AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION NO 19

STARDATE OCTOBER 1986

£1

Computer GAMER

WE PULL OPEN THE TRAP DOOR

REVIEWS: DAN DARE DEACTIVATORS MINDSTONE

INFOGRAMES – THE FRENCH COLLECTION

HIGHLANDER™

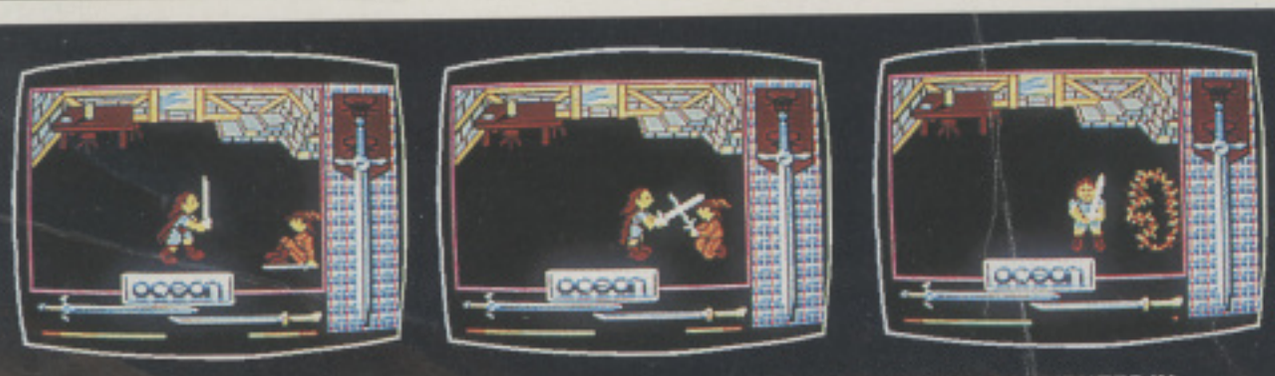
THERE CAN BE ONLY ONE

Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient samurai sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years.

A unique breed of men fated to duel down the ages to a distant time called the Gathering will battle for the Prize— power beyond imagination. The distant time is now. The place, New York.

ocean

OCEAN SOFTWARE 6 CENTRAL STREET MANCHESTER M2 5NS TEL : 061 832 6633 TELEX 669977 OCEANS G



OCEAN SOFTWARE DISTRIBUTED IN FRANCE BY OCEAN FRANCE TEL: 93 42 7144

OCEAN SOFTWARE DISTRIBUTED IN GERMANY BY RUSHWARE TEL: 2101 60040

SPECTRUM 48K £7.95

COMMODORE 64 £8.95

AMSTRAD £8.95

© Higlander Productions Limited MCMLXXXVI. All Rights Reserved.
TM – Tradmark owned by THORN EMI Screen Entertainment Ltd., and used by Ocean Software Ltd., under authorisation. Movie and Media Marketing Ltd., Licensing Agents.

Computer GAMER

Transmission 19 **Stardate** October 1986

REGULARS

News 4
The PCW Show Report.

Heroic Warrior 14
Brave the frozen wastes in our free game.

Arcade Reviews 18
Beyond the Forbidden Forest lies games galore.

PBM Update 26
Postal games get our stamp of approval.

Dungeon Dressing 30
Add plausible characters to your make-believe adventures.

Hi-scores 32
Stun the world with your megablast record.

Adventure Reviews 36
A treasure trove of alien worlds and magical mindscapes.

Music 56
When the going gets tough, relax with a light-show.

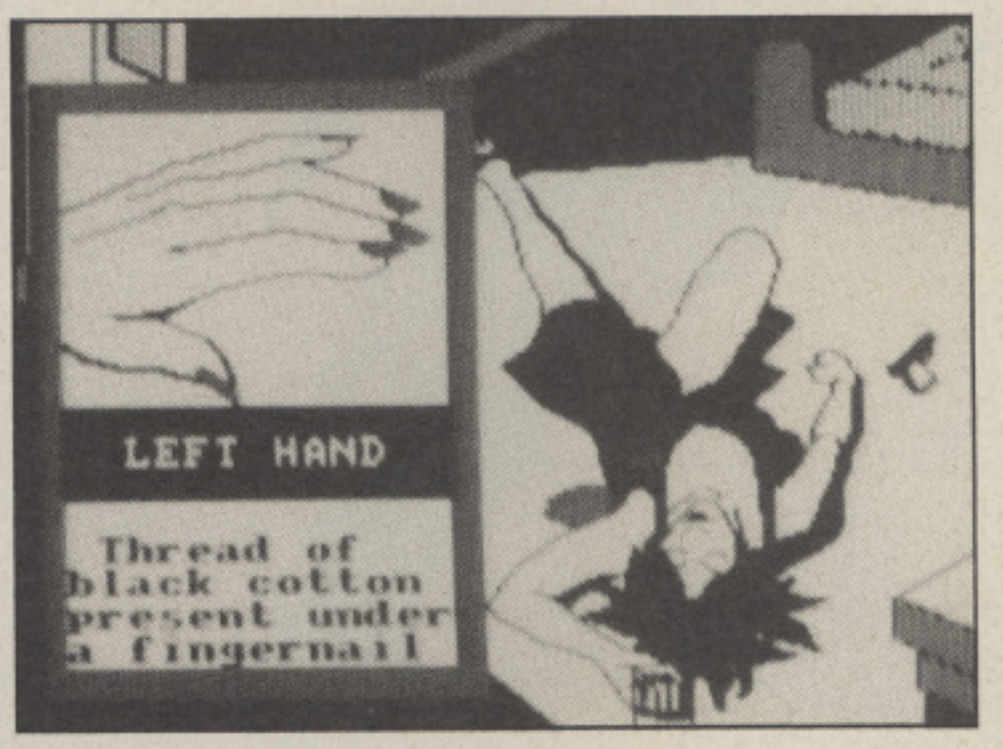
Sports Reviews 62
More wrist-aching action for armchair athletes.

Strategy Reviews 66
The Protocol of being a Rebel and other trials of logic.

Programs 70
Get keyed up with a selection of our readers favourites.

FEATURES

The Newsroom 8
Start a fanzine with Ariolasoft's desk top publishing package.



The French Collection 12
Oh la la, can ze French write ze software? We think they can-can.

Deactivators 28
Explosive action and brain strain in a world of robots.

The Trap Door 42
Make a Burk of yourself with this best cellar.

Dan Dare 50
Who Dares wins hours of fun with the Pilot of the Future.

Mindstone 58
Icon adventuring in a land of magic.

OFFERS

Trap Door Competition 40
You've read the review, now win the game.

Competition Results 45
Are you one of our lucky winners?

Readers Club 47
Make contact with other life-forms

Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

Subscription rates upon application to: Computer Gamer Subscriptions Department, Infonet Ltd, Times House, 179 The Marlowes, Hemel Hempstead, Herts HP1 1BR.

The contents of this publication including all articles, designs, plans, drawings and other intellectual property rights therein belong to Argus Specialist Publications Limited. All rights conferred by the Law of Copyright and other intellectual property rights and by virtue of international copyright conventions are specifically reserved to Argus Specialist Publications Limited and any reproduction requires the prior written consent of the Company. © 1986 Argus Specialist Publications Limited.

Editor:
Eric Doyle
Editorial Assistant:
Mike Roberts
Group Managing Editor:
Wendy J Palmer
Editorial Director:
Ron Moulton
Advertising:
Stuart Taylor
Advertisement Copy Control:
Laura Champion

Editorial Address:
1 Golden Square
London W1R 3AB
01-437 0626

Origination and design
Argus Design Ltd
Printed by:
Alabaster Passmore & Sons Ltd; Tovil, Maidstone, Kent
Distributed by:
Argus Press Sales and Distribution Ltd, 12-18 Paul Street, London EC2A 4JS

NEWS NEWS NEWS

A Fistful of Dollars

The release of yet another joystick is not likely to set the world on fire but Mastertronic's Magnum exhibits a new approach to an old theme. The name Magnum is derived from Dirty Harry Eastwood's favourite weapon and the design reflects this with a pistol-grip styling. Internally, the stick uses microswitches which guarantee a high degree of responsiveness and long life.

I must admit that I was impressed with the Magnum when I recently tried it out on some of Mastertronic's new games.

One of these forthcoming games from Mastertronic continues the Clint Eastwood motif and is rapidly becoming known as the 'game with no name'. Its working title is No Surrender and it concerns a robot wandering through a 3D hi-tech landscape blocked by obstacles and patrolled by enemy droids. Scattered around the screens are various objects which will open up the maze and allow you to finish the game.

One novel feature is the transition from day to night and if you don't find a torch in time you'll have to tuck your robot away somewhere safe while the action continues in total darkness!

Also scheduled for release is a Darts simulation in which you tackle a range of opponents based on Championship players. Mastertronic refuse to identify which players they have used to avoid any legal action over the pot-bellied, beer-swilling caricatures they are using.

Extra interest will be generated by further comic relief of animated pub scenes in the background.

No date has been set for the launch of these games but the Magnum joystick is available for £12.50.

It's also rumoured that the success of Video Olympics has taken Mastertronic by surprise. It received no pre-release publicity and yet shot to the Number One slot. Could it be that the company thought it would be savaged by the computer press? If so, they would have been right!

House Gauls

The year is 50BC and Gaul is under Roman occupation, but one small village is resisting the invasion despite the legionaires' efforts. The secret of the Gauls' success is a potion conjoured up by a druid.

If you have already guessed that I'm talking about the adventures of Asterix then you'll be delighted to hear that Melbourne House have immortalised him in silicon with the release of Asterix and the Magic Cauldron.

Set in the vicinity of Totorum, Aquarium and Compendium, this 3D action adventure introduces all of Asterix's friends: Obelix, Getafix and Dogmatix. According to Melbourne House the game contains all of the Roman bashing and slapstick humour of the original books by Goscinny and Uderzo.

The Magic Cauldron is the one in which the super potion is mixed and pieces of it have been scattered across the countryside. In the quest to find it, the player will have to have all the skills of an adventurer and the quick reflexes of a Fist II player.

Also due for release is an arcade game called Bazooka Bill. Bill is a one-man army Rambo style who must fend off an all-out assault across 100 action screens.

The game was written by newcomers Arcade Machine Ltd and they have chosen Melbourne House to market their product. Alfred Milgrom, Melbourne's publisher, is delighted with their choice and excitedly predicts that Bill will be a chart topper from its release through to Christmas. Perhaps in his excitement he has forgotten the release of Fist II which they also expect to be a massive hit.

Ariolasoft Go Dutch Again

Hopeless is not a word I would associate with Ariolasoft's Dutch discovery Radarsoft, but that's the title of their latest game which follows hot on the heels of Floyd the Droid.

In Hopeless, Al 'Madman' Bluntz must rescue his fair damsel from the clutches of the Manic Monk on the planet of Milton Keynes. The gates to the planet are guarded by pulsing hearts which must be squashed if Al is to free his damsel in the final conflict with the Manic Monk.

Exhaustive research has failed to reveal if the gateway to Milton Keynes is emblazoned with the legend 'Abandon hope all ye who enter here' but Ariolasoft's Amanda Barry assures me that the action is fast and furious.

The game boasts over 2000 screens in dynamic 'Hektovision' and incorporates 'Turbosplit' smooth scrolling whatever that may mean. It runs on the Commodore 64 and costs £9.95.

The 9th PCW Show SPECIAL REPORT

September 3rd — 7th 1986

News Showroom

The Ninth PCW Show was the venue for all the computer fanatics up and down the country to see what's new in this hi-tech world. Amongst all of the jargon one phrase rang out loud and clear, so this year's buzzphrase is 'desk-top publishing'. Basically, this is the use of a software package which is like a super-wordprocessor devised to design page layouts. Now professional finishes are within the grasp of anyone who wants to produce a computer fanzine. To mark this new era we've decided to do all of our news this month using Ariolasoft's Newsroom and a full review of this can be found on page 8.

The Show itself was a great success and the mood was one of dynamism and hopefulness, a great contrast to last year's impression of depression and disappointment.

Atari put on their boxing gloves to prove that the ST is a machine with a very big future. Spanning the large area between the business and leisure sections of the Show like a Collossus, the impression was one of strength even though the emphasis was heavily on business applications.

Similarly, Commodore emphasised their attempt to re-establish themselves in the business field by forsaking the Main Hall totally in favour of the quiet seclusion of Olympia 2. The result of this was that few visitors to the Show had a chance to see the new 64C, unless they caught a glimpse of the odd machine lurking on one of the stands in the Main Hall.

The result was that Amstrad's new machines were the show stealers.

Broken Dreams

Every year it becomes obvious that PCW stands for Promises Can Wait. Despite the good intentions of the software houses it is becoming rare that their major new program is ready in time. Not that the majority of visitors seem to notice, or care, once they enter the wonderland of the Olympia complex.

The names above the stands may change from year to year but the hall is always fully booked and the faithful come in droves to see what bargains they can find. For some it means a cornucopia of games, utilities and hardware for others, a desperate search.

This year, Enterprise were gone despite their high profile in the previous year. Gone, too, was the large MSX pavillion which started speculation as to when, if ever, the vaunted MSX2 machines will appear in quantity in this country. There was plenty of MSX software around but where were the manufacturers?

Where was Commodore? Hiding in the business section in Olympia 2 which shows where their loyalties lie these days. Leaving the Main Hall to Amstrad's dual launch of the PC1512 and the Spectrum Plus 2, Commodore quietly pushed the boat out on the 64C in their self-imposed seclusion.

By far the easiest software pickings were for Amstrad, Spectrum and C64 owners with the Beeb following behind. On Sunday the usual free for all broke out as each company dumped their remaining stocks at bargain prices. Ocean's sturdy looking stand was in danger of collapse under the press of a tidal wave of eager bargain hunters.

Soft Soap

Surprise visitors to the show were Jack Wooley (Arnold Peters) and Eddie Grundy (Trevor Harrison) from The Archers, the long running soap on Radio 4. The duo, accompanied by an Ambridge sheep, were invited to help launch the new adventure from Level 9 and Mosaic. It will follow the same style as their Adrian Mole game which many Commodore owners received in an introductory offer with their C64.

Mosaic are also planning to launch The Growing Pains of Adrian Mole and there was news of Macsen's plans to produce a game based on the highly successful East Enders series.

The Big Name Game

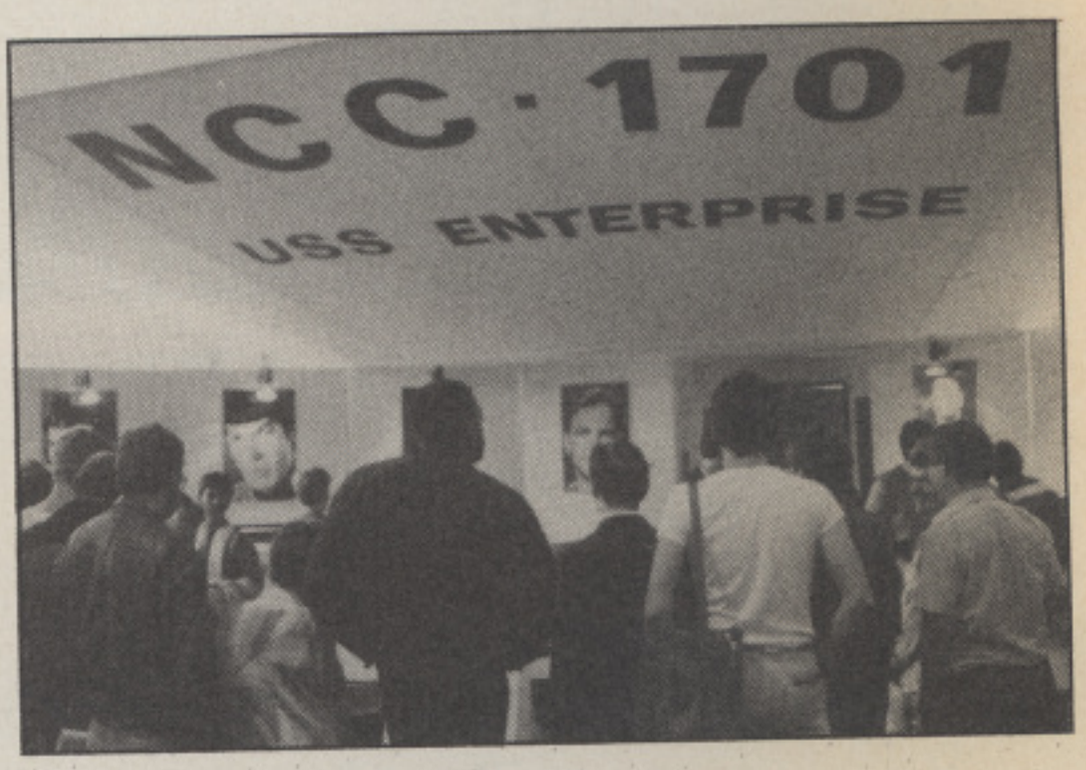
More and more companies are realising that big names sell games and the latest recruits are Ocean who will follow Miami Vice with a game based around the science fantasy movie, Highlander.

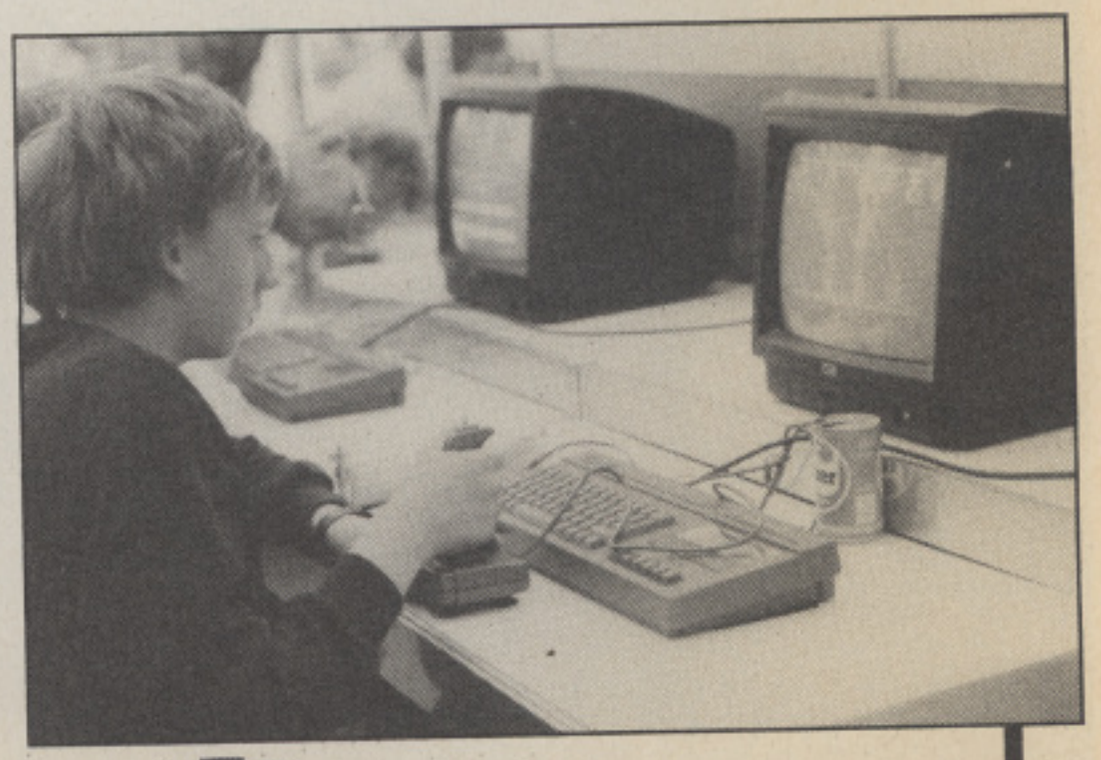
Other companies playing the name game are The Edge (Shao-Lin's Road), Elite (Space Harrier and Scooby-Doo) and US Gold (Gauntlet).

Also on show was a game called Dauntless by Ram Jam under the Electric Dreams banner. Rumours of trouble between US Gold and Electric Dreams were dismissed by Gremlin's Ian Stewart who claimed that his team of programmers who are working on Gauntlet didn't feel threatened at all. The outcome of the 'discussions' appears to be that Ram Jam's game will now be called Dandy, the original name given to Gauntlet.

Probably the biggest big name game will be Startrek from British Telecom's Beyond team. Their stand, shaped like the Enterprise's bridge, attracted crowds of Trekkies who spent more time watching videos of the TV series than actually looking at the game, good though it may be.

Piranha, who have added The Trap Door to their catalogue attracted attention by having live piranha fish in a tank on their stand but more viscious were their puns based around this fishy theme. Terry Wogan, whose company has produced the TV programme of The Trap Door, did not appear at the show but I'm sure that his fan would appreciate this picture of him with Piranha's Mandy Keyho (he's the one on the left NOT the one in the middle!).





The Spectrum Plus Glue

True to his word, Alan Sugar's new Spectrum sports a 'glued on' cassette deck. This could mean an end to the misload blues which most Spectrum owners suffer from time to time.

In appearance the new machine is not unlike the CPC Amstrads, with a more professional looking keyboard than its earlier incarnations.

Though it is based on the 128, the Spectrum 128 + 2 has much more to offer with a built in MIDI interface and two joystick ports. Perhaps this will prove to be a turning point for the rather disappointing sales figures for the original 128.

Son of 64

The Commodore 64C was unveiled officially for the first time at the Show and it will replace the current C64 computer.

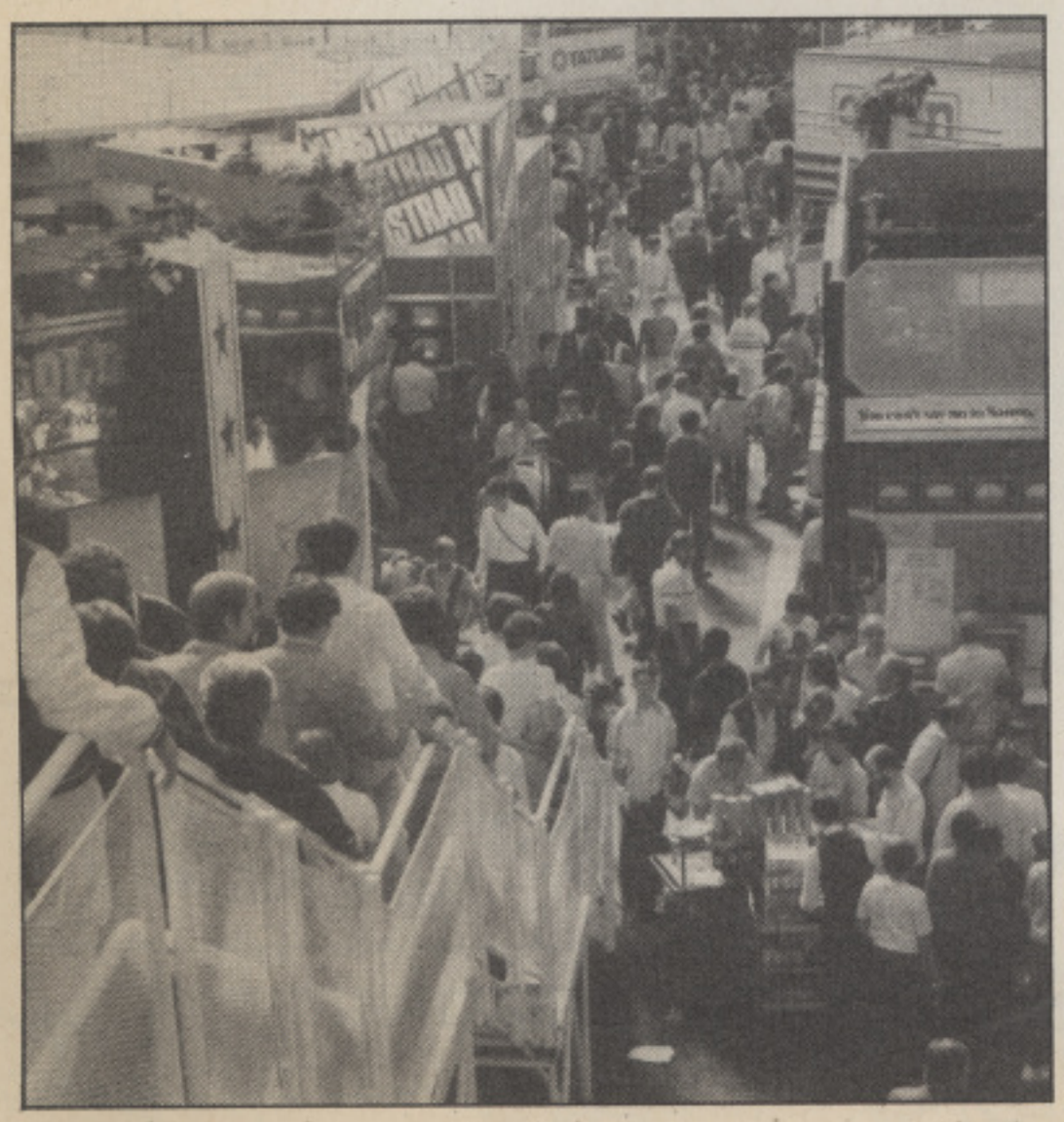
In appearance the 64C looks like a cut-down version of the C128 but it is actually a redesigned C64. Although this means direct compatibility with the current machine, it also means that it does not have the advantage of the advanced BASIC of the C128.

Whether the new Geos operating system will eventually form part of the package, only Commodore can say, but its advantages can be shared by existing owners of C64s. Geos is an advanced WIMP system (windows, icons, mouse, pull-down menus) making many of the 64s routine tasks more easily accessible.

Of Mice And Thingi's

Mice infested the Show, not the furry kind but the small plastic variety, and, if their numbers are anything to go by, they will soon rule the world and then what will you give the man who has everything? A mo use house of course! These are furry little covers which protect your mouse from dust and add a certain feel-appeal. The covers even have a little mouse face on them. Ridiculous but fun.

Another odd little add-on is Overbase's Thingi. This handy little device is a clip on an arm which sticks to a velcro panel on top of your monitor or TV set. Just the thing to hold your latest copy of Gamer while you type in a listing.



Softwhere?

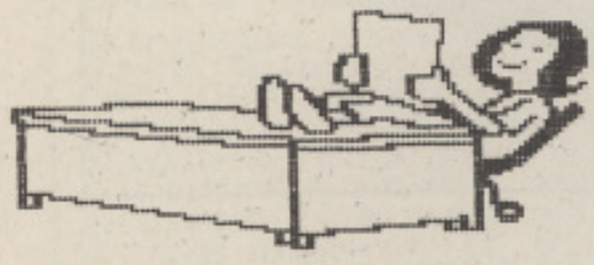
Although many new products were unfinished at the time, many companies had demos up and running. Of these, one of the most striking was Palace Software's Antiriad which they hope will outsell their Cauldron 1 and 11. Durell's new games will also be worth watching.

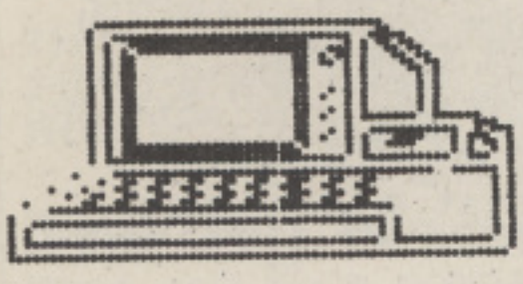
Activision were showing Hacker 11, Howard the Duck and International Karate but they were also plugging their forthcoming naughty Infocom adventure, the Leather Godesses of Phobos.

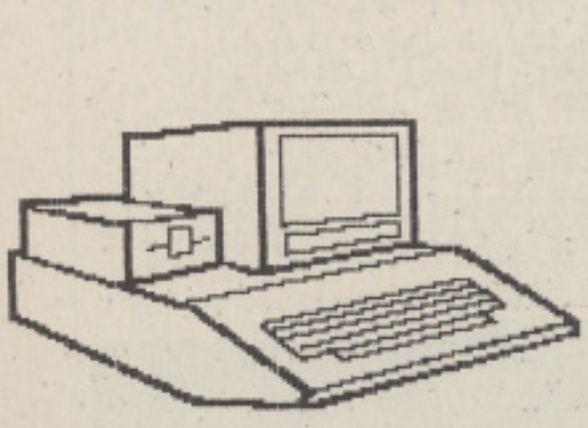
At last, after two years Digital Integration have completed TT Races and their stand was graced by a beautiful Suzuki owned by ace rider Paul Lewis who was taking on all-comers at a lap or two of the game.

This year's Show was a great success and I only wish I had space to mention everything that I saw. Next year promises to be as exciting as ever so be there!

THE NEWSROOM







At some time or other most people get the urge to write a newspaper, newsletter or fanzine. However, most budding editors never see their work in print because they have neither the necessary resources nor the editorial knowledge.

The Newsroom, with its two disks and 86 page instruction book, gives you enough of both to get those presses rolling. Although Newsroom is also available for Apple and IBM formats, the review copy is written for the C64 so this is the version I'll be concentrating on.

The program was originally written by an American software house called Springboard which is better known for its educational software. This explains the excellent booklet that not only provides step-by-step instructions on how to use the program but also provides a tutorial on how to run a newspaper, covering everything from the stories you should get (and how to get them) to the staff you will need.

Digital versions of your staff appear on Newsroom's main screen representing the Banner, Photo Lab, Copy Desk, Layout, Press and Wire Service departments. Selecting one of these characters allows you to start work on your paper's launch issue.

The first task is to name your paper and design its banner heading. This usually contains the title, issue number and date as well as some graphics to liven it up. The graphics may either be selected from the clip-art disk supplied with Newsroom or something you've drawn yourself using the program's graphics toolkit that provides standard box, circle, line and fill commands. Obviously you can combine the two, to produce some impressive results.

A full list of the supplied clip-art graphics is included in the booklet and you can choose from a selection of aliens, bears, beasts, birds, bugs, cats, cattle, dinos, dogs, frogs, kids, maps and men. Then on side two of the graphics disk you'll find more men, women, penguins, rabbits, rodents, pigs, scary monsters, sports, trees, vehicles, workers plus a selection of undefinable objects including a man standing on a soap box, the Statue of Liberty and a skull and crossbones. The same graphics can be used, combined and altered in the Photo Lab, using the toolkit to provide illustrations for the rest of the paper. Once you've created your banner and any pictures you need and have saved them onto disk, you can begin the actual writing.

By selecting the Copy Desk you can now add words to your paper. These can be written in two sizes (logically called small and large) in serif and sans-serif styles. In addition, the large letters can be written in the English typeface which is ideal for headings.

Before entering the text it's a good idea to position your pictures where you want them on the panel (or part of a page) so that the text automatically wraps around the picture to produce a professional looking finish. Again the results are saved to disk as you continue work on the text for the next panel.

Then it's on to Layout who decide how many panels there will be on a page and where they will go. An A4 sheet will have room for eight panels but only six if it's the front page, since the space for two panels will be taken by the banner. Similarly, a foolscap sheet has room for 10 panels or eight with a banner.

Finally, it's time to print the first issue. Unfortunately, since it's a graphics printout, you will need a dot matrix printer and a lot of time because it takes ages to print. This means it is only realistic to use Newsroom to print a master copy which can then be photocopied. Alternatively, you can use the "wire service" option to send it by modem to your high-tech readers.

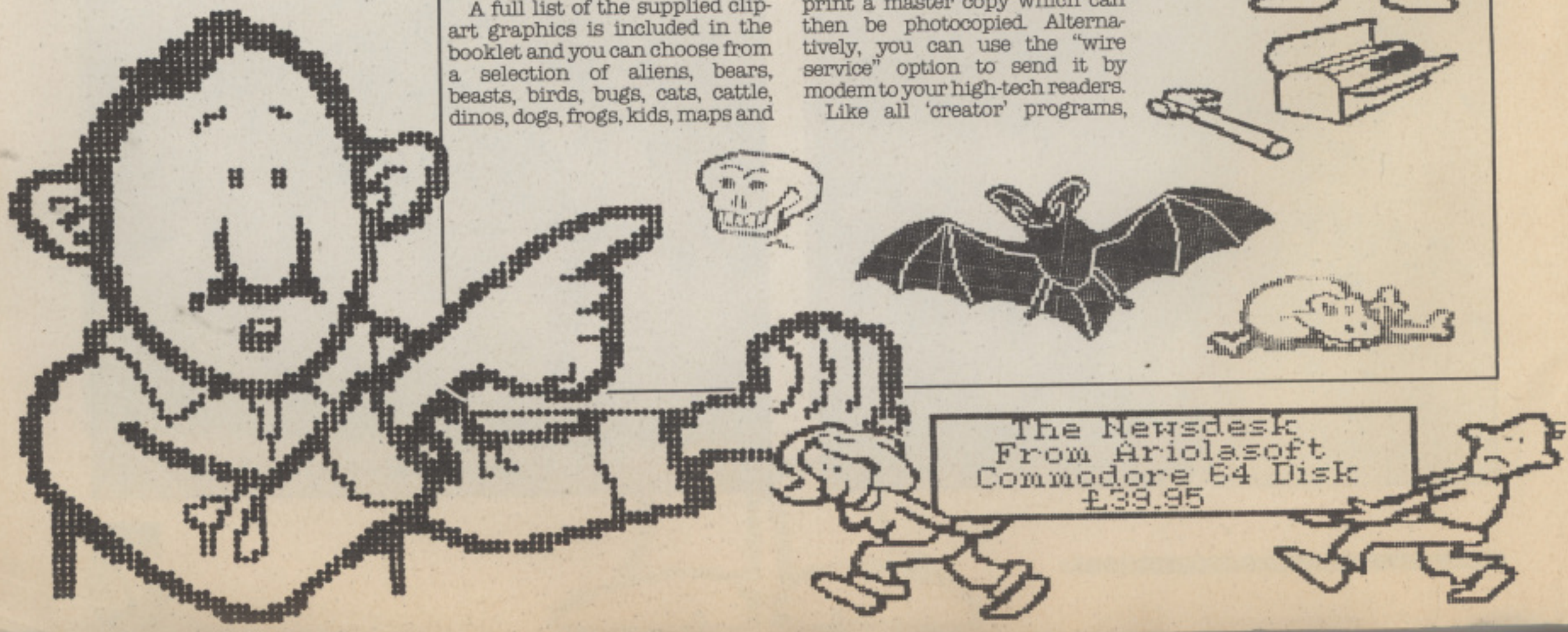
Like all 'creator' programs, whether they be games creators, adventure writers or graphics utilities, Newsroom has its limitations.

