample the quality from the backlog of Beyond.

Title:	**The Best of Beyond**
Computer:	**Commodore 64, Spectrum**
Supplier:	**Beyond Software**
Price:	**£9.95**

Four games on a tape for £9.95 may not be unusual in the present climate of budget bargains but four games from Beyond can't be ignored.

The Spectrum and the Commodore versions both contain the Shadowfire/Enigma Force twin action adventures programmed by Denton Designs. On the Spectrum these are teamed with Mike Singleton's Doomdark's Revenge with its accompanying audio tape story and the Nick Eatock and Simon Welland collaboration, Sorderon's Shadow.

The Commodore version has Mike Singleton and Warren Foulkes' Quake Minus One coupled with Psi Warrior.

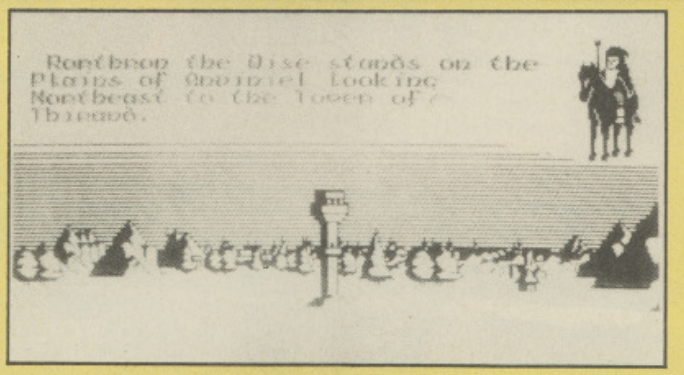
Keeping the best until last, I'll look at the games which differ on each tape, starting with the Spectrum version.

Doomdark's Revenge is the follow-up to Lords of Midnight and has retained the special 'landscaping' feature of its predecessor. The strong atmosphere of the tapes results from the imaginative use of graphics coupled with verbal description.

The landscaping feature allows you to view the surrounding area through the eyes of Luxor the Moonprince or through those of the characters he controls by the power of the Moonring. The scene can be scanned at eight points of the compass before deciding to move on. As you meet and befriend more controllable characters the game becomes more and more complex.

The storyline continues the tale of the Lords of Midnight but many moons have passed. Shareth the Heartstealer has sworn revenge for the death of her father, the vanquished Lord Doomdark, and plots the downfall of Luxor, his slayer.

Such is the nature of this game that I can say little more of the aims and aspirations as much is left to your own desires. At the lowest level you can seek out Luxor's son, Morkin, release him from Shareth's spell of enchantment and then return home to the Gate of Varenorm.



The greatest victory is the destruction of Shareth and the safe return of Luxor, his son and his main allies Tarithel and Rorthron.

Whatever degree of success you settle for, the game can hinge on the life of Morkin. Should he be killed, Luxor has no other recourse than to wreak his revenge on Shareth at all costs. This is all the more difficult because Luxor is weakened by the grief of his son's death.

Commands are issued by single key presses which will either move a character or deliver information on the locations and armies that you meet. Because the game is played against the computer it is different each time and recruiting a character in one game doesn't mean he will be as co-operative in the next. All the time you are moving about making alliances and fighting battles the computer is behaving in a similar way.

All this results in a complex but enjoyable game which should have paved the way for historically-based strategy games to follow. Alas, we still await these heights of perfection.

Sorderon's Shadow is similar but simpler in concept to Revenge yet still has a lot to offer because its objectives are more defined.

There are nine tasks to be completed and each is detailed in the game's leaflet along with a few hints as to how best these may be achieved. Your ultimate goal is to wrest the Scroll of Immortality from the evil tyrant wizard, Sorderon.

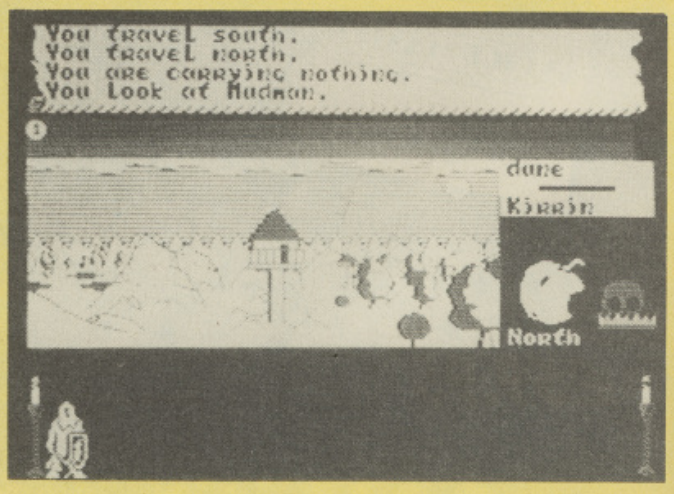
The map for the adventure is based on a very large grid which allows movement to eight compass points. Each location is accompanied by an excellent image of the scene and as days pass this is marked by the scenes changing from bright day to moonlit night. A skull also helps mark the approach of night as it gradually rises in an icon screen until its eyes flash when the powers of night are abroad.

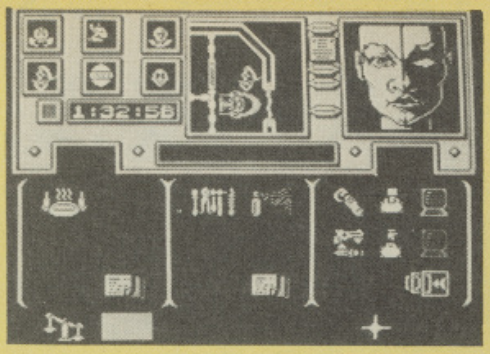
Part of the game is the planning of the order in which to achieve your tasks and in the selection of objects which will be of use to you. Mapping is also important and I defy anyone to complete the game without resorting to this.

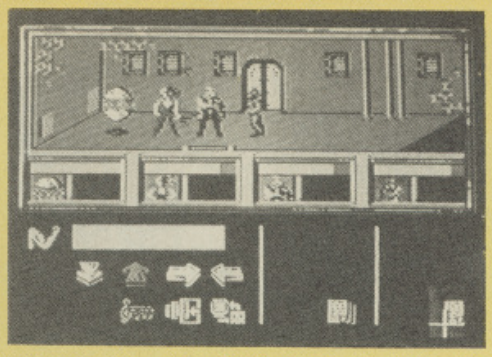
I can think of no other game with which to complement Doomdark's Revenge.

Specifically 64

Quake Minus One is a strategic battle of the future. The Robot Liberation Front are trying to seize the Titan power station deep beneath the Atlantic. Their aim is to sabotage the Titan complex and cause widespread







destruction with the tidal waves created by the resultant earthquake.

The complex is controlled by five computers which command a series of assault weapons. At the start of the game only one of the Titan computers is under your control and the mission is to take charge of, or destroy, the other four. When you take control of a computer the vehicles and warning systems also come under your control.

The console allows you to switch from vehicle to vehicle but you must maintain control over Hermes, your only computer. If the renegades take control the game ends.

To gain control of the other computers, you must first recapture the junctions of the routes passing through the complex. To do this you first examine the expanded map and choose a vehicle close to an occupied junction. If the road is controlled by your forces this shouldn't cause too much trouble but if one of the roads is controlled by the RLF you can expect some serious opposition from other vehicles and the surrounding installations.

Each vehicle has a complex control system which must be mastered so that you can flick from panel to panel to attack, fire and run. You must manage the defence systems of the vehicle expertly when under attack so that you don't lose too many vehicles to enemy weapons.

The game takes a lot of effort to understand but it is the kind of game which makes you come back for more as new strategies occur to you. The action screens are a joy to behold and it's a real mean game.

mental power to overcome them and increase your strength. Development brings new powers so that the warrior can levitate, teleport and render himself invisible to the Source's powers.

There are all manner of ramps, falls and jumps which may damage your hover plane and affect your speed. The plane is self repairing but this takes time leaving you open to attack.

Of all the games in the two compilations this was the least satisfying and I found it too repetitive to really merit inclusion in such an excellent collection.

Enigmatic Enterprises

Now we come to two of the best games ever written: Shadowfire and Enigma Force. Both the machine versions are so similar that they can be discussed together.

The Enigma Force is an elite fighting team who have been chosen to rescue Ambassador Kryxix from the inquisitors of General Zoff. Zoff knows that Kryxix has the plans to a new craft, the Shadowfire, which would allow its owner to planet hop. If the General gets his hands on these plans the Empire would be at his mercy.

The Enigma team consist of a motley crew of aliens and droids. Each have their own special background of gun running. He is an excellent scout and is an expert in explosives and weaponry.

Sevrina Maris is the only woman on the team and is also the most dangerous. On Torik's recommendation she was recruited from the death cell on Kerol because of her skills as a locksmith and marksworman.

Maul is a weapons droid which is slow moving and, though excellent at self preservation, untested in combat.

The final member is another droid called Manto. Its prime function is to operate the teleporter and, as a vital key to the team's success, must be protected at all cost.

The mission is icon driven with each character being controlled separately. The graphic display is impressive with each selected character being shown in a box to the right of the action screen.

After using Manto's skills to beam the team aboard Zoff V, you must control the team as they search the ship for Ambassador Kryxix. A selection of useful weapons have been allotted to each member during a selection session before beaming aboard. Now is the time to see if your strategy will work.