Due to the size of text used you can only expect to get around 400 words per A4 sheet (in Gamer this is nearer 700) and these are in a limited choice of sizes and typefaces.

The graphics that are provided are fine as cartoon characters but can only be used in the set size, which is a shame because the better ones seem to be the smallest. This also restricts your choices of the combination pictures that you can create. However, since the print speed restricts Newsrrom to production of an original suitable for photocopying, you may prefer to include boxes in which you can stick in photographs or screenshots before copying.

Although its numerous icons make Newsroom easy to use, it is a very time-consuming business since everything has to be created separately then saved to disk for later use.

If you're prepared to accept the limitations and plan your paper well in advance (as instructed by Newsroom's booklet) then you should find it extremely useful. The price is a little high for most one-man publishers but for a group it's a very good investment.



Without music, graphics and sound the Board Game has become the most popular in the world.

Now it has them.

"Over 3,000 questions of no vital importance."

Available now on
Spectrum 48/128K Commodore 64/128K
BBC 'B' Amstrad CPC
Cassette and Disk

Boots WHSMITH 20 John Menzies
and all local stockists

HORN ABBOT INTERNATIONAL ™
© HORN ABBOT INTERNATIONAL

TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.
Published by Domark Limited, 204 Worple Road, London SW20 8PN. Tel: 01-947 5624.
Trivial Pursuit was programmed by Oxford Digital Enterprises.

DOMARK

GREMLIN

ALWAYS AHEAD

Footballer of the Year

The game to answer every boyhood dream – the chance to make it to the very top of football stardom. Starting on your path to glory as a 17 year old apprentice with a Fourth Division team and only £500 and 10 goal scoring cards in your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, U.E.F.A., F.A. and Milk Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award.

Avenger

First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the Way of the Tiger saga "Avenger", the ultimate arcade adventure. Yaemon the Grand Master of Flame has assassinated your foster father Naijishi and stolen the Scrolls of Kettsuin. You have sworn to the God Kwon that you will avenge Yaemon's murderous act and recover the sacred scrolls. Your enemies are many, varied and all are deadly. All your skills courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck... only the brave hearted will survive.

Avenger (Way of the Tiger II)

Bou
C16
£6
Available

Way of
C16
£9
Available

Thing on
C16
£6
Available

Gremlin Graphics
Alpha House, 10 Carver Street,

Available November

AD OF THEIR TIME

GREMLIN

Future Knight

Arise Sir Randolph to take up the challenge of death that has befallen the fair maid Amelia, held in the evil clutches of Spebott the Terrible. Acting upon an inter-dimensional distress signal from the galactic cruiser SS Rustbucket, don your Omnibott Mark IV attack suit and venture forth in pursuit of your beloved's captors. Defend yourself nobly against the Berzerka Security droids. Fight your way through 20 gruelling levels onto the planet's surface into Spebott's castle where the fate of Amelia lies with the outcome of your mortal combat with the awesome Hencho-droid. Is there any gallantry and bravery left in this modern day universe?

Available November

Future Knight **Trailblazer**

C16 + 4 MSX Spectrum 48K

£6.95 £7.95

CBM 64/128
Amstrad

£9.95

Disk

Amstrad Disk
CBM 64/128
Disk

£14.95

FUTURE KNIGHT

TRAILBLAZER

Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the fainthearted. Roll left, roll right avoiding the endless chasms of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.

Trailblazer

Available November

Software Ltd.,
Sheffield S1 4FS. Tel: (0742) 753423

The French Collection

Eric Doyle dons his beret and investigates Infogrames' software with a French accent.

Title:	Inheritance
Computer:	Amstrad
Supplier:	Infogrames

Infogrames produce games with a definite French flavour and the ideas contained in them are like a breath of fresh air.

The Inheritance tells the strange tale of Peter Stone, a down-at-heel bum living in a dilapidated tenement block in New Haven. Peter is in debt to just about everyone in the building and just wants to lie on his bed and fade away.

A sudden knock at the door makes him snap out of his dejected state and, even though he thinks it will be yet another demand for money from his neighbours, he answers the door. Instead of the angry face of a creditor he finds that the visitor is the bearer of glad tidings.

It appears that he is to inherit a fortune from his aunt's will but their are strings attached. Along with a gift of $200 and a plane ticket to Las Vegas, he is given a note. He must go to Vegas and emulate his aunt's good fortune in the Thirties. In one night in Vegas she won a million and he must do the same if the inheritance is to be his.

Grabbing a flight bag, you must help him pack for his journey. To find objects in the graphic representation of his room, you move a cursor about and press the fire button to open doors and drawers. In the same way you select items which then appear in the case at the right of the screen.

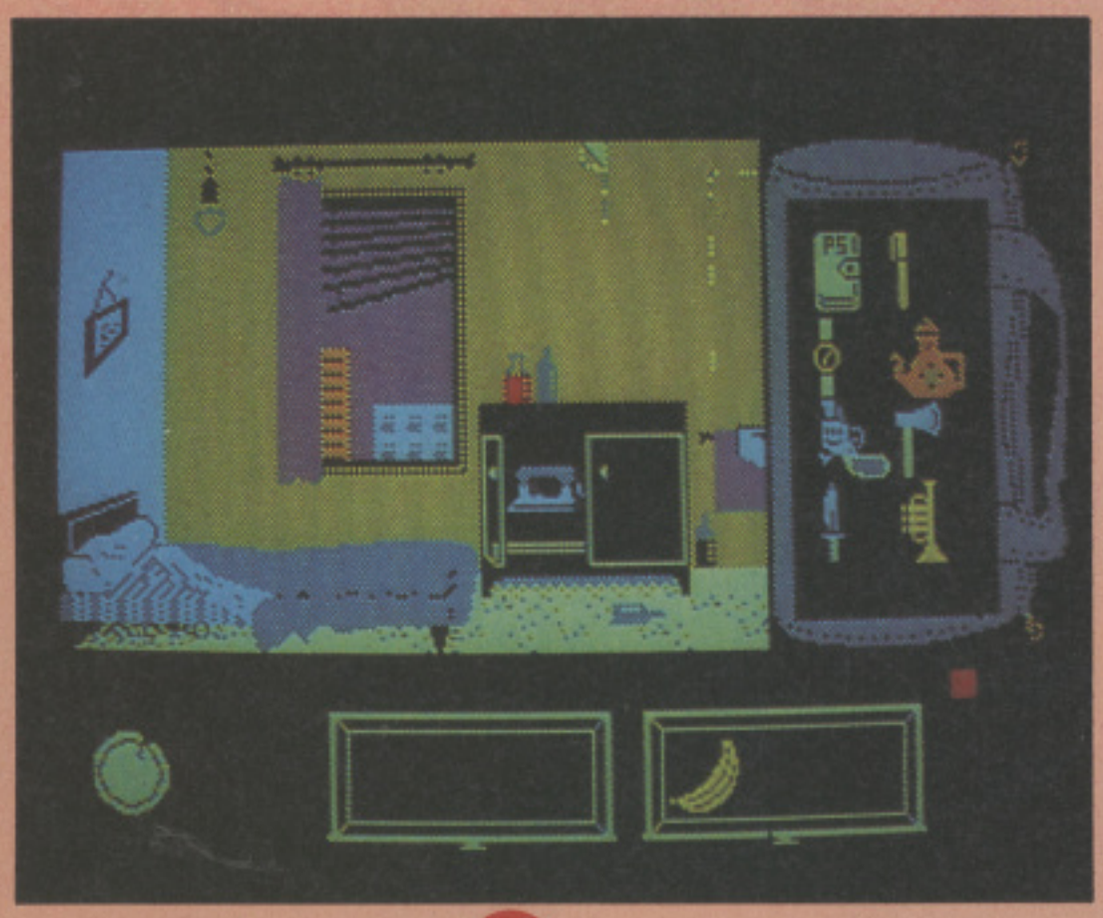
Once the bag is filled, Peter must run for the door without meeting any of the neighbours. If he should bump into someone on the way out they will demand the return of an item stolen at some time in the past. If this is in your bag they will be placated if you hand it over. If you haven't got it then you must go back and get it immediately. You can try threatening your accuser with a knife, axe or gun but this is liable to end in a trip to jail.

An eventual escape from the block will reveal a code which allows entry to phase two of the game at the airport.

You have arrived with only a few minutes to spare before your flight takes off for Vegas. On the way in, you appear to have lost something vital to your journey and you have to get it back and find your departure gate before it's too late.

In the final stage of the game you have to earn a million dollars overnight by fair means or foul in the casinos and clip joints of the neon city.

Apart from the usual array of one-armed bandits, roulette wheels and crap games, there are several illicit ways of earning money by extortion, theft and Russian roulette. It is soon made clear to you that you've only got enough cash to legitimately earn money on the fruit machines and this is a slow way to a million dollars so it's a trip down the back streets for easy money.



By far the most risky but potentially rewarding way to amass a fortune is to gamble with your life at Russian roulette. As you select the gun with the cursor, it appears in full graphic detail pointing straight at your head. Press the trigger and you're 30,000 dollars nearer your goal if your luck's in or a wooden overcoat if it's not.

In another office you can steal ornaments, if you're careful, and sell them to earn a few hundred extra dollars.

When you eventually earn enough to try your luck at the gaming tables, you have to resist the temptation to throw it all away on a few rash bets or your fortune and the inheritance will slip through your fingers.

A brutal analysis of this game is that it culminates in nothing more than a collection of casino games strung together by a thin storyline. In fact it is the storyline which makes the game. Once you reach the final stages with just a few dollars in your pocket the urge to amass your fortune is quite strong and this adds the bite which ordinary casino games lack. After coming so far you must succeed or all your efforts will have been in vain.

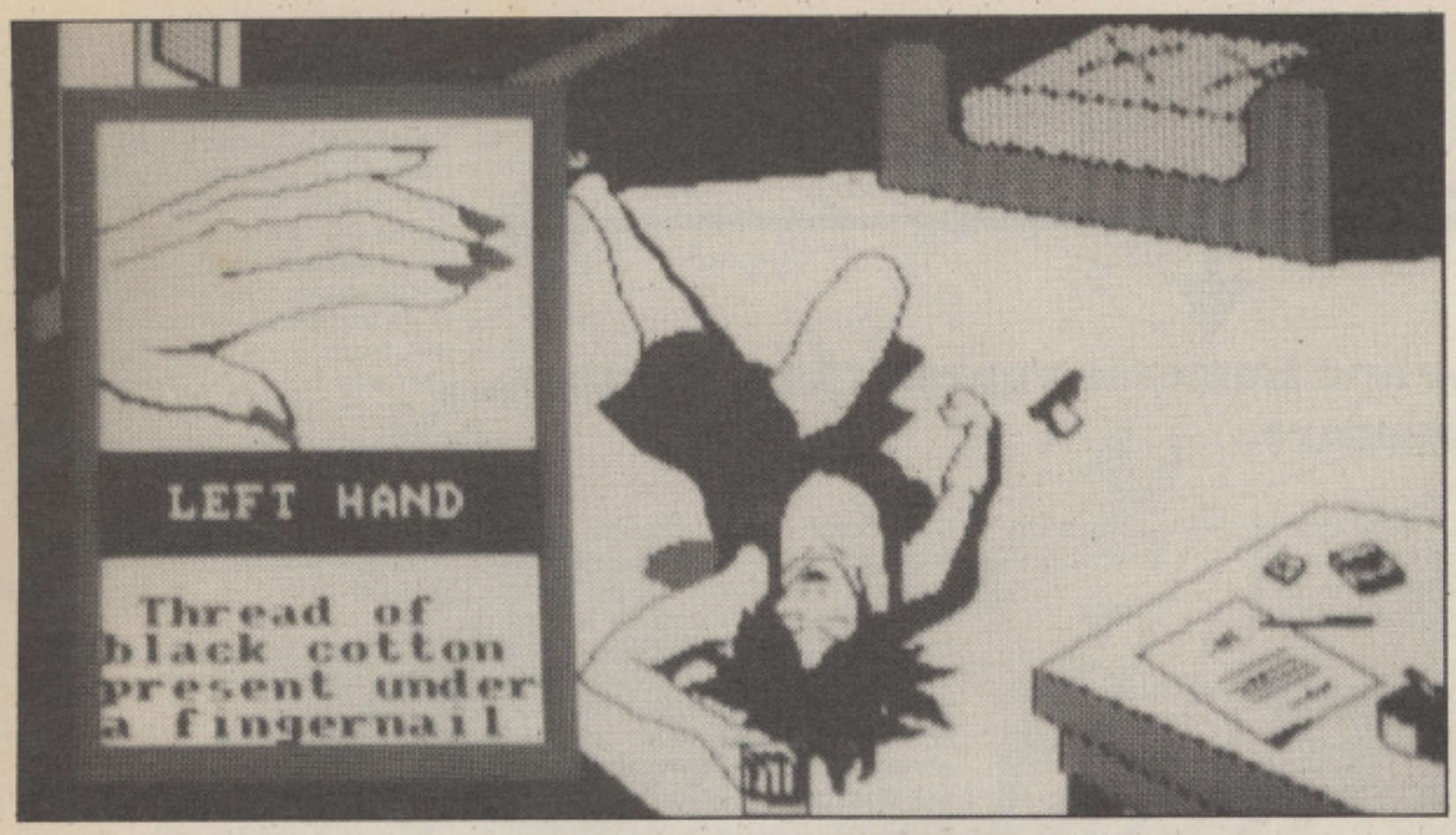
I am sure that anyone who buys this set of games will find that the cost is outweighed by the enjoyment. Even when you can crack the first two stages with your eyes closed, the risk element of the Vegas games will keep you coming back for more.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of Machine	●●●
Value for Money	●●●●

STAR RATING

Nova



The French Collection

Title:	**L'affaire Vera Cruz**
Computer:	**Amstrad**
Supplier:	**Infogrames**
Price:	**£9.95 (cass) £14.95 (disk)**

L'affaire Vera Cruz is a murder case set in France, so donning my Clouseau trenchcoat I set off to the computer research centre at St Etienne.

At the start of the affair I was allowed to examine a photograph of the dead woman's room. Sprawled across the floor was the body of the Cruz woman but why would such a beautiful dame want to commit suicide? Besides which, why shoot yourself through the heart?

Something was wrong. This had all the hallmarks of a murder. Using computer enhancement to examine the details of the room, I searched for a clue to the murderer's identity. Clues were thin but two cigarette butts in the ashtray let me know that she hadn't been alone when she died.

Taking the bull by the horns, I started to search data bank after data bank to piece together the Vera Cruz Affair.

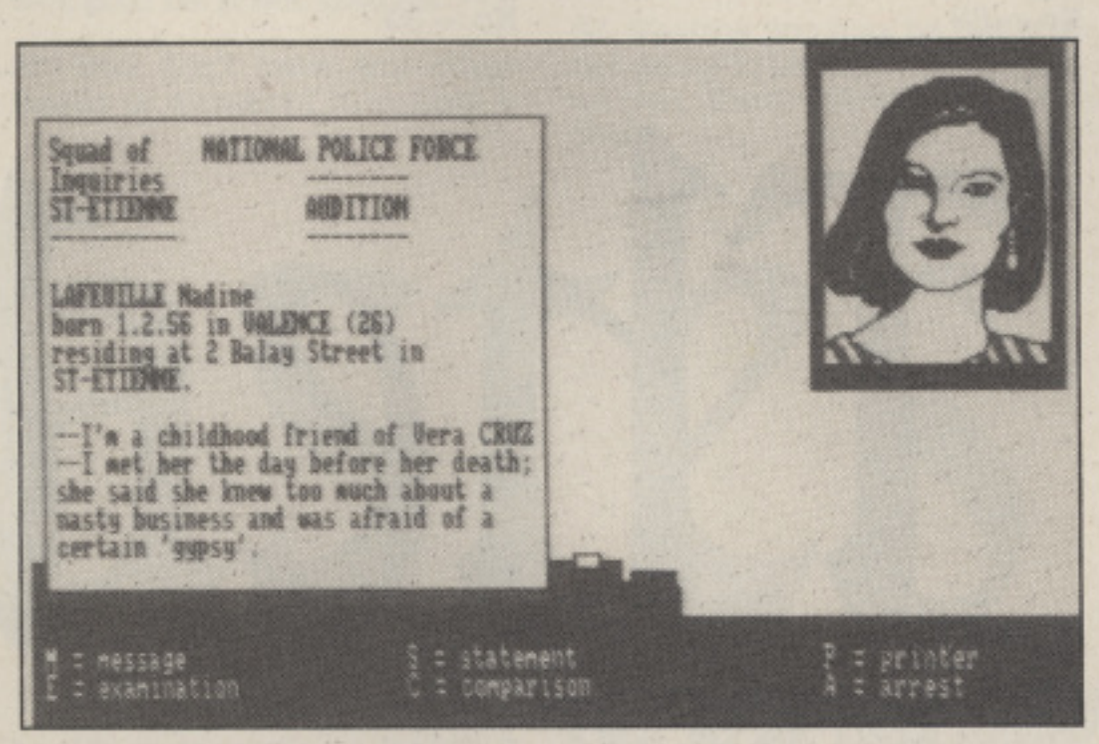
With Vera Cruz, Infogrames have taken another fairly simple idea and turned it into a fascinating game. The first part allows you to move a cursor square around the scene of the crime and, if the area holds anything of significance, a small window opens up showing more detail with a verbal description.

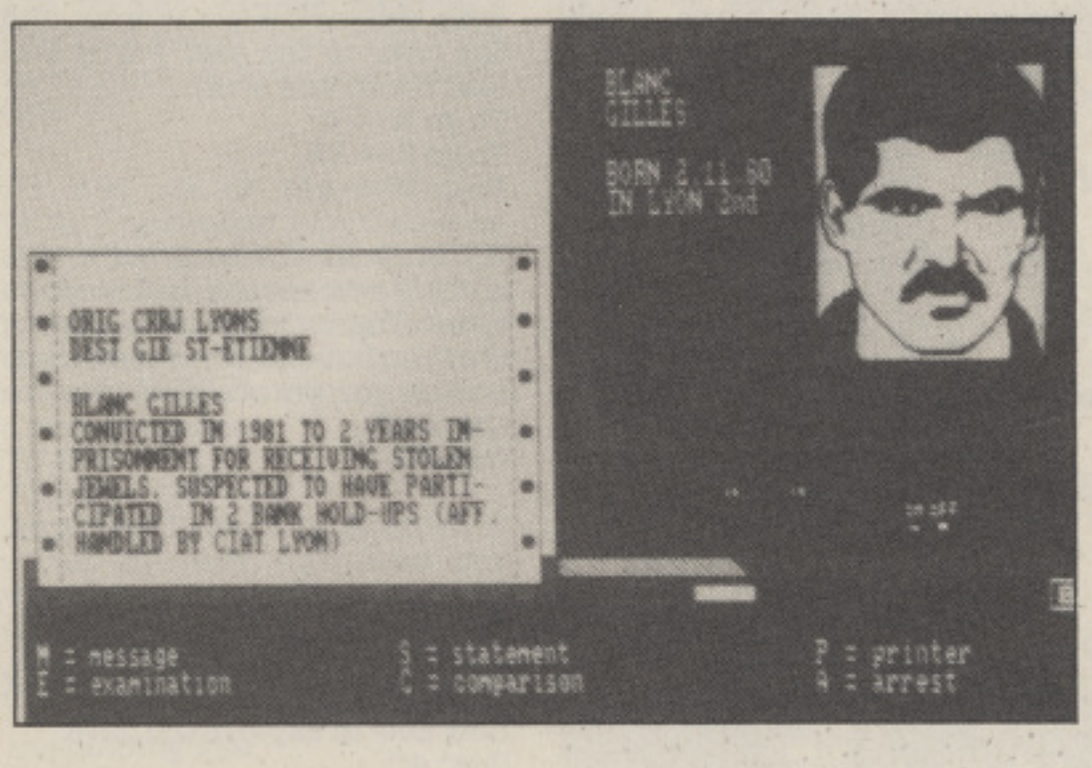
When you think you've exhausted all the possible options, the second part of the program loads and the investigation starts.

All you know so far must be entered into the computer's memory so that it can judge if your eventual accusation is an inspired guess or the result of detailed investigation.

If arcade games are the penny dreadfuls of modern society then this is the Sherlock Holmes or Agatha Christie novel. Much of the time is spent in head scratching and going over the details again and again looking for the next clue.

To start with, all you know is that the victim was a woman of easy virtue and the scraps of information gleaned from the first picture. From now on you have to use your computer to link through the police system called the Diamond Network. Each lead can reveal new names or new details which eventually forms a framework of the world of Vera Cruz.





Through the network suspects can be interrogated and alibis checked. If a suspect has previous convictions, the details can be examined and it soon becomes clear that Vera lived in the shady underworld of drug dealers and jewel thieves.

The screen display is simple but effective and shows a computer VDU beside a printer. Each interaction must be preceded by the correct code for the police department where you think the relevant information is stored. If a record exists, the suspect's picture is displayed on the screen while their details are printed out. If you can't remember a name the computer will help. Just type in a close approximation of the name and it will respond with the details. The record can then be printed out (if you have a printer) or you can resort to the old-fashioned notebook and pen.

I think Infogrames have hit on a rich vein of entertainment worth investigating. Although there are some similarities to the Fourth Protocol in style, every investigation of this nature differs from one another in the same way as every adventure game. In a similar way this will not be everyone's cup of tea, but I for one will be continuing to search for the solution to the crime.

David Crossweller of Infogrames intends to have additional versions ready for C64, Spectrum and MSX computers in the shops early this month, so owners of other machines will be able to join in the fun.

Some of the software emanating from France in the past has been rather disappointing but these two releases show that there is a great store of inventive software building up on the Continent which could provide a fresh approach to computer games. It is all there waiting for someone with the gall to translate it.

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of Machine	●●●●●
Value for Money	●●●●

STAR RATING

Nova

Open the fridge door and immerse yourself in the latest Heroic Warrior Adventure.

The Icy

Welcome, Warrior! All you need to play is paper and pencil and a six sided die, although you can use the list of random numbers provided if you want to. Make your decisions and follow the numbered paragraphs as directed. Combat is resolved as follows: each character is represented by two values, a Strength Rating and a number of Life Points shown in the text as SR/LP. When you enter battle, roll a die and add it to your SR. Now do the same for your opponent. Whoever has the LOWER total loses that particular round and subtracts 2 from their LP total. This continues until one party's LP total reaches zero and that person is assumed to be dead. You start with an SR/LP of 8/20.

After a meeting of the Great Council it is decided to send out emissaries far and wide in search of the Orb of Raphana. It falls to your lot to visit the Palace of the Snow Witch but first you must reach the Icy Wastes, that ara of frozen desolation that she has chosen to make her empire. This is one of the hardest adventures ever to appear in Gamer and you will need to keep your wits about you. Certain decisions will need to be made that cannot be written into the text for fear of giving the plot away. I have tried to give clues wherever possible but be aware that you will have to do things that are not written down. Think about what someone would actually do in a given situation and try to be honest. There are some traps to catch out cheats but, if you are the sort of person who cheats at Patience then, no doubt, you will cheat at this as well. Enough of the waffle. Good luck. Goto 46.

1. What type of spell do you wish to cast?
Fireball — 37
Other — 43

2. Do you have the hammer and spikes?
Yes — 9
no — 27

3. The path meanders through the forest. You've just come to a sharp bend when a wolf leaps out of the undergrowth and attacks you, doing 2 LPs of damage. It has an SR/LP of 7/8. Do you win the battle?
Yes — 38
No — 58

4. You are on the west edge of the river. Paths lead in the other three directions.
To go N — 26
To go S — 7
To go W — 11

5. The path climbs straight up to what you thought was a cave, but when you get there, you find that the entrance is blocked by a huge boulder. You try pushing it away but to no avail. The only way that you will shift it is with a lever of some sort. The boulder is quite abrasive and if you want to use it for sharpening your sword or whatever, make a note of it.
If you have a lever — 44
If not — 28

6. You can now hear the roar of the approaching waterfall. Did you carve a landing bay for yourself?
Yes — 14
No — 39

7. This is a narrow strip of land with the ravine to the west and the river to the east. Paths also lead north and south.
To go N — 4
To go S — 12
To go W — 41

8. You push the boat out and it quickly reaches the centre of the river. The current is so strong that you have no control over the boat as you get whisked away to the south.
Goto 57

9. By dodging most of his blows, you wait your moment before driving a spike into his solitary eye, so putting him literally into a blind rage. You did, however, suffer 6 LPs of damage. You are now able to explore the cave.
Goto 40

10. The path ends at a hut, long since deserted. Apart from a few bent nails and a broken stool, you find a hammer and some spikes lying under the bench, apparently forgotten by the previous occupant.
Goto 52

11. You are north of the ravine with paths leading east and north.
To go N — 28
To go E — 4

12. This is the narrowest part of the ravine and you can get quite good views of the Icy Wastes. As far as the eyes can see, there are no potential landing sites. Away to the south, the river falls over a huge waterfall before disappearing from view. The path ends abruptly here and the only way back is to the north. If you want to, you can try throwing something to far shore in an attempt to make some sort of landing area.
To throw something — 31
To go N — 7

13. You are at the edge of the pine forest. Paths lead north and east.
To go N — 3
To go E — 21

14. Have you got your grappling iron prepared (i.e. already swinging)?
Yes — 42
No — 29

15. You are on the edge of the forest. A ravine runs all the way around stopping all immediate movement. There is a rickety old rope bridge leading to the east.
To use the bridge — 47
To try something else — 55

16. If you don't have the grappling iron, stop trying to cheat and goto . If you do have it, goto 48.

17. You will need to make your own bridge. Fortunately, there is a suitable tree that, if felled properly, would fall across the ravine to the north. Do you have an axe?
yes — 50
No — 32

18. There is no way across the ravine here.
Goto 7

19. There is a small boat tied to the end of the jetty. You can launch the boat, leave it, or take it with you. Paths lead north, south and west.
To go N — 52
To go S — 4
To go W — 28
To launch the boat — 57

20. If you have the hunting knife, you remove and wear the skin. Add 2 to your LP total.
Goto 45.
If not, goto 54

Wastes

21. The path continues until it opens out into a small clearing. Two goblins are cooking a rabbit over a smokey fire. You must fight them each in turn. They have SR/LPs of 6/8 and 7/6. Do you win?
Yes — 36
No — 58

22. With much slipping and sliding, you make a ladder up to the top of the cliff by driving in a few spikes, climbing up a step and removing the bottom spike. The cold takes its toll, though. Roll one die and subtract that number of LPs. If you make it to the top, you can take a well earned rest, knowing that your adventure is just beginning.

23. You hack away at the tree and to your relief it falls just where you wanted it to, bridging the ravine to the north. You take the opportunity to fell another tree and make yourself a large stave, suitable for use as a lever.
To go N — 11
To go W — 60

24. You made it to the opposite shore. All you need to do now is to climb the ice cliff in front of you. Do you still have the hammer and spikes or were you greedy in the cyclops treasure cave. If you have the spikes, goto 22.
If not, goto 33.

25. It is about time that you thought about getting ashore on the other side as the boat continues to hurtle south. If you want to prepare any action or spell, make a note of it.
Goto 6

26. You arrive at a small jetty. Before you can explore further, you are challenged by two guards with SR/LPs of 8/5 and 7/7. Fight them both in turn. If you win, goto 19. If not, goto 58.

27. You don't have any other means of attacking him. Lose 4 LPs as the cyclops gets in a couple of heavy blows. You must now fight him with your sword.
Goto 51

28. You are on the mountain path. Impassable mountains lie to the north and the road south leads down to the ravine. East is towards the river bank whilst the western path leads up a steep mountain to what appears to be a cave entrance.
To go S — 11
To go E — 26
To go W — 5

29. You have left things too late. With the fast current, by the time that you have got the grappling iron swinging, your boat is past the landing site.
Goto 39

30. Daylight floods into the cave revealing the huge bulk of a cyclops gnawing away on a bone. He drops it and picks up a huge club for a weapon. Do you wish to attack it:
Normally — 58
Magically — 43
Some other way — 2

31. What do you want to throw?
Grappling iron — 16
Spell — 1

32. You are unable to bridge the ravine. There is no way now that you will be able to reach the Icy Wastes in time. Your quest is ended.

33. Wealthy you may be, but it is not going to be much use to you as you freeze slowly to your death.

35. The jetty is smashed but your boat is safe. You are now free to enter the cave if you want to.
To go in — 30
To go down the hill — 28

36. You eat the remains of the rabbit and find a hunting knife, suitable for skinning animals. The path leads north and west.
To go N — 60
To go W — 13

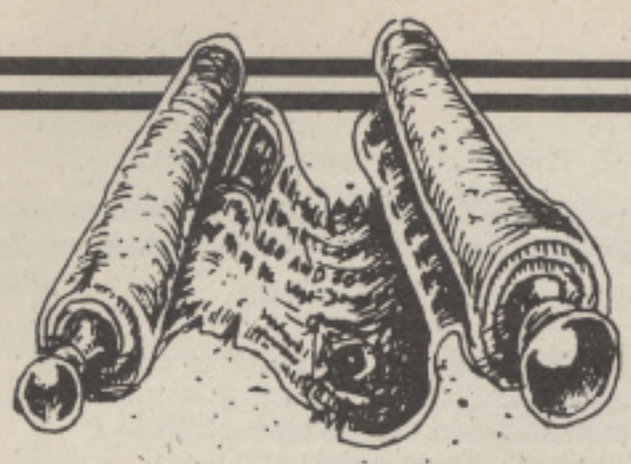
37. If you have not found a copy of the spell, stop cheating and goto 12. If you do have a copy, goto 59.

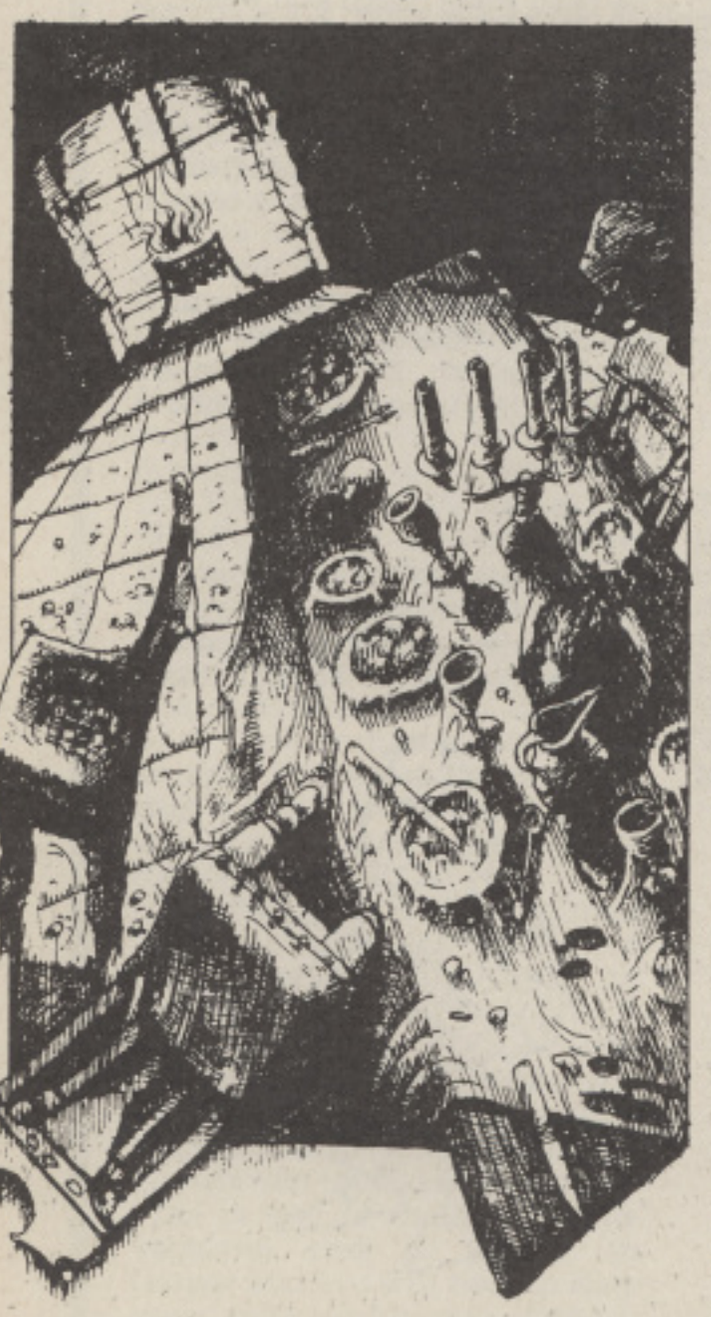
38. The wolf skin would provide useful protection against the bitter weather. Do you have a suitable implement for removing it?
Yes — 20
No — 54

39. The boat follows the main path of the current and your hopes are momentarily raised as you swerve round some rocks

but it is to no avail as you go tumbling over the falls to your doom.

34. The bridge is now very rickety and just as you reach the west side of the ravine, collapses under you. You manage to haul yourself to safety but the bridge has now disappeared hundreds of feet below you and you will have to find some alternative method of getting back.
Goto 17





40. The contents of the cave seem to consist mostly of human bones. Amongst the equipment discarded by the cyclops are a scroll case containing a fireball spell, a dagger, a mace, a grappling iron, two helmets, a huge opal, an exquisite jade statue and a small coffer of gold pieces. You have room to carry any two extra items apart from what you are already carrying but if there is anything in particular that you want, you can drop something that you are already carrying. Make a note of what you pick up and then leave the cave.
Goto 28

41. Is the rope bridge still standing?
Yes — 34
No — 18

42. The iron has just enough momentum to reach the ice wall. Throw one die. Is the result a 6?
Yes — 49
No — 56

43. Where did you get the magic from? Certainly not in this game so stop cheating! You are sentenced to play all the black hole related games from the past twenty issues!

44. If you don't have the stave, goto 8. If you do have it, you succeed in removing the boulder which rolls straight down the hill into the jetty. Did you move the boat?
Yes — 35
No — 53

45. The path leads south and east here.
To go S — 13
To go E — 60

46. The temperature has been dropping for some time as you approach your destination. Finally, you reach the summit of a large hill and can see the Icy Wastes spreading out into the distance on the other side of the river Barduin. A path leads down the hill to the east into a pine forest.
Goto 13

47. The bridge bears your weight — just — and you arrive on the eastern side of the ravine.
Goto 7

48. Unfortunately, the iron falls a couple of feet short, lands in the river and snags on something. No matter how hard you pull, you cannot get it free and must leave it behind.
Goto 12

49. Despite its barbed ends, the hook fails to get a grip in the ice and your boat goes hurtling past the bay.
Goto 39

50. Did you sharpen it?
Yes — 23
No — 32

51. He has an SR/LP of 10/16. If you win, goto 40. If not, goto 58.

52. A small clearing has been carved out on the bank of the river to form an alternative launching site for the boat. An old blunt axe lies embedded in a tree stump, presumably used by the person who cleared the area. Paths lead north and south.
To go N — 10
To go S — 26
To launch boat — 8

53. Although you have gained access to the cave, your quest is ended as your one means of transport across the river has just been crushed by the boulder. You will not be able to find an alternative route to the Icy Wastes in time.

54. The carcass will have been removed by forest scavengers by the time you return.
Goto 45

55. If the bridge is still standing, use it. Goto 47. If not, goto 17.

56. The hook grips and your arms are almost jerked out of

their sockets as the boat's movement is arrested. Slowly, you haul yourself to the shore.
Goto 24

57. The boat speeds up and is now travelling south at a tremendous rate.
Goto 25

58. Your task has ended in failure. At least you died making a valiant attempt to stop the flow of corruption into the land.

Random Numbers.

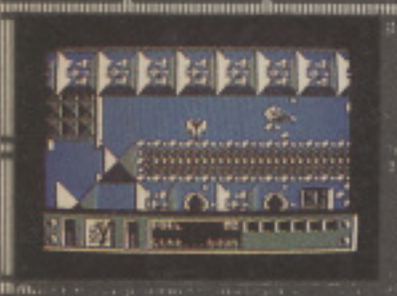
If you don't have any dice with you then use these random numbers to decide your fate. Start anywhere in the list and cross one off whenever you are instructed to roll a die.

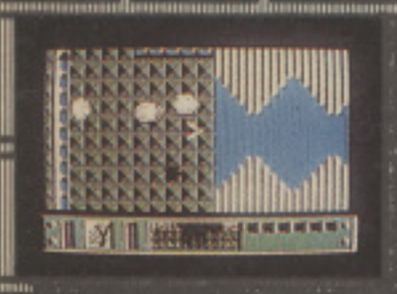
2	1	5	4
6	4	6	6
2	6	5	3
5	5	6	3
3	5	6	4
5	2	4	3
1	2	5	4
5	5	2	6
6	4	1	2
2	2	2	2
2	6	2	4
5	6	4	4
3	4	2	6
1	6	3	1
6	6	4	4
1	1	2	6
6	4	6	4
6	5	6	1
3	2	1	2
4	5	4	4
4	3	2	4
5	1	6	2
1	3	1	6
4	5	1	3
6	2	6	2
5	3	5	1
6	5	5	1
5	4	6	4
1	6	2	4
1	3	5	3
5	4	5	3

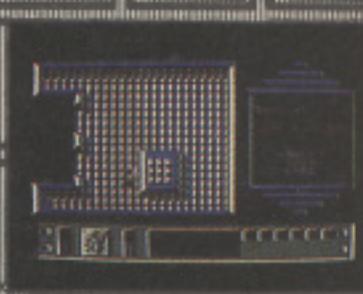
59. You fire the spell at the base of the ice wall and enough ice melts to form a small slippery bay.
Goto 12

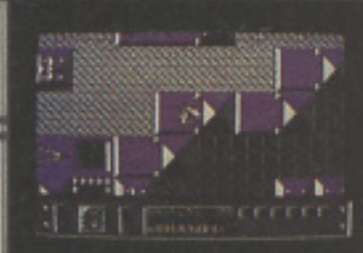
60. You are at a 3-way junction on the fringes of the forest.
To go S — 21
To go E — 15
To go W — 3

ARKANOID









COMMODORE 64

8,95

CASSETTE

ocean

Ocean House
6 Central Street · Manchester · M2 5NS
Telephone : 061 832 6633 · Telex : 669977

COMMODORE 64

12,95

DISK

ARCADE R·E·V·I·E·W·S

Title:	**Beyond the Forbidden Forest**
Computer:	**C64**
Supplier:	**US Gold/Cosmi**
Price:	**£14.99 (disk)**

If you ever fancied yourself as an archer (the Robin Hood variety, not Walter Gabriel), US Gold have got just the game for you. Billed as an OmniDimension 4D game, you must first show your prowess in the proving grounds of the forest before being allowed to continue your quest: to seek out and destroy the demogorgon. The reason for all the multi-dimensional adjectives is that you can move in and out of the screen, firing arrows as you go, and the game also features the passage of time.

Forbidden Forest was one of the first games that I ever played on the C64 and first impressions are that it looks quite similar to the sequel. The same chunky graphics are there and the gameplay in the two versions is superficially similar. A quick game of BTFF soon shows that the games are quite different.

As you move around the forest, you are pursued by a series of monsters which you must try to dispose of with a well placed arrow or five. Should you succeed in eliminating a creature, you are rewarded with a golden arrow. Collect enough of these and you can head towards the caves under the castle and nearer to your final confrontation. The main problem, as always, is that the monsters fight back and you tend to die a somewhat gruesome death. Not only that, but on your resurrection, 50% of your hard-earned golden arrows disappear.

Controlling the whereabouts of your arrow's final destination is a two-part operation. Firstly, you must select the required elevation by keeping your finger pressed on the fire button. A band on either side of the screen shows your current aim, although be warned: you can no longer see this band when night falls. To actually release an arrow, you move the joystick in the required direction and release the fire button.

To complicate matters even further, you can move in and out of the screen, hiding behind trees and bushes. Mastering all this takes some considerable practice, especially as you are trying to perform the manoeuvres on the run most of the time. The main problem is adjusting the elevation, which takes a lot of practice, by which time you have probably been devoured.

The monsters are a fairly mixed bunch with the one common factor that they are all out to get you. Another evil surprise is that some of the nasties require four or five hits to destroy them while you have but one life. The first part of the game cycles around four main creatures and you must collect at least four golden arrows before progressing to part two (your total of arrows gets doubled upon entering the castle).

First off is a giant scorpion with a deadly sting and a nasty habit of leaping on you when you are least aware. This is followed by a worm who is likely to swallow you whole before spitting out your bow and arrow. The huge dragonfly is the easiest of the four beasts to destroy as it only requires one shot whilst the megatherium, a strange hybrid creature, is undoubtedly the hardest, moving very quickly before jumping on you.

Should you gain your quota of arrows, you can load part two of the game. Your first task here is to destroy a bat from the many flying around your head. Naturally, this one is a bit special and is orange coloured. Not only do you lose an arrow for each shot, but you also lose two golden arrows if the bats get you. Next into the firing line is a multi-headed hydra, each head belching out fire. To succeed here, you must knock out all the heads in turn. To add to your fun, though, the heads continue to function perfectly even when hit until the last one is destroyed.

All that remains now is the final battle with the demogorgon. A terrible monster rising from a deep hit. To kill it, you need to put an arrow in the one tiny unprotected part of its armour-plated body whilst simultaneously avoiding the plasma bolts that issue forth from its eyes.

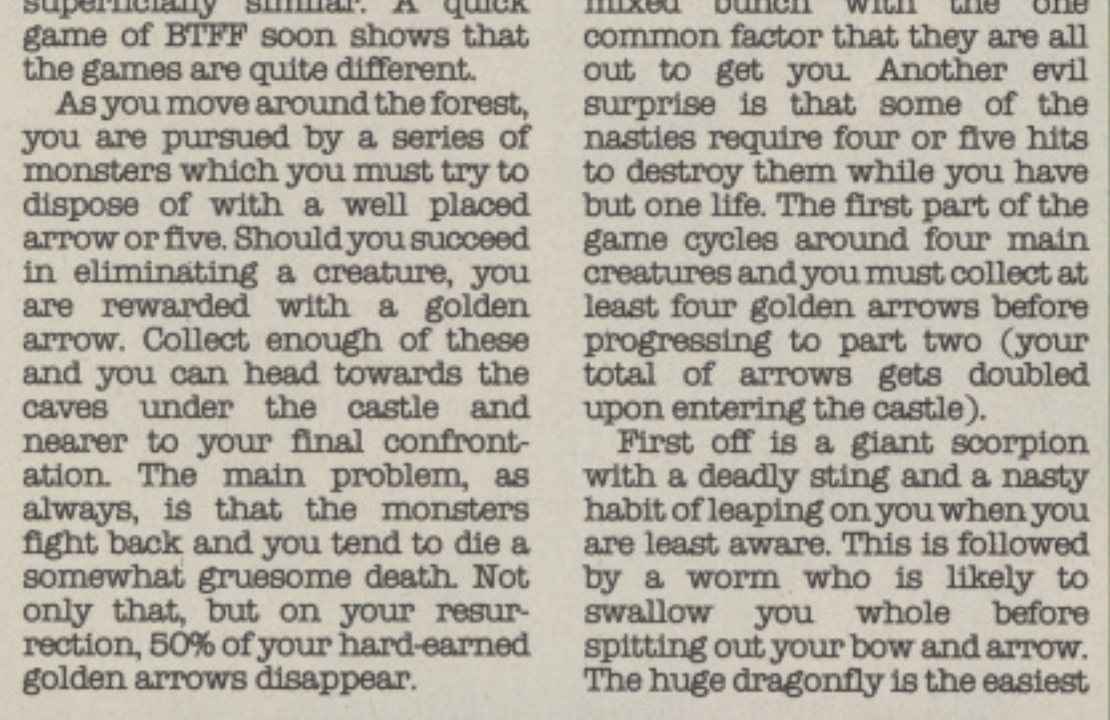
BTFF is an extremely challenging arcade game requiring considerable amounts of practice. The graphics of the main characters are very chunky and may not appeal to everybody but the 3D effects work well. My main grumble is that I feel it is just a bit too difficult in the first part and this will put people off. I wonder how Robin Hood would have coped. **G.R.H.**

PLANET RATING

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Red Giant



Title:	**Psycastria**
Computer:	**BBC Model B**
Supplier:	**Audiogenic**

Let's not mess around here. Put down this copy of Gamer and rush to your local computer shop and BUY A COPY OF THIS GAME! We have struck the mother lode and reached arcade heaven! Why all the excitement? Well, Beeb owners who are also regular readers of Gamer (that is: all the lively ones) will recall reading of the C64 smash hit Uridium. What we have here, in its own quiet little way, is the BBC conversion.

The game, for all those living on another planet, involves the penetration of a massive spaceship by a small fighter, pausing on the madcap mission only to destroy gun and fuel emplacements on the ship's surface and avoiding or destroying the army of enemy fighters. It is fast (very fast), furious and a lot of fun; compulsive too. This version has stunning music, amazing graphics and puts the final nail in the coffin of those who claim the Beeb can never be a 'proper' games machine — programmer Gary Partis deliberately set out to confound those cynics and has succeeded spectacularly.

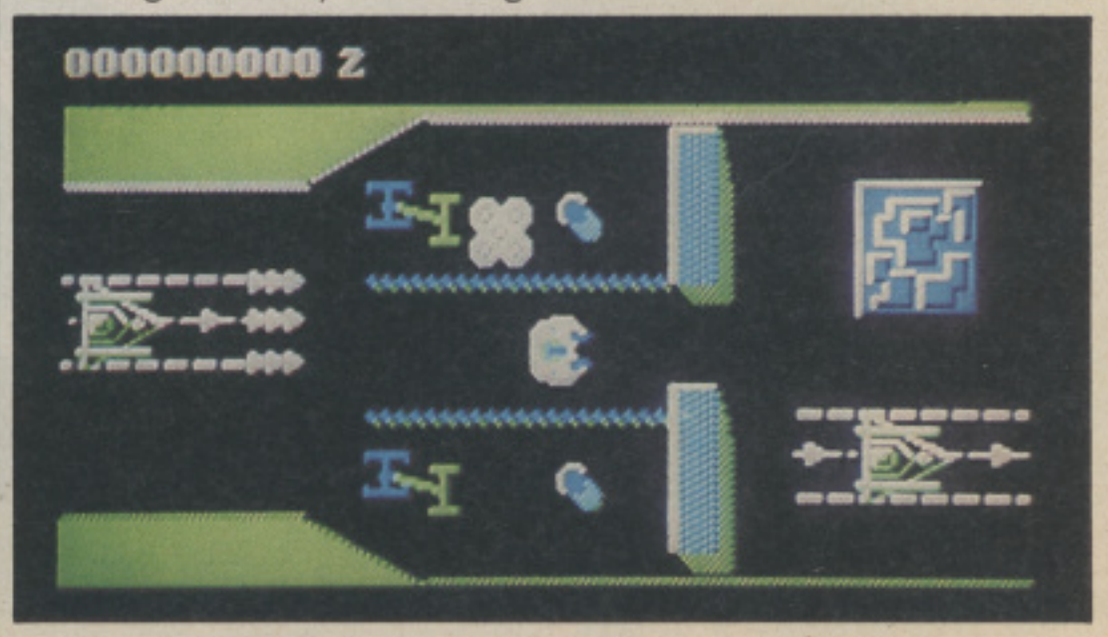
The detail of the ship is exceptional (shadowed 3D), the speed of the game is phenomenal and the accuracy a wonder to behold. In short, BUY THIS! This game has the Gamer guarantee of quality and fans of fast-moving, addictive shoot-'em-ups will be drooling over their keyboards for weeks! A real gem. **D.R.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

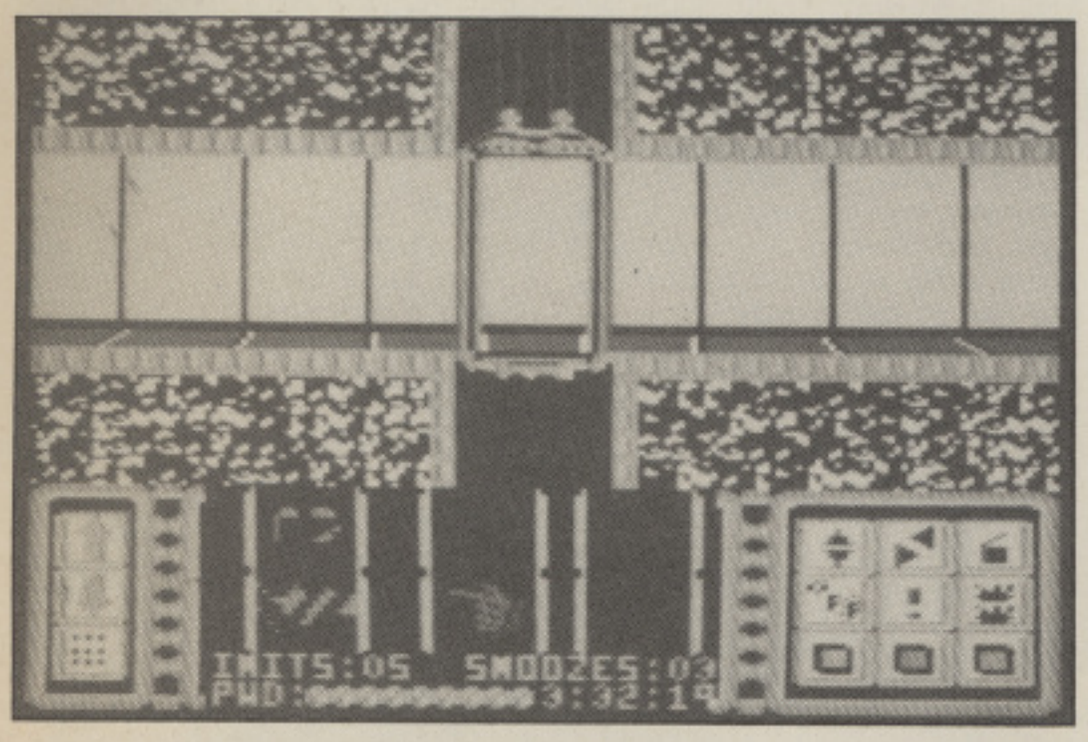
STAR RATING

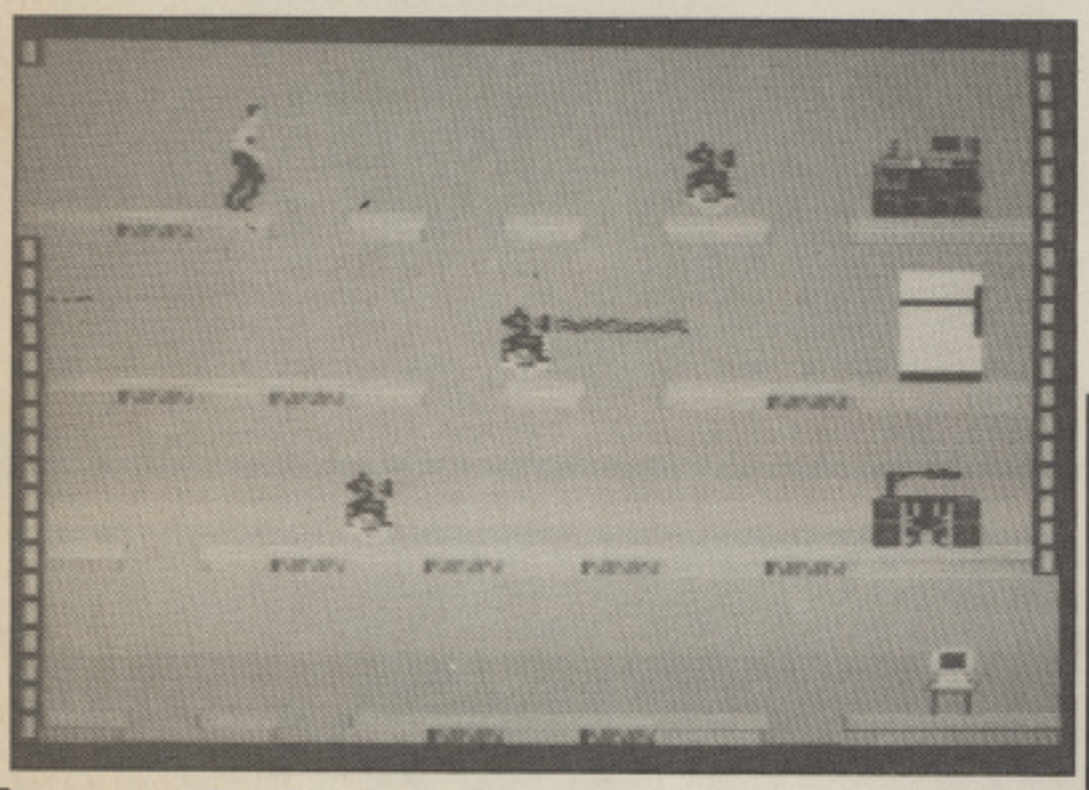
Nova



REVIEWS

Title:	**Impossible Mission**
Computer:	**Amstrad**
Supplier:	**US Gold (Epyx)**





This is the long awaited (by some) conversion of the smash hit Commodore game of a couple of years ago. The game is basically a ladders and ramps game with some problem solving and a few 'Simon' type puzzles.

The world is under threat of nuclear destruction from the evil Dr Elvin Atombender. Your job (surprise, surprise) is to wend your weary way through all his guard robots and unscramble his secret codes to stop the launch of the missiles that are going to destroy the worlds.

The mad doctor's underground complex is composed of 32 rooms connected by lifts and passages. Each room has different levels and some lifts in it will transport you from level to level. The room is also full of human seeking robots that are out to kill you, and some furniture for you to search to find the codes and circuits. There is also usually a computer terminal in each room. With certain codes there is the option to reset the lifts in a room or to immobilize all the robots in a room.

When you have collected some circuits you can try to complete them by fitting pairs of them together using your 'pocket computer', an icon driven device that allows you to flip, rotate, move, etc. these pieces.

The game features good animation with the well known 'somersault' that the main character does. The conversion to the Amstrad loses very little that the game originally had, and if anything the graphics look slightly improved.

The game itself, however, shows its age somewhat and compared to the quality of games that are a bit more recent the tedium of the gameplay shows.

A reasonable game if you were impressed by the Commodore game, but definitely a game that is going to sell on the back of the rage memory of its predecessor rather than on its own merits. **M.R.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of Machine	●●
Value for Money	●●
STAR RATING	
White Dwarf	

Title:	**Who Dares Wins II**
Computer:	**BBC Model B**
Supplier:	**Alligata**
Price:	**£9.95 (disc)**

Commando-style games are upon us! First, we were treated to Commando, now we have the Alligata conversion and still to come is Green Beret: a poor reviewer could get a Rambo complex from all this. All of these derive from the arcade classic Commando and follow much the same plotline: a single soldier must advance up the screen, shooting enemy soldiers, avoiding bullets, skirting obstacles and completing a mission.

On that basis this game is fairly standard and only has more detailed play, continual fire mode and variety of landscape to recommend it over Commando.

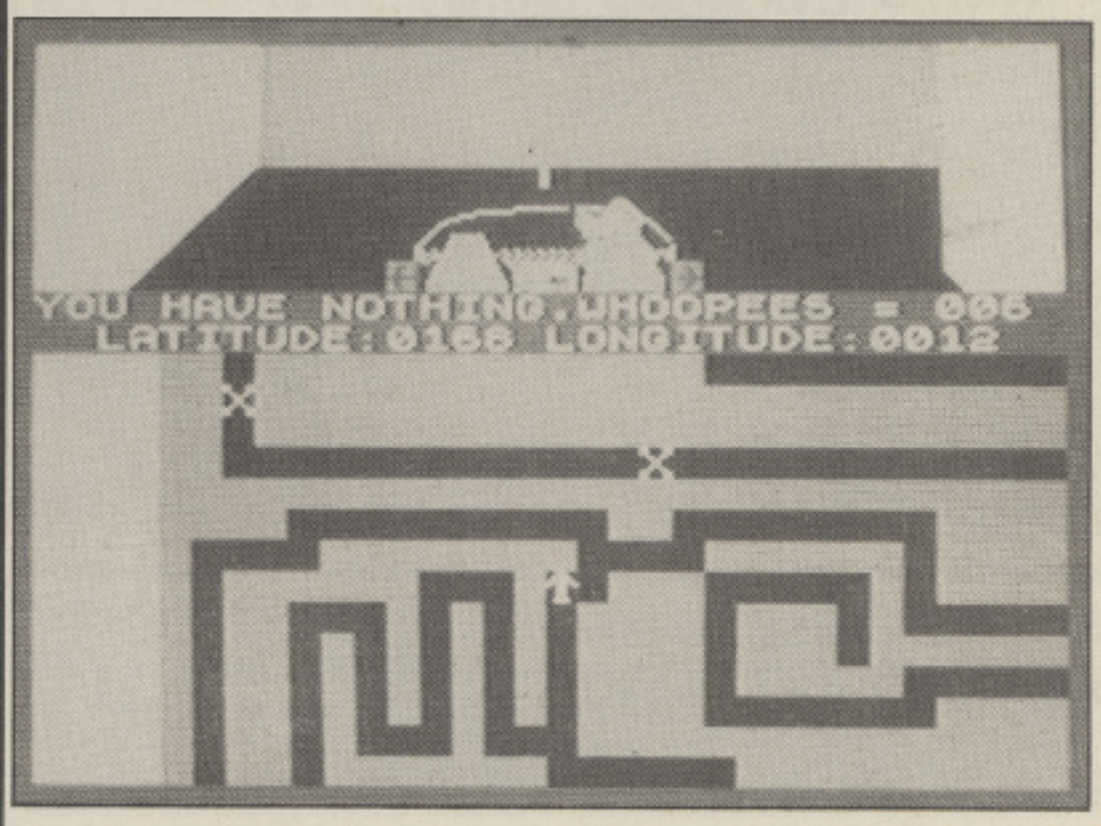
The gameplay is easy to get into and the standard movement patterns of the enemy soldiers do mean that movement up the field of battle can be quite easy; provided you don't try to go too far too fast. However, the graphics are poor and spoil the effect of the game — we're back in Manic Miner country (although scratchy graphics never hurt that game!) and I much prefer the chunky Commando figures. Anyone who has seen the Amstrad version of this game will find that this is almost identical — full marks to Alligata, though, for the Beeb conversion!

One very nice touch is revealed at the end of the mission — you have done so well that now you have to return to the start . . . the hard way! Playable and compulsive, this should do well but if you can only afford one lone-soldier-against-the-world game, then I would advise you to have a look at this and Commando in action before parting with the cash. **D.R.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of Machine	●●●
Value for Money	●●●
STAR RATING	
Bright Star	

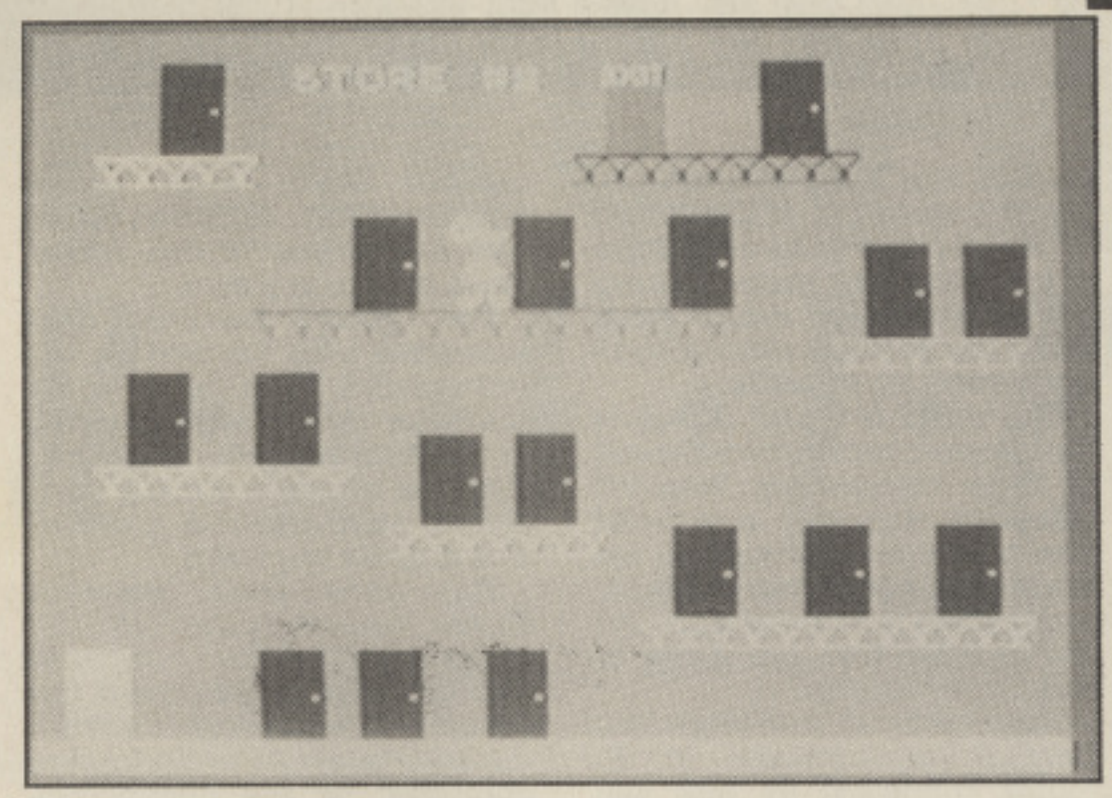
Title:	**Danger Mouse in Making Whoopee**
Computer:	**Spectrum**
Supplier:	**Creative Sparks**
Price:	**£1.99**



Greenback has yet another scheme to gain him World domination. This one involves making whoopee cushions and placing them on the chairs in the United Nations. Danger Mouse has been brought back from his holiday in order to counter this latest threat. Setting off for Chicago (the windy city), he must drive round, find and destroy the gas factories before eventually making his way to the cushion factory where he must burst as many as he can.

The screen is split into two with a 3D view of his surroundings at the top and a plan view at the bottom. DM must drive around looking for factories and stores. These are situated at dead ends in the road system and a quick press of the fire button takes DM into another screen.

Factories consist of mini platform games. Stores are a series of doors, each of which teleports you to another one. Should you work out the correct route to the exit, you are rewarded with an



object. These are useful for when you are driving round. At certain points in the road system there are blockages in the forms of troll tolls and other hazards. You need a specific object to get past each obstacle. The final confrontation involves you bouncing round the cushions trying to pop them.

The game is a mish-mash of several ideas and doesn't work very well. Controlling the car when you are driving is awkward. The graphics range from poor to bad. Like the subject matter, this game is a load of hot air. **G.R.H.**

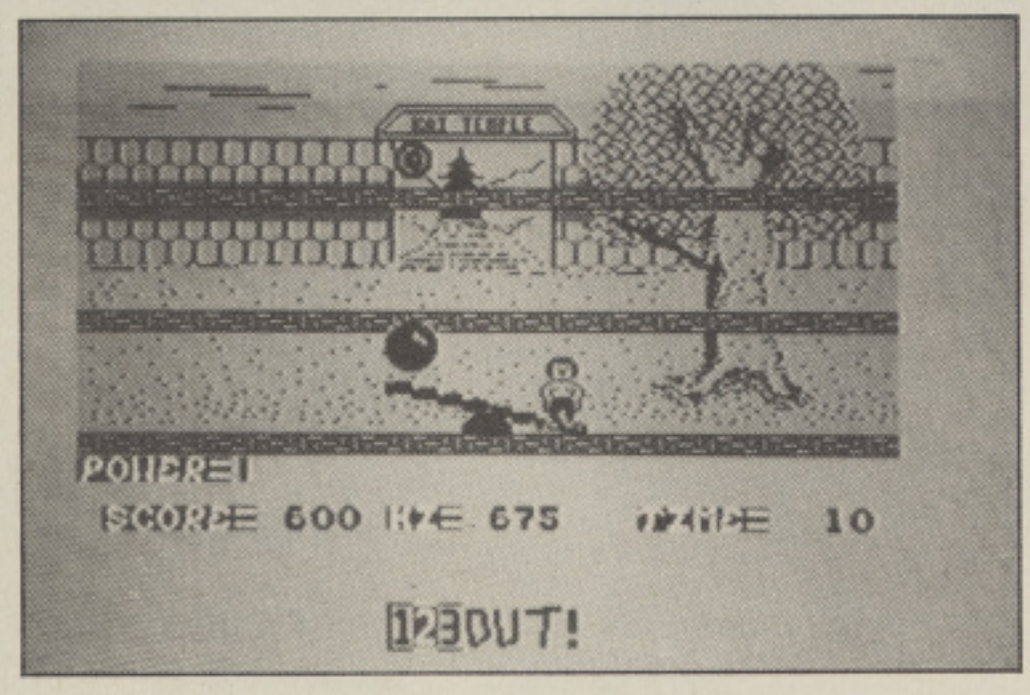
PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

White Dwarf

Title:	**Kai Temple**
Computer:	**Spectrum**
Supplier:	**Firebird**
Price:	**£1.99**



Every so often, you come across a game that is so bad that it defies description. Such a game is Kai Temple. The temple is set high in the Tibetan mountains and your one aim is to escape. Guarding the temple are Ninjas that must be kicked to death and Divas that must be eliminated by throwing a dagger at them. There are also flying swords to be avoided. So what is so bad about that you may ask? OK, the plot isn't exactly original, but it isn't that bad. Read on, dear reader, read on.

The first part of the game takes place in a room consisting of three unconnected platforms which you can jump up and down onto, and an exit sign that has no relevance whatsoever. The guards have to be destroyed within a time limit and as you start the game the clock starts ticking down from 1000.

Killing the first Ninja presents a slight problem as you lose 900 units of time for no obvious reason, putting you under considerable time pressure to kill off the next waves of two and three guards. Just when you think that you have got the knack of timing your kicks properly, the whole room suddenly and inexplicably turns upside down and you find yourself in mortal combat suspended from the ceiling. Just as suddenly, the room switches to normal again.

The bit that really had me howling with laughter, though, was when you throw a dagger. I don't think that I have ever come across a slower bit of animation. To give you some idea of how quickly the knife speeds through the air, you can throw it, drop down a platform, run across and jump up again and wait for the knife to pass harmlessly through your own chest. Should you succeed in eliminating all the guards, the only way that you can progress onto the next level is by leaping onto a see-saw with sufficient force to hurl a huge boulder into the air so that it strikes a bell. Should you think that this seems a reasonable thing to do, let me point out that the bell is on exactly the same level as you start from and a simple couple of steps sideways would seem to be slightly easier although, unfortunately, not allowed in the game.

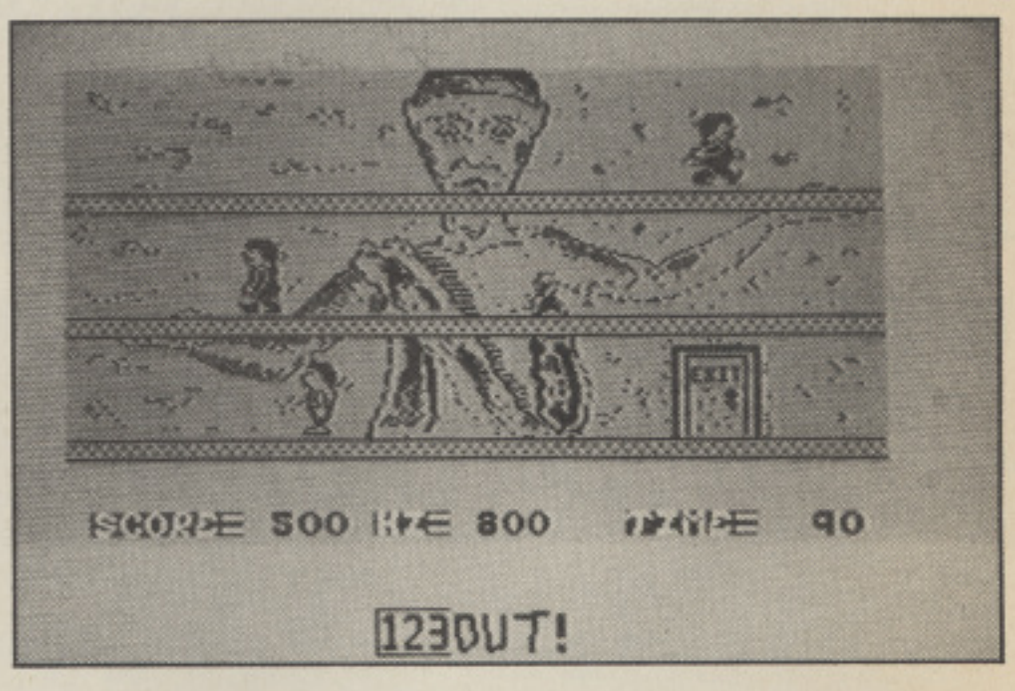
Kai Temple is a masterpiece of bad games design and has shot straight into my personal top ten of the worst games ever. Even at a budget price, you should expect reasonable value for money and this doesn't deserve to be given away free with Cornflakes.