Enigma Force continues the story after Kryxix has been delivered into the Empire's safe hands. Zoff, though captured, has triggered off an intergalactic war and the Force, minus Manto, are escorting him to face the wrath of the Emperor.

As their craft passes over Syylk's home planet, Zoff concentrates his psi powers causing engine failure and the team plunge to a crash landing in the underground city on the planet. A battle rages here between Zoff's reptiloid storm troopers and the insectoids. When the Enigma Force recover consciousness, Zoff is gone.

The mission once more is to apprehend Zoff but first the insectoids must accept the team as allies. This is done by contacting their leader and then you can fight alongside them to conquer Zoff's hordes.

Meanwhile Zoff is making his way towards an escape craft which he hopes will whisk him off the planet before the approaching destructor tugs totally wipe out the planet. Only the Enigma Force can stop him.

In a similar way to Shadowfire the team members are controlled by icon selection. The system is far better than before because the actions can be strung together for each character. On the Spectrum the buffer can take five commands but the Commodore can hold eight. Even when you deselect the character in favour of another one, they will still perform their pre-programmed tasks.

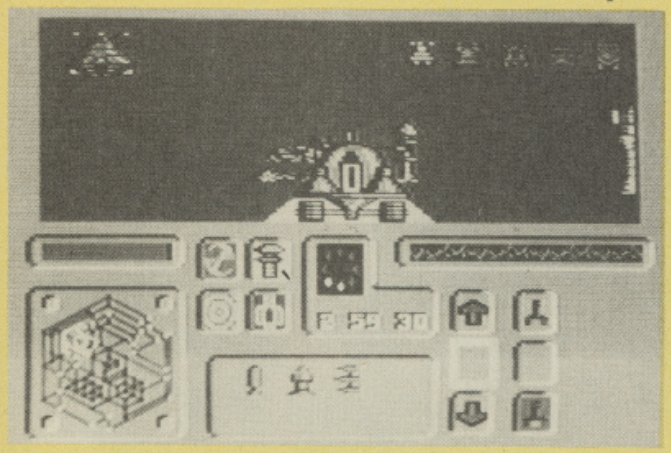
The action screen shows 3D animated scenes and the characters can be moved about at will. Each time a new character is selected the scene changes to their current location. If an unselected character comes under attack a speech bubble appears over their icon stating what the problem is.

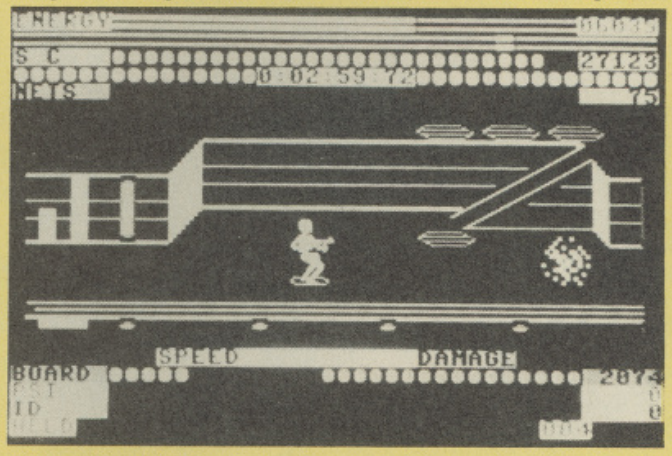
This is a very complex game to play but the rewards are some of the most exciting action scenes ever seen on a computer screen. As battle is joined the Enigma Force, insectoids and reptiloids can all be seen in pitched battle against one another.

Although I don't wish to detract from the excellence of either version, I must say that the Spectrum game is easier to control and visually more appealing than the 64 game.

The package generally is lacking in the quality of the documentation. It takes quite some time to understand the rather complex descriptions and the Enigma Force duet are particularly confusing and bitty.

As you may gather, I have a great deal of respect for the Beyond programmers and this collection is one of the absolute essentials for any Christmas list.





Psi Warrior is much more esoteric as you battle against Psi and Id creatures that have taken over the circular terraces inside a silo. The Psi Warrior patrols these levels on hover plane which can only be described as a futuristic skateboard.

The silo is controlled by the Source which must be defeated by increasing your psi and id energy. This is done by netting the creatures and absorbing their energy. If the creatures elude your nets they will drain some of your energy.

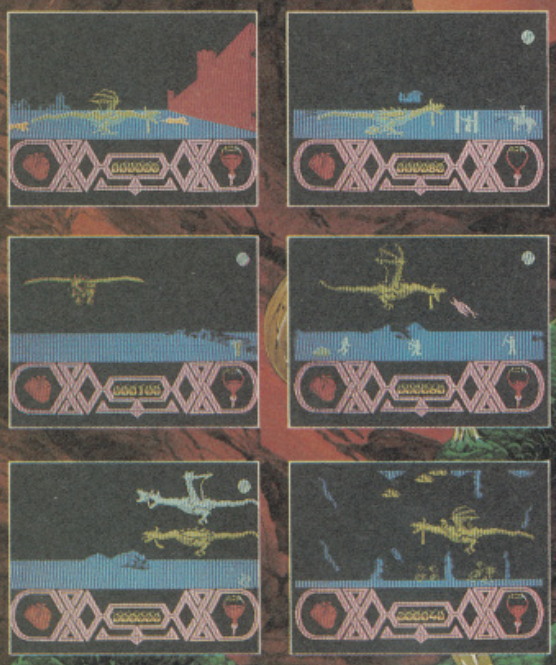
As you progress to deeper and deeper levels the creatures become stronger and you must have sufficiently developed skills which will help them overpower the guardians of Zoff V, the General's starship.

Zark Montor is the team leader and has seen plenty of battle service. This has taken its toll on his body and he sports a cybernetic arm and many plastoid internal organs. Zark's special skills include a thorough knowledge of weaponry combined with outstanding unarmed combat skills and the ability to speak many galactic languages.

Syylk is Zark's deputy and has skills which almost equal his senior officer. Syylk is an Insectoid who hates Zoff for enslaving his home planet.

Torik is an Avian with a

CHIMERA



Spectrum in October, **Amstrad** in November, **Commodore 64** in December. All £8.95

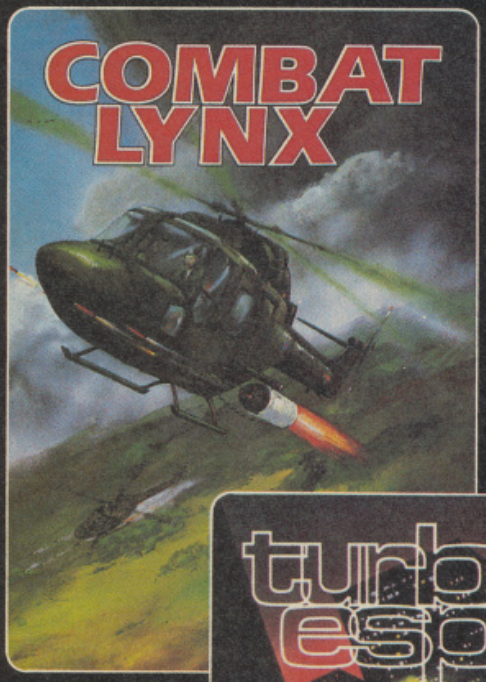
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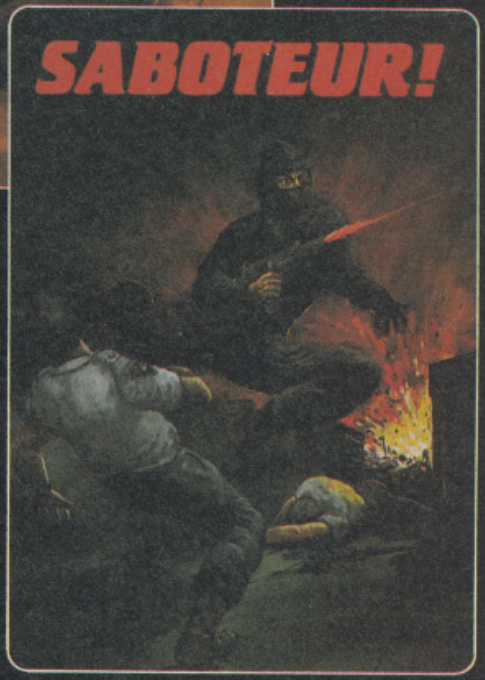
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software getting harder . . . .

The Story

On the outer fringes of the galaxy lies a small planet known as Ram.The inhabitants led a useless existence, and there was nothing special about its mining or scientific resources either, it was a pretty boring place really. That was until the intergalactic builders of space casinos and suppliers of concrete water wings inc, decided it was just the place to build a new casino, it was certain to bring a lot of undesirable people to Ram.

The Ramons were not pleased at this and decided to do something about the casino. They liked living on a boring planet that was not the centre of attraction, and so it was decided that the casino must be destroyed. A plan was drawn up which involved cutting off all energy supplies to the gambling complex. This would have to be done by destroying the power grid which was the actual power supply to the casino.

A highly manoeuvrable fighter craft was developed for the job by the only maker of weapons on the planet, John E Nastie, suppliers of really violent blood thirsty space weapons and electric tooth brushes Ltd.