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Black Hole



Title:	**Submarine Commander**
Computer:	**Atari**
Supplier:	**Sparklers**
Price:	**£1.99**

For a game this cheap I was surprised at its complexity and quality—not surprising really as this game has been previously released under the Creative Sparks label at full price.

The game (surprise, surprise!) puts you in charge of a submarine during the last war (I assume) in the Mediterranean Sea. Your job is to seek out and destroy all the enemy convoys using this sea route.

The game presents you with a bewildering array of instruments and a long set of instructions. But the instructions are excellent and well illustrated with a diagram of the main screen showing you what all the instruments do. So with only a quick scan of these you are able to set out in pursuit of the enemy.

There are three main modes of operation. Map mode, where you can see an aerial map of the Med, with the main coastal features outlined and your position along with that of the enemy convoys. Set your course, speed, and depth and wait until you get closer and can use your sonar. This realistically depicts the position of ships near to you. You can also use the hydrophone to get a better fix on them.

When you are close enough you can climb up to periscope depth and get a 3D-ish picture of just what is happening above. This is fairly realistic except for the torpedo launching which just shows some black lines appearing rather than a satisfying bubble trail streaking out from the front of your sub.

However, the torpedoes hitting the ship and the ship going down is most impressive.

All throughout the game sound is used to maximum effect with plenty of warning sirens, morse code, and whizz-bangs to set anyone's teeth on edge.

The game is easy to get the hang of, though is going to be murder to master completely. It isn't as complex as Silent Service, though the improvement probably isn't worth the price difference. I'm sticking with this one — it's a game that I am going to try and beat — despite the massively long loading time.

Excellent — no Atari owner should be without a copy. **M.R.**

PLANET RATINGS

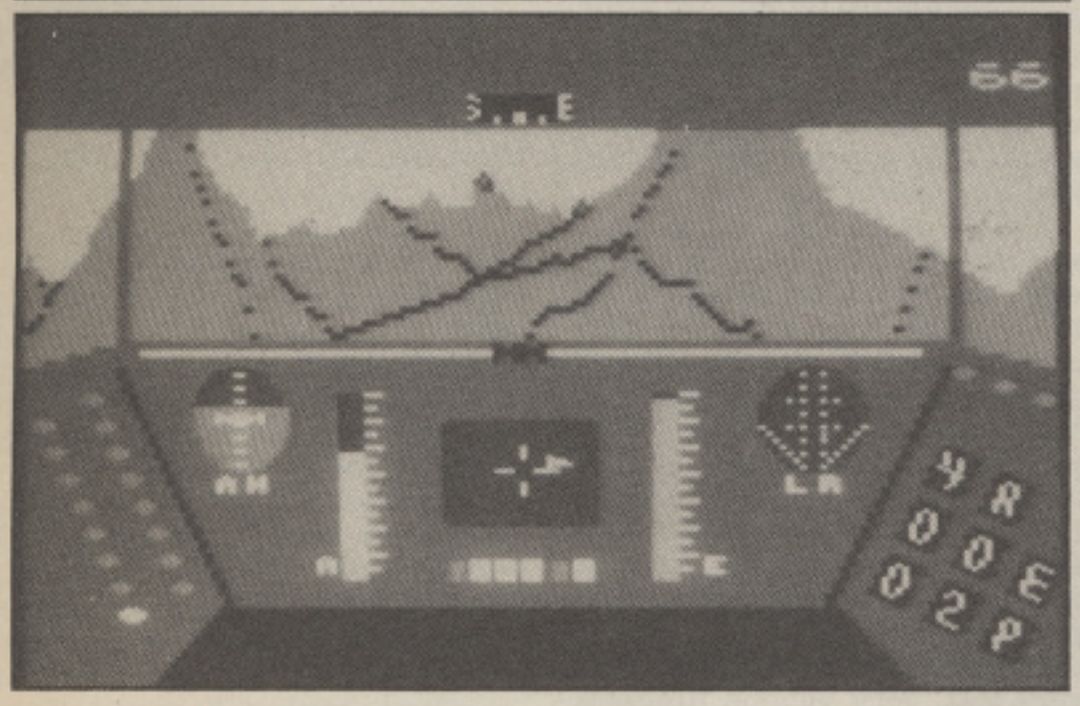
Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Red Giant

REVIEWS

Title:	**Rescue on Fractalus**
Computer:	**Amstrad**
Supplier:	**Activision (Lucasfilm)**
Price:	**£8.95**



This game originally came over from the States a couple of years back on the Atari (6502 based) and thus made its weary way onto the Commodore 64 (also 6502-ish) in a short length of time. Transference of the game onto the Amstrad and Spectrum (or should I say Amstrad and Amstrad — the paradoxes could go on forever — which are also Z80 based) has taken MUCH longer. But, on with the plot.

This game was to be the first in a series (and it was) of games based on the reasonably new Fractal Mathematics system (which it wasn't). Fractal mathematics is an incredibly simple, yet amazingly complex way of mapping out functions using fractional dimensions. So instead of using 2D to represent 3D you use 5.78D (or some such). The upshot of this is that you can draw pretty pictures of any sort of surface (and nice pictures of trees — but we won't go into that here) that you can examine in any detail.

The best definition of a Fractal surface is 'a surface that doesn't get less complex the more you magnify it'. I don't know why I'm telling you all of this as Fractalus doesn't use Fractals at all. Oh, it was going to. But all that processing on an Atari 800 — you've got to be kidding. So the game designers came up with a fudge to produce a display that looks Fractalish to the uninitiated, but is no such thing. Why I'm telling you this I don't know — it's not relevant to the game as that's excellent, but somebody's got to educate you.

In the game you fly your space ship over a 3D surface that looks like a collection of slag heaps. On these slag heaps are crashed compatriots of yours along with some nasty aliens. The idea is to detect where your guys are, pick them up, destroy their craft and escape. All this without being destroyed by the alien gun turrets or letting the aliens in.

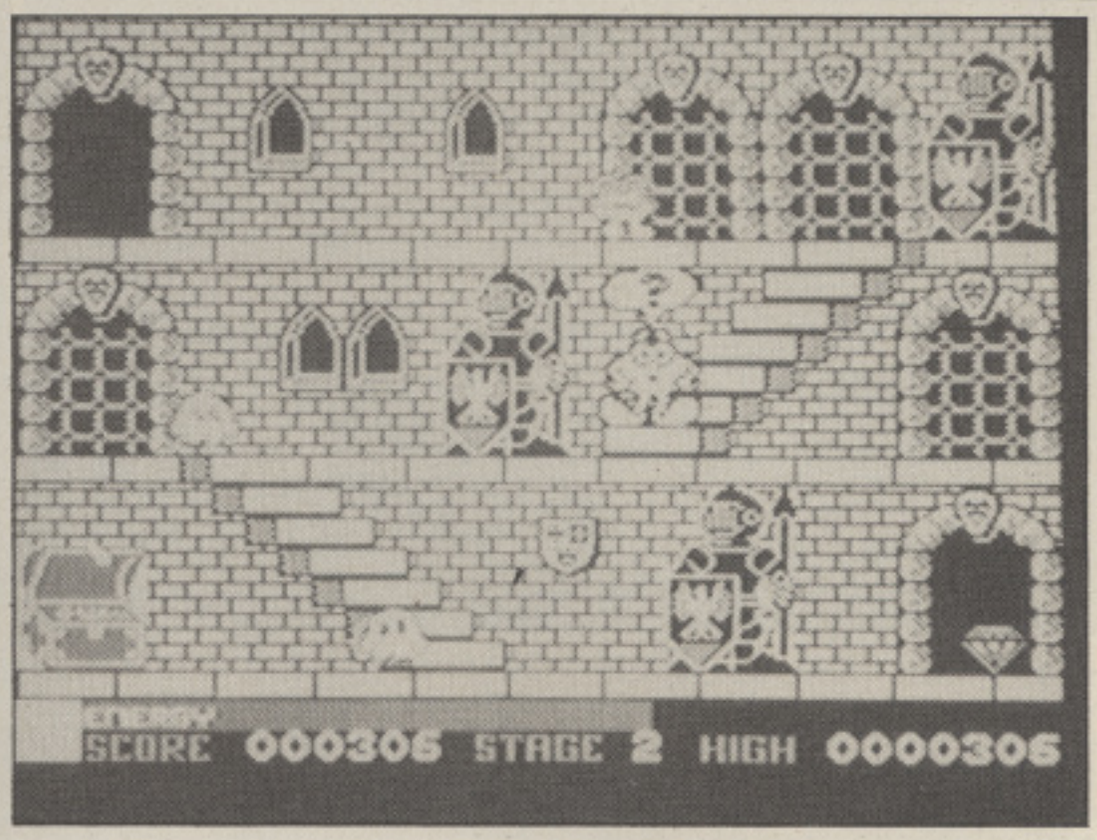
Apart from that, that's the game. Nice graphics, and playable too — there's just not a great deal to describe once you marvelled at the high speed mathematics (where there aren't any) and been amazed at the good graphics (plenty of that).

A very good conversion, but a bit of an old game. **M.D.R.**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●

STAR RATING — Red Giant



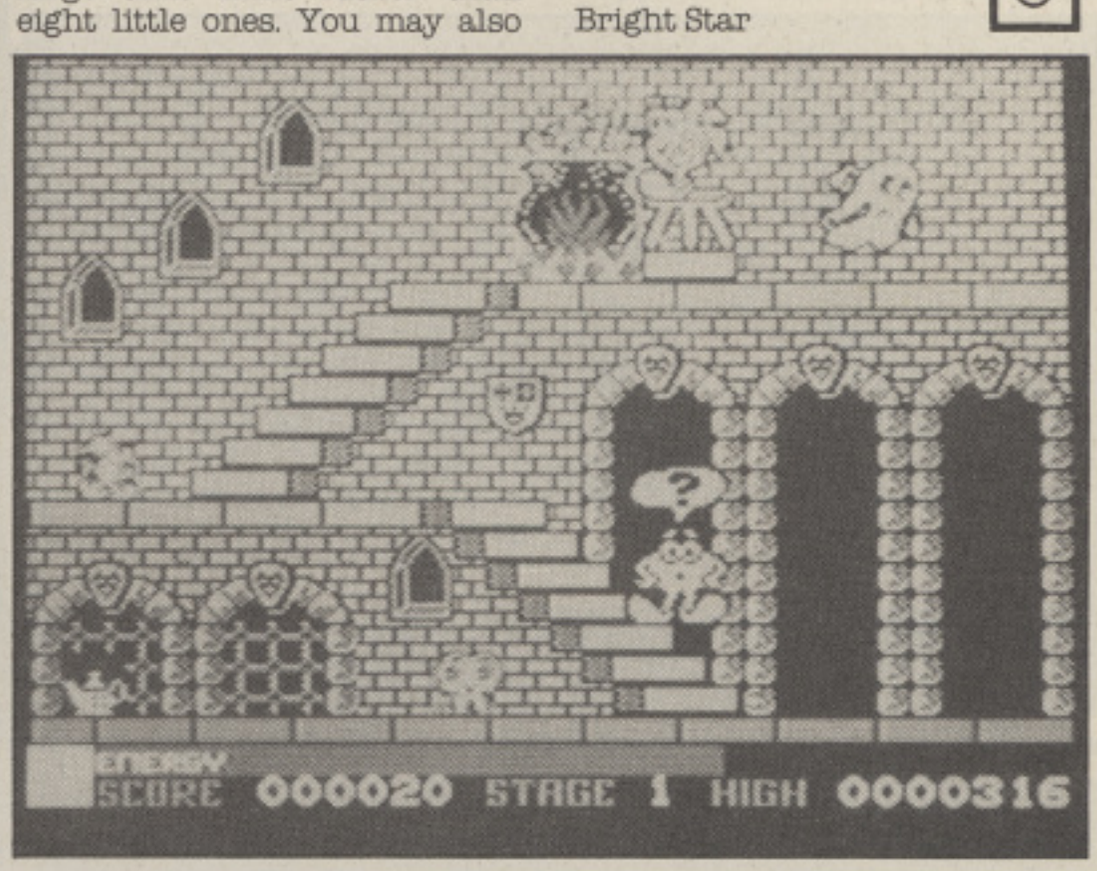
ends. As you leap about in typical platform game style, contact with one of the other inhabitants reduces your energy supply, which in turn reduces the time element so that in order to succeed you cannot afford a mistake in either jumping or timing.

The best part of this game is undoubtedly the graphics. The characters are cute and nicely animated and the castle backdrops excellent. The gameplay would have been improved considerably if there had been one large time limit rather than eight little ones. You may also get fed up travelling over the same areas over and over again but if you enjoy platform games, this one's not bad for two quid. **G.R.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●
Value for Money	●●●

STAR RATING — Bright Star



Title:	**Olli and Lissa**
Computer:	**Spectrum**
Supplier:	**Firebird**
Price:	**£1.99**

Shilmore Castle, set deep amongst the Scottish highlands, is about to be sold off to Eugene Portcullis the third (junior), an American multi-millionaire who intends to ship the castle brick by brick over the Atlantic. The castle's resident spook, Sir Humphrey, is not overjoyed at the prospect of a sudden and permanent change of climate and decides to scare off the prospective customer. Unfortunately, it seems that only invisible ghosts scare people nowadays so Sir Humphrey engages the help of Olli and Lissa to render him into the necessary state.

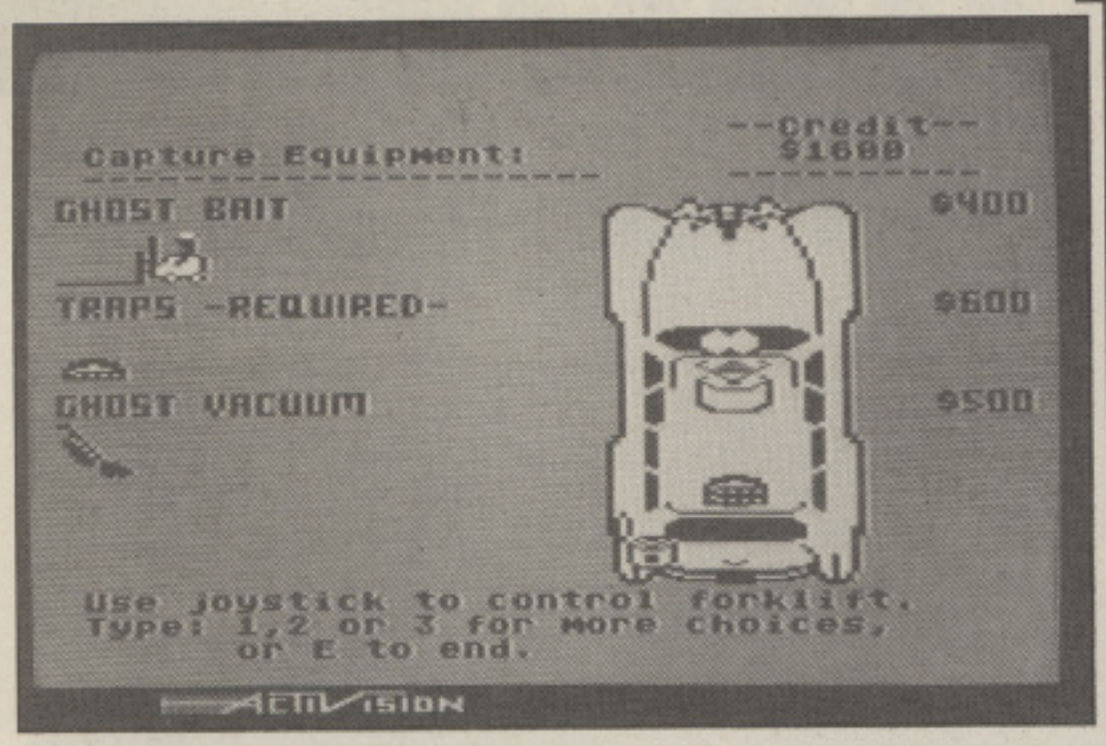
You play the part of Olli. Lissa's role is restricted to giving you a big kiss when you complete part of your task. In order to become invisible, Sir Humphrey shows you a picture of an item that needs to be put in the cauldron and off you go to retrieve it. There are eight items in all to collect including a magic lamp and a large diamond. Each task must be completed within a very strict time limit. Fail to return the object in time and the game

Title:	**Ghostbusters**
Computer:	**Atari**
Supplier:	**Activision**

Ghostbusters came out for the major systems about 18 months ago, and for the Atari (on disk) about eight months ago, so why have Activision left it until now to release the game? Yet another of the world's great unsolved mysteries.

The game follows the plot of the original Commodore version. The only difference being slightly cruder graphics and no speech. The speech I can very happily leave out, but I am a bit disappointed at the graphics. The problem is mainly one of colour choice — with 128 to choose from, you'd have thought they could have done better.

Likewise the sound isn't really



up to scratch. The Atari has four voices that can produce some excellent music when pushed — I didn't expect SID chip standards, but at least match the quality of the rest of the Atari market.

The game is based on the film of the same name and has you dashing around New York trying to stop the paranormal attack of Zuul. To do this you follow some very mundane tactics and strategies, and get bored very quickly. The game has a coded continuation facility based on your name and a bank account number, but why you'd want to continue the game is completely beyond me.

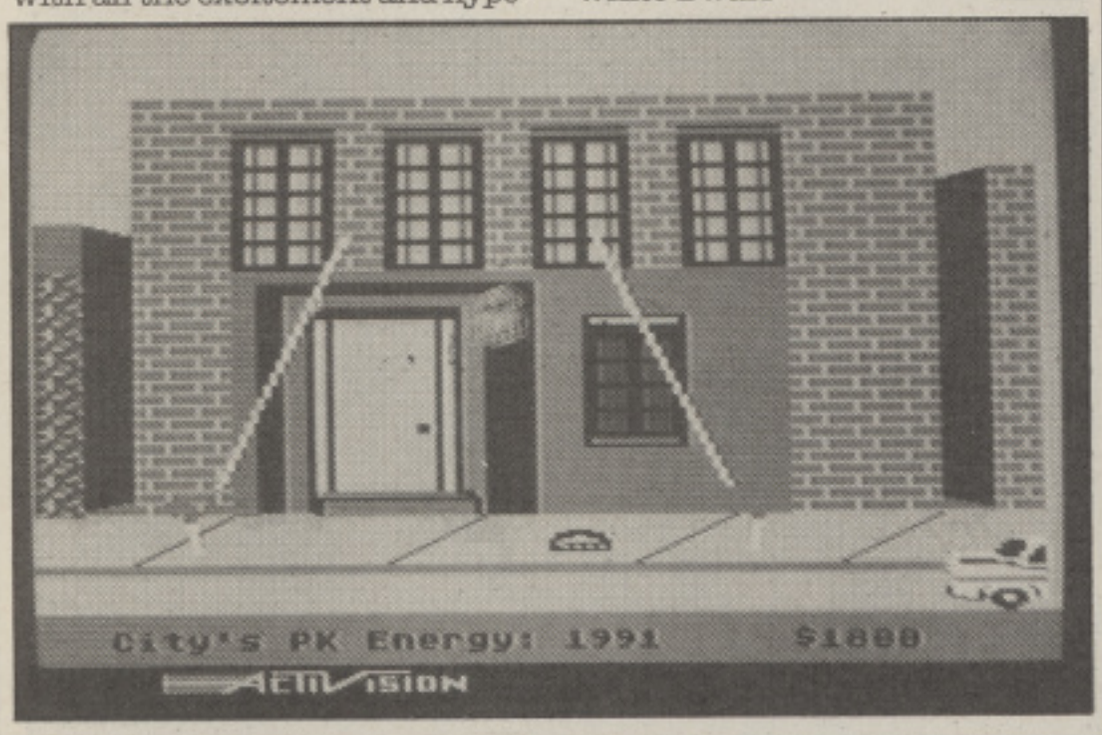
In the first flush of youth, and with all the excitement and hype of the film behind it, this game did very well. A year or two later with some truly excellent games to compete with, I think that this is set to be a flop, especially at Activision's extortionately high prices. There are only a few companies left solely trading at these kinds of prices — a lesson to be learnt? **M.R.**

PLANET RATINGS

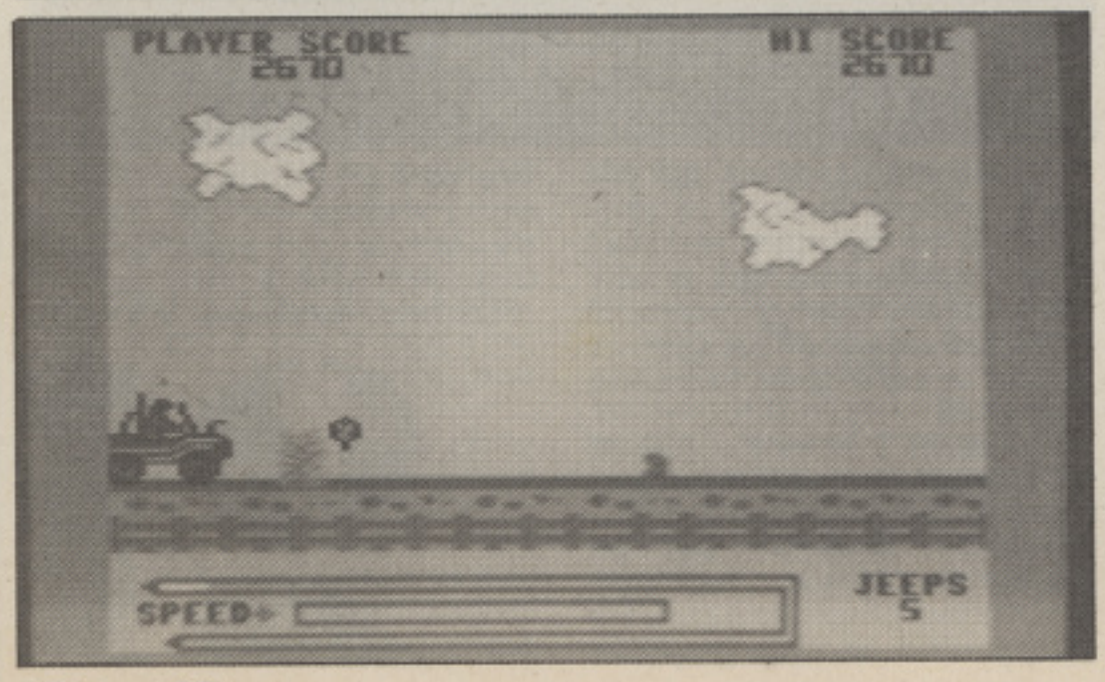
Originality	●●●●
Graphics	●●●
Use of Machine	●●
Value for Money	●

STAR RATING

White Dwarf



Title:	**Jeep Command**
Computer:	**C64**
Supplier:	**Bug-Byte**



As plots go, this one is one of the simplest. You are driving your jeep into enemy territory. End. Finito. No blurb on the cassette inlay giving details of the impossible mission to save the world that you have volunteered for, improbable though that mission is, but which gives reviewers something to write about in their opening paragraph. Just you are driving your jeep into enemy territory.

The game, though, is not quite as straightforward. To start with, you are under attack. That is probably why they are described as the enemy, but I digress. Little green bombs float in front of you or bounce towards you but you soon get the hang of destroying those with your two machine guns — one forward and one backward firing. It is the falling yellow bombs that are the problem for unless you shoot them before they explode, two very fast, very vicious fireballs hurtle towards you. Then there are all the craters in the road. Falling down one of these also results in the loss of one of your five lives. The solution is simple, though. You jump over them. You didn't think that they would send you deep into enemy territory in just any old jeep, did you?

Timing your jumps is crucial, as is judging the speed at which you take them, for you can accelerate and decelerate as well. To give you some leeway, you can make minor adjustments to your speed in mid air but somehow it never seems to be quite enough. The problems come when you are so busy bouncing up and down trying to shoot the bombs that you get the jumps all wrong for obstacles and vice versa. As you progress in the game, so there are also platforms, ramps and tunnels to be negotiated.

Graphically, the game is nothing to shout about and in gameplay it looks like a cross between Loco and Bumping Buggies, but it is very addictive and you always want to have just one more go. One nice touch is that if you score over 50,000 you can start your next game from where you died in the previous one, thus allowing you to explore more of the system. A simple, frustrating, fun game at a nice price. **G.R.H.**

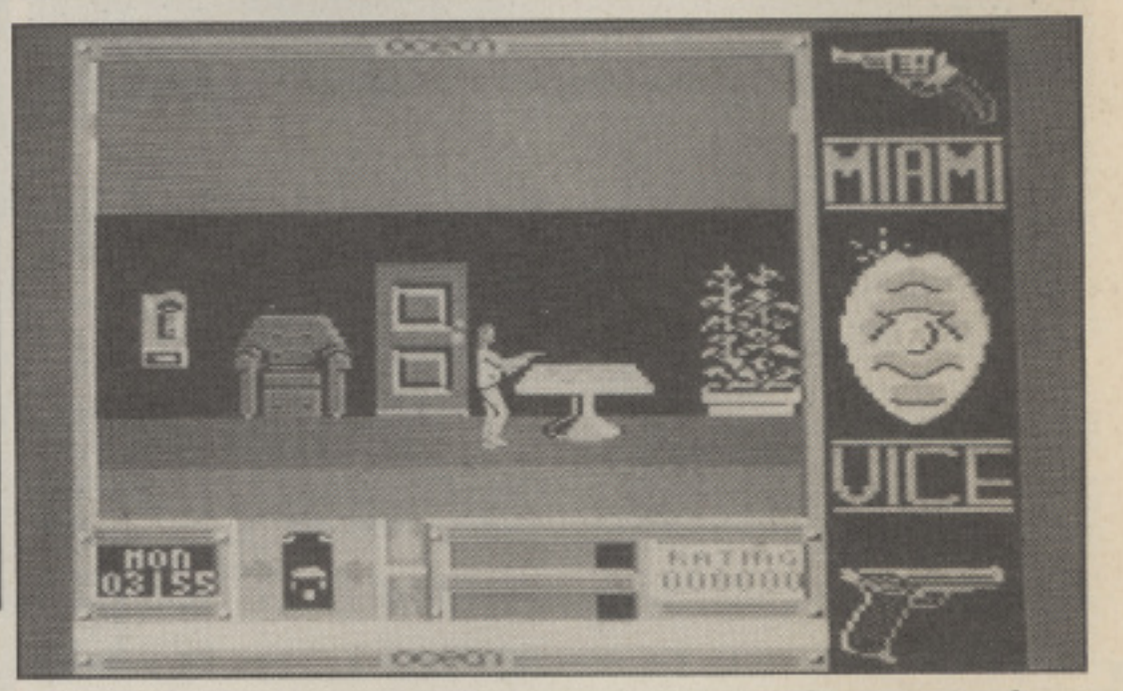
PLANET RATINGS

Originality	●●
Graphics	●●
Use of Machine	●●●
Value for Money	●●●●

STAR RATING

Red Giant

Title:	**Miami Vice**
Computer:	**C64**
Supplier:	**Ocean**
Price:	**£8.95**



Miami Vice is a pop video interrupted by the exploits of tough gang-busting cops Crockett and Tubbs. The steamy world of long, hot Florida nights is also the setting for the search for Mr J in Ocean's new game.

Mr J is the gangster who is masterminding a million dollar contraband scam and Crockett and Tubbs have to make their bust before Thursday morning. The game joins the dynamic duo at midnight on the previous Sunday and you must help them to make all of the contacts which will lead to the apprehension of the gang leader.

The city streets are a dangerous place for our heroes who must search the clubs and clip joints for clues. The Miami low-life who hold the keys to the solution of the crime, work to a timetable and contacts have provided two possible schedules of meetings which Crockett and his sidekick must tap into if Mr J is to be stopped. It's vital that you tap into these meetings because the schedule only tells what will happen throughout the first day. Interrogating the criminals will give leads to bigger and better meetings on following days, culminating in the final confrontation on Thursday.

Following the timetable involves racing through the streets avoiding collision with the good citizens while trying to find the venue for the next meeting. The thing I disliked about this phase of the game is that any collision means you restart your search from the City Hall. This gets a bit boring when you're trying to build up a street

map which is essential if you're going to succeed.

Car control isn't easy and collisions occur with great ease. Since crashing in on the meetings requires split second timing, a string of collisions can mean missing vital clues at each stage of the game.

When Crockett and Tubbs arrive at the venue for a meet, one of them can leave the car and search the club for clues. If the time is right a crook may still be on the premises and his apprehension can lead to fierce gun battles. Not all of the petty hoods that you overpower will reveal the lead which you need but eventually a pattern is revealed.

To apprehend the crooks you must arrive on the scene of the meeting within eight minutes of its start. In game time each minute is only a second of real time so your team will often arrive in time to see the criminals taking off in their car. This leads to hairy chases around the roads with Crockett and Tubbs firing out of their speeding car's windows.

Initially, the game is extremely frustrating and it takes time to discover the layout of the city. After several unsuccessful attempts at the game you can get very bored with failure and this game is only for those with a high reserve of staying power.

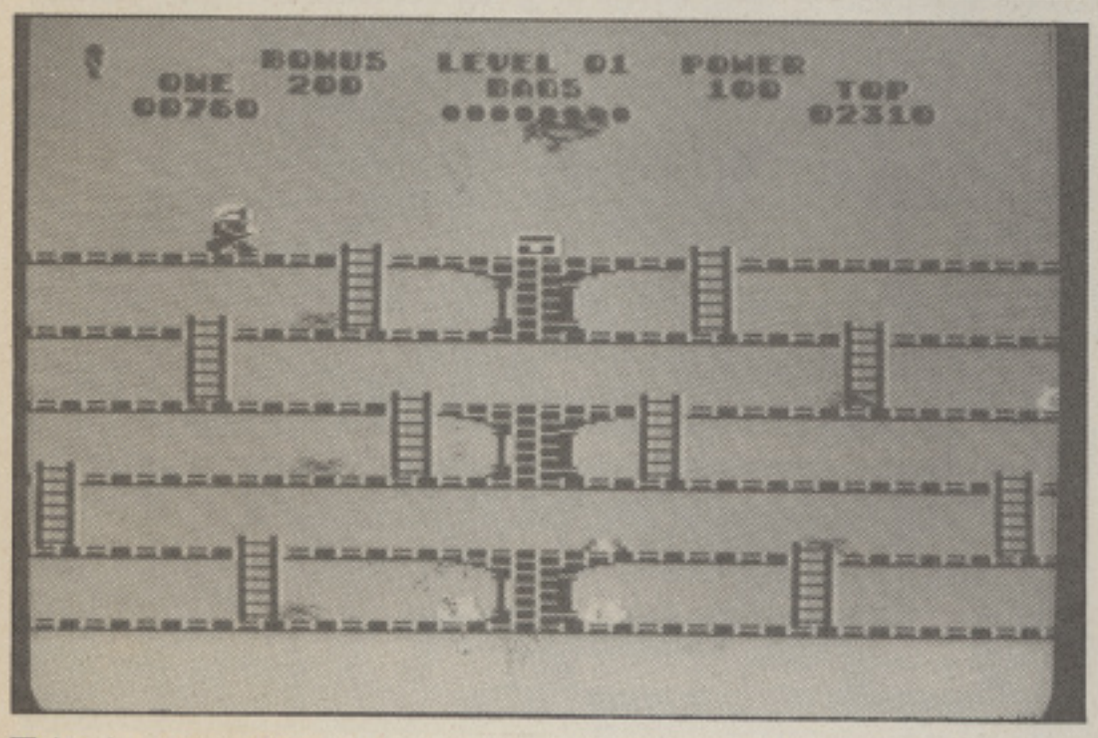
At first I was all set to slate the game for its high frustration rate but when you start to have a few successful encounters the jig-saw starts to take shape and you've just got to have one more try. This does not fully compensate for the repetitious nature of the game — chase search, chase search. A few more elements would make this a lot more exciting but it's not such a bad little game, though I feel it will rely more heavily on the TV programme's charisma for mass appeal than on the gameplay itself. **E.D.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of Machine	●●●
Value for Money	●●●
STAR RATING	
Bright Star	○

REVIEWS

Title: Desmond's Dungeon
Computer: Atari
Supplier: Sparklers
Price: £1.99



This is an extremely simple ladders and ramps game from Thorn-EMI in their budget 'Sparklers' range. The play area is one screen high but a few screens wide and scrolls sideways as you move around. The idea of the game is to get the bags of gold that are scattered around the screen and return them one by one to the treasure chest at the top of the screen.

The screen is full of nasties that move around in set patterns that make them easy to avoid. Though there is an aeroplane that drops an almost intelligent bomb that can get a bit hairy.

The bags must be collected one by one and returned to the top of the screen, this is easier said than done, as if you want to jump you drop your gold and have to retrieve it.

After this section you go onto another screen where the plane is dropping bags of gold and you have to catch them and throw them up to some grabbers.

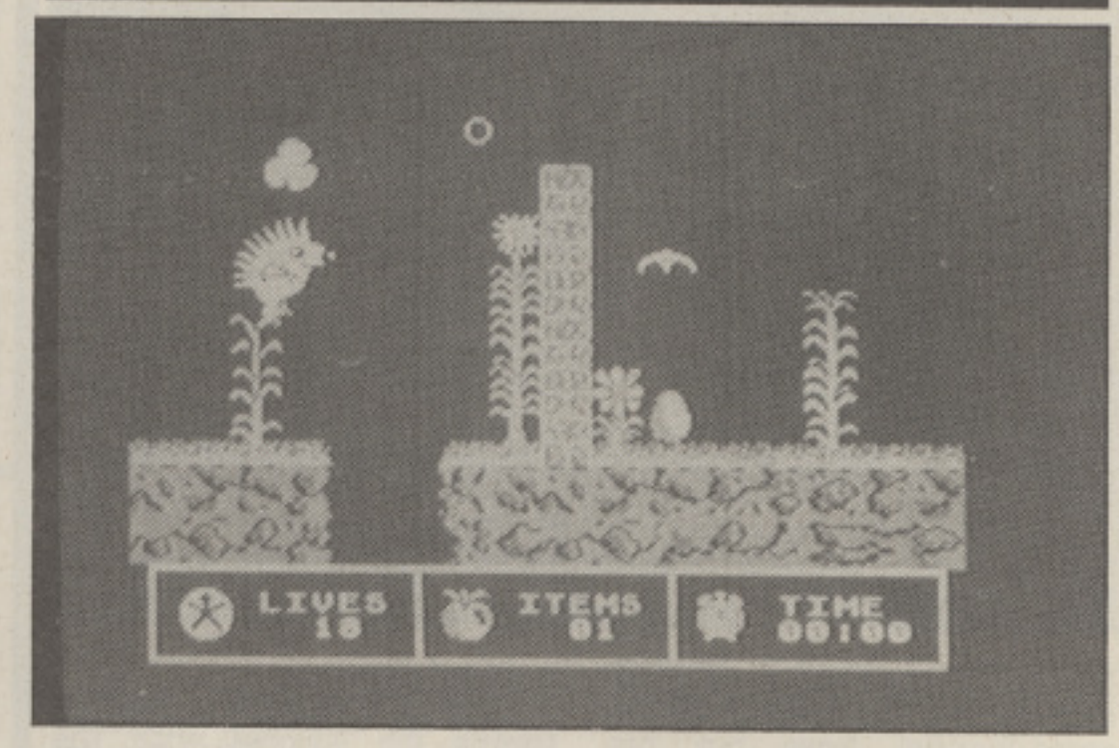
After this section you return to the beginning and start over again.

After playing this game, I can't help thinking that it is a bit over simple and that there could be a lot more to it, but the game's producers just haven't bothered. Otherwise the graphics and animation are up to standard and it is a nice simple game, but if you are expecting a game of any quality — don't bother. **M.R.**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of Machine	●●
Value for Money	●●●
STAR RATING	
White Dwarf	◒

Title: Spiky Harold
Computer: Spectrum, C64
Supplier: Firebird
Price: £1.99



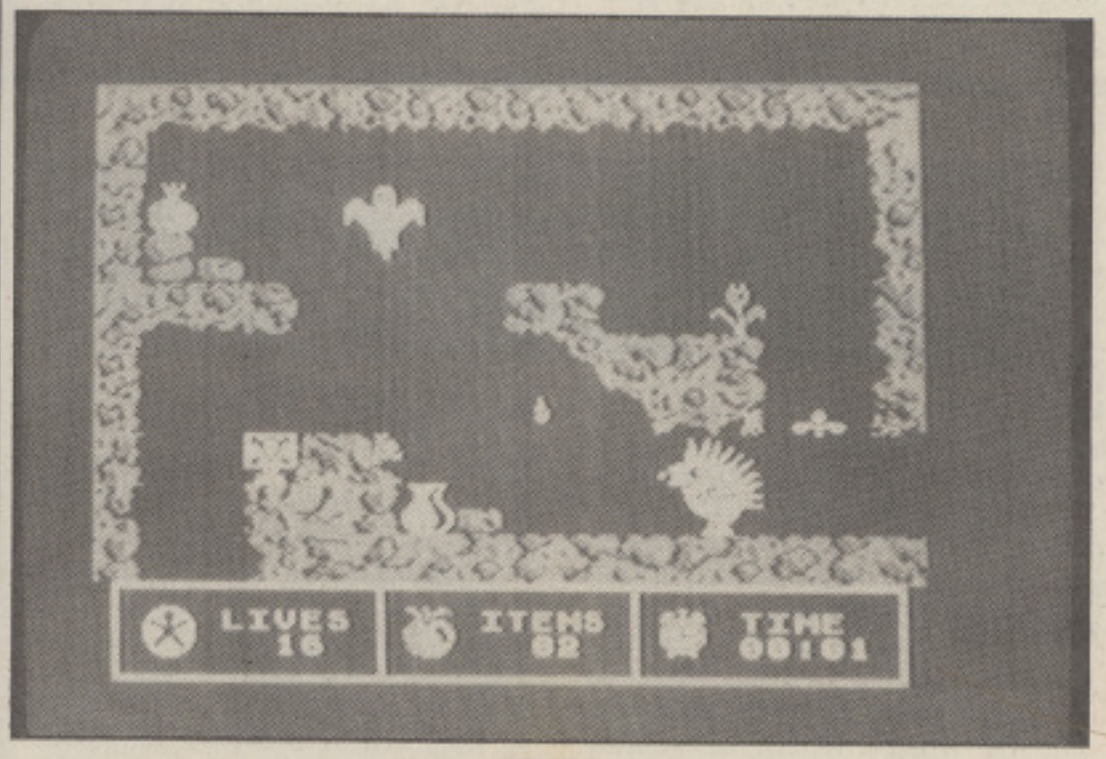
Harold is a hedgehog. As winter comes, so he must prepare for hibernation by collecting food which lies in the chambers underneath the hedgerows. There are 57 different chambers to explore with one item of food or drink in each. (I wonder if one of the items is a tin of beans?) Having collected his food, Harold must then find his den for the winter. As Ian McCaskill has forecasted a sharp frost, the entire task must be completed within 24 hours.

The most unusual feature of this platform game is that you start with an incredible 19 lives. My initial reaction on seeing this was to think that the programmers must have made the game too difficult, but it is not too bad. The hardest part to get used to is the height that Harold can leap — huge distances compared to other games — and so your lives soon diminish as you leap into unsuspecting wasps, ghosts, worms, snails and other nasty inhabitants of the cave system. There is no set route for you to take, you can explore at will as you seek out food and coins which give you extra lives. Some of the rooms contain glasses of wine instead of food and the effect of Harold drinking these is not surprisingly to make him drunk — nicely depicted by reversing the joystick controls.

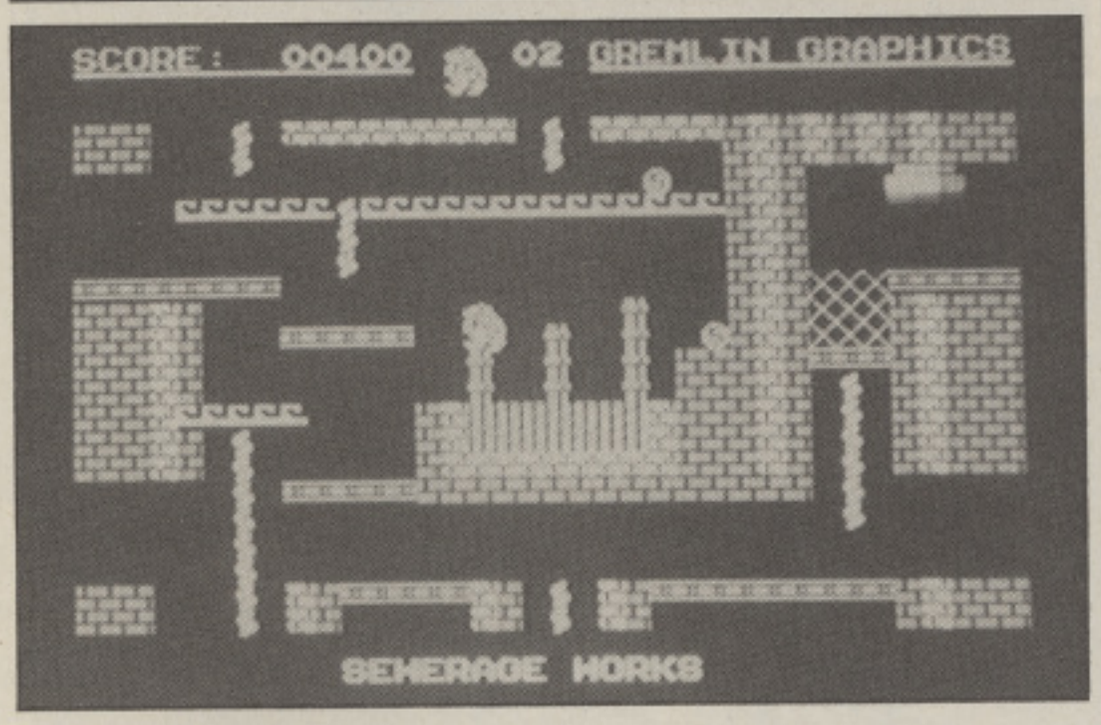
Spiky Harold is a pleasant enough game to play, although it can hardly be said to be addictive. Still, if you enjoy platform games, this will give you a fair old challenge for your money. **G.R.H.**

PLANET RATINGS

Originality	●●
Graphics	●●
Use of Machine	●●●
Value for Money	●●●
STAR RATING	
Bright Star	○



Title: Monty on the Run
Computer: C16
Supplier: Gremlin Graphics



Monty is on the run from Scudmore Prison and heading for the cross-channel ferry but his journey is hazardous. Will he reach the ferry in time?

If I didn't know this was a C16 game I'd have had a hard time believing it. Superb animation, lots of screens, it looks as good as the 64.

Compared to the 64 version there are lots of refinements missing, but the Gremlin team have written a C16 version rather than attempting a second rate conversion. There are elements of the 64 game but memory limitations mean that these are often merely superficial similiarities.

Monty's journey starts off in the safe house which is a haven from her pursuers, or so he thinks. Inside the house and beyond there are all manner of dangers. Strange, vicious creatures inhabit the platforms in each screen and Monty has to get past them to grab the gold coins. The money is essential to pay for his getaway and to keep him in a manner to which he'd like to become accustomed in his continental paradise.

Most of the screens rely on timing for success with the creatures performing in predictable patterns but random elements ensure that Monty won't have an easy time of it.

Enter each screen with caution because there's often danger lurking just inside. Huge metallic plungers are the main problem because they behave in a fairly random manner. The only way to survive is to gather up all of your courage and make a dash for it.

Of all the platform games I've seen on the C16, I'd say this was the best example so far and the game deserves to be a massive hit. **E.D.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of Machine	●●●●●
Value for Money	●●●●

STAR RATING

Nova

Title: Iridis Alpha
Computer: C64
Supplier: Llamasoft/Hewson

A new Geoff Minter game guarantees the fastest action around and Iridis Alpha is no exception. The elaborate instructions are soon forgotten as you battle to survive over the inhospitable landscapes of several planets.

The gameplay is very reminiscent of 'Sheep in Space' but the screen is split laterally to give a mirror image world on either side of the split. Thankfully you only play one half of the screen at a time and you flip from one screen to the other at will. This Flip Side feature probably explains why the droid you control is called Gilby.

As in Sheep, you fly across the screen blasting anything that moves before it collides with Gilby and saps some energy. Each time Gilby successfully evaporates an alien the energy level is increased and this is expressed by a colour change. When Gilby turns white it must land on the planetary core to dump off the excess before an overload occurs. This is similar to the way the Sheep in Space must land to refuel on grass.

Flying through a ring left behind by a disintegrated alien allows you to switch to the other half of the screen where you must quickly flip your mind into reverse polarity to control your ship in the mirror world. The array of aliens is the same in the alternative screen and both screens must be completed if you are going to reach the final conflict.

Extra lives and points can be gained if you fill the core with energy by surviving the bonus screen. Now, navigating a vertically scrolling screen of ledges while being pursued by eyeballs, firing behaves as in Batalyx. Each time you fire it follows the Newtonian concept of equal and opposite reactions. Failure won't lose you a life but it dents your ego when you rejoin the game.

From time to time you fly over a gateway to the other planets. If your kill rate is high enough an indicator on the screen shows which planet you can reach. In this way you can tackle several planets in succession and careful use of Gilby allows you to preselect your next destination.

When you feel too limp to continue, you don't have to load a new game because the Pause mode is a game in itself. MIF is a Minter whim which occurred to him while skiing in France (MIF = Made In France). The game is not referred to in the instructions and the rules have to be learned so it provides an interesting diversion.

Within the MIF is yet another level, a demo called DNA, and completion of all 200 levels in the main game leads to yet another display. You can't say you don't get your money's worth with Minter.

Let's go back to Iridis. The planets are called the Sheep Planet (the starting point), Brick Planet, Om Planet, Tech Planet and the Mushroom Planet. Somewhere in there are the camels and llamas which are a prerequisite of a Llamasoft game, but with 20 levels on each planet it may be a while before you find them.

Success leads to the End of Game Bonus screen but it may be a long time before anyone sees this unless some bright spark discovers the cheat mode. Even Robtek's Game Killer will prove useless to you and the game is protected against cartridge copiers so yah boo sucks to all the pirates out there.

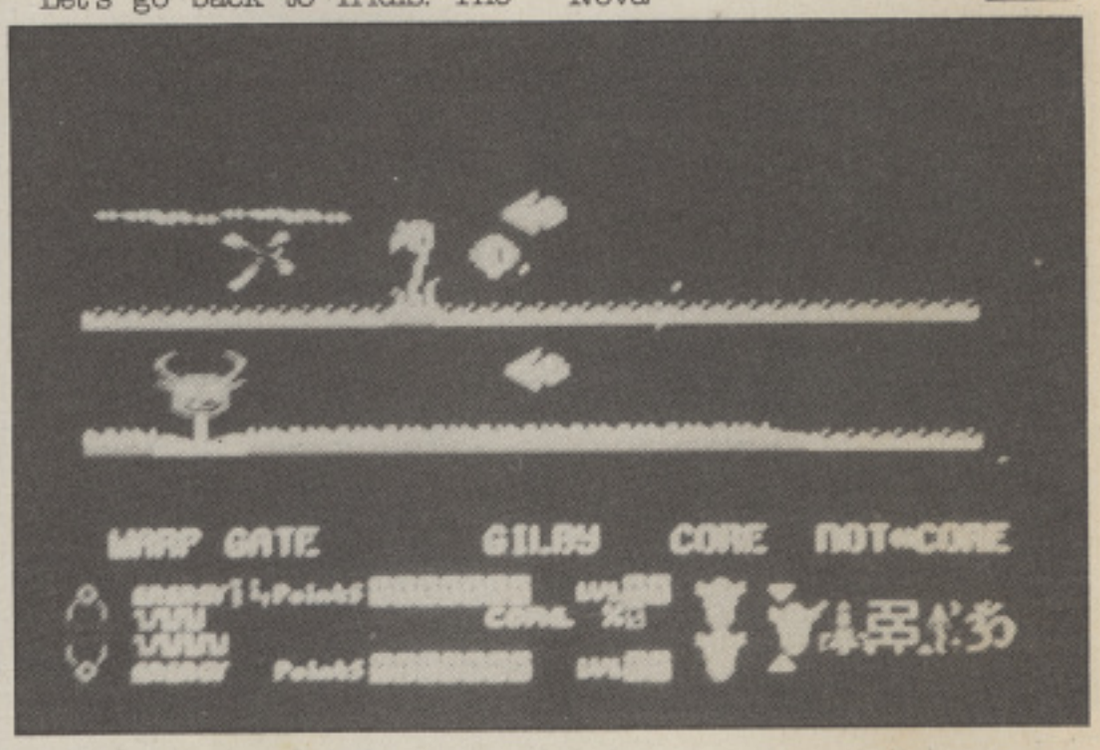
Iridis Alpha is a derivative game but it draws all of its influences from Minter's fertile and devious mind so he can be forgiven. Those who thought that Minter had burnt himself out can think again. Iridis Alpha is another Minter blockbuster. **J.G.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●●●
Value for Money	●●●●●

STAR RATING

Nova



Title: Pacific
Computer: Amstrad
Supplier: PSS

The thought of sunken treasure has always stirred the imagination of men. Every so often, the news breaks that divers have discovered some old Spanish galleon that contains wealth beyond imagination and treasure fever starts again. But throughout the centuries, legends and stories have persisted of one site that, if discovered, would kill the market in galleons overnight. The site in question is somewhat larger than a mere ship. It is a complete city! The fabled city of Atlantis which was supposed to have been engulfed by water many centuries ago.

You are a diver and think that you know the approximate location of the city. You are now making your last preparations before setting off on what will surely be a death or glory dive. With your oxygen tanks full and your sub-aqua pistol loaded, you slip silently off the edge of your boat.

Pacific (why that title?) is an arcade adventure of French origins which sees you exploring the murky depths. Any living

creature is a potential threat and must be shot or avoided as you make your way through the reefs and plant life of the ocean. As you descend, you will find sextants that will give you a map of your current whereabouts and air pumps that are vital for topping up your oxygen supply. Mines are deadly but can be shot. Barrels of gunpowder are also potentially lethal but you can use them to blast through horizontal rock barriers. Make sure that you are well out of range when they explode. Doors allow access to subterranean tunnels where you might be able to gain access to extra lives and ammo.

Pacific is no more than an average game. Certainly, the graphics are excellent — bright and colourful — but the gameplay seems somewhat lacking. Scrolling between would have helped but the whole thing feels like Sabre Wulf in slow motion and without the exciting bits. **G.R.H.**

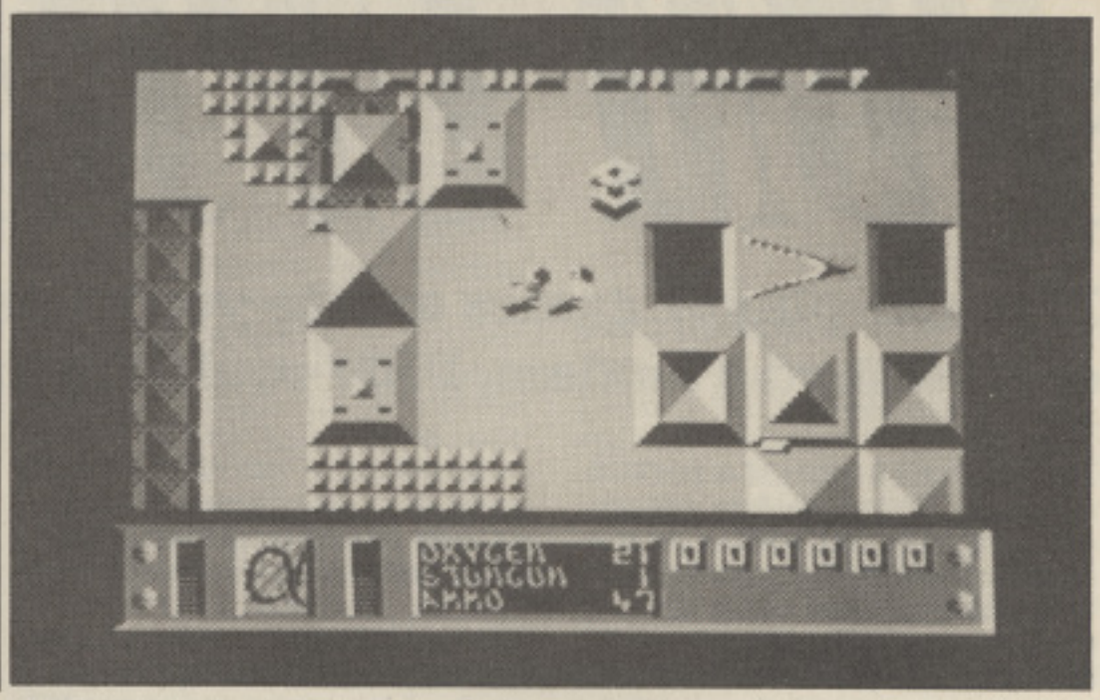
PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of Machine	●●●
Value for Money	●●●

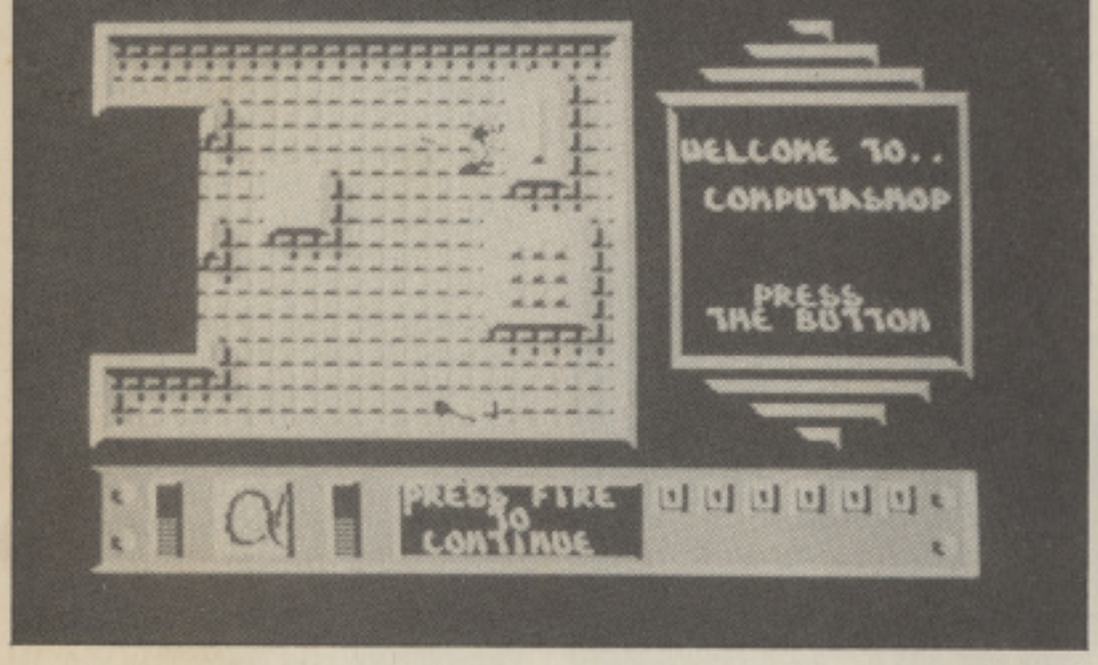
STAR RATING

Bright Star

REVIEWS



Title:	**Parallax**
Computer:	**C64**
Supplier:	**Ocean**
Price:	**£8.95**



Saving the Earth from invasion is one of the most popular themes in computer games and Parallax follows this tried and tested scenario for its storyline.

The idea is to pilot your space probe IBIS around an artificial world which is split into five zones — Alpha, Beta, Gamma, Delta and Epsilon. Each zone will reveal a letter of a code which will help you to save the world by destroying the master computer.

There are three distinct travelling phases: flying and landing the IBIS, walking across the city and searching the hangars which you eventually find.

In the air you are assailed by all manner of alien ships which will try to wreck your ship as you search for the hangars which contain the slave computers which you need to crack to get the code. When you find a hangar, you must lower your undercarriage and land on the nearest flat area. Sometimes you will have to leave your ship and walk a fair way under enemy fire to search all the hangars in the area.

Inside the hangars you find three types of computer. The main one is the Central Intelligence Unit, or Big One. One of these computers holds the key to entry to the next level and requires a code obtained from the other computers on the current level. If you don't have the code then the location of this machine is noted until you have the necessary information.

The other Big Ones can only be accessed if you have the relevant data card obtained from the scientists who patrol the hangar buildings. Only two data cards can be carried at a time so a lot of to-ing and fro-ing is needed to find the computer which matches the card code. Each successfully accessed computer will reveal a letter of the code for the main machine.

The first scientist you meet will be kidnapped and must be with you when you access the main computer. Any other scientists can be dealt with as you see fit.

When you get each letter of the code you are rewarded with money which can be drawn from the second type of computer — the Computer Bank. The money obtained can then be used to buy supplies from the Computer Shop, the third machine.

Supplies are essential to the mission. Oxygen has to be taken with you when you leave the IBIS, ammunition is needed to stun scientists or disable guardian robots inside the hangars. Drugs are also supplied because the kidnapped scientist will not help you to crack the main computer if he's not drugged first.

All of the supplies for extravehicular activities are drawn from the IBIS computer in units and you must ensure that you have enough oxygen and ammo to succeed in your next foray into the outside world.

When you crack all five main computers on each level you can disable the master computer on Epsilon level and escape in the teleporter.

The game is played in plan view and the graphics are very good. The code-cracking elements lift the game from being just a crude shoot-em-up and the strategy element makes this a challenge worth accepting. **E.D.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●
Value for Money	●●●●

STAR RATING

Nova

Title:	**Joust**
Computer:	**BBC Model B**
Supplier:	**Aardvark**
Price:	**£9.95 (tape)**

Anyone out there remember a superb arcade classic called Joust? One of a whole series of Atari smashes, it involved the careful control of a warrior on the back of a bird who had to joust opponents in the air, etc.

Leap forward to last year and the Atarisoft range of home computer conversions of their arcade classics — Pole Position, Robotron and Pacman appeared for the Beeb but Atarisoft pulled out of the market before Joust could be released.

A year later, extra coding to tidy up the title screen and now Aardvark (home of the legendary Orlando, programmer of Zalaga and Frak! amongst others) has released the game. Sadly, they are being very quiet about it, which is a shame as this is superb!

The game has the look and feel of an arcade game (or rather arcade games as they were a couple of years back) and the programming is without fault — even more amazing is the fact that this was the first game tackled by the programmer!

As well as the basic gameplay no doubt recalled by everyone who spent illicit hours hunched over machines in the arcades, there are very nice touches that are unusual on home micro conversions: a two player game that allows them to play the computer and then, at random, have to turn on each other for extra points!

What is most impressive to me about this game is that as well as a perfect single player game with all the desired playability and compulsiveness, this is also a great crowd game, gained from an enthusiastic audience.

If you can track down a copy, this should be snapped up at once. Deserves to be top of the software charts! **D.R.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●●●●

STAR RATING

Nova

25

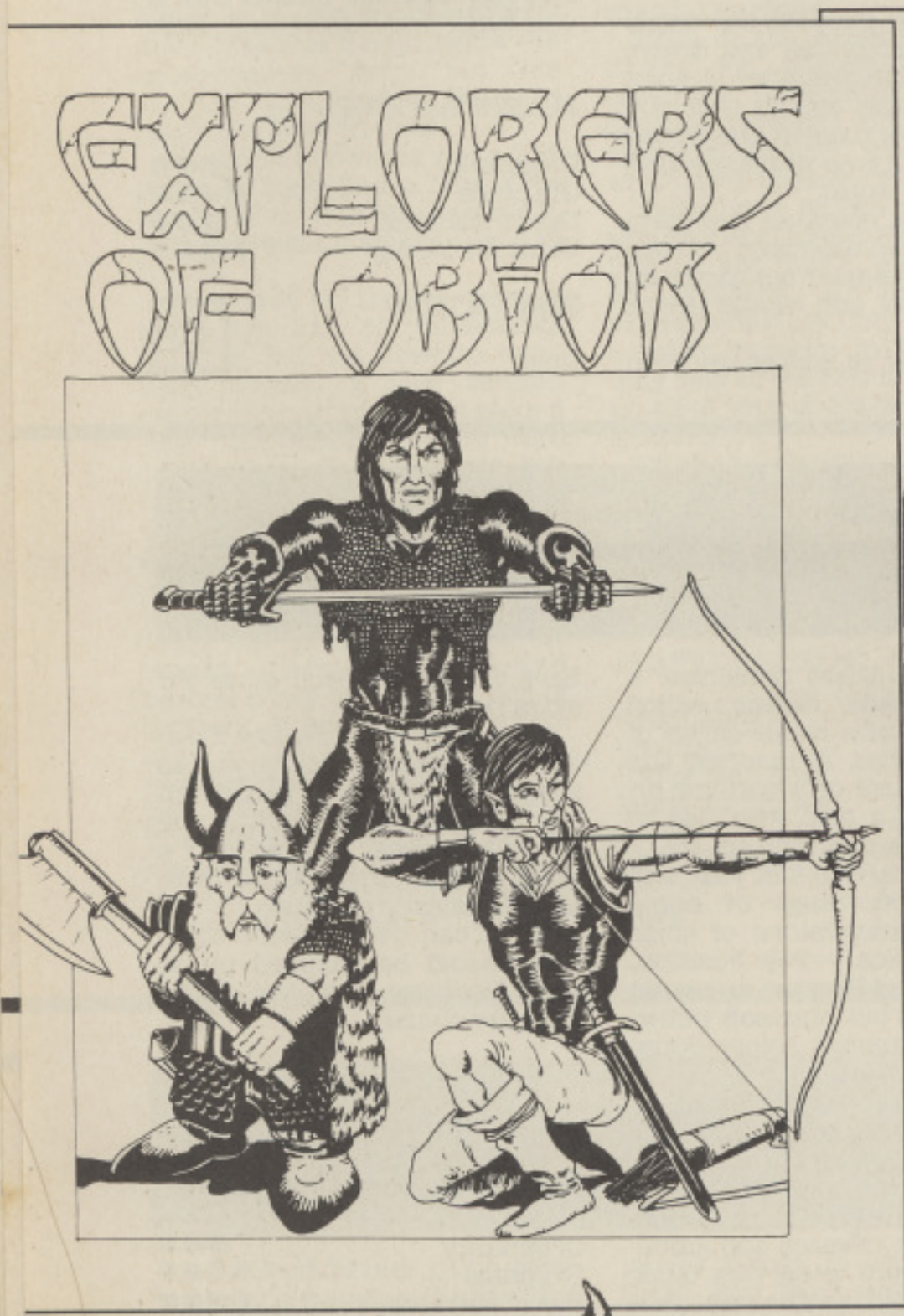
PBM UPDATE

If multi-player games excite your imagination but you can't afford a modem, PBM could fit the bill.

I am going to alter the normal format of Update this month, In addition to a full review of the superb Starglobe, I am taking a brief look at some of the games that I have not mentioned before. Some are run professionally and others are moderated on a part-time basis but each is worth consideration if you are looking for a new game to play.

On the subject of amateur games, I have heard some disturbing news about a few smaller companies who have taken money from players and then not processed their turns. If you have been a victim of this and have not been able to obtain a refund, please let me know. If I get enough evidence, I should be able to bring some pressure to bear.

It is nice to able to report on a game of which I am hearing nothing but good news. **Explorers of Orion** is a tribal game, a combination of role-playing and war gaming. The GM obviously hoped that players would concentrate on the more thoughtful side of the game and many have, but as usual the warmongers are starting to hold sway. At £1.25 a round (£5 for the starter pack) you can have a lot of fun running your clan of assorted humans, elves, dwarves etc. Further details can be obtained from Orion Games.



Kings of Steel is a 14 player fantasy wargame run by Sloth Enterprises. It has monthly deadlines and is played over a year. Whoever is ahead at that time is declared the winner and heralded as a PBM superstar. There is shortly to be a fascinating new development in this game that will be of particular interest to Gamer readers. It is under wraps at the moment but it will be annonced in PBM Update next month.

Turning to science fiction games, one that seems to be well run at a good value price is **Star Empires** and it boasts the clearest rule book that I have seen. As usual with space games, it is computer moderated and in this one you control a home planet and the aim is to expand by using trade, warfare and alliance. There are about 80 players in each game so there is ample scope for intrigue. The starter pack costs £3.50 and includes the first four rounds. Later rounds are £1 but this can be reduced if you establish credit in multiples of £10. If you would like to know more you should contact Geoff Squibb who will be pleased to help you.

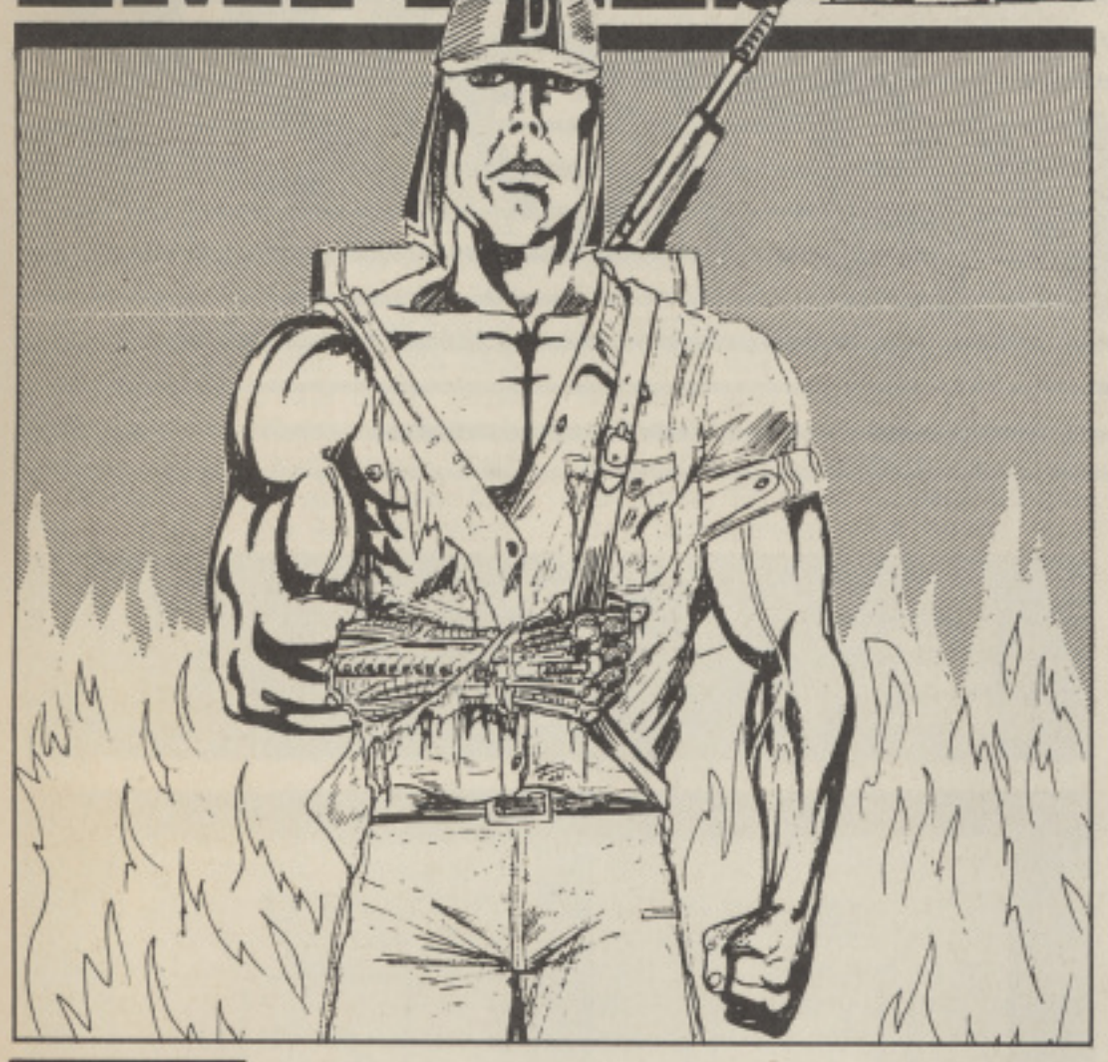
Any game that is run by a company called Maim Games and where the GM describes himself as "Mr Honest 1986" must be worth a look. I do not know a lot about **Vesuvian** except what I have gleaned from the rule book but it looks as though it might have a lot in common with Crasimoff's World, a game where you control a group of adventurers in a world of fantasy and magic. If the GM's boast that he processes every round on the day of receipt is true it must be worthwhile and the fact that he has been able to find a use for a Sinclair QL computer makes him almost unique! As a special offer to Gamer readers, the startup pack is reduced to £3 and includes three rounds. Ensuing rounds are £1.20 and again there are discounts for large credits.