The "Zippon Attack Craft" was sent into action.

RAM

by Gavin Adair

The Grid

To deactivate the grid each section (there are 423 in all) must have its power supply cut off. This is achieved by passing over the power control devices, which are in the centre of the screen. Some control devices may be more difficult to destroy, though, and it may be necessary to cause a negative energy field around it (this is achieved by revolving above it) and thus destroying it.

To move onto a new section of the grid leave the screen by using one of the channels that travel either up, down, left or right.

Note: Do not stray beyond the edges of the Grid — you will be destroyed instantly.

Control

Pushing the joystick left or right will rotate your ship in that direction. Moving forward is achieved by pressing the fire button.

Power Lasers

These are the only weapons that your ship is equipped with. They will destroy any energy defence spheres on any one section of the grid. Unfortunately, because they are so powerful there is only 4 shots per craft. They are activated by depressing the space bar.

Energy

Your craft will lose energy every time it collides with another object. When your energy reaches zero, you lose a ship. A bar at the top of the screen shows your energy level.

Options

After the title sequence an option screen is displayed to exit press space. If you do not wish to view all of the title sequence or option screen, press any key during the titles.

PROGRAM LISTING 1

```
1 PRINT"(CLR)(BLK)                PLEASE W
AIT"::POKE53270,PEEK(53270)OR16
3 POKE53280,0:POKE53281,0:POKE53282,11:P
OKE53283,12
10 DATA169,48,133,56,133,52,173,14,220,4
1,254,141,14,220,165,1,41,251,133,1,162
20 DATA0,189,0,208,157,0,48,232,224,0,20
8,245,189,255,208,157,255,48,232,224,0
30 DATA208,245,173,255,209,141,255,49,16
5,1,9,4,133,1,173,14,220,9,1,141,14,220
40 DATA169,29,141,24,208,96
70 DATA96,162,0,189,32,78,157,8,50,232,2
08,247,189,31
80 DATA79,157,7,51,232,208,247,96,-1
120 I=40000
130 READA:IFA=-1THEN150
140 POKEI,A:I=I+1:GOTO130
150 SYS40000
151 POKE53280,11:POKE53281,11
160 FORI=0TO279:READA:POKEI+20000,A:NEXT
161 POKE53280,15:POKE53281,15
165 SYS40071
167 FORR=0TO511:A=PEEK(12288+R):IF(RAND2
)=0OR(RAND6)=0THENA=INT(A/2)
168 POKE12288+R,A:NEXT
169 POKE53280,12:POKE53281,12
170 DATA170,170,170,170,170,170,170,170,
175,175,175,175,175,175,175,175
180 DATA255,255,255,170,170,170,170,170,
255,255,255,175,175,175,175,175
190 DATA90,90,90,90,90,90,90,90,90,90
,90,90,85,85,85
200 DATA170,170,170,170,170,85,85,85,255
,127,95,90,90,90,90,90
210 DATA175,175,175,175,175,95,87,85,85,
170,234,234,234,234,234,234
220 DATA85,169,169,169,169,169,169,169,1
69,169,169,169,169,169,169,255
230 DATA234,234,234,234,234,234,234,255,
85,170,234,234,229,238,238,238
240 DATA85,169,169,169,89,153,153,153,15
3,153,153,249,169,169,169,255
250 DATA238,238,238,239,234,234,234,255,
170,170;170,170,170,165,173,175
260 DATA170,170,170,170,170,90,90,90,175
,175,175,170,170,170,170,170
270 DATA90,218,250,170,170,170,170,170,2
55,170,170,170,170,170,170,170
280 DATA170,170,170,170,170,170,170,85,1
06,106,106,106,106,106,106,106
290 DATA171,171,171,171,171,171,171,171,
255,171,171,171,171,171,171,171
300 DATA255,106,106,106,106,106,106,106,
106,106,106,106,106,106,106,85
310 DATA171,171,171,171,171,171,171,85,8
5,170,234,234,234,234,234,234
320 DATA85,128,192,192,192,192,192,192,8
5,1,1,1,1,1,1,1,1,1,1,1,1,1,255
330 DATA192,192,192,192,192,192,192,255,
85,125,125,125,125,125,125,85
350 DATA0,0,0,0,0,0,0,0,0,0,60,0,0,235,0
,3,170,192,3,170,192,3,170,192,3,170
360 DATA192,0,235,0,0,60,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
370 DATA0,0,0,0,0
380 DATA63,255,192,213,85,112,213,85,92,
215,245,92,215,15,87,215,0,215
390 DATA215,0,215,215,15,87,215,245,92,2
13,85,92,213,85,240,213,127,0
400 DATA213,112,0,213,92,0,213,87,0,215,
```

```
85,192,215,213,112,215,53,92
410 DATA215,13,87,215,3,87,255,0,255
420 DATA15,255,240,53,85,92,53,85,92,53,
85,92,213,255,87,213,195,87,215
430 DATA0,215,215,0,215,215,0,215,215,0,
215,215,255,215,213,85,87,213
440 DATA85,87,213,85,87,213,85,87,215,25
5,215,215,0,215,215,0,215,215
450 DATA0,215,215,0,215,255,0,255
460 DATA60,0,15,55,0,55,53,192,215,53,11
5,87,53,93,87,53,85,87,53,85,87,53,213
470 DATA215,53,247,215,53,204,215,53,192
,215,53,192,215,53,192,215,53,192,215,53
480 DATA192,215,53,192,215,53,192,215,53
,192,215,53,192,215,53,192,215,63,192
490 DATA255
500 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
510 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
520 DATA0,0,0,60,0,0,215,0,3,85,192,3,85
,192,3,85,192,0,215,0,0,60,0
600 FORI=14720TO14782:READA:POKEI,A:NEXT
610 FORI=14784TO14846:READA:POKEI,A:NEXT
620 FORI=14848TO14910:READA:POKEI,A:NEXT
630 FORI=14912TO14974:READA:POKEI,A:NEXT
640 FORI=14976TO15038:READA:POKEI,A:NEXT
3000 I=38000
3001 READA:IFA=-1THEN3003
3002 POKEI,A:I=I+1:GOTO3001
3003 I=49152
3004 READA:IFA=-1THEN3171
3005 POKEI,A:I=I+1:GOTO3004
3010 DATA120,169,159,141,20,3,169,148,14
1,21,3,169,128,141,5,212,141,12,212,141
3020 DATA6,212,141,13,212,169,21,141,4,2
12,169,21
3030 DATA141,11,212,169,50,141,15,212,16
9,15,141,24,212,88,96,173
3040 DATA168,2,201,0,240,15,201,1,240,32
,201,2,240,48,201,3
3050 DATA240,56,76,199,148,238,1,212,238
,8,212,238,1,212,238
3060 DATA1,212,238,1,212,238,8,212,76,49
,234,234,234,206,1,212,173
3070 DATA1,212,201,1,208,241,169,15,141,
1,212,76,199,148,206
3080 DATA15,212,238,8,212,206,1,212,76,4
9,234,206,1,212,238,8
3090 DATA212,238,8,212,232,224,8,208,248
,238,1,212,173,1,212,201,40,208
3100 DATA197,169,0,141,1,212,76,199,148,
234,-1
3110 DATA1,1,0,0,0,0,1,1,0,1,1,0,1,1,0,1
,2,0,0,1,0,1,3,0,1,1,0,1,2,0,1,1,0,1,1,0
3115 DATA1,0,0,1,0,0
3120 DATA1,1,1,0,1,0,0,1,1,1,4,0,0,1,1,1
,2,0,1,0,0,1,1,0,0,1,1,0,3,0,0,0,1,1,4,0
3125 DATA1,0,1,0,1,0
3130 DATA0,0,1,0,2,0,1,0,0,0,4,0,0,1,0,0
,3,0,1,1,1,1,4,0,0,1,0,1,1,0,1,1,0,1,2,0
3135 DATA0,0,1,1,3,0
3140 DATA1,0,0,0,4,0,0,1,1,0,2,0,1,0,0,1
,3,0,0,1,1,0,1,0,1,0,0,1,3,0,0,1,1,0,4,0
3145 DATA1,0,0,1,3,0
3150 DATA1,0,1,0,4,0,1,0,0,0,2,0,0,0,1,0
,3,0,0,1,0,0,1,0,1,0,1,1,1,0,0,1,0,0,1,0
3155 DATA1,0,1,1,4,0
3160 DATA0,1,1,0,5,0,0,1,1,1,1,0,0,1,0,1
,2,0,0,1,0,1,1,0,0,1,1,1,2,0,0,0,0,1,4,0
3165 DATA0,0,1,0,5,0