Another special offer this month is on **Conquest**, where you can obtain the startup pack for only £1.50 instead of the usual £3. Some games have a feel about them which suggests they have been well thought out and are likely to be efficiently run, Conquest is one of these. The rule book is well produced and there are a large number of fact sheets to help you discover the hidden depths of the game. In style the game is similar to Tribes of Crane but there are several unique aspects that indicate that this is not just another clone of a well established game. Rounds are £1 each and are long and informative. All in all, a good tribal game with a promising future.

Lastly in this overview of the games, I must mention a new one called **Muskets and Mules**, which I believe to be the most expensive game currently available in the UK. I would stress that this is not necessarily a criticism as the maxim 'you only get what you pay for' is as true in PBM as anywhere else. Despite it's odd sounding name, it is a very serious game, It is the first of what I see as a new generation of computer moderated wargames and each game is for three players only. Set during the Naploeonic Wars, you control the first French Empire, the Austrian Empire or the Russian Empire and the Kingdom of Prussia. The cost is £7 for a startup and £5 for each round. At these prices you can expect an exceptional game but only time will tell. My advice to anyone interested in this game is to write to Historical Engineering first to obtain full details.

Some of the games that I have mentioned are amateur and others professional. You should be able to work out which is which but remember that amateur in PBM terms does not mean that you can expect an inferior game. On the contrary, many part timers have produced excellent games and several of the big names have started this way. In addition amateur games tend to be very friendly and involve more personal contact with the GMs. One disadvantage is that the average life expectancy of an amateur game is less than 2 years but during that time you can get much enjoyment.

STAR EMPIRES



Starglobe

One game that could not be termed amateur in any sense of the word is this month's featured game; **Starglobe**. This is very much the thinking man's (or woman's) PBM game and is one which I would unreservedly recommend to anyone who is prepared to put time, effort and intelligence into their gaming. It is an entirely computer moderated space game with features that make it unique. For those who are interested in these things, it is run using a 256K Sirius 1 computer with 10MB Winchester disk drive and floppy backup facilities. Printouts are produced on a C-itoh dot matrix printer. Additional material is produced on a BBC B with a Wordwise processing chip and twin Teac floppy disks driving an Olivetti PR430 printer.

Enough of the technical details; what is the game about? Well it depends who you listen to. Ken and Carol Mulholland who run Time Patterns designed the game to be about colonisation and scientific development but, like many a company before them, they have found that a large proportion of players are more interested in conquest and warfare (or 'knocking the hell out of each other', as it is more commonly termed). Starglobe is unlike other space games because it sticks to scientific rules. You must be aware of scientific principles such as relativity and the absolute speed of light. Consequently much more thought has to be given to attacks because you must know where anyone is at a particular time, it may take you years to get to that position by which time they will be long gone.

I have spoken to a number of Starglobe players and all agree that the way you play the game depends on which game you find yourself in as each is different. Starglobe One has been running for over 200 rounds and is full of experienced star captains. One alliance has so far proved superior and dominates the game while many of the other players choose to be space pirates. In Starglobe Two a number of large fleets have developed but no one is close to achieving overall domination. Again many players are pirates. Game Three is dominated by four main alliances and has a totally different flavour to the first two with more players being interested in empire building and where diplomacy is much more important. Time Patterns' policy is to start a new game about once a year so that new players can startup without too much of a disadvantage compared with their more established contemporaries. Though it is possible to join an earlier game, most new players will be entered into Game Four which is starting this month, so if you would like to join in the game, this is the ideal time.

One problem with the earlier Starglobe games was caused by players taking more than one position in the game and gaining an initial advantage on which they capitalised. This will not be allowed in Starglobe Four and anyone caught trying to run a second position under an assumed name may well find that one of their spaceships develops terminal space rust.

Another novel idea in this game is that there is no rule book. You will get plenty of basic information and in each round you are entitled to a printed module describing various aspects of the game in detail. There are over 100 of these with more arriving all the time. All are well written and informative and often with a touch of wry humour.

Overall, Starglobe is a well run, brilliantly programmed science fiction game that will suit the more serious player. There is plenty of interaction between the players and the GMs are always listening to their views as the game is developed. There are regular news sheets and a dedicated fanzine. At £2 for a startup and launch and £1.90 a round it is, in my opinion, extremely good value. It is also a game that might particularly suit Gamer readers as the possession of a home computer can be a positive asset for record keeping and for calculations involving light speed, missile projections etc. Anyone who wishes to play a science fiction type PBM game could make no better choice.

ADVENTURE

Corruption

News this month of a near disaster for Mitregames and an embarrassment for KJC. Players of Mitre's **Midgard** and **Global Supremacy** will know that due to a hard disk corruption both games failed. Unlike Mike Singleton's great Starlord disaster of '84 they have enough information to be able to bring the game back but once again it shows the importance of keeping backup copies, a basic requirement, I would have thought, for any computer moderated game. KJC's problem lay in their software; some enterprising players found a bug in the It's a Crime programme which could stop the overnight print run. While the American designers make alterations, one of the KJC GMs has been working all night supervising the printer, an unenviable task.

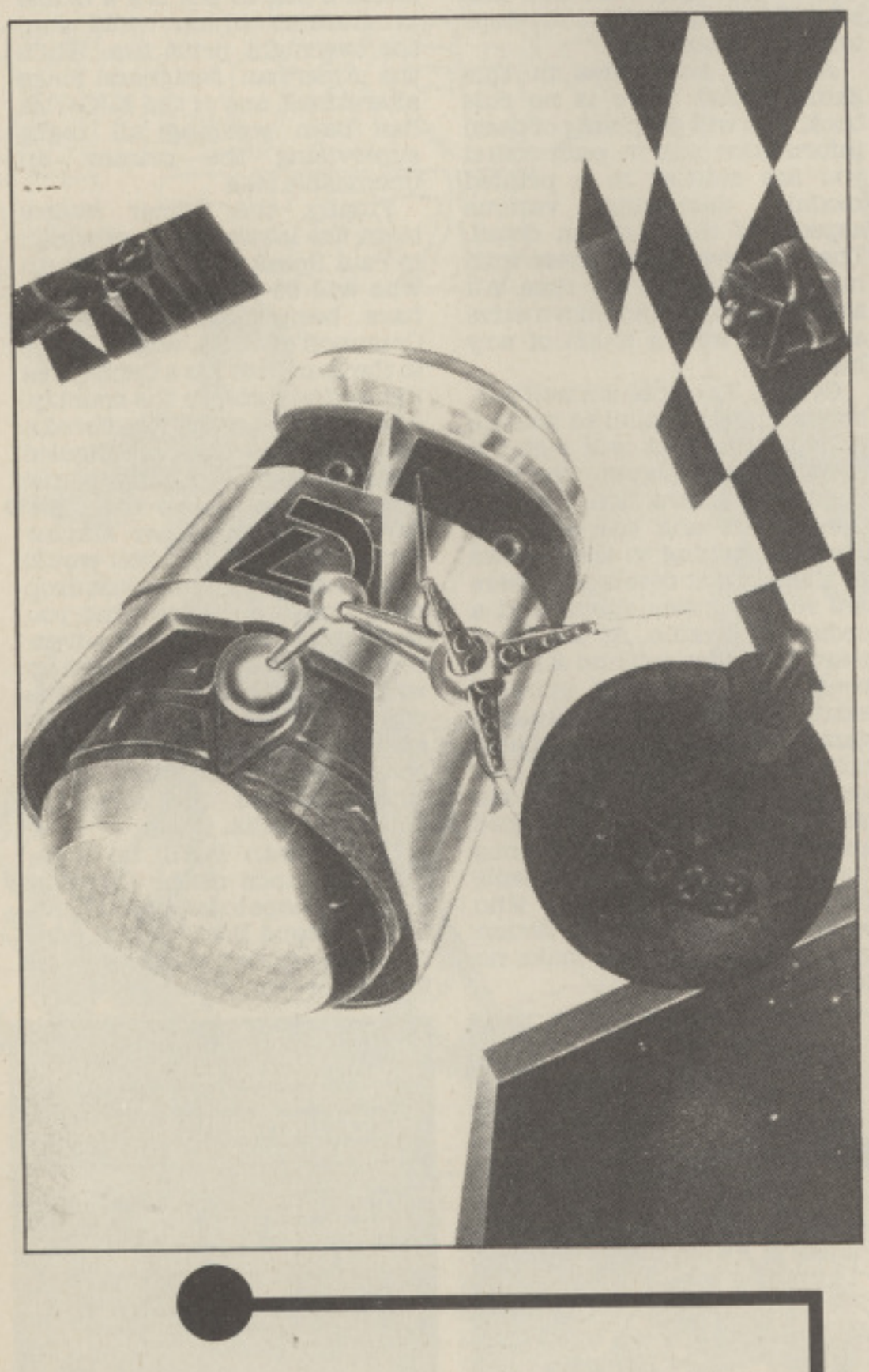
Finally, the Gamer review team, the latest recruit of which is Paul Speak from Portsmouth who will be playing Saturnalia, have been looking at KJC's Crasimoff's World, which, prior to the launch of It's a Crime, was the largest game in the country. After a period when it suffered a decline it has been overhauled and is improving. A fantasy role playing game, it set the standards by which other similar games are judged. If you would like to review this game just drop me a line and tell me what you would call your party of adventurers. The player who comes up with the most amusing name will be elected to the team. The answer to last month's test question was that it was Imagine who produced the computer game of Arcadia.

Next month I will be highlighting Lands of the Crimson Sun and I hope to bring you news of the Second British PBM Convention and of something special for Gamer readers.

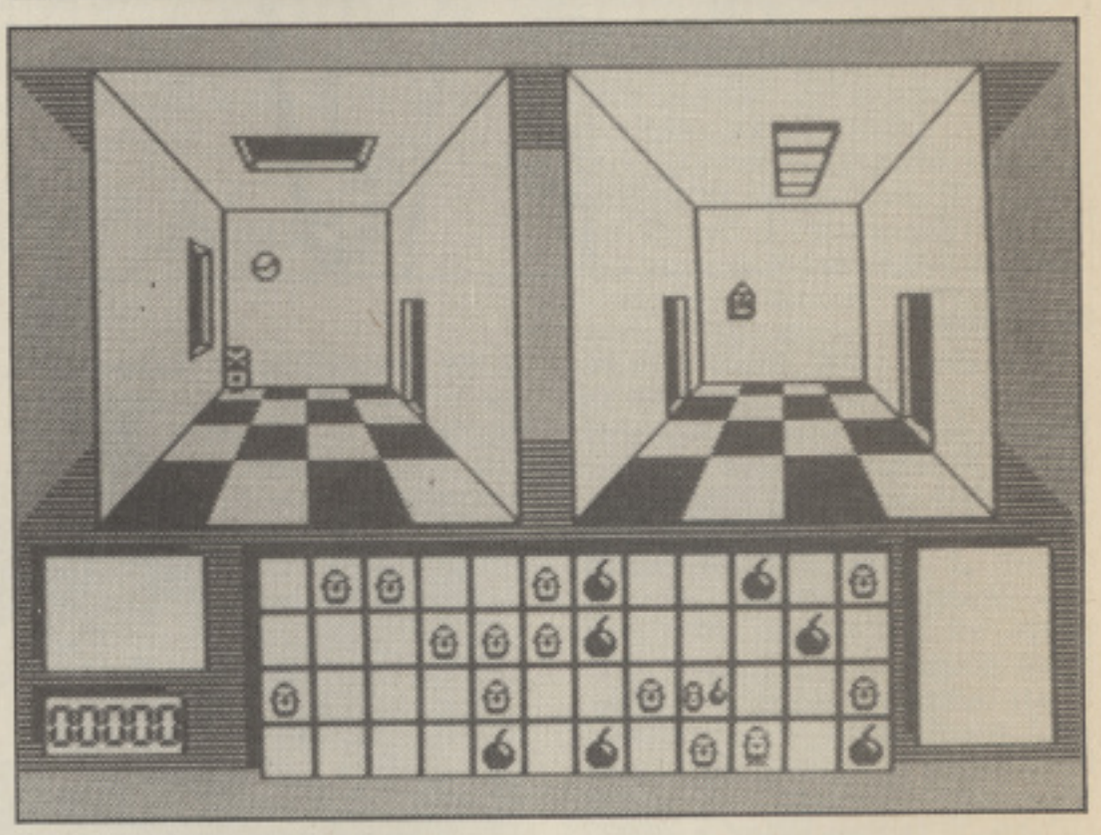
ORION GAMES: 6 St Austell Rd, Manchester M16 8QW
SLOTH ENTERPRISES: Freepost, Southampton SO9 1BH
GEOFF SQUIBB: 108 Teddington Park Rd, Teddington, Middlesex TW11 8NE
MAIM GAMES: 48 Ledgers Rd, Slough, Berks SL1 2RL
CONQUEST GAMES: The Firs, Wig Lane, Boxted, Colchester, Essex CO4 5QX
HISTORICAL ENGINEERING: The Stable, The Temple, Great Wilbraham, Cambridge CB1 5JF
TIME PATTERNS: 97 Devonshire Rd, Birmingham B20 2PG
KJC GAMES: PO Box 11, Cleveleys, Blackpool, Lancs FY5 2UL

DEACTIVATORS

Banish the bombs and defeat the droids in this fusion of white hot action and cold strategy.



Title:	Deactivators
Computer:	C64
Supplier:	Ariolasoft
Price:	£14.95



Unless my eyes deceive me, anarchists have been at work in the buildings occupied by the Deactivators. Everywhere there are bombs — those round, black things with fizzling fuses much loved by cartoonists. Controlling the deactivator droids, you have to find all the bombs and kick them out of the building before they explode.

The game has five buildings of increasing complexity but all work on the same principle. The first building is the simplest to describe, being a four by four matrix of rooms. To clean up the bombs you are given control of three droids but each will only patrol a given area of the building. This means that no two droids appear in a room at the same time.

Movement around the droid's given rooms is via doorways, holes in floors, up and down poles or by matter transporters. By these exits the droid can visit each room as many times as necessary. For two of the droids the route will have to be learned quickly because of the robot guides who are out to dematerialise them.

These enemies will pursue your robot unless you can outpace or over-exert them. If you're more than a room away they will freeze and await your next appearance. If they pursue too quickly and fall through several floors in quick succession, the effort will cause them to disintegrate.

In one of the rooms there is a computer which controls the matter transfer units. One of the units is inoperative and the only way to free the droid on that floor is by finding the circuit board which is hidden elsewhere in the building. Which brings us to the next problem!

The circuit board to free the droid is in a sector patrolled by one of the other droids. Once the droid has found the board he can throw it through a window into the sector patrolled by the third droid who has the computer in his sector.

Problem three: there aren't any windows. The board controlling the windows is in the vicinity of the computer droid! So first the computer droid must run the gauntlet against its robot guard, find the board, place it in the computer, catch the circuit board from the second droid, place it in the computer and free the first droid! Confused? Just try playing the game, it's worse.

Let's not forget the bombs. While your droids are chasing around with circuit boards in their clammy claws the fuse to the first bomb is fizzling away. If you're too slow you won't be able to throw it out of the exit in time. OK, grab the bomb first. Which one? Which droid can reach the exit? What am I doing here,

anyway?

By now you will have gathered that this is a game of strategy, so let's try the scientific approach. There are four icons on the menu: select a droid, throw an object, move the current droid and view the rooms. First use view to see where the exit is. Trace the path back to a droid and then select and move the droid in search of the first bomb. Next take the bomb to the exit and boot it out the door. Now what happens? The second bomb starts to fizzle. Don't panic. Find the circuit board and open the windows. Get the second bomb and throw it to the droid with the exit on its route. Two bombs gone. Manoeuvre the second board to the computer droid and free the trapped droid, get the bomb and kick it out. Job done, easy!

It may seem logical and simple in theory but in practice it's fiendishly difficult. Persistence will get you to the second building and now you begin to understand the meaning of the word 'complex'.

Firstly, there are more droids to guide through even more rooms. Some of the rooms are shrouded in pitch black mystery and others are protected by force fields. All of these can be overcome by finding the correct circuit board for the computer but these are not the only problems.

The building is some sort of research centre where the scientists are messing about with gravity. Some of the droids run along the ceiling, others run along the walls and the more conventional ones run along the floor. For each orientation the controls are partially or totally reversed. If you'll take my advice, try fitting your television on a turntable so that you can flip it around and make sense of all of these rotations.

If you're very good the Staff Nurse at the asylum may let you try level five ... this game calls for total commitment in every sense of the word. By now the cool, calm, scientific mind will have disintegrated, in the face of increasing complexities, to jibbering idiot mode. The dreaded level five has a matrix spanning twelve rooms by four and should be graded as masochistic maniac level.

Apart from the black rooms, force fields, locked windows and the like, you also have the problem of overlapping patrol areas. This has the advantage of having two droids with which to find the boards and bombs but there is a disadvantage: you also have two robot guards on your tail.

Dodging droids! What have I let myself in for? Apart from pincer movements to be avoided, there is also the problem of the matter transfer units. If a droid is near your exit point it will try travelling towards you through the unit and, if you're in mid-transfer, you're dead.

Should anyone succeed at this level of mental acrobatics, all is not over. You can go back to the starting screen and select the expert level which means that the droids move faster and the bombs go off more readily. Ah yes, I forgot. When a bomb is thrown through a window it will bounce around the room if the receiving droid is not in position. Too many bounces will cause the bomb to explode.

One small concession is made to player friendliness by giving a free droid on completion of a level. This droid can be brought into play at any point in the game to replace a deceased droid in any room of the building.

The graphics are in pseudo 3D, allowing movement into and out of the screen as well as the usual left and right. Colour is not used to great effect but this should not be considered as a criticism, after all a chess set is usually a fairly dull affair but the game requires a lot of thought. Similarly, the planning involved in playing this game reduces the desirability of colour.

Although Deactivators is released through the Ariolasoft empire, it was programmed by Tigress Marketing, a company which has recently started to show its teeth with great effect through products like the Golf Construction Set and now this.

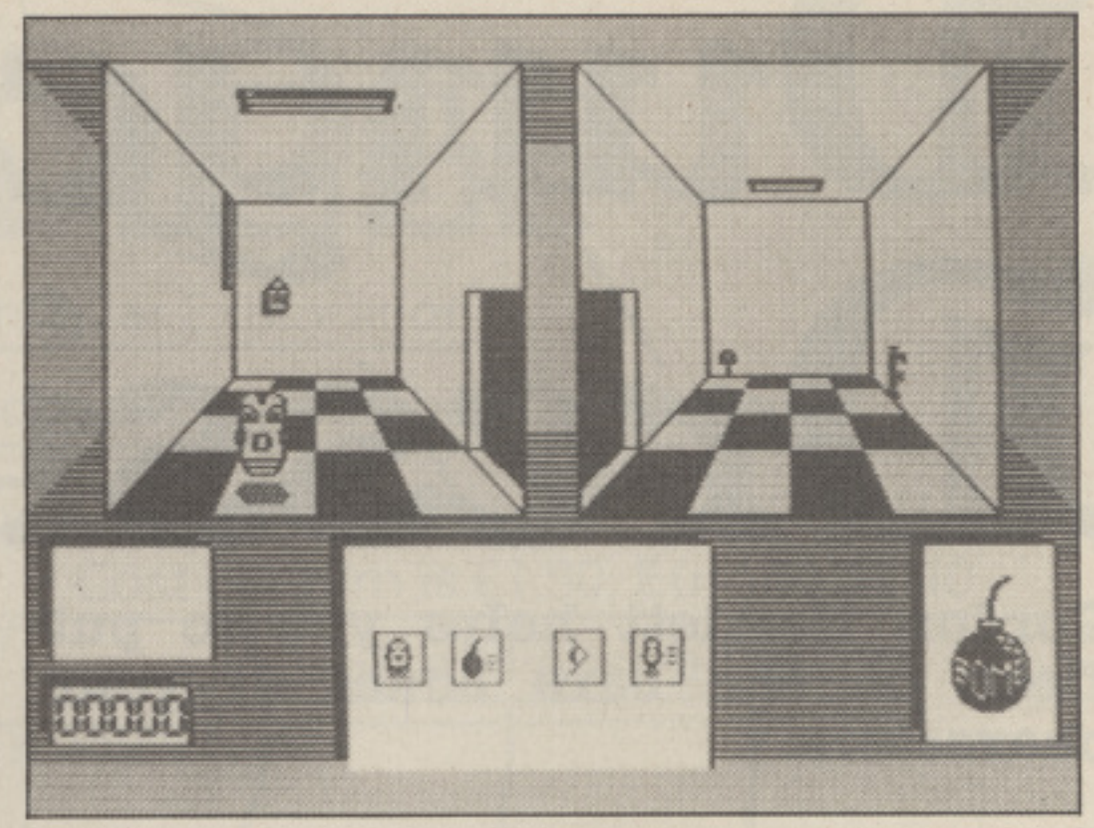
Speed is of the essence if a high score is to be achieved and this is gauged on the efficiency with which you deactivate the bombs. I was totally absorbed by this game, it's highly addictive and if you're not careful it will suck you in and spit you out unceremoniously.

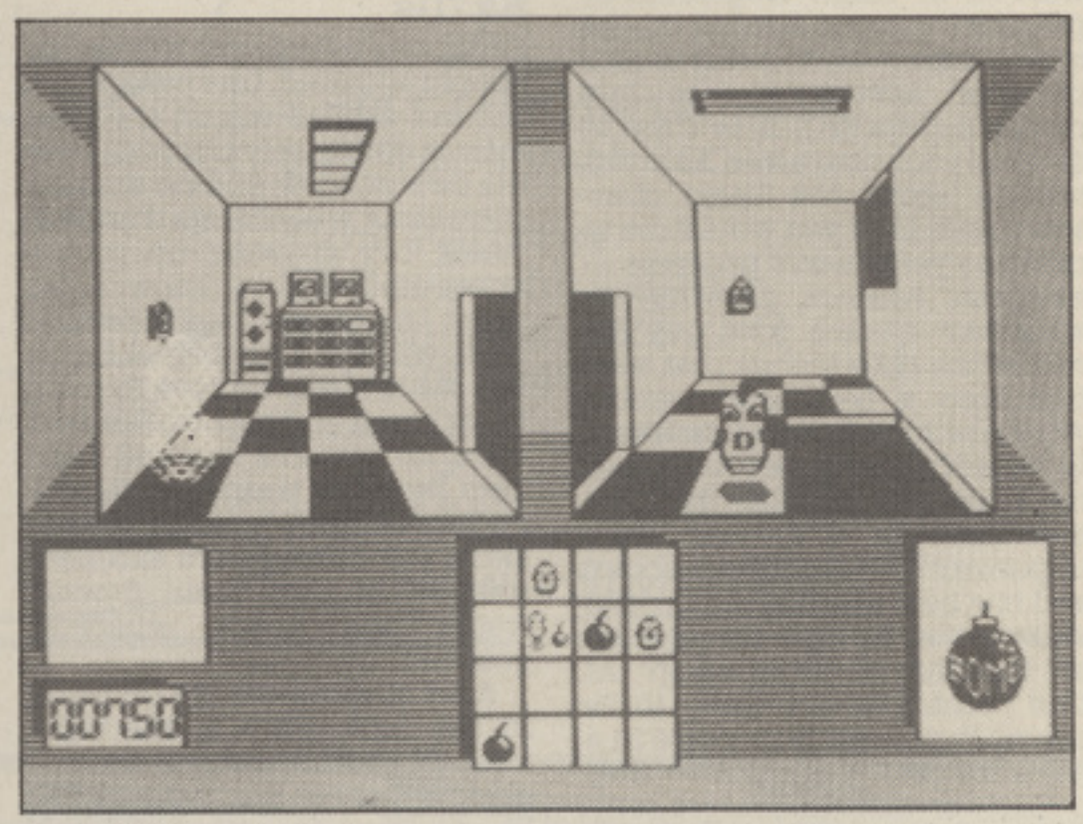
PLANET RATINGS

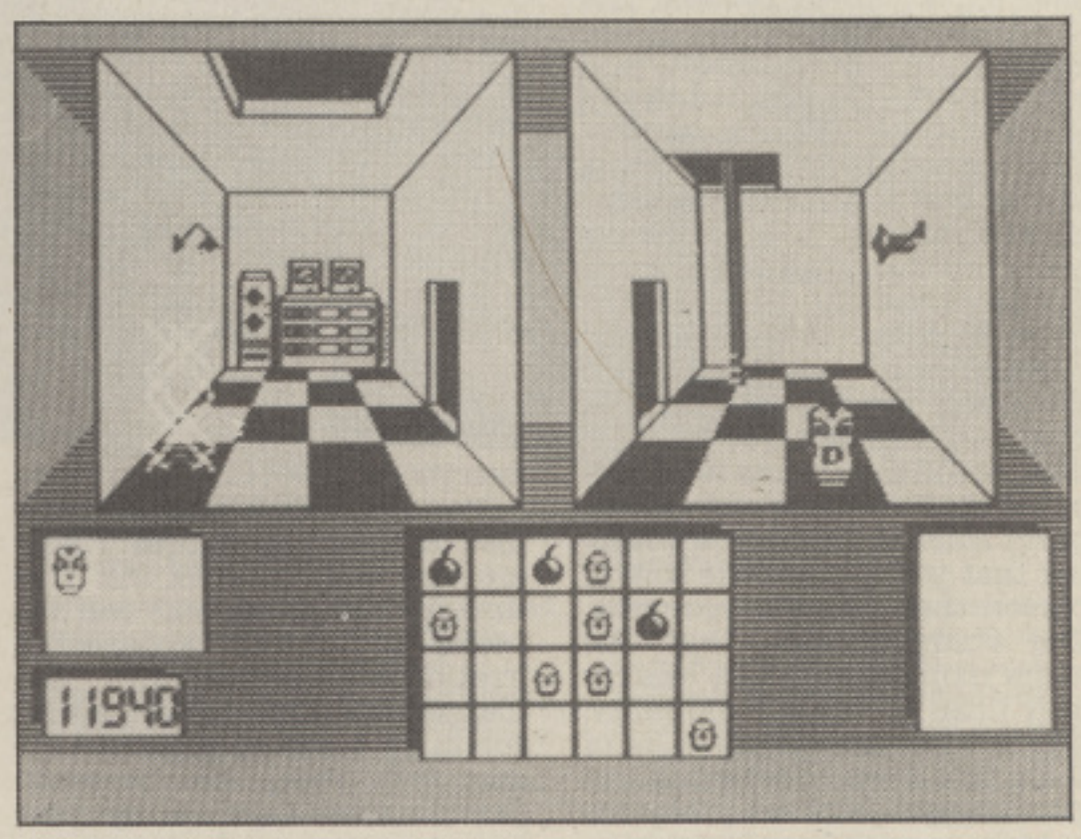
Originality	●●●●●
Graphics	●●●
Use of Machine	●●●●
Value for Money	●●●●●

STAR RATING

Nova







DEACTIVATORS

Dungeon Dressing

Gordon Hamlett helps you to put flesh on the bare bones of your characters.

Warrior or magi? Nobleman or peasant? Having decided on the type of hero who is going to star in your adventure (see last month's GAMER), it is time to develop your character. I am not talking about the basic characteristics that you would use to monitor your hero's progress — strength, wisdom, dexterity or whatever system you use but rather the little things that turn him into a believable person. what are his likes and dislikes? Is he selfish or generous? Does he have any special fears or enemies? Is his star sign important? What are his hobbies and has he picked up any special skills when he was young such as hunting or swimming? At this point, you are likely to be saying 'but there is no place in a game for details like this — they belong in a book.' I agree with you to a certain extent but ideas can be worked in with a bit of care. If you remember in the film Raiders of the Lost Ark, Indiana Jones says near the beginning that he is scared stiff of snakes and, from that point on, it is a racing certainty that snakes are going to feature heavily.

In US golds' Ultima IV, your character is decided for you according to choices that you make with some tarot cards. If this person then starts to behave out of character, the rest of your party start to desert you claiming that you are not the sort of person they thought you were. The characteristics that the game monitors are not exactly easy ones — honour, humility, sacrifice etc. Admittedly, a lot of them boil down to whether you give a beggar your last gold piece or kick the stick from under him, but you get the idea.

So what sort of things can you use to give your hero personality? They can be broadly subdivided into three categories; skills, feelings and possessions. In general, all heroes tend to have some sort of defect or weakness — no character should be perfect so note that the following lists will contain negative points as well as positive ones. In a lot of cases, there is a simple opposite that will serve you quite well, e.g. someone who is an expert climber and someone who is afraid of heights.

Skills

Skills can be natural, learned or simply acquired. One person is a natural athlete whilst the next man is constantly tripping over his own shadow and no amount of training will change things. A young boy growing up in the forest is likely to know a lot about the ways of animals and birds without any formal training. He is likely to have found a hawk's nest and kept one as a pet but a nobleman's son will have been formally trained in falconry. Whole races possess certain skills, e.g. dwarves are excellent miners but they shun flowing water and boats wherever possible.

A lot of skills depend on being in the right place at the right time. If you have never met an elf, the chances are that you will be unable to speak Elvish. Townsfolk are unlikely to know much woodcraft and vice versa. Hobbies are an excellent way of learning a skill that is likely to prove of interest to an adventurer; fishing, hunting, music, sailing, public speaking or whatever. Riding, swimming and climbing are the three most practical skills likely to be of use.

Feelings

Everybody has opinions on most subjects as well as real or imagined fears and prejudices. These are very easy to work into the thread of a story and can be useful to explain apparently irrational behaviour. An inexplicable urge to kill every goblin on earth is explained by the fact that the person's parents were captured by goblins many years ago. A kick on the head by a mule may have led to a fear of riding so the party must either leave that person behind or go everywhere on foot. People are greedy, nosey, selfish, avaricious, gluttonous (and that's only myself!). The list of sins is endless. The rich men hate the poor men, the merchants hate the barons, the clerics hate the wizards and everybody hates the peasants. People are scared stiff of the smallest things and would rather charge blindly into an Orc camp than camp next to a spider's web.

Possessions

Most families have some sort of heirloom that gets passed on from generation to generation. It may be a magic sword or shield or an amulet that is supposed to ward off dragons. Whether they work or not is another matter but it is not a bad thing to let everyone have some special object at the start of the game. The item need not be enchanted and should definitely not be too powerful but should provide some slight service. Examples are a tinderbox that always gets a fire going, a stone that always points north or a hazel twig that locates the nearest water supply.

Putting it together

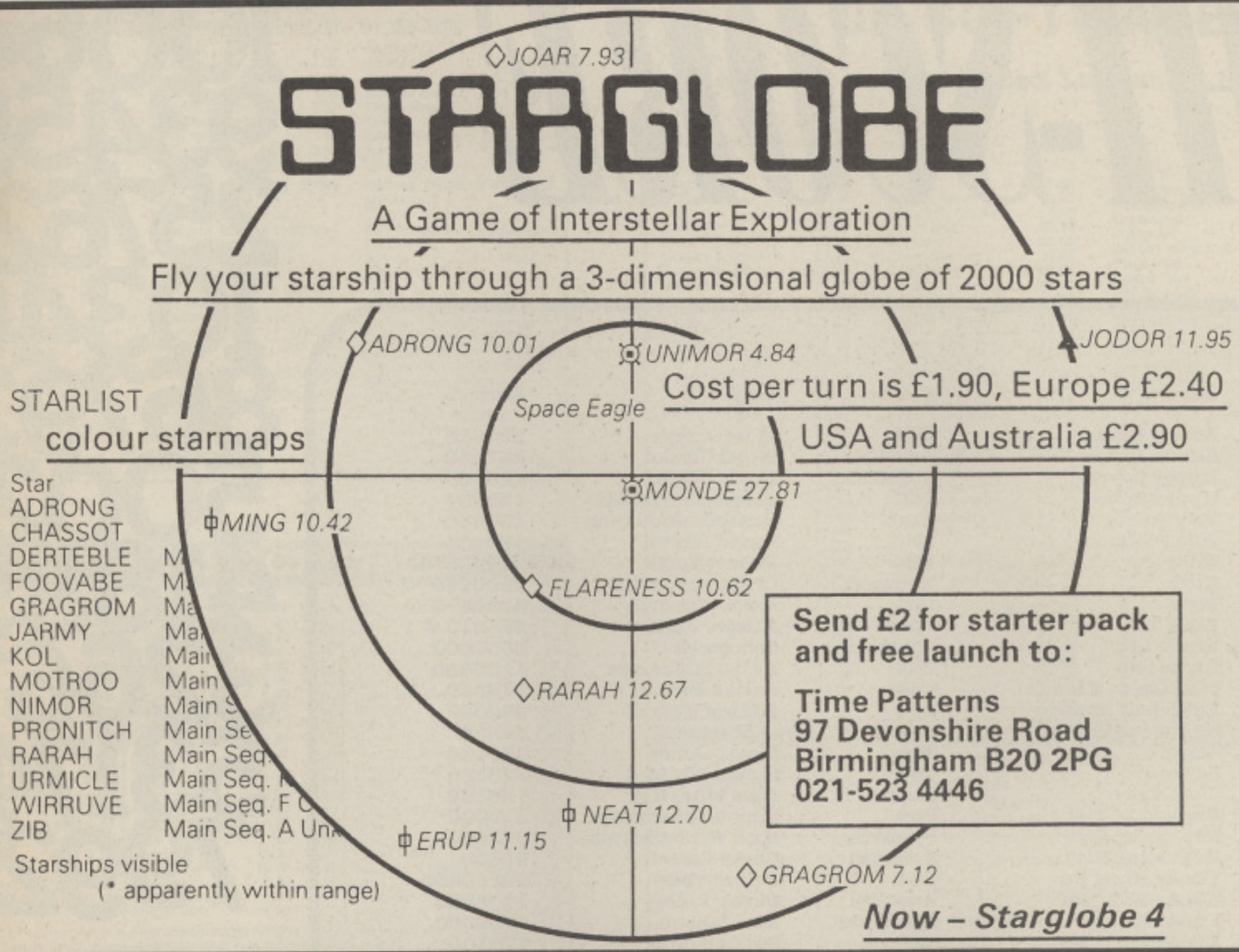
So how would you incorporate some of these ideas in a game. All you need to do is use a few variables. Suppose the party was heading through a forest and you had a basic chance of being attacked or getting lost. If the party leader was well versed in wood lore, these chances would be considerably reduced as he would know how best to use the trails. But the same person could be a liability if he is still leading as the party goes underground if he is scared of the dark or whatever. So, if you have six terrain types and player X is leading, the chances of attack might be modified by −5%, 0%, 0%, +10%, −15%. If a character was scared of giants, he simply would not appear on the combat screen whenever there was a giant present but would be deemed to have hidden behind a nearby rock or something. The person with a blood lust for goblins would attack any size of goblin party whenever they were in range regardless of whether it may have been more prudent to run away.