3170 DATA-1
3171 I=39000
3172 READA:IFA=-1THEN4000
3173 POKEI,A:I=I+1:GOTO3172
3175 DATA173,0,220,160,0,162,0,74,176,1,
136,74,176,1,200,74
3177 DATA176,1,202,74,176,1,232,141,167,
2,224,1,240,14,224
3179 DATA255,240,28,173,167,2,201,6,240,
40,76,168,152,238,248
3181 DATA7,173,248,7,201,216,208,26,169,
208,141,248,7,76,168
3183 DATA152,206,248,7,173,248,7,201,207
,208,8,169,215,141,248
3185 DATA7,76,168,152,96,173,248,7,201,2
08,208,4,162,1,160
3187 DATA0,201,209,208,4,162,1,160,1,201
,210,208,4,162,0
3189 DATA160,1,201,211,208,4,162,2,160,1
,201,212,208,4,162
3190 DATA2,160,0,201,213,208,4,162,2,160
,2,201,214,208,4
3191 DATA162,0,160,2,201,215,208,4,162,1
,160,2,224,1,208
3192 DATA40,206,0,208,173,16,208,201,1,2
40,10,173,0,208,201
3193 DATA30,208,67,76,103,153,173,0,208,
201,255,208,57,169,0
3194 DATA141,16,208,169,255,141,0,208,76
,68,153,224,2,208,40
3195 DATA238,0,208,173,16,208,201,1,208,
10,173,0,208,201,30
3196 DATA208,23,76,103,153,173,0,208,201
,0,208,13,169,1,141
3197 DATA16,208,169,0,141,0,208,76,68,15
3,192,1,208,13,206
3198 DATA1,208,173,1,208,201,30,208,3,76
,103,153,192,2,208
3199 DATA13,238,1,208,173,1,208,201,200,
208,3,76,103,153,96,169,1,141,169,2
3200 DATA-1
4000 FORI=0TO63:READA:POKEI+(208*64),A:N
EXT
4001 FORI=0TO63:READA:POKEI+(209*64),A:N
EXT
4002 FORI=0TO63:READA:POKEI+(210*64),A:N
EXT
4003 FORI=0TO63:READA:POKEI+(211*64),A:N
EXT
4004 FORI=0TO63:READA:POKEI+(212*64),A:N
EXT
4005 FORI=0TO63:READA:POKEI+(213*64),A:N
EXT
4006 FORI=0TO63:READA:POKEI+(214*64),A:N
EXT
4007 FORI=0TO63:READA:POKEI+(215*64),A:N
EXT
4010 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,63,0,
0,213,252,3
4020 DATA213,112,3,181,112,14,191,252,14
,215,92,14,215,92,14,215,92,14,191
4030 DATA252,3,181,112,3,213,112,0,213,2
52,0,63,0,0,0,0,0,0,0,0,0,0,0,0,0,0
4040 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,63,0,
0,235,192,3,175,112,3,183,112,14
4050 DATA215,92,15,245,220,13,119,220,13
,93,124,13,93,124,3,87
4060 DATA115,3,87,115,0,213,192,0,63,0,0
,48,0,0,12,0,0,12,0,0,0,0,0
4070 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,63,0,
0,234,192,3,170,176,15,191,176,15,247
4080 DATA252,13,119,92,13,119,92,13,127,
92,13,119,92,3,119,112,3
4090 DATA119,112,3,247,240,3,63,48,3,0,4
8,0,0,0,0,0,0,0,0,0,0
4100 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,63,0,
0,250,192,3,122,176,3,126,176,13,119
4110 DATA172,13,215,188,61,213,220,61,11
9,92,207,95,92,3,93,112,3
4120 DATA93,112,0,245,192,0,63,0,0,3,0,0
,12,0,0,12,0,0,0,0,0
4140 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,63,0,
63,213,192,3,85,240,3,87,176,15,255
4150 DATA172,13,117,236,13,117,236,13,11
```

```
1390 SYS39000:SYS39500:IFPEEK(V+31)AND1T
HENGOTO1360
1400 GOTO8000
1899 END
1900 PRINT"(HOME)   (WHT)SCORE:(YEL)"SC"(
LEFT)%(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(WHT)LEVEL:(YEL)  ":ST$="NORMAL!"
1905 IFSC<10THENPOKE1032,48
1910 IFSC>9THENPOKE1061,48+LE:GOTO1915
1911 POKE1060,48+LE
1915 PRINT"(DOWN)(WHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)LAZERS(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)ENERGY"
1920 PRINT"(DOWN)     (YEL)3-(CYN)
                      (CYN)  (YEL)-3"
1921 PRINT"      (YEL)2-(BLU)
                 (BLU)  (YEL)-2"
1922 PRINT"      (YEL)1-(RED)
                 (RED)  (YEL)-1"
1923 PRINT"      (YEL)0-(RED)
                 (RED)  (YEL)-0"
1924 FORI=1TOLA:POKE1350-(I*40),0:NEXT
1925 FORI=1TOEN:POKE1378-(I*40),0:NEXT:I
FLA=0THENPOKE1310,32
1926 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(RGHT)(WHT)STATUS:(
YEL)"ST$"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(WHT)ZIPPO'S:(YEL)"LI
1927 RETURN
1950 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(BRN)┌─
──────────────────────┐"
1951 FORI=1TO13:PRINT"(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(BRN)│♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠♠│":NEXT
1952 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(BR
N)└────────────────────┘"
1953 RETURN
1960 PRINT"(HOME)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
BRN)┌──────┐"
1965 FORI=1TO4:PRINT"(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)│♠♠♠♠♠│":NEXT
1966 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)└♠♠♠♠♠┘
"
1967 RETURN
1970 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(BR
N)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)┌──────┘"
1971 FORI=1TO3:PRINT"(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)♠♠♠♠♠
♠♠♠♠│":NEXT
1972 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)└────────┘"
1973 RETURN
1980 PRINT"(HOME)(BRN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)  ┌──────────┐"
1981 FORI=1TO3:PRINT"  │♠♠♠♠♠♠♠♠♠│":NEXT
1982 PRINT"  └────────┘"
1983 RETURN
1990 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(BRN)♠♠
♠♠♠♠┌─"
1991 FORI=1TO3:PRINT"(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)│♠♠♠♠♠│":NEXT
1992 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)└─────┐
"
1993 RETURN
1995 RETURN
2000 POKE54287,30:POKE54276,21:POKE54283
,21
2010 POKE54296,VO:FORI=0TO220STEP6:POKE5
4273,I:POKE54280,I:NEXT
2020 POKE54296,0:RETURN
2030 SYS38000:POKE54296,VO:POKE680,3:POK
E54276,17:POKE54283,17:GOTO1360
2040 SYS38000:POKE54296,VO:POKE680,0:GOT
O1360
2050 SYS38000:POKE54296,VO:POKE680,1:POK
E54287,INT(RND(0)*50):GOTO1360
2060 SYS38000:POKE54293,VO:POKE680,3:GOT
O1360
2070 SYS38000:POKE54296,VO:POKE680,2:GOT
O1360
2080 SYS38000:POKE54296,VO:POKE680,1:POK
E54276,17:POKE54283,23:GOTO1360
2100 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)":FORX=1TO4
2110 PRINT"(BRN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)◡♠◡♠◡♠◡♠◡♠◡"
2120 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(BRN)◺♠◹♠◺♠◹♠◺♠◹♠◺(DOWN)":NEXT
2130 RETURN
2200 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)":FORX=1TO4
2210 PRINT"(BRN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)┌──────────────────────┐"
2220 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)└────────────────┘(DOWN)":NEXT
2230 RETURN
2300 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)":FORX=1TO4
2310 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(BRN)┌─♠─┌─♠─┌─♠─┌─♠─┌─"
2320 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)─┐♠┌─┐♠┌─┐♠┌─┐♠┌─(DOWN)":NEXT
2330 RETURN