Strengths and weaknesses can add considerable atmosphere to your games and you can use them to add extra problems to be solved by the player. How did the dwarf cross the river is not the start of a joke but maybe the start of some lateral thinking — he waits until winter when the river is frozen or finds a wizard to freeze it for him. It makes a change from the usual 'how do I get past the snake guarding the chest' type of problem.

STARGLOBE

A Game of Interstellar Exploration

Fly your starship through a 3-dimensional globe of 2000 stars



STARLIST
colour starmaps

Cost per turn is £1.90, Europe £2.40
USA and Australia £2.90

Send £2 for starter pack and free launch to:

Time Patterns
97 Devonshire Road
Birmingham B20 2PG
021-523 4446

Now – Starglobe 4

BOOKS FOR AMSTRAD COMPUTER OWNERS

Wargaming on the Amstrad CPC464, 664 & 6128
Owen & Audrey Bishop

Explains the principles of wargaming and how to design your own computer wargames, without any knowledge of BASIC programming. The book includes full listings of three wargames, ready to type in and run on your Amstrad. These games are a Pacific Island skirmish from World War 2, a battle from the English Civil War, and replay of the famous Battle of Omdurman, complete with playing instructions. There is a section on two-computer wargaming and a special feature shows you how to play against a distant computerised opponent down the phone lines, using a modem!

234 × 156mm, NEW TITLE
256pp £9.95
0 85242 888 X
PRODUCT CODE 170109

Amstrad Communications
Mike James, Kay Ewbank & S. M. Gee

Here's the book to help you turn your Amstrad computer into a highly sophisticated communications system. It will help you get the best from your Amstrad CPC464, 664 or 6128 using the currently available communications software and hardware. It explains all about interfaces, modems, on-line systems and databases, and shows you how to go about making that all important first contact.

Illustrated,
234 × 156mm, NEW TITLE
192pp £8.95
0 85242 891 X
PRODUCT CODE 170117

Adventure Programming on the Amstrad CPC 464 and 664–
Steve Lucas

The book to teach you how to write your own adventure programs, including developing the plot, drawing the map, and translating the objects in the game into DATA statements. High-resolution graphics and sound are also described, and listings for three typical adventure games are also included.

Illustrated 234 × 156mm
224pp £7.95
0 85242 856 1
PRODUCT CODE No. 170044

Subroutines for the Amstrad CPC 464 and 664–
Stephenson & Stephenson

The book to show you how to put your Amstrad computer to serious use. More than 50 fully tested subroutines in a wide variety of areas–graphics, maths, music, data processing etc. Major listings include a 3 graph function plotter, an index compiler, and a music sequencer–each being well worth the purchase price of the book in its own right.

Illustrated 234 × 156mm
224pp £7.95
0 85242 855 3
PRODUCT CODE No. 170036

Available **October**
Working Graphics on the Amstrad CPC 464 and 664–
James Gee & Ewbank

Explains Amstrad graphics and how you can use them. Covers sprites, animation, computer assisted painting, two and three dimensional graphics, and charts and graphs. A practical book that gives enough information for you to convert the programs for your own purposes–or use them as they stand. All listings are taken from working programs.

Illustrated 234 × 156mm
192pp £7.95
0 85242 874 X
PRODUCT CODE No. 170087

Applications for the Amstrad CPC 464 and 664–
Garry Marshall

The book describes, demonstrates and illustrates the full range of useful applications for the Amstrad computers. From word processors, databases and spreadsheets to problem solving; from 'bolt-ons' like cassette and disc drives, printers, plotters, joysticks, light pens and mice, to communications uses–Prestel, Micronet 80, databases, private bulletin boards and Telecom Gold.

Illustrated 234 × 156mm
128pp £7.95
0 85242 853 7
PRODUCT CODE No. 170011

Available **November**
Assembly Language Programming for the Amstrad CPC 464 and 664–
A. P. Stephenson & D. J. Stephenson

Clearly written and readable introduction to Z80 machine code on the Amstrad CPC 464 and 664. It explains binary and hexadecimal arithmetic and contrasts the pros and cons of machine code against BASIC. The book includes a hex loading program, for those working without an assembler, and the Amstrad Assembler/Disassembler.

Illustrated 234 × 156mm
160pp £7.95
0 85242 861 8
PRODUCT CODE No. 170060

Available through good book shops and specialist outlets or from ARGUS BOOKS LTD.
Wolsey House, Wolsey Road, Hemel Hempstead, Herts HP2 4SS. Telephone: 0442 41221
Please add 10% of the total cost ordered to cover postage and packing (minimum 50p).

ARGUS BOOKS

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
Raid Over Moscow	C64	Adrian Watson	423300
Raid Over Moscow	Spectrum	Lee Tarver	345350
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Simon White	216650
Chop Suey	Atari	Alan Wheatley	185750
Exploding Fist	C64	Simon Johanessen	214000
Exploding Fist	Spectrum	Karl Winterbottom	538200
Exploding Fist	Amstrad	Chris Rasteiro	94800
Yie Ar Kung Fu	C64	Jeff Barber	10860460
Yie Ar Kung Fu	Amstrad	Derek Bailey	1106800
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
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	D Jolley	22400
Gyruss	C64	John Chasey	335250
Mr Eee	BBC	Wyndham Townend	163350
The Eidolon	Atari	Aaron Hardwick	19499
Bombjack	Spectrum	Cliff Joseph	768500
Bombjack	Amstrad	Craig Thomas	794630
Paradroid	C64	James Duffy	50860
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
Alien 8	BBC	D Codrington	76%
ACE	C64	Colin Robinson	11480
Slamball	C64	Peter Tucker	677480

100641
93455
257629
10340
86793
50029
41885
32667
53174
79921

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

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

All entries, as usual, to:

Computer Gamer
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

Full Name .....

Address .....

.....

.....

Telephone .....

Age .....

Game .....

Score .....

Machine .....

Comments .....

.....

Signed .....

Witness .....

J.M.S. SOFTWARE

DISCOUNT/STRATEGY SOFTWARE SPECIALIST - 01-368 5568

ATARI 800XL DISK ONLY	
Crusade In Europe	16.95
Decision In The Desert	16.95
F.15 Strike Eagle	12.95
Silent Service	11.95
Solo Flight	10.95
Mercenary	10.95
Second City (Merc. 1.5) †	8.95

COMMODORE 64	Cass	Disk
Cyborg *	7.50	11.95
Paperboy	7.50	11.95
Fist II	7.50	11.95
Infiltrator	7.50	11.95
Super Cycle	7.50	11.95
Trap	7.50	11.95
Acrojet	7.50	11.95
Germany 1985	7.50	11.95
Knights of the Desert	7.50	11.95
Bismarck	7.50	-
Battlef'ld Germany *	7.50	-
Crusade In Europe	10.50	16.95
De'sion in the Desert	10.50	16.95
Leaderboard	7.50	10.95
Dragon's Lair	6.50	10.95
Mercenary	7.50	9.95
2nd City (Merc. 1.5) †	4.50	7.95

† = Mercenary required in same format for this game to operate.

SPECTRUM 48K+	
Their Finest Hour	7.50
Tomahawk	7.50
A.C.E.	7.50
Theatre Europe	7.50
Battle Of Britain *	7.50
Battlefield Germany *	7.50
Strike Force Harrier *	7.50
Johnny Reb II	7.50
Mandragore	9.50
Paperboy	6.50

COMMODORE 64 SPECIAL OFFERS WHILE STICKS LAST *

The following 6.50 Cass:
Legend Of The Amazon Women
Doomdark's Revenge
Law Of The West
R.M.S. Titanic

PSI 5 Trad Co, Spindizzy
Green Beret, The Force

The following 9.95 Disk:
PSI5 Trad Co, Spindizzy
Koronis Rift, Desert Fox

ALSO:
'V' 5.50 Cass, Jet 24.95 Disk

SPECTRUM SPECIAL OFFERS WHILE STOCKS LAST

The Planets	6.50
Skyfox	6.50
Turbo Esprit	6.50
ID	5.50

AMSTRAD CPC 464/664		
Tomahawk	7.50	11.95
Tau Ceti	7.50	11.95
Battle Of Britain	7.50	-
Theatre Europe	7.50	-
Tobruk	7.50	-
Battlef'ld Germany *	7.50	-
Amheim	7.50	-
Desert Rats	7.50	-

AMSTRAD SPECIAL OFFERS WHILE STOCKS LAST *

Cassette 6.50:
Fifth Access, Turob Esprit
Get Dexter, Shadowfire
Equinox, Room 10

Disk 9.95:
Skyfox

TERMS OF SALE

*Please check for availability. Cheques/P.O.s made payable to J.M.S. Software. UK Orders only. War Games Clubs, Etc., Welcome. Additional Club Discounts by arrangement. Send to:

J.M.S. SOFTWARE
70 Hollickwood Avenue,
London N12 OLT.
Sorry, No Credit Cards.

CUT PRICE SOFTWARE

SPETRUM	RRP	OUR
Elite	14.95	**10.95**
Ghost N Goblins	7.95	**5.50**
Kung Fu Master	7.95	**5.50**
Trivial Pursuit	14.95	**10.95**
RMS Titanic	9.95	**6.95**
Pyracurse	9.95	**6.95**
Price of Magick	9.95	**6.95**
Green Beret	7.95	**5.50**
Jack the Nipper	7.95	**5.50**
Stainless Steal	8.95	**6.50**
Batman	7.95	**5.50**
The Planets	9.95	**6.95**
Exploding fist 2	8.95	**6.50**
Sabatour	8.95	**6.00**
Paperboy	7.95	**5.50**
Spin Dizzy	9.95	**7.25**
Starstrike 2	7.95	**5.00**
Miami Vice	7.95	**5.50**
Sold A Million 2	9.95	**6.95**
Ace	9.95	**7.25**
Heavy on Magik	9.95	**6.95**

COMM 64/128	CASS	DISK
Infiltrator	7.25	**10.95**
Golf Construction	9.95	**11.95**
Way of the Tiger	7.25	**10.95**
Tau Ceti	6.95	**10.95**
Leaderboard	6.95	**10.95**
Sabatour	6.50	**N/A**
Sam Fox Strip	6.50	**9.50**
Green Beret	6.50	**10.00**
Silent Service	6.95	**10.95**
Paperboy	6.95	**N/A**
Expert 2 Cartridge		**26.95**
Graphic Ad Creat	17.95	**22.95**
Exploding Fist 2	6.95	**10.95**
Knight Rider	6.50	**10.00**
PSI-5 Trading Co	6.95	**10.95**
Sold a Millin 2	6.95	**10.95**
Elite	10.00	**14.95**
Trivial Pursuit	10.95	**16.95**
Parallax	6.50	**10.00**
Price of Magik	6.95	**N/A**
Miami Vice	6.50	**10.00**

AMSTRAD	CASS	DISK
Sam Fox Strip	6.50	**9.95**
'V'	6.50	**10.00**
Trivial Pursuit	10.95	**16.95**
Tau Ceti	7.25	**10.00**
Spin Dizzy	7.25	**10.95**
Stainless Steal	6.50	**N/A**
Batman	6.50	**9.95**
Way of the Tiger	7.25	**10.95**
Green beret	6.50	**10.00**
Winter Games	6.95	**10.95**
Price of Magik	6.95	**N/A**
Batman (8256/8512)	N/A	**11.95**
Zoids	6.50	**10.00**
Sold a Million 2	7.25	**10.95**
Elite	11.00	**17.00**
Equinox	8.95	**N/A**
Laser Basic	11.00	**14.00**
Heavy On Magik	6.95	**N/A**
Mini Office 2D	12.95	**14.95**
Transact	5.99	**N/A**
Invosat	5.99	**N/A**

Full range of Mastertronic & Firebrand budget ranges now available please ring for details.
This is just a small selection from our stocks please ring for details.

Cheques & P/O made payable to C.P.S. and sent to:
CUT PRICE SOFTWARE (CG) UNIT 6, STORT HOUSE, RIVER WAY, HARLOW, ESSEX CM20 2DW. Tel: (0279) 24433 (24hr Ansaphone) or (0279) 31956 during office hours.
Access/Visa Orders Welcome. Overseas Orders please add 75p per tape

JJB SOFTWARE SERVICE

ATARI	CASS	DISK
The Eidelon		11.00
Gemstone Warrior		11.00
Spy Vs Spy II	7.30	11.00
Rescue On Fractalus	7.30	11.00
Mercenary 2nd City	5.00	7.50
Ball Blazer	7.30	11.00
Great American Road Race	7.30	11.00
Sidewinder	7.30	11.00
Alternate Reality		16.00
Chimera	3.50	
Graphics Arts Department		23.00
Cohens Tower/C'mic Tunnel	5.70	
Zone X	7.30	
Archon II		11.00
Boulderdash II	7.30	11.00
Decision in the Desert		16.00
Nightraiders/Ardy Aardvark	5.70	
Panic Express	3.60	
King Of The Ring	7.30	9.50
Flight Simulator II		35.00
Major Motion (ST only)		17.00
Rogue (ST only)		34.00
Time Bandit (ST only)		25.00
Music Studio (ST only)		25.00
Leader Board (ST only)		20.00

AMSTRAD		
Aviator	6.40	
Obsidian	6.00	
International Karate	5.70	9.50
Spitfire 40	5.70	
Dun Darach	7.20	9.50
Desert Fox	7.30	
Contamination	7.30	
Rock n Wrestle	7.20	
Stainless Steel	6.40	
Spindizzy	7.20	
Questron	6.40	
Miami Vice	6.40	

MSX	
MSXtra	7.50
Steve Davis Snooker	6.60
Scrabble	7.50
Billiards	11.80
Alien 8	7.50
The Way Of The Tiger	7.50
Mr Wongs Loopy Laundry	6.00
Gunfright	7.50

HARDWARE	
Quickshot II	6.25
Competition Pro	13.00
Konix Speedking	9.50

CBM 64	CASS	DISK
Archon II	7.30	
Silent Service	7.20	
Arcadia	6.40	
Psi 5 Trading Company	7.20	
Deusex Machina	7.30	
Hocus Focus	6.40	
Golf Construction Set	9.50	
Miami Vice	6.40	
Knight Rider	6.40	
International Karate	5.00	
McAdam Bumper	6.40	
The Never Ending Story	7.00	
The Way Of The Tiger	7.20	
Super Bowl	7.20	
Green Beret	6.40	
Parralex	6.40	
The Arc Of Yesod	7.00	
NEXUS	7.00	
Empire	7.20	
Saboteur	6.40	
Arac	7.30	
Johnny Reb 2	7.30	
The Transformers	6.40	
Dr Who And The Mines	8.50	
Time Trax	7.20	

SPECTRUM	
Equinox	5.70
Dynamite 2	5.70
Ghosts N Goblins	5.70
Winter Games	7.20
Saboteur	6.40
Atlantic Challenge	5.70
Never Ending Story	7.20
Transformers	5.70
Johnny Reb 2	7.30
Mission Omiga	7.30
Gunfright	7.20
Enigma Force	7.20
Green Beret	5.70
Xarc	7.30
War on Want	9.50
Batman	5.70
Dambusters	7.30
Stainless Steel	6.40
Rock 'N Wrestle	7.20
Who Dares Wins II	5.70
Heavy On The Majick	7.20
Mantronix	5.70

Please state name, address, title and micro clearly with order.
Overseas add £1 per item. Cheques/POs payable to:

J.J.B. SOFTWARE SERVICE

FREEPOST (no stamp UK)
(Computer Gamer)
Darlington
Co. Durham DL1 5XE

14 Loraine Crescent (overseas)
(Computer Gamer)
Darlington
Co. Durham DL1 5TF

Tel: (0325) 288102

PLEASE NOTE NEW ADDRESS

JR SOFTWARE

76a Downham Road, London, N1 5BG

COMMODORE 64	
Ace	£7.40
Acro Jet	£7.40
Biggles	£7.40
Bomb Jack	£7.40
Core	£7.40
Cauldron 2	£6.60
Electra Glide	£6.60
Ghosts & Goblins	£7.40
Green Beret	£6.60
Golf construct	£11.75
Hard ball	£7.40
Lazer basic	£11.75
Lazer compiler	£11.75
Lazer genius	£11.75
Law of the West	£7.40
Leader board	£7.40
Lord of the Rings	£11.95
Mermaid Madness	£7.40
Mercenary	£7.40
Mission AD	£6.60
Miami Vice	£6.60
Nexus	£7.40
Night Games	£6.60
Paradax	£6.60
Pub games	£7.40
Silent Service	£7.40
Spin Dizzy	£7.40
Southern Belle	£6.60
Shogun	£7.40
PSI 5 trading	£7.40
Saboteur	£6.60
Solo flight 2	£7.40
Tau Ceti	£7.40
Trap	£7.40
Tiger in the Snow	£7.40
T.S.A.M1	£7.40
T.S.A.M2	£7.40
Uridium	£6.60
Zapp sizzlers	£7.40
Winter games	£7.40
Zoids	£6.60

SPECTRUM	
Ace	£7.40
B Mac's boxing	£5.95
Botham's Cricket	£5.95
Bomb jack	£5.95
Bounder	£5.95
Comp hits vol 2	£7.40
Cauldron 2	£5.95
Core	£7.40
Bobby Bearing	£5.95
Bounces	£7.40
Elite	£11.95
Equinox	£7.40
Green beret	£5.95
Ghost & goblins	£5.95
Indoor Soccer	£5.95
Jack the Nipper	£7.40
Killer Tomatoes	£5.95
Lazer Basic	£11.75
Lazer compiler	£11.75
Lazer genius	£11.75
Mantronics	£5.95
Now games I	£6.60
Now games II	£6.60
Price of Magik	£7.40
Pub games	£7.40
Rambo	£5.95
Rock & Wrestle	£5.95
Spin Dizzy	£7.40
Quazatron	£5.95
T.S.A.M. 1	£7.40
T.S.A.M. 11	£7.40
Turbo Esprit	£5.50
V	£5.50
Saboteur	£5.50
Yie Ar Kung Fu	£5.95
Winter Games	£5.95
Zoids	£6.60

C16	
Ace	£9.00
Airwolf	£5.70
Berks Trilogy	£5.25
Commando	£5.70
Favourite Four	£5.25
Gunslinger	£5.95
Jump Jet	£7.40
Jet Set Willy 1	£5.95
Pogo Pete	£5.25
Space Pilot	£5.95
Slippery Sid	£3.95
Sky Hawk	£3.95
Thai Boxing	£5.95
World Cup	£5.25
Winter Olympics	£5.25
Botham's Cricket	£5.95
Hyper Force	£5.50
Yie Ar Kung Fu	£5.95

BBC	
Air Wolf	£7.40
Botham's Cricket	£5.95
Commando	£7.20
Citidal	£7.40
Exploding Fist	£6.70
Fleet Street Editor	£30.00
Lord of the Rings	£12.00
Moon Cresta	£5.95
Repton II	£6.60
Speach	£7.40
Strike Force Harrier	£7.40
Southern Belle	£5.95
The Quill	£12.00
Winter Olympic	£5.95

ATARI	
Boulderdash	£7.40
Polar Pierre	£7.40
Ghostbusters	£7.50

ENTER OUR FREE DRAW

For each game you order your name will go into our PRIZE DRAW

1st Prize	2nd Prize	3rd Prize
Any 3 Games	Any 2 Games	Any Game
UP to £30 MRP	Up to £20 MRP	Up to £10 MRP

All payments in Sterling. Postage FREE in the U.K. £1 for europe and £3 elsewhere overseas.
Please send S.A.E. for list.
Comp pro **£14.50**, Konix speed king **£9.95**; Revs hotshot **£10.50**.

JR Software
76A Downham Road, London, N1 5BG.

C16 - PLUS 4 CENTRE

Books - Games - Budget Games
Text Aventures - Graphic Adv
Sport Simulators - Flight Simulators
Utilities - Music Makers - Paint Prog
Graphic Designers - Data Bases
Spread Sheets - Word Processors
Business Progs - Joysticks
Ram Packs - Dust Covers - Leads
Interfaces
In fact anything to do with
C16 or Plus 4.

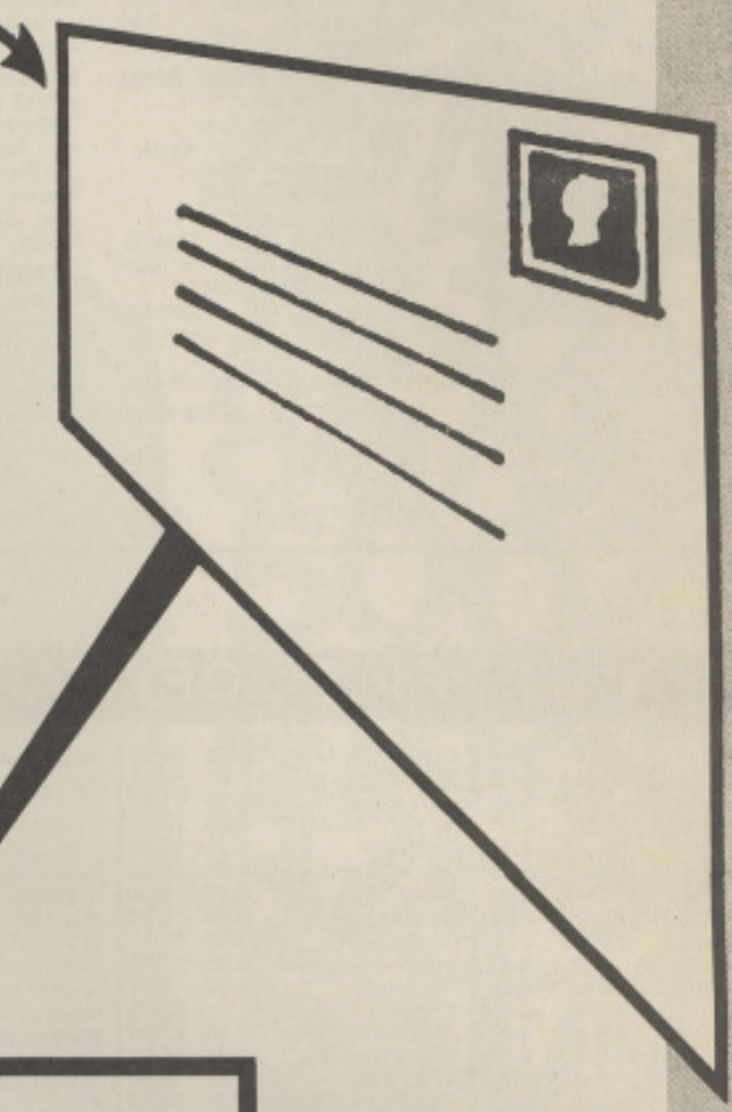
Send S.A.E. for a detail leaflet.

C16/Plus 4 Centre, ANCO Marketing Ltd,
4, West Gate House, Spital Street,
Dartford, Kent. DA1 2EH. Tel: 0322 - 92513/92518

24 Hour hot line: 0322/522631

S·U·B·S·C·R·I·P·T·I·O·N·S

DON'T MISS OUT!



Now that you have read this issue of Computer Gamer and you know how interesting and invaluable it is, wouldn't it be a crime to run the risk of missing a single thrilling issue?

Well, you don't have to!

If you order a subscription to Computer Gamer you will be assured of receiving every issue through your letter box each month without the worry involved in rushing to your local newsagent before all your friends have nabbed the available copies.

Simply fill in the coupon and send it in with your remittance and sit back and wait for thrills and excitement to come directly to you!

Subscription Order Form
Cut out and send to:
Computer Gamer
Infonet Ltd.,
Times House,
179 The Marlowes,
Hemel Hempstead,
Herts. HP1 1BB.

Please commence my subscription with the very next issue.

Subscription Rates
(tick ☐ as appropriate)

£16.60 for 12 issues UK ☐
£21.50 for 12 issues overseas surface post ☐
£28.00 for 12 issues USA surface post ☐
£57.00 for 12 issues airmail ☐

I am enclosing my (delete as necessry) cheque / Postal Order / International Money Order for £.....
(made payable to ASP Ltd)
OR
Debit my Access ☐ Barclaycard ☐

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Please Use Block Capitals and include post code

NAME (Mr/Mrs/Miss).....

ADDRESS .....

.....

..... POST CODE.....

SIGNATURE.....

DATE.....

GALAFORCE

Big Dipper formation

Crazy Funnel formation

The Deck of Cards

Acorn Electron version

Compatible with the BBC B, B+, Master and Master Compact computers

BBC MICRO

ELECTRON

C+VG HIT!

GALAFORCE for the BBC Micro, Master Series, and Acorn Electron

In the midst of the 25th century, the United Cosmological Federation declared war on the savage, belligerent aliens inhabiting the Magellanic galaxy. Only the most experienced of the U.C.F. pilots were chosen to embark upon the perilous mission of conquering and overthrowing the hordes of Magellan, the Galaforce.

Little is known of the inner zones of the galaxy, but on reaching the perimeter of Magellan all intruders are met with spectacular, non-hostile warning displays. However, venturing further will incite the aliens' wrath. Few and awestruck are the pilots who have returned from within — they have identified 10 types of fearsome alien: the most powerful being the scaly-skinned Calliston.

In common with the warmongering galaxies of yesteryear, the Magellanic aliens appreciate the maxims of "safety in numbers" and "strategy before action" — they always fly in selected preconceived formations. Surviving pilots have logged many such formations, and the pilots have given the formations laconic names: the Big Dipper, the U-Turn, the Staircase, Purple Rain, the Ski-Jump, the Corkscrew, Barbed Wire. Only one pilot has ventured beyond the 8th zone and survived — now retired from active service he relates stories of a perplexing formation which he named the Snaker.

The U.C.F. is now offering rewards to pilots for supreme acts of bravery within the Magellanic galaxy. Fast reflexes, trigger-happiness and a degree of calm cunning are required by all prospective pilots.

The game features include: 8-directional movement of the player's spaceship; fast and slow-speed bombs which home in when later zones are reached; keyboard and joystick control options; self-play demo mode; high-score tables; and superb atmospheric music.

PRICE: £9.95 (Cassette), £11.95 (BBC 5¼" disc), £14.95 (BBC Master Compact 3½" disc).

PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES

To encourage pilots to venture forth further into Magellan, a substantial reward has been offered for the first pilots to cross the outer 48 zones of the galaxy. The successful competitors will be entered for a prize draw, the winner receiving a radio-controlled aeroplane worth £300. Two runners-up will each receive a £10 consolation prize and a trophy. Closing date: 31st March, 1987.

SUPERIOR SOFTWARE Limited

ACORNSOFT

Dept. GF2, Regent House,
Skinner Lane,
Leeds LS7 1AX.
Telephone: 0532 459453.

Access VISA

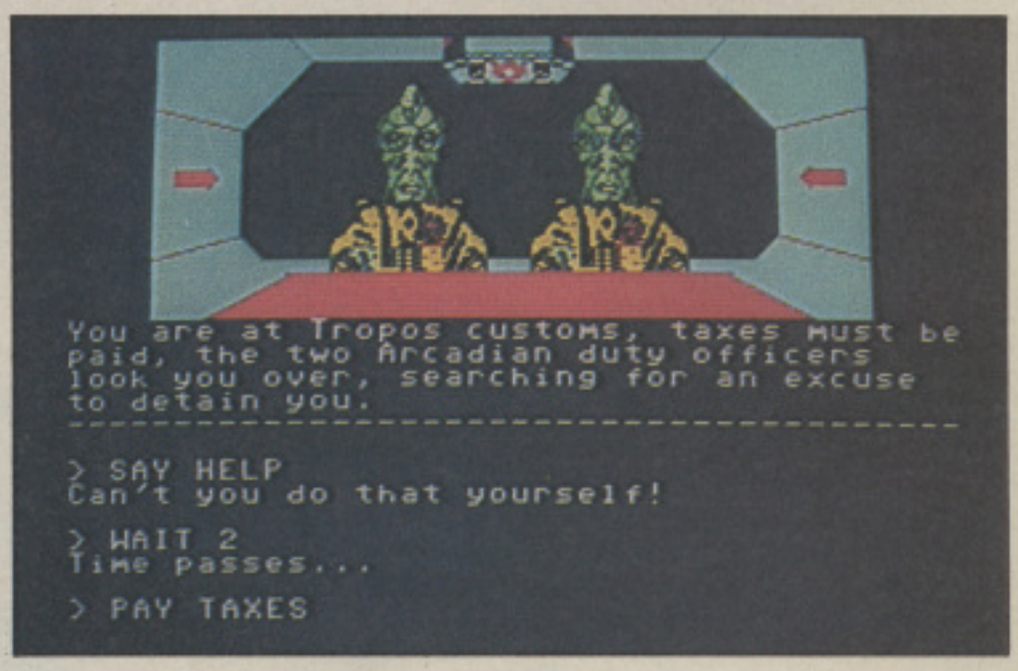
24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

ADVENTURE REVIEWS

Title:	**Rebel Planet**
Computer:	**C64, Spectru, Amstrad, BBC, Electron, C16**
Supplier:	**US Gold/Adventuresoft**
Price:	**£8.95**



I wasn't too wild about Seas of Blood but Rebel Planet is brilliant. The problems come thick and fast and the solution is often under your nose but not very obvious.

The scene is set as the mighty Arcadian Empire tightens its grip on the galaxy. The secret Earth organisation SAROS has funded one last desperate mission to strike at the heart of the Arcadians' home planet and this is your mission. At the heart of the Empire lies the queen computer, destroy this and the Empire will crumble.

To reach Arcadion you must first visit the outposts of Tropos and Halmurus. As the game starts your trading ship is nearing its first destination of Tropos.

The graphics which accompany all of the scenes are amongst the best that I have seen in any game and a certain amount of animation has been used to give impact. Your ship is a merchant vessel called Caydia and you have plenty of time to discover the hidden treasures of the rooms which will help you in your quest.

As you approach Tropos you are shadowed by an Arcadian vessel and the on-board computer asks if evasive action should be taken. If you get this question wrong it can have all sorts of disastrous repercussions later on and it gives an idea of the depth of thought which must be exercised.

Even getting out of the ship can be a problem if you're new to adventures and forget to examine everything. You are told that you're wearing a limcom which further investigation shows that there are four buttons marked IH, OH, PS and SS. It's up to you to discover what these abbreviations mean but you won't get far if you don't.

The game is an eat as you go adventure so another primary task is to find a food source. Failure to do so will result in death if you don't find the solution early enough.

Disembarking is another problem. On the ship you find a laser sword which seems like a useful weapon, but I tried taking it off the ship with me only to be blasted to pieces by the security forces. I then tried leaving it behind but soon got killed in a brawl with some unfriendly Arcadians who accused me of nicking their parking space. Only by carefully re-reading the instructions did I discover the error of my ways. Really I ought to know better by now, never take anything for granted!

Your eventual aim in destroying the computer will only be achieved if you know a nine digit binary code. This is the combination which allows access to the computer and to find it you'll have to make contact with the rebel underground spy network, a hazardous task to say the least.

Temporal changes can be induced when time is against you. To save you kicking around a few phrases to pass the time while waiting for the Halmurus Pneuma-tube, for example, the 'wait' command can be suffixed by a number of turns which will automatically mark time while still giving prompts as each turn goes by.

Further time twisting can be achieved by the advance and retard CT (Caydia Time) commands. This is needed because your ship is pre-programmed to blast off at a particular time, so if you miss your departure time you'll be left behind and the mission will fail. Retard CT can only be used once in the game so care must be taken to save it as long as possible for use in dire emergencies only.

Apart from the expected load and save facilities, there is also the ability to switch off the graphics, but these really add to the game and appear instantly so for me it's a redundant facility. Some of the other computer versions don't have any graphics at all so there's no need for deliberation.