2400 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)":FORX=1TO2
2410 PRINT"(BRN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)┌────────┘♠♠♠└────────┐"
2420 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)─┌──────┘♠♠♠└──────┐"
2430 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)──┌─┌┘♠♠♠└┐─┐"
```

```
2440 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)▔▔─|⌐||♣♣♣▔▔─|⌐||"
2450 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)▔─|||⌐|♣♣♣▔─|||⌐|"
2460 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)─|||||⌐♣♣♣─|||||⌐":PRINT"(DOWN)";:NEX
T
2470 RETURN
2500 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)|──────────
──":FORX=1TO7
2510 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(BRN)▔♣♣♣♣♣♣♣♣♣♣♣|":NEXT
2515 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(BRN)(UP)(UP)(UP)(UP)▔(WH
T)KILL    KILL(BRN)|(DOWN)(DOWN)(DOWN)"
2520 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)─|||||||||||⌐"
2530 RETURN
2600 IFPEEK(53248)<=40ANDPEEK(53264)=0TH
ENPOKEV+0,45:POKEV+16,1:GOTO2700
2610 IFPEEK(53248)>=48ANDPEEK(53264)=1TH
ENPOKEV+0,45:POKEV+16,0:GOTO2800
2620 IFPEEK(53249)=<55THENPOKEV+1,210:GO
TO2900
2630 IFPEEK(53249)=>215THENPOKEV+1,60:GO
TO3000
2700 PRINT"(CLR)";:TY=TY-6:GOSUB1210:POK
E53265,PEEK(53265)OR16:GOTO1350
2800 PRINT"(CLR)";:TY=TY+6:GOSUB1210:POK
E53265,PEEK(53265)OR16:GOTO1350
2900 PRINT"(CLR)";:TY=TY+42:GOSUB1210:PO
KE53265,PEEK(53265)OR16:GOTO1350
3000 PRINT"(CLR)";:TY=TY-42:GOSUB1210:PO
KE53265,PEEK(53265)OR16:GOTO1350
6000 A=PEEK(V+21):IFPO=1THEN1360
6001 IFLA>0THENPO=1:SYS39500:FORI=12TO28
:POKE53283,I:NEXT:POKEV+21,A-62:LA=LA-1
6005 IFLA>0THENSYS39000:FORI=1TO4-LA:POK
E1150+(I*40),32:NEXT
6006 IFLA=0THENPOKE1310,32
6007 IFLA>0THENST$="LAZERS!":PRINT"(HOME
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(RGHT)(WHT)STATUS:(YE
L)"ST$
6010 FORI=VOTO0STEP-.6:SYS39000:SYS39500
:POKE54296,I:NEXT:GOTO1382
6020 POKE1352,32:GOTO1382
7000 SYS39500:P=1:E=E-1:SYS39000:IFE<0TH
ENE=8:EN=EN-1:IFEN<>0THEN7010
7003 IFEN=0THENGOTO8000
7005 GOTO1360
7010 SYS39500:FORI=1TO4:POKE1378-(I*40),
32:NEXT:SYS39500
7015 SYS39000:FORI=1TOEN:POKE1378-(I*40)
,0:NEXT:SYS39500
7020 SYS39500:GOTO1360
7100 A=PEEK(V+21)
7101 IFPEEK(TY+5)=1THEN7000
7105 IFL=0THENPOKEV+21,65:POKEV+30,0:IFP
EEK(V+30)AND65THENL=1:O=1:GOTO7120
7110 POKEV+21,A:GOTO7000
7120 SYS39500:SYS39000:POKEV+21,A-64:SC=
SC+3:E=E+U:IFE=8ANDEN<5THENEN=EN+1
7125 POKE680,3
7130 SYS38000:POKE54296,VO:FORI=12TO28ST
EP2:SYS39000:SYS39500:POKE53283,I:NEXT
7140 SYS39500:ST$="BRILL !":PRINT"(HOME)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(RGHT)(WHT)STATUS:(YEL
)"ST$
7149 PRINT"(HOME)   (WHT)SCORE:(YEL)"SC"(
LEFT)%":POKETY+5,1
7150 IFSC<10THENPOKE1032,48
7151 IFSC>99THEN8500
7160 SYS39500:GOTO1360
8000 ST$="DEAD !!":PRINT"(HOME)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(RGHT)(WHT)STATUS:(BLK)"ST$
8001 POKE680,3:IFEN=0THENPOKE1338,32
8002 SYS38000:POKE54296,VO:FORX=0TO09:FO
RI=0TO7:POKEV+37,I:SYS39500:SYS39000
8003 POKE54280,X*I*2:SYS39500
8004 POKE2040,208+I:NEXT:NEXT:FORI=12TO2
8:POKE53283,I:SYS39000:SYS39500:NEXT
8005 POKEV+21,254:SYS38000:POKE54296,VO
8006 FORI=0TO3:FORX=VOTO0STEP-.8:POKE542
96,X:POKEV+38,X:SYS39500:NEXT:NEXT
8010 POKEV+21,0:GOSUB1000
8020 POKEV+38,0:LI=LI-1:IFLI=0THEN9000
8030 POKEV+37,2:EN=4:LA=4:E=1:O=0:L=0:GO
SUB1210:POKEV+21,0:POKEV+16,0
8035 POKE53265,PEEK(53265)OR16
8040 GOSUB1070:POKEV+21,A:POKEV+0,150:PO
KEV+1,120:GOTO1350
8500 PRINT"(CLR)";:POKEV+21,0:PRINT"(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(BRN)|───────────"
8510 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(BRN)▔(WHT) LEVEL : "LE+1"(BRN)
|"
8520 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(BRN)─|||||||||||⌐"
8530 POKE54296,15:POKE680,3:SYS38000:FOR
I=0TO2:FORX=15TO0STEP-.2:POKE54296,X
8540 NEXT:NEXT:LE=LE+1:U=U-1:IFU>0THENGO
TO1200
8550 U=0:GOTO1200
8999 END
9000 PRINT"(CLR)";:GOSUB1070:POKE680,0:S
YS38000:FORX=1TO150:POKE54283,X
9010 FORI=0TOINT(RND(0)*9):PRINT"(DOWN)"
:NEXT:H=INT(RND(0)*28)
9020 PRINTTAB(H)"(BRN)|──────────────"
9030 PRINTTAB(H)"▔(WHT)GAME OVER!(BRN)|"
9040 PRINTTAB(H)"─||||||||||⌐(HOME)":NEX
T
9050 SYS38000:POKE680,3
9060 FORI=0TO2:FORX=15TO0STEP-.2:POKE542
96,X:NEXT:NEXT:PRINT"(CLR)";:RUN
```

```
7,236,15,255,172,3,87,176,3
4160 DATA85,240,63,213,192,0,63,0,0,0,0,
0,0,0,0,0,0,0,0,0,0
4170 DATA0,0,0,0,12,0,0,3,0,0,3,0,0,63,1
92,0,221,192,3,93,112,195,87,112,61,95
4180 DATA92,61,117,220,13,213,252,13,213
,236,13,119,172,3,94,176,3,122
4190 DATA176,0,251,192,0,63,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0
4200 DATA0,0,0,0,0,0,0,3,0,48,3,0,48,3,0,
48,3,247,240,3,119,112,3,119,112,13
4210 DATA119,92,13,127,92,13,119,92,13,1
19,92,15,247,252,3,191,176,3,166
4220 DATA176,0,234,192,0,63,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0
4230 DATA0,0,0,0,0,0,0,3,0,0,12,0,0,63,0
,0,215,192,3,87,112,3,93,115,13,93
4240 DATA127,13,119,220,13,117,220,15,21
5,92,14,183,92,3,173,112,3,173,112
4250 DATA0,235,192,0,63,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0
4251 DATA162,0,189,170,2,168,192,1,240,7
,192,2,240,24,76,198,154
4252 DATA222,2,208,222,2,208,189,2,208,2
01,50,208,29,169,2,157
4253 DATA170,2,76,135,154,254,2,208,254,
2,208,189,2,208,201,255,208,8,169,1
4254 DATA157,170,2,76,135,154,189,171,2,
168,192,1,240,7,192,2,240,24
4255 DATA76,198,154,222,3,208,222,3,208,
189,3,208,201,29,208,29,169,2,157,171
4256 DATA2,76,192,154,254,3,208,254,3,20
8,189,3,208,201,220,208,8,169,1,157
4257 DATA171,2,76,192,154,232,232,224,10
,208,136,96,-1
4258 I=39500
4259 READA:IFA=-1THEN4270
4260 POKEI,A:I=I+1:GOTO4259
4270 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(RED)P
RESS SHIFT/RUNSTOP."
5000 FORI=0TO63:READA:POKEI+(216*64),A:N
EXT
5010 FORI=0TO63:READA:POKEI+(217*64),A:N
EXT
5020 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,3
,255,192,3,170,192,3,170,192,3
5030 DATA150,192,3,150,192,3,150,192,3,1
50,192,3,170,192,3,170,192,3,255,192
5040 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0
5050 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,3
,255,192,3,85,192,3,85,192,3
5060 DATA105,192,3,105,192,3,105,192,3,1
05,192,3,85,192,3,85,192,3,255,192
5070 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0
```

PROGRAM LISTING 2

```
1 POKE39276,96:POKE49156,5:POKE49186,5
2 FORI=0TO7:POKE12288+I,255:NEXT
3 POKE39247,55:POKE39264,215:POKE39166,4
0:POKE39210,48
4 POKE49186,1:POKE49186+6,5
5 CLR:VO=15
6 POKE53272,29:POKE53270,PEEK(53270)OR16
:POKE53283,12:POKE53282,11
651 POKE53280,12:POKE53281,12
654 POKE650,128:PRINT"(CLR)(DOWN)(DOWN)(
DOWN)(BRN)":GOSUB1000:SYS38000:POKE680,4
:POKE54296,0:LI=3
655 PRINT"  ┌──────────────────────────────────
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656 PRINT"  ▒▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄▒ ▄
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763 PRINT"  ─┘ └─────────▒
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770 POKEV+21,0:GOSUB1070:PRINT"(HOME)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(WHT)BY GAVIN
 ADAIR(BRN)"
771 FORI=0TO24:POKEI+54272,0:NEXT:POKE54
277,128:POKE54284,128:POKE54278,128
772 POKE54285,128
780 POKE2040,231:POKE2041,232:POKE2042,2
33
790 POKEV+38,0:POKEV+37,6:FORI=0TO2:POKE
V+39+I,7:NEXT
800 FORI=1TO5STEP2:POKEV+I,29:NEXT:P=138
:FORI=0TO5STEP2:POKEV+I,P:P=P+35:NEXT
810 POKEV+28,255:POKEV+16,0:POKEV+21,7
820 C=PEEK(V+0):E=PEEK(V+4):G=PEEK(V+0):
H=PEEK(V+4):O=3
825 FORI=0TO1500:NEXT:I=-9:POKE54296,15:
POKE54287,4:POKE54283,0:POKE54276,23
830 POKE54273,I+9:GETA$:IFA$<>""THENVO=1
5:LI=3:GOTO1190
831 I=I+1:IFI>0THENPOKEV+1,I:POKEV+3,I:P
OKEV+5,I:IFI=139THEN845
832 POKEV+38,F
833 C=C+O:E=E-O:IFC>H OR C<GTHENO=-O
840 POKEV+J,C:POKEV+4,E:GOTO830
841 CLR:V=53248
845 FORX=15TO0STEP-.2:POKE54296,X:NEXT
```

```
910 POKEV+38,0:P=0:POKE680,0:SYS38000
915 E=PEEK(V+0):F=PEEK(V+3):G=PEEK(V+4):
A=PEEK(V+1):B=PEEK(V+5)
920 E=E-7:G=G+7:IFG>255THENPOKEV+16,4:G=
G-255
930 POKEV+0,E:POKEV+4,G:POKEV+1,A:POKEV+
5,B:IFP=0THENF=F-7:POKEV+3,F
931 IFF<29THENP=1
932 IFE<5THENPOKEV+21,0:FORI=15TO0STEP-.
2:POKE54296,I:NEXT:GOSUB1000:GOTO934
933 GOTO920
934 CLR:V=53248
940 PRINT"(CLR)(DOWN)♣♣♣♣♣♣♣♣♣♣ ♣♣♣♣♣♣♣
♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣";:POKE53280,12:POK
E680,4
941 LE=0:PRINT" |----------------------------
------------------ ";:POKEV+21,0
942 PRINT" ‾
        | ";
943 PRINT" ‾♣-|||||||||||||||||||||||||||
||||||♣♣| ";
944 VO=15:LI=3:FORI=0TO15:PRINT" ‾♣|
                               ‾♣| ";:NEXT
945 PRINT" ‾♣|-----------------------------
----------♣| ";
946 PRINT" ‾♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣
♣♣♣♣♣♣♣♣| ";
947 PRINT" -|||||||||||||||||||||||||||||
|||||||||\ ";
948 PRINT" ♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣♣
♣♣♣♣♣♣♣♣♣ ";:GOSUB1070:POKE53281,12
951 PRINT"(WHT)(HOME)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)PRESS'F1'TO INCREASE VOLUME
:"VO"(LEFT) ";:IFVO>9THENPRINT"(LEFT)(BR
N)‾"
952 PRINT"(WHT)(HOME)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)PRE
SS'F3'TO INCREASE LIVES :"LI;
953 PRINT"(WHT)(HOME)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)PRESS'F5'TO INCREAS
E LEVEL :"LE;
954 GETA$:IFA$=""THEN954
955 IFA$="(F1)"THENVO=VO+1:IFVO=16THENVO
=0
956 IFA$="(F3)"THENLI=LI+1:IFLI=6THENLI=
1
957 IFA$="(F5)"THENLE=LE+1:IFLE=3THENLE=
0
958 IFA$=" "THENGOTO960
959 GOSUB2000:GOTO 951
960 PRINT"(CLR)";:FORX=0TO280:POKEX+1280
8,0:NEXT
961 PRINT"(BRN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)";
962 PRINTTAB(8)"|----------------------------"
963 PRINTTAB(8)"‾                         |"
964 PRINTTAB(8)"‾  |---------------------  |"
965 PRINTTAB(8)"‾  ‾                   |  |"
966 PRINTTAB(8)"‾  ‾                   |  |"
967 PRINTTAB(8)"‾  ‾                   |  |"
968 PRINTTAB(8)"‾  -||||||||||||||||||\  |"
969 PRINTTAB(8)"‾                         |"
970 PRINTTAB(8)"-||||||||||||||||||||||||\"
971 GOSUB1070:PRINT"(UP)(UP)(UP)(UP)(UP)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(WHT)PRE
PARE TO DIE!":POKE680,3:SYS38000
972 POKE54296,VO:FORI=80TO255STEP.23:POK
E680,3:POKE54283,I:NEXT
973 SYS38000:FORX=VOTO0STEP-.13:POKE5429
6,X:NEXT:POKE54296,VO
974 FORX=VOTO0STEP-.13:POKE54296,X:NEXT:
POKE54296,VO
975 FORX=VOTO0STEP-.13:POKE54296,X:NEXT
976 PRINT"(UP)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)         "
978 GOSUB1000:PRINT"(CLR)";
980 GOTO1190
999 END
1000 FORI=1TO280STEP4:POKE12808+I,0:NEXT
1005 FORI=2TO280STEP4:POKE12808+I,0:NEXT
1010 FORI=3TO280STEP4:POKE12808+I,0:NEXT
1020 FORI=0TO280STEP4:POKE12808+I,0:NEXT
1060 RETURN
1070 FORI=1TO280STEP4:POKE12808+I,PEEK(2
0000+I):NEXT
1080 FORI=2TO280STEP4:POKE12808+I,PEEK(2
0000+I):NEXT
1090 FORI=3TO280STEP4:POKE12808+I,PEEK(2
0000+I):NEXT
1100 FORI=0TO280STEP4:POKE12808+I,PEEK(2
0000+I):NEXT
1130 RETURN
1190 POKE54296,0:U=2.5-LE:IFU<0THENU=0
1200 POKEV+21,0:SC=0:EN=4:LA=4:E=5:PRINT
"";:TY=49152:GOSUB1070:GOSUB1210
1204 T1=49152:FORI=0TO41:POKET1+5,0:T1=T
1+6:NEXT
1205 A=255:O=0:GOSUB1301:POKE53265,PEEK(
53265)OR16:GOTO1350
1206 P=0
1210 POKE53265,PEEK(53265)AND239:GOSUB19
00:POKE681,0:GOSUB1950:V=53248
1220 O=0:L=0:PO=0:IFPEEK(TY)=1THENGOSUB1
960
1230 IFPEEK(TY+1)=1THENGOSUB1970
1240 IFPEEK(TY+2)=1THENGOSUB1990
1250 IFPEEK(TY+3)=1THENGOSUB1980
1260 IFPEEK(TY+4)=1THENGOSUB2100
1270 IFPEEK(TY+4)=2THENGOSUB2200
1280 IFPEEK(TY+4)=3THENGOSUB2300
1290 IFPEEK(TY+4)=4THENGOSUB2400
1295 IFPEEK(TY+4)=5THENGOSUB2500
1296 IFPEEK(TY+5)=0THENA=255:POKEV+21,A:
RETURN
1297 A=191:POKEV+21,A
1300 RETURN
1301 V=53248:POKEV+21,255:POKEV+28,255:P
OKEV+37,2:POKEV+39,7:POKEV+0,150
1302 POKEV+1,120:FORI=0TO7:POKEV+39+I,7:
NEXT:POKE2040,208:FORI=2TO13STEP2
1303 B=INT(RND(0)*130)+120:IFINT(B/2)<>B
/2THEN1303
1304 POKEV+I,B:NEXT:FORI=3TO13STEP2
1305 B=INT(RND(0)*130)+120:IFINT(B/2)<>B
/2THEN1305
1306 POKEV+I,B:NEXT:POKE2046,216
1307 FORI=0TO15:POKE682+I,INT(RND(0)*1)+
1:NEXT:POKE39527,104:POKE39548,250
1308 FORI=1TO5:POKE2040+I,230:NEXT:POKE3
9584,86:POKE39605,200:POKEV+16,0
1309 POKEV+12,176:POKEV+13,140:RETURN
1310 POKE53265,PEEK(53265)OR16
1350 IFRND(0)>.45THENGOTO2030
1351 IFRND(0)>.4THENGOTO2040
1352 IFRND(0)>.35THENGOTO2050
1353 IFRND(0)>.30THENGOTO2060
1354 IFRND(0)>.25THENGOTO2070
1355 IFRND(0)>.2THENGOTO2080
1360 SYS39000:IFO=0THENPOKE2046,216:SYS3
9000
1370 SYS39500:IFO=0THENPOKE2046,217:SYS3
9500
1380 SYS39000:SYS39500:IFPEEK(681)<>0THE
NPOKE681,0:GOTO2600
1381 SYS39000:SYS39500:GETA$:IFA$=" "THE
NGOTO6000
1382 SYS39500:SYS39000:IFPEEK(V+30)AND1T
HEN7100
```

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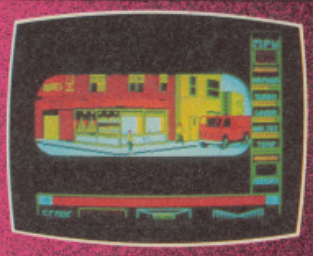
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UXB

by Ranjit Singh

Guide your hat to get to the bomb on each level in an ever decreasing time limit, but mind the boot!

Flags are worth 100 points each. If you get all 10 then you get a bonus of 1000 x level. Skulls will kill you, and there are more and more per screen as your level increases (up to a maximum of 10). Keys are z—left, x—right, m—down, k—up.

Extra life every 10,000 points.

```
10 SYMBOL AFTER 180
20 DIM v(7)
30 FOR i=180 TO 236
40 FOR a=0 TO 7
50 READ v$:v(a)=VAL("&"+v$)
60 NEXT a
70 SYMBOL i,v(0),v(1),v(2),v(3),v(4),v(5
),v(6),v(7)
80 NEXT i
90 RUN"uxb2
100 DATA 03,0F,1B,11,11,19,6F,E7
110 DATA C0,F0,D8,88,88,98,F6,E7
120 DATA F9,DE,01,07,5E,F8,F0,70
130 DATA 9F,7B,E0,80,7A,1F,0F,0E
140 DATA 00,3F,7F,7F,7F,7F,7F,7F
150 DATA 00,F8,FC,FC,FC,FC,FC,FC
160 DATA 00,00,00,02,02,02,02,02
170 DATA 7F,7F,7F,7F,7F,3F,00,00
180 DATA 00,00,00,00,00,00,1F,00
190 DATA FC,FC,FC,FC,FC,F8,00,00
200 DATA 02,02,02,02,02,06,FC,00
210 DATA 00,00,10,10,10,10,10,00
220 DATA 00,3F,2F,2F,2F,2F,2F,3F
230 DATA 00,FC,FC,FC,FC,FC,FC,FC
240 DATA 10,10,00,10,00,00,00,00
250 DATA 2F,2F,3F,2F,3F,FF,FF,00
260 DATA FC,FC,FC,FC,FC,FF,FF,00
270 DATA 00,70,70,70,70,70,70,70
280 DATA 00,00,0E,0F,0F,0F,0F,08
290 DATA 00,0E,01,00,00,00,00,07
300 DATA 00,00,00,18,F8,F8,F0,00
310 DATA 00,04,1C,E4,04,04,08,F0
320 DATA 70,70,70,70,70,70,70,00
330 DATA 08,00,00,00,00,00,00,00
340 DATA 00,00,00,00,00,3F,45,6C
350 DATA 00,00,01,1B,03,00,3A,13
360 DATA 00,00,00,00,00,FC,A2,B6
370 DATA 20,00,B0,00,00,00,5C,48
380 DATA 6C,6D,6D,7F,7F,7F,3F,00
390 DATA 13,12,12,00,00,00,00,00
400 DATA 3E,3E,B6,FE,FE,FE,FC,00
410 DATA C8,C8,48,00,00,00,00,00
420 DATA 00,00,00,00,00,00,00,1F
430 DATA 00,7E,5E,5E,5E,5E,5E,DE
440 DATA 00,00,20,20,20,20,20,20
450 DATA 2F,5F,5F,5F,5F,5F,7F,00
460 DATA 10,20,20,20,20,20,00,00
470 DATA DE,FE,FE,FE,FE,FE,3E,00
480 DATA 20,00,00,00,00,00,00,00
490 DATA 00,06,1E,3F,7F,1F,1F,0F
500 DATA 04,1C,7C,3C,3E,1E,1E,0E
510 DATA 0F,0F,0F,0F,1F,1F,1E,3E
520 DATA 1E,1E,1E,1E,1E,1E,1E,1E
530 DATA 3E,3C,7C,7E,FF,3F,1F,06
540 DATA 3C,3C,38,78,70,E0,80,00
550 DATA 00,00,18,3C,7E,7F,9F,0F
560 DATA 0C,1E,3E,3E,3E,3E,B2,A4
570 DATA 07,03,03,03,01,01,05,45
580 DATA 80,C0,C0,C0,C0,C0,E0,E0
590 DATA 87,C7,CF,EE,FC,7C,78,30
600 DATA 70,78,79,3A,3E,1C,1C,08
610 DATA 1F,7F,FF,7F,3C,3C,3C,1C
620 DATA 80,FC,FE,FF,3F,1F,07,3E
630 DATA 1D,1F,1F,1F,1E,1C,1C,1C
640 DATA FC,FE,FF,FF,1F,0F,0F,0F
650 DATA 1C,1C,3C,3C,3E,7F,7F,81
660 DATA 0F,0F,1E,3E,FC,F8,F0,E0
```

```
10 '*******************************
20 '**** U.X.B. MAIN PROGRAM ****
30 '****    by RANJIT SINGH    ****
40 '****       (c) 1986        ****
50 '*******************************
60 RANDOMIZE TIME
70 GOSUB 430:'define U.D.G. strings
80 GOSUB 700:'initialise
90 GOSUB 2090:'intro screen
100 DEF FNx=INT(RND(1)*12)
110 DEF FNy=INT(RND(1)*11)
120 d=REMAIN(0):GOSUB 750:'print screen
130 i=25-2*level:IF level>10 THEN i=10
140 EVERY i GOSUB 2040
150 EI
160 WHILE INKEY$<>"":WEND
170 GOSUB 1200:'move man
180 IF dead THEN 260
190 IF done THEN GOSUB 1830:dead=0:done=
0:flags=0:GOTO 120
200 GOSUB 1440:'move boot
210 IF dead THEN 260
220 GOSUB 1200:'move man
230 IF dead THEN 260
240 IF done THEN GOSUB 1830:dead=0:done=
0:flags=0:GOTO 120
250 GOTO 170
260 t=61-level:IF t<20 THEN t=20
270 d=REMAIN(0)
280 FOR i=0 TO 4:SOUND 1,800+100*i,20+10
*i:NEXT
290 FOR i=1 TO 1200:NEXT
300 flags=0
310 lives=lives-1
320 IF lives THEN dead=0:GOTO 120
330 d=REMAIN(0)
340 LOCATE 10,12:PEN 1
350 PRINT CHR$(22)+CHR$(0)+"GAME OVER"
360 LOCATE 8,14:PRINT "Press any key"
370 WHILE INKEY$<>"":WEND
380 CALL &BB18
390 IF score>hi(9) THEN GOSUB 2290
400 lives=3:score=0:t=60:level=1:extra=1
0000
410 dead=0
```

```
420 GOTO 90
430 '** define graphic strings **
440 RESTORE 550
450 READ n:FOR a=1 TO n:READ v:skull$=sk
ull$+CHR$(v):NEXT a:skull$=RIGHT$(skull$
,n)
460 READ n:FOR a=1 TO n:READ v:stone$=st
one$+CHR$(v):NEXT a:stone$=RIGHT$(stone$
,n)
470 READ n:FOR a=1 TO n:READ v:hat$=hat$
+CHR$(v):NEXT a:hat$=RIGHT$(hat$,n)
480 READ n:FOR a=1 TO n:READ v:flag$=fla
g$+CHR$(v):NEXT a:flag$=RIGHT$(flag$,n)
490 READ n:FOR a=1 TO n:READ v:bomb$=bom
b$+CHR$(v):NEXT a:bomb$=RIGHT$(bomb$,n)
500 READ n:FOR a=1 TO n:READ v:boot$=boo
t$+CHR$(v):NEXT a:boot$=RIGHT$(boot$,n)
510 READ n:FOR a=1 TO n:READ v:title$=ti
tle$+CHR$(v):NEXT a:title$=RIGHT$(title$
,n)
520 READ n:FOR a=1 TO n:READ v:sp$=sp$+C
HR$(v):NEXT a:sp$=RIGHT$(sp$,n)
530 RETURN
540 'skull
550 DATA 9,15,1,180,181,8,8,10,182,183
560 'stone
570 DATA 18,15,3,184,185,8,8,10,187,189,
15,2,8,190,8,8,188,11,186
580 'hat
590 DATA 17,15,1,191,10,8,194,8,11,15,2,
192,193,8,8,10,195,196
600 'flag
610 DATA 16,15,2,197,8,10,202,8,11,15,1,
199,201,8,8,10,203
620 'bomb
630 DATA 21,15,2,204,206,8,8,10,208,210,
8,8,11,15,1,205,207,8,8,10,209,211
640 'boot
650 DATA 19,15,2,212,213,8,8,10,215,217,
8,11,15,1,214,8,8,10,216,218
660 'title
670 DATA 43,219,220,32,225,226,32,231,23
2,8,8,8,8,8,8,8,8,10,221,222,32,227,228,
32,233,234,8,8,8,8,8,8,8,8,10,223,224,46
,229,230,46,235,236,46
680 'space
690 DATA 11,22,0,32,32,8,8,10,32,32,22,1
700 '** initialise **
710 lives=3:DIM screen(11,10),name$(9),h
i(9):level=1:t=60:score=0:extra=10000:fl
ags=0
720 INK 0,1:INK 1,26:INK 2,0:INK 3,6:BOR
DER 1
730 FOR s=0 TO 9:name$(s)="Rat'n'Gab!":h
i(s)=1000-s*100:NEXT
740 RETURN
750 '** print screen **
760 FOR r=0 TO 10:FOR c=0 TO 11:screen(c
,r)=1:NEXT c,r
770 x=9:y=5
780 bx=FNx
790 by=FNy
800 IF bx=x AND by=y THEN 780
810 bootx=FNx
820 booty=FNy
830 IF bootx=x AND booty=y THEN 810
840 IF bootx=bx AND booty=by THEN 830
850 MODE 1:PRINT CHR$(22)+CHR$(1)
860 FOR r=2 TO 22 STEP 2:LOCATE 1,r
870 FOR i=0 TO 11:PRINT stone$;:NEXT i,r
880 PEN 2:WINDOW 29,40,2,5:PRINT title$:
WINDOW 1,40,1,25
890 FOR a=1 TO 10
900 b=FNx:c=FNy
910 IF screen(b,c)=2 THEN 900
920 IF b=bx AND c=by THEN 900
930 IF b=x AND c=y THEN 900
940 IF b=bootx AND c=booty THEN 900
950 screen(b,c)=2
960 LOCATE b*2+1,c*2+2:PRINT flag$
970 NEXT a
980 b=bx*2+1:c=by*2+2
990 LOCATE b,c
1000 FOR a=1 TO LEN(bomb$):PRINT MID$(bo
mb$,a,1);:NEXT
1010 s=4+level:IF s>10 THEN s=10
1020 FOR a=1 TO s
1030 b=FNx:c=FNy
1040 IF screen(b,c)=2 THEN 1030
1050 IF screen(b,c)=3 THEN 1030
1060 IF b=bx AND c=by THEN 1030
1070 IF b=x AND c=y THEN 1030
1080 IF b=bootx AND c=booty THEN 1030
1090 screen(b,c)=3
1100 LOCATE b*2+1,c*2+2:PRINT skull$
1110 NEXT a
1120 PEN 1
1130 LOCATE 27,10:PRINT "Score:";score
1140 LOCATE 27,12:PRINT "Time :";t
1150 LOCATE 27,14:PRINT "Lives:";lives
1160 GOSUB 1640:'print man
1170 GOSUB 1690:'print boot
1180 FOR i=1 TO 500:NEXT
1190 RETURN
1200 '** move man **
1210 DI
1220 ox=x:oy=y
1230 k$=UPPER$(INKEY$)
1240 IF k$="Z" THEN x=x-1
1250 IF k$="X" THEN x=x+1
1260 IF k$="M" THEN y=y+1
1270 IF k$="K" THEN y=y-1
1280 IF x<0 THEN x=11
1290 IF x>11 THEN x=0
1300 IF y<0 THEN y=10
1310 IF y>10 THEN y=0
1320 v=screen(x,y)
1330 IF v=0 THEN x=ox:y=oy:EI:RETURN
1340 IF v=2 THEN GOSUB 1740
1350 IF v=3 THEN dead=-1:EI:RETURN
1360 IF x=bootx AND y=booty THEN dead=-1
:EI:RETURN
1370 IF x=bx AND y=by THEN done=-1:RETUR
N
1380 b=ox*2+1:c=oy*2+2:LOCATE b,c:PRINT
sp$
1390 GOSUB 1640
1400 SOUND 1,100,5,3:score=score+5:GOSUB
 1930
1410 screen(x,y)=0
1420 EI
1430 RETURN
1440 '** move boot **
1450 DI
1460 ox=bootx:oy=booty
1470 IF bootx>x THEN bootx=bootx-1:IF bo
otx=bx AND booty=by THEN bootx=ox:GOTO 1
490 ELSE  1510
```

```
1480 IF bootx<x THEN bootx=bootx+1:IF bo
otx=bx AND booty=by THEN bootx=ox:GOTO 1
490 ELSE  1510
1490 IF booty>y THEN booty=booty-1:IF bo
otx=bx AND booty=by THEN booty=oy ELSE 1
510
1500 IF booty<y THEN booty=booty+1:IF bo
otx=bx AND booty=by THEN booty=oy
1510 IF bootx=ox AND booty=oy THEN 1610
1520 v=screen(ox,oy)
1530 LOCATE ox*2+1,oy*2+2
1540 PRINT sp$:LOCATE ox*2+1,oy*2+2
1550 ON v+1 GOTO 1560,1570,1580,1590
1560 PRINT sp$:GOTO 1600
1570 PRINT stone$:GOTO 1600
1580 PRINT stone$:LOCATE ox*2+1,oy*2+2:P
RINT flag$:GOTO 1600
1590 PRINT stone$:LOCATE ox*2+1,oy*2+2:P
RINT skull$
1600 GOSUB 1690
1610 IF bootx=x AND booty=y THEN dead=-1
1620 EI
1630 RETURN
1640 '** print man **
1650 DI
1660 LOCATE x*2+1,y*2+2:PRINT sp$
1670 LOCATE x*2+1,y*2+2:PRINT hat$
1680 RETURN
1690 '** print boot **
1700 LOCATE bootx*2+1,booty*2+2:PRINT sp
$
1710 LOCATE bootx*2+1,booty*2+2
1720 FOR a=1 TO LEN(boot$):PRINT MID$(bo
ot$,a,1);:NEXT
1730 RETURN
1740 '** get flag **
1750 DI
1760 score=score+100
1770 flags=flags+1
1780 SOUND 1,100,20,2
1790 GOSUB 1930
1800 IF flags=10 THEN score=score+level*
1000:GOSUB 1930:SOUND 1,150,10,7:FOR i=1
 TO 50:NEXT:SOUND 1,175,5,7:flags=0
1810 EI
1820 RETURN
1830 '** get bomb **
1840 d=REMAIN(0)
1850 FOR i=200 TO 1 STEP -1:SOUND 1,i,1:
NEXT
1860 i=level*100:IF i>1000 THEN i=1000
1870 score=score+i
1880 GOSUB 1930
1890 FOR i=1 TO t:score=score+10:t=t-1:G
OSUB 1930:GOSUB 1990:NEXT
1900 level=level+1
1910 t=61-level:IF t<20 THEN t=20
1920 RETURN
1930 '** print score **
1940 PRINT CHR$(22)+CHR$(0)
1950 LOCATE 33,10:PEN 1:PRINT score
1960 IF score>extra THEN lives=lives+1:L
OCATE 33,14:PRINT lives:extra=extra+1000
0
1970 PRINT CHR$(22)+CHR$(1)
1980 RETURN
1990 '** print time **
2000 PRINT CHR$(22)+CHR$(0)
2010 LOCATE 33,12:PEN 1:PRINT t
2020 PRINT CHR$(22)+CHR$(1)
2030 RETURN
2040 t=t-1
2050 SOUND 2,150+t,10,1
2060 d=FRE("")
2070 IF t>0 THEN GOSUB 1990:dead=0:RETUR
N
2080 dead=-1:RETURN
2090 '*** intro screen ***
2100 d=REMAIN(0)
2110 MODE 1:PAPER 0
2120 PEN 1:WINDOW 17,40,1,25:PRINT title
$:WINDOW 1,40,1,25
2130 PEN 2:LOCATE 14,4:PRINT "By Ranjit
Singh."
2140 PRINT CHR$(22)+CHR$(1)
2150 LOCATE 2,5:PRINT hat$:LOCATE 5,5:PE
N 1:PRINT "You"
2160 LOCATE 2,8:PRINT stone$:LOCATE 5,8:
PEN 1:PRINT "Safe Square"
2170 LOCATE 2,11:PRINT stone$:LOCATE 2,1
1:PRINT skull$:LOCATE 5,11:PEN 1:PRINT "
Deadly"
2180 LOCATE 2,14:PRINT stone$:LOCATE 2,1
4:PRINT flag$:LOCATE 5,14:PEN 1:PRINT "F
lag- 100 points"
2190 LOCATE 2,17:PRINT bomb$:LOCATE 5,17
:PEN 1:PRINT "Bomb- go for it!"
2200 LOCATE 2,20:PRINT boot$:LOCATE 5,20
:PEN 1:PRINT "Boot- avoid!"
2210 LOCATE 7,22:PEN 2:PRINT"Z-left  X-r
ight  K-up  M-down"
2220 LOCATE 26,7:PEN 3:PRINT "HIGH SCORE
S"
2230 FOR s=0 TO 8:LOCATE 21,s+9:PEN 3:PR
INT s+1;:PEN 1:PRINT LEFT$(name$(s)+STRI
NG$(10,"."),10);:PEN 2:PRINT hi(s):NEXT
2240 LOCATE 22,18:PEN 3:PRINT"10";:PEN 1
:PRINT LEFT$(name$(9)+STRING$(10,"."),10
);:PEN 2:PRINT hi(9)
2250 LOCATE 12,24:PEN 1:PRINT "Press A K
ey To Play"
2260 GOSUB 2470
2270 CALL &BB18
2280 RETURN
2290 '**** high score ****
2300 CLS
2310 GOSUB 2470
2320 PEN 2:LOCATE 7,5:PRINT "You  got  a
  new  high  score."
2330 LOCATE 10,7:PEN 1:PRINT "Please typ
e in your name."
2340 LOCATE 16,10:PEN 1:PRINT "........
."
2350 LOCATE 16,10:n$="":name$(9)=""
2360 WHILE INKEY$<>"":WEND
2370 WHILE n$<>CHR$(13)
2380 IF n$>=CHR$(&20) AND n$<=CHR$(&7A)
AND LEN(name$(9))<10 THEN name$(9)=name$
(9)+n$:PRINT n$;
2390 IF n$=CHR$(&7F) AND LEN(name$(9))>0
 THEN name$(9)=LEFT$(name$(9),LEN(name$(
9))-1):PRINT CHR$(8)+CHR$(&10);
2400 n$=INKEY$
2410 WEND
2420 hi(9)=score
2430 FOR s=9 TO 1 STEP -1
2440 IF hi(s)>hi(s-1) THEN score=hi(s):h
i(s)=hi(s-1):hi(s-1)=score:n$=name$(s):n
ame$(s)=name$(s-1):name$(s-1)=n$
2450 NEXT
2460 RETURN
2470 PLOT 0,0,1:DRAW 0,398:DRAW 638,398:
DRAW 638,0:DRAW 0,0:RETURN
```



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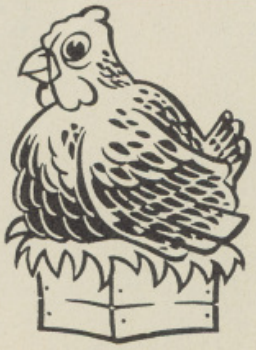
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