Rebel Planet is an excellent adventure and further help and guidance can be gained by buying the original Fighting Fantasy Gamebook by Robin Waterfield (Penguin Books). **J.G.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

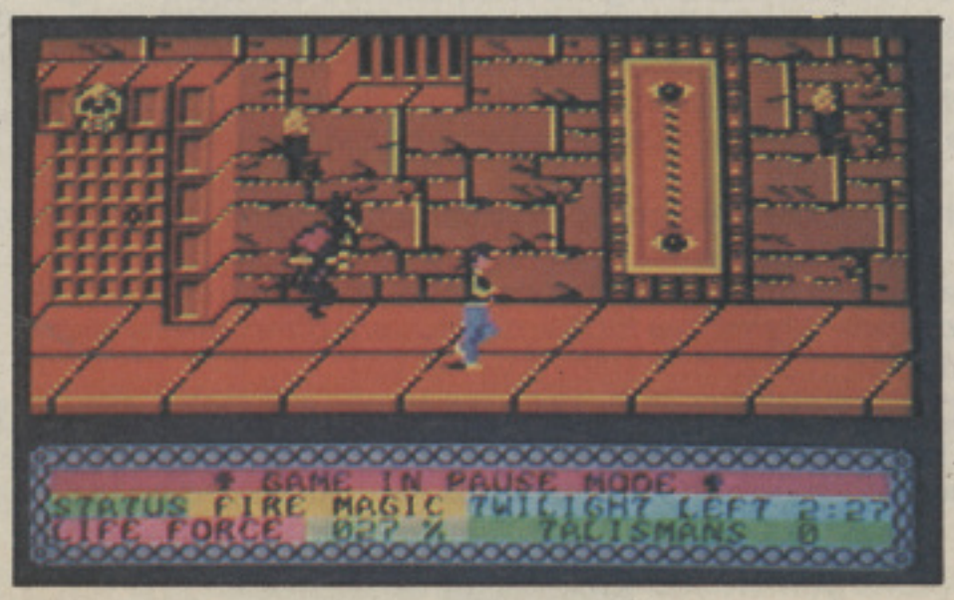
STAR RATING

Nova

Title:	**Arcana**
Computer:	**C64**
Supplier:	**Virgin/New Generation**
Price:	**£7.95**

Tonight was the night that Valarequil had been waiting for, the autumn equinox better known as Shedding-Moon Eve. For tonight is the only night that the Dark Clavicle — a book of the blackest magic — can be opened. Valarequil, King of the North Lands and already evil, is looking to develop his knowledge even further. The elves of Estarion are aware of the significance of the date and that is why they have asked you, Baludar, to break into the castle Arcana and find the book and destroy it.

So it is that you find yourself on the castle ramparts with only two and a half hours remaining before the moon rises. The elves have given you a supply of magical bolts with which you must try and defend yourself. All you know is that the book is guarded by seven mighty demons and that you will need a talisman to get past each of them.



Already, you are in a quandry. Do you go left or right. To the left are a couple of locked doors followed by an open one, but you must fight off some flying monsters. To the right is another door, apparently locked, but which yields to a few blasts of your magical energy. However, you must first run the gauntlet of the archers shooting at you from their turrets.

Once inside the castle, you find yourself in a corridor with junctions and rooms leading off. If you turn a corner, the picture redraws itself so that you are always in a left to right corridor. This can prove a little confusing at first and some careful mapping is required. The corridors are protected by giant wasps and some flying imps. The imps are fairly easy to destroy but the wasps are a real nuisance, buzzing round your head and depleting your energy on contact.

Apart from the maze of corridors, there are thirty special rooms to be explored. These are invariably protected by various evil minions, such as ghosts, and are likely to contain something of use to you in the furtherance of your quest. If a room is empty, the chances are that you will need to do something else first and return at a later stage. The 3D graphics work very well here as you find that you can't walk through tables and chairs in order to escape from the beasts.

The game looks in style like one of Ultimate's Pendragon titles but it plays a lot better. It is easier to explore and you don't have to tackle the problems in a set order at the beginning of the game. All in all, a highly addictive, well worked arcade adventure. **G.R.H.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Nova

REVIEWS

Title:	**Droids**
Computer:	**C64**
Supplier:	**Anglosoft**

Contact with EDWARD (Environmental Defence WARDen) has been lost after an unusually massive solar flare. This is bad news as EDWARD is the computer on board the prototype warship Arachnid and it has been programmed to assume that the ship is under attack if contact is lost. Anything that comes into range of the ship will be destroyed and in 24 hours' time, Arachnid's orbit takes it straight past Venus. You must teleport aboard Arachnid and try and shut down all the decks in turn as they are not under EDWARD's control. They are, however, heavily protected by droids.

In order to shut down a deck, you must first destroy all the droids with a quick blast from your plasma gun. They will fire back but you may be able to duck out of harm's way. Contact with the droids should also be avoided as it rapidly reduces your energy. This is unfortunate as there is no scrolling between screens and you frequently move off the end of one screen and walk smack into one of them. Dotted around the deck are some terminals that give you access to a map of your current location (top and side view). You can also try your hand at refuelling and closing the deck down, each of which takes you into a mini game.

Refuelling involves dropping a capsule through a series of sliding blocks, a sort of space frogger. The graphics here are small and not helped by some poor scrolling. Closing down a deck can only be done when all the droids have been eliminated. Now you must enter a five bit code. You get five attempts at this and each time you are told how many of the bits have been set correctly. It is nothing more than a Mastermind variant. Close down the deck and you can teleport onto the next one.

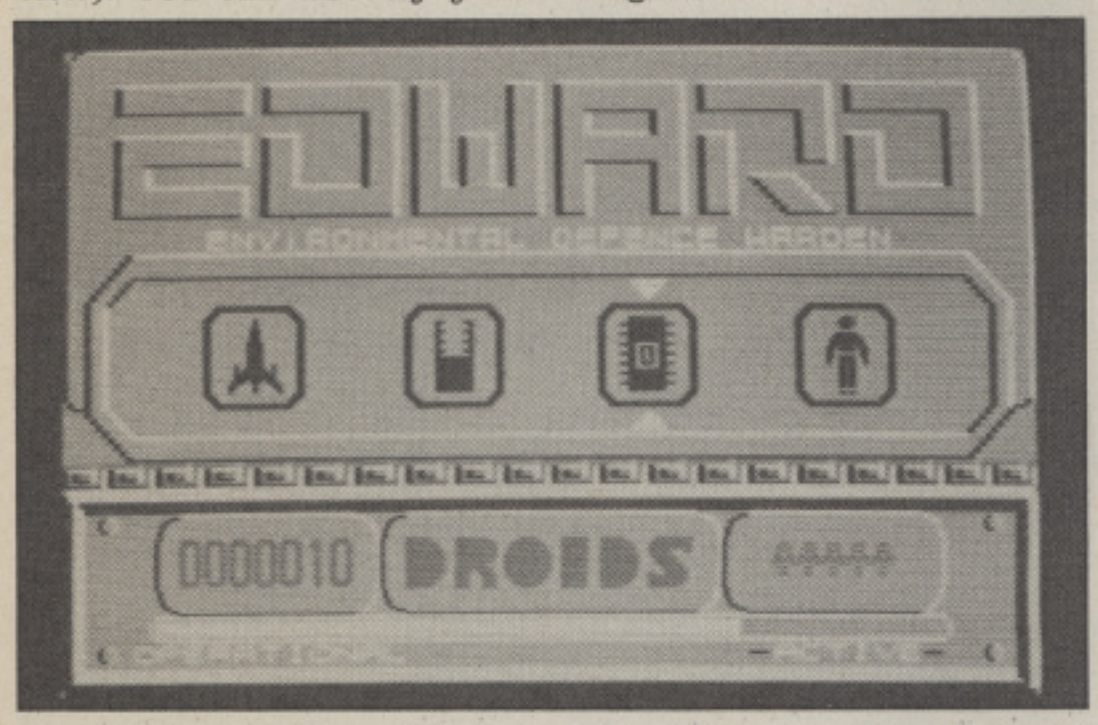
Droids is an average sort of game, not bad for a first release but a bit uninspiring. It is highly reminiscent of Impossible Mission but nowhere near as good. **G.R.H.**

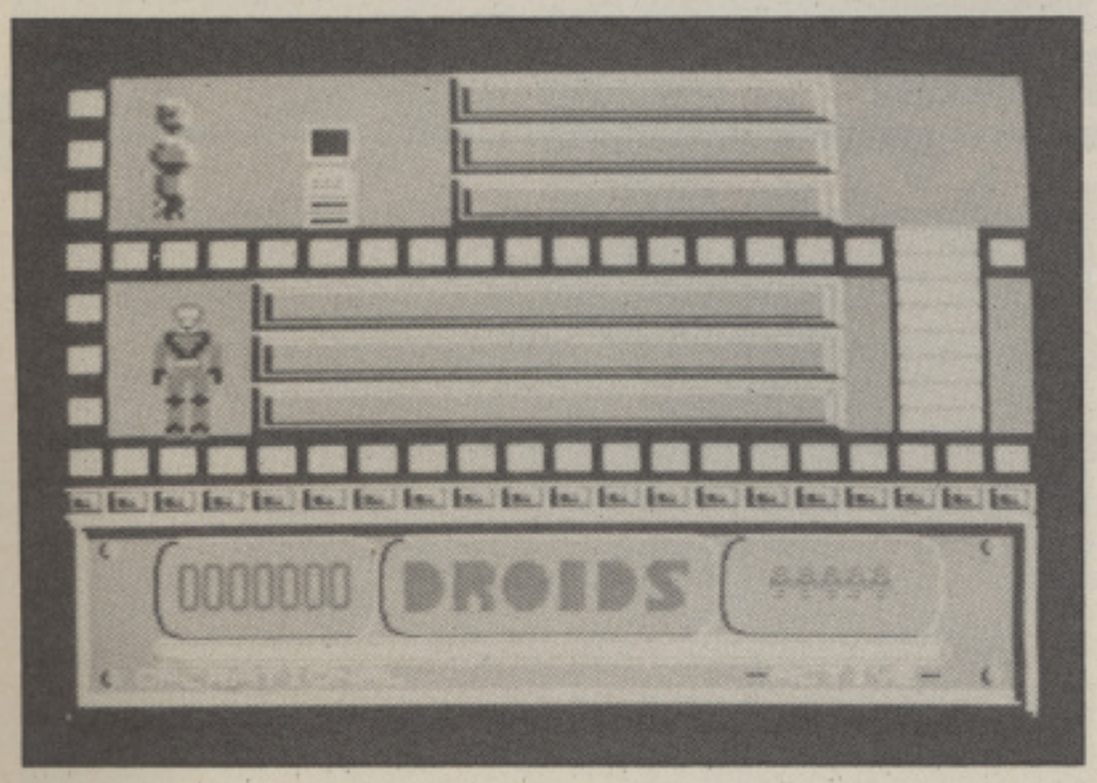
PLANET RATINGS

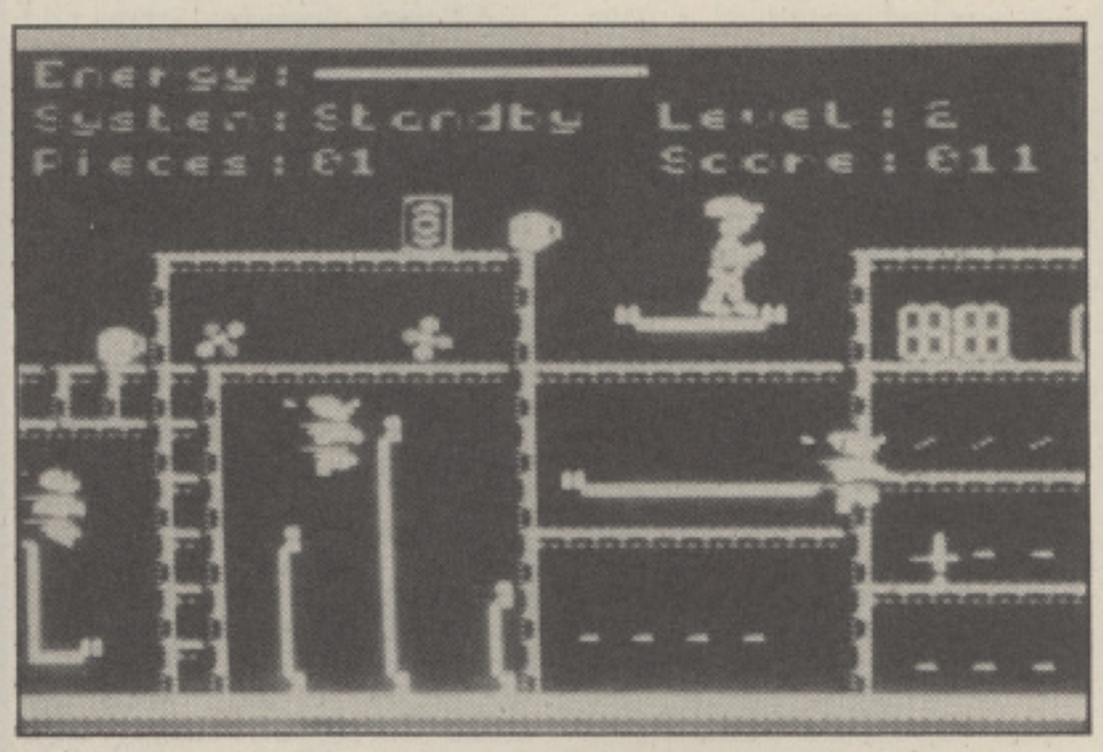
Originality	
Graphics	
Use of Machine	
Value for Money	

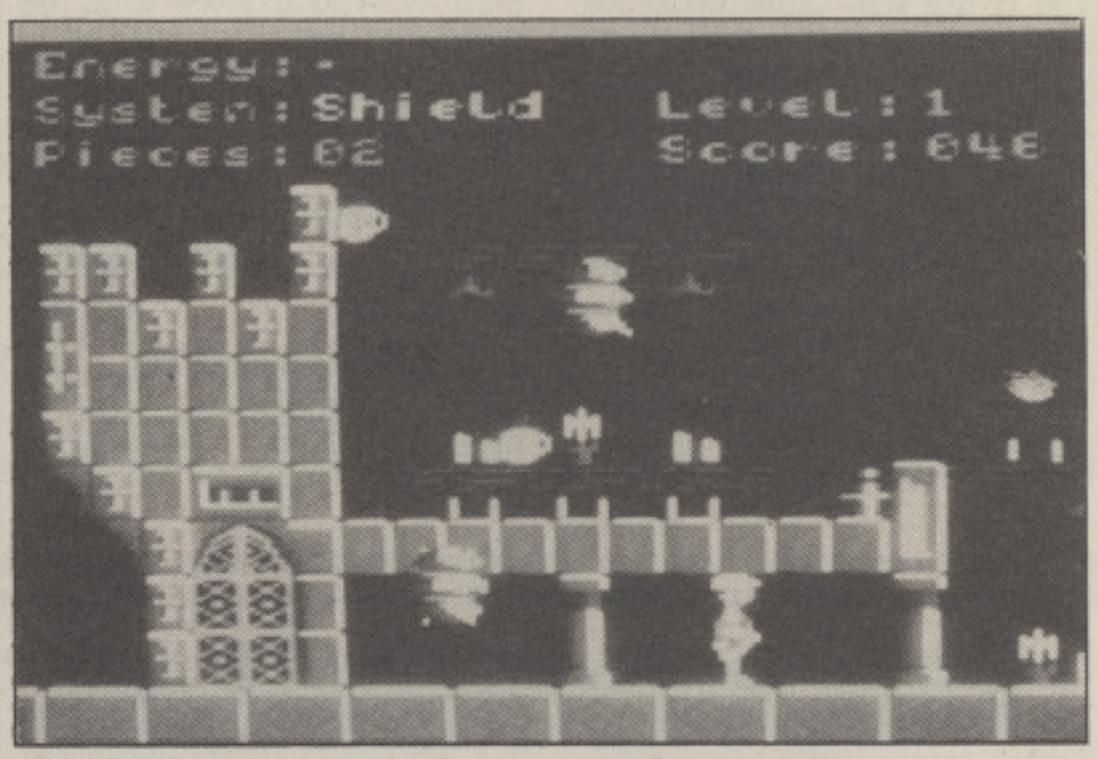
STAR RATING

Bright Star









Title:	**Doors of Doom**
Computer:	**Amstrad**
Supplier:	**Amsoft**

By a quirk of fate, you (why is it always you?) have been chosen to represent your race to confront the Doors of Doom. These have been used for millennia to test the resourcefulness of beings like you. Succeed and your race will continue to evolve, fail and it will destroy itself.

All you have to do is to assemble 24 pieces of three doors and make good your escape. The pieces tend to be heavily protected by robots to make your task just a little bit harder and additional robots will attempt to sap your energy supply, although this can be supplemented by collecting the many cups of tea that just happen to be lying around. You have various weapon systems at your disposal but, apart from your laser, these must be found first. The weapons allow you to paralyse robots, construct a defensive shield, fly or teleport out of trouble. The problem is that the teleport malfunctions and you lose a weapon every time you use it. Except for your ever-ready, ever-blasting laser.

The game's graphics are bright and colourful although your hero looks as if he is walking along the side of things rather than on top. There is also a comprehensive scenery designer set included in the package so you can constantly give yourself greater or lesser challenges when or if you complete the original.

The packaging proudly and modestly claims that Doors of Doom is more than just the best game that you have ever bought for your Amstrad. I would venture to suggest that you would have a good case under the Trades Descriptions Act, it is no more than an average arcade adventure. **G.R.H.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Bright Star

Title:	**H.R.H.**
Computer:	**Spectrum**
Supplier:	**8th Day Software**
Price:	**£4.95**

Wednesday at long last and the long awaited sound of a Giro dropping on a doormat is heard. Your delight is short lived, however, as you realise that a combination of DHSS and GPO has cocked things up and the name on the front of the cheque is not yours. A second glance at the cheque to see if you can work out who may have yours induces an instant spell of gibbering for the name on the front is none other than that of our beloved monarch! Resisting the temptation to cross out her name and insert yours and hope that the Post Office won't question all the extra zeros, you decide to go off in search of your knighthood by returning the offending piece of paper to its rightful owner.

Your adventure starts with you in the Post Office vying for places in the queue with Princess Di waiting for her family allowance. Prince William soon nicks your Giro although he will come to your aid later on in the game if you give him a present. You quickly find yourself giving Andrew phone messages about various girlfriends' results (whatever that might mean — Sara's was the only positive one by the way). He in turn gets you drunk on champers. From here, the storyline goes rapidly downhill as you wander round the Tower, Downing Street and the Palace placating, amongst others, the Queen Mum with flowers and Princess Margaret with fags. The Archbishop of Canterbury can be led astray with a pair of Sun Naughty Knickers.

The humour in H.R.H. is definitely Spitting Image style and it is fair to say that if you enjoy the portrayal of the Royals in the TV programme, then you will enjoy the game. It is also fair to say that this is not the sort of game to ask your maiden aunt to buy your for a present, especially if she insists on watching you play it! The game is full of references to **** and ******* and (that's enough — I don't want my chances of an OBE ruined — Ed). So, if you want to know what lies under the asterisks, then send your pennies to: 8th Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH. **G.R.H.**

PLANET RATINGS

Originality	●●●●
Atmosphere	●●●●
Difficulty	●●●
Value for Money	●●●●

STAR RATING

Bright Star

Title:	**Golden Path**
Computer:	**Amstrad**
Supplier:	**Amsoft**

Set in the mystical Far East, you play the part of a young Buddhist monk attempting to reach the enlightened level of initiate. To do this, you must light some incense under the statue of the great golden Buddha on the island, although you are warned that your task will not be an easy one.

The monk has four pockets in which he can store items that he has found. Items can be fetched, stored, used or thrown and working out exactly what each item does forms the main part of the game. As you wander around you meet various creatures. Some will be friendly although most will have to be fought. This involves a mini martial arts simulation in which you can jump, duck, block and punch. Some opponents need to be destroyed with a special item rather than just straight combat.

You start with four lives and your energy supply for each life decreases as you suffer wounds in a battle. You must also watch your age. You start at 16 but can age magically during the course of the game and it is curtains for you if you reach the age of 99.

Each screen is loaded separately from disk and it seems to take forever. The backdrops are very well drawn and you can get a description of your current location if you so desire. Moving off the edge of a screen takes you on to the next, although a particular screen will often have several exits — look for small paths leading off through the mountains. Watch also for your monk making small movements up or down, as this could well indicate the presence of a secret path.

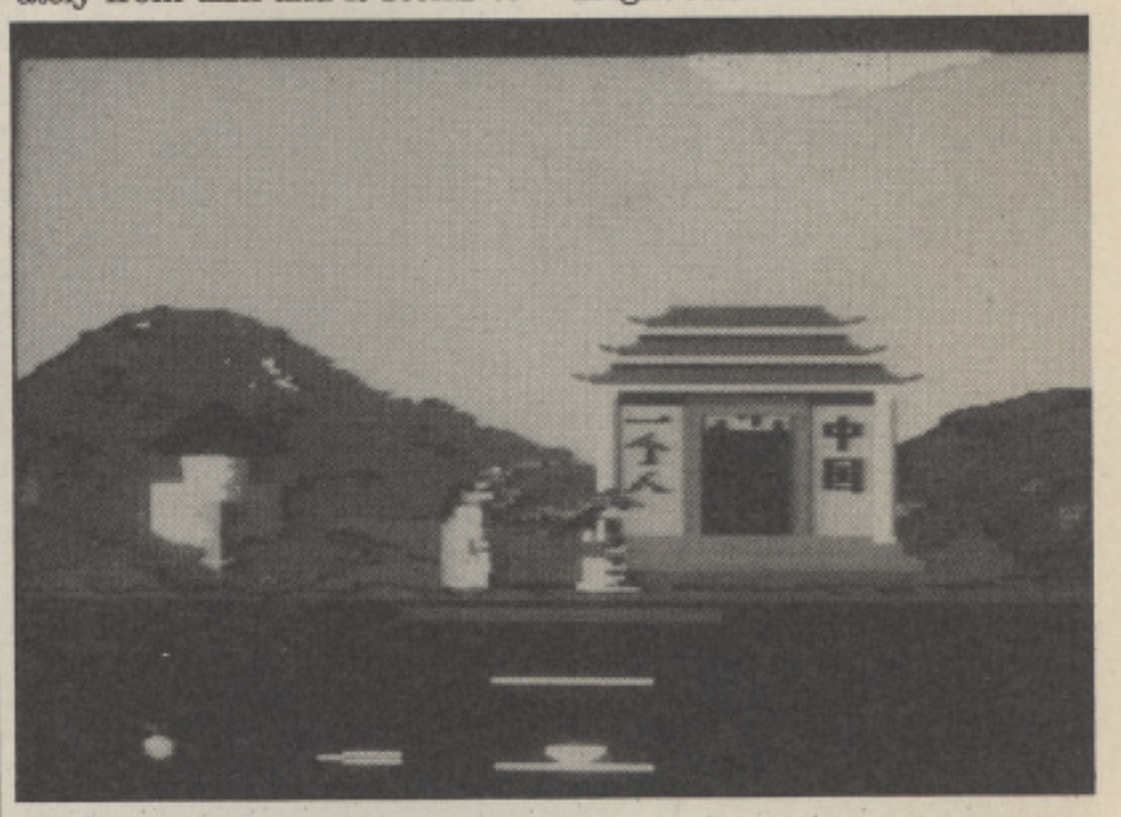
The authors of Golden Path seem to have taken a few elements from various game types — adventure, arcade adventure and kung-fu games — thrown them all together and missed! The gameplay lacks any real sort of cohesion and the fact that you have to sit around waiting for things to load doesn't exactly add to the atmosphere. **G.R.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●
Value for Money	●●●

STAR RATING

Bright Star



Title:	**Moron**
Computer:	**Spectrum**
Supplier:	**Atlantis**
Price:	**£1.99**

The Morons are a race of people who, many, many years ago stole the three pillars of time (past, present, and future) and set off for their home planet. The Moron captain, subsequently stole the pillars himself and hid them somewhere on his ship. The crew objected to this and killed him although they neglected to ascertain where the pillars were hidden. This had unfortunate effects for their spaceship was now on collision course with Earth and there was nothing they could do about it. This is where you come in as you teleport aboard, locate the pillars and get off again. Well, hopefully, that is how it will go.

Your main problem aboard ship is the rather basic one of staying alive. The major hazards come not so much from nasties — although you must placate two rather hungry wolves — but more from maintaining your life support systems. Oxygen supplies and batteries run down and need to be replaced. There are nine spare of each that can be used and the knack is to be in the right place at the right time. The crew themselves promise to be helpful wherever possible but as they are the least intelligent race anywhere in the universe, it is doubtful how useful this help will actually be.

The presentation of this adventure is not bad with some nice graphics, but it is quite badly let down by the vocabulary. The phrase to turn the torch on is 'on torch', which hardly flows off the tongue. If you type 'push red button', the computer replies with 'OK' and you might be forgiven for thinking that you had accomplished what you set out to do. But not a bit of it. You need to enter 'press red button' in order to elicit a more useful response. But minor grumbles apart, Morons is a jolly little romp through space. **G.R.H.**

Storyline	●●●
Atmosphere	●●●
Difficulty	●●
Value	●●●

STAR RATING

Bright Star

BARGAIN SOFTWARE AND ACCESSORIES - PLUS AS AN INTRODUCTORY OFFER TO ALL COMPUTER GAMER READERS - BUY GAMES OR ACCESSORIES TO THE VALUE OF £9.95 OR MORE AND RECEIVE AN LCD WRISTWATCH FREE!!

OFFER OPEN TO END OF OCTOBER 86.

WATCH SUPPLIED MAY DIFFER FROM THAT SHOWN DUE TO DEMAND.

SPECTRUM	RRP	OUR PRICE
Minder (Dk Tronics)	7.95	2.95
Football Manager (Addictive)	7.95	3.95

Full OCP range available - Including Artist - Phone for lowest Mail Order prices.

Any Mastertronic	1.99	1.75
Any Mastertronic	2.99	2.75
The Illustrator (Gilsoft)	14.95	5.95
Pitfall 2 (Activision)	9.95	4.95
Jet Set Willy (Soft Prov)	7.95	2.95
Nightshade (Ultmate)	9.95	4.95
Blood & Guts (Quicksilva)	9.95	3.95
Bored of The Rings (CRL)	8.95	3.99
Geoff Capes Strongman (Martech)	9.95	2.99
Equixiox (Mikro-Gen)	9.95	4.99
Hunter Killer (Protek)	9.95	2.99

COMMODORE 64		
Spys Demise/Strikes Back (Twin pack)	9.95	2.50
Star League Baseball (Activision)	10.95	3.25
On Field Football (Activision)	10.95	3.25
Decathlon (Activision)	10.95	3.25
Blade Runner (CRL)	9.95	3.95
Everyones a Wally (Mikro-Gen)	9.95	2.99
Robin of Sherwood (Odin)	9.95	3.95
Bruce Lee (US Gold)	9.95	3.95
Bounty Bob Strikes Back (US Gold)	9.95	2.99
BCs 2/Grogs Revenge (US Gold)	9.95	3.95
Fort Apocolypse (US Gold)	9.95	3.95
International Soccer (Commodore)	14.95	6.95
Pole Position (Atarisoft/Cartridge)	14.95	6.95

AMSTRAD	RRP	OUR PRICE
American Football (Amsoft)	9.95	2.25
Elite (Firebird)	14.95	7.95
Heathrow A.T.C. (Henson)	9.95	2.95
Zapp (280 Assembler/Hewson)	21.95	4.95
Linkword French/German	29.95	5.95
Geoff Capes Strongman (Martech)	9.95	2.25
Equinox (Midro-Gen)	9.95	5.95
Beach Head (US Gold)	9.95	2.95
Test Match (CRL)	7.95	2.99
Hustler (Bubble Bus)	7.95	2.99
Super Pipeline (Taskset)	9.95	3.99
Bounty Bob (US Gold)	9.95	3.99

ATARI 400/800XL		
Kikstart (Mastertronic)	1.99	1.75
Action Biker (Mastertronics)	1.99	1.75
Atari Safari (Scorpio)	1.99	1.75
Darts (Blueriband)	2.99	2.50
Screwball (Blueriband)	2.99	2.50
Last V8 (Mastertronic)	2.99	2.75
Spellbound (Mastertronic)	2.99	2.75
Blue Max (US Gold)	9.99	4.99
Sammy Serpent (P.D.I.)	14.95	5.99
Battling Bugs (Edufun)	9.95	4.99
Frenzy/Flipflop (Edufun)	14.95	5.99

ELECTRON		
Air Traffic Control (Hewson)	8.95	2.99
Cricket (Bug Byte)	—	2.99
Tennis (Bug Byte)	—	2.99
Blockbusters (Macsen)	8.95	3.95
Hulk (Americana)	2.99	2.75
Chuckie Egg (A + F)	7.95	3.95
Snapper/Boxer Twin Pack	15.98	2.95
Superpool (UK)	7.95	2.99
View (Word Processor Rom)	28.95	12.99
Viewsheet (Spreadsheet Rom)	28.95	12.99

ACCESSORIES

SPECTRUM

Protek Switchable Joystick Interface runs any Software complete with free game 9.95
Spetrum 48K Power Packs 7.95
ZX 81 Rampacks 16K 4.95
ZX 81 Ram packs 32K 8.95
ZX 81 Ram packs 64K 12.95
ZX 81 Power packs 7.95

COMMODORE

Power Supply with (Reparable) British made high quality units 26.95

BBC

Joystick Interface and free game 4.25

JOYSTICKS

Quickshot 1 ..... 3.95
Quickshot 2 ..... 5.95
Zipstik C16 Type 8.95
C16 Joystick Adaptor 2.99
(Converts standard Atari Type to C16)

AMSTRAD

Lightpen (DKTRONICS) 14.95
64K Memory Expansion 34.95
256K Memory Expansion 79.95
Full Range of DK Tronics Accessories available at massive discounts.

ELECTRON

Plus 1 Expansion Unit 36.95
Plus 3 Expansion Unit 128.00

THIS IS A SMALL SELECTION AVAILABLE FROM OUR MASSIVE CATALOGUE. FULL CATALOGUE FOR SPECTRUM, COMMODORE 64, ELECTRON, VIC 20, C16 + 4, ATARI 400/800 XL ETC, AMSTRAD, MSX, BBC, WILL BE SENT WITH FIRST ORDER, OR SEND 22p STAMP FOR FREE CATALOGUE.

AUTOMATIC FREE MEMBERSHIP TO OUR SOFTWARE CLUB BRINGING YOU A MONTHLY NEWSLETTER AND MAGAZINE WITH LOTS OF CRAZY OFFERS AND MASSIVE DISCOUNTS. P&P INCLUDED ON UK + BFPO ORDERS - OVERSEAS ADD £1 P&P. PER GAME.

ORDERS AND CATALOGUE REQUESTS TO:

NEW FUTURE SOFTWARE

FREEPOST (DEPT CG) 4 + 5, ROWANBURN, CANONBIE, DUMFRIESSHIRE DG14 ORH.

NEW! FOR C128 and C64

TAPE TO DISC DISC TO TAPE

FREEZES & BACKS-UP PROGRAMS TO DISK OR TAPE IN ONE FILE. MACHINE-CODE MONITOR INCLUDED. EASY TO USE.

THE PLUG-IN EXPERT CARTRIDGE

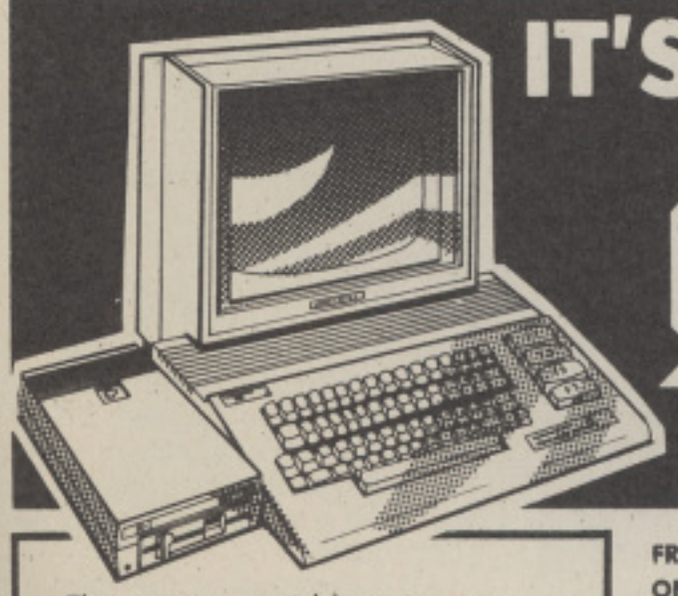
EXPERT ACTION

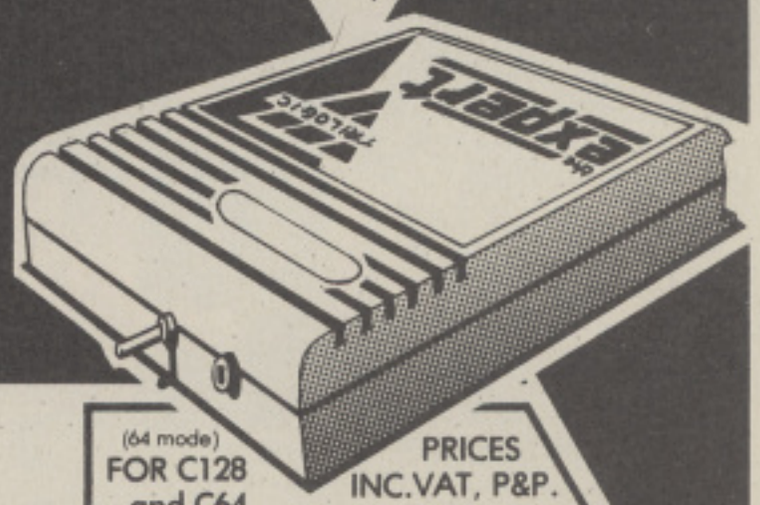
IN SECONDS FOR YOUR COMMODORE COMPUTER

FREE OFFER!
FREE COMPUTER DUST COVER!
WRITE FOR DETAILS.

TRILOGIC

IT'S AMAZING WHAT the expert CAN DO!





The expert cartridge system outperforms all other similar products — regardless of cost. Even foreign products costing twice the price cannot match the expert's performance. Why pay for outdated ROM systems when the expert cartridge can be upgraded for very little cost to meet the challenge of the most recent software.

FREEZES	▶	FREEZES AND SAVES PROGRAMS TO DISK
ONE FILE	▶	PROGRAMS ARE SAVED IN ONE FILE
COMPACTS	▶	PROGRAMS ARE COMPACTED TO REDUCE DISK SPACE USED
SAVES MORE	▶	YOU CAN SAVE 3 OR MORE PROGRAMS PER DISK
VERY FAST	▶	RELOADS MOST PROGRAMS IN LESS THAN 30 SECONDS
NOT NEEDED	▶	THE CARTRIDGE IS NOT NEEDED FOR LOADING BACK
UPGRADABLE	▶	CARTRIDGE USES RAM AND DISK BASED SOFTWARE FOR INSTANT LOW COST UPGRADING
MONITOR	▶	USE THE MACHINE CODE MONITOR TO CHEAT, GAIN EXTRA LIVES OR RESTART THE PROGRAM ETC, ETC.
	▶	HANDLES MULTIPART LOADERS

(64 mode) FOR C128 and C64

PRICES INC.VAT, P&P.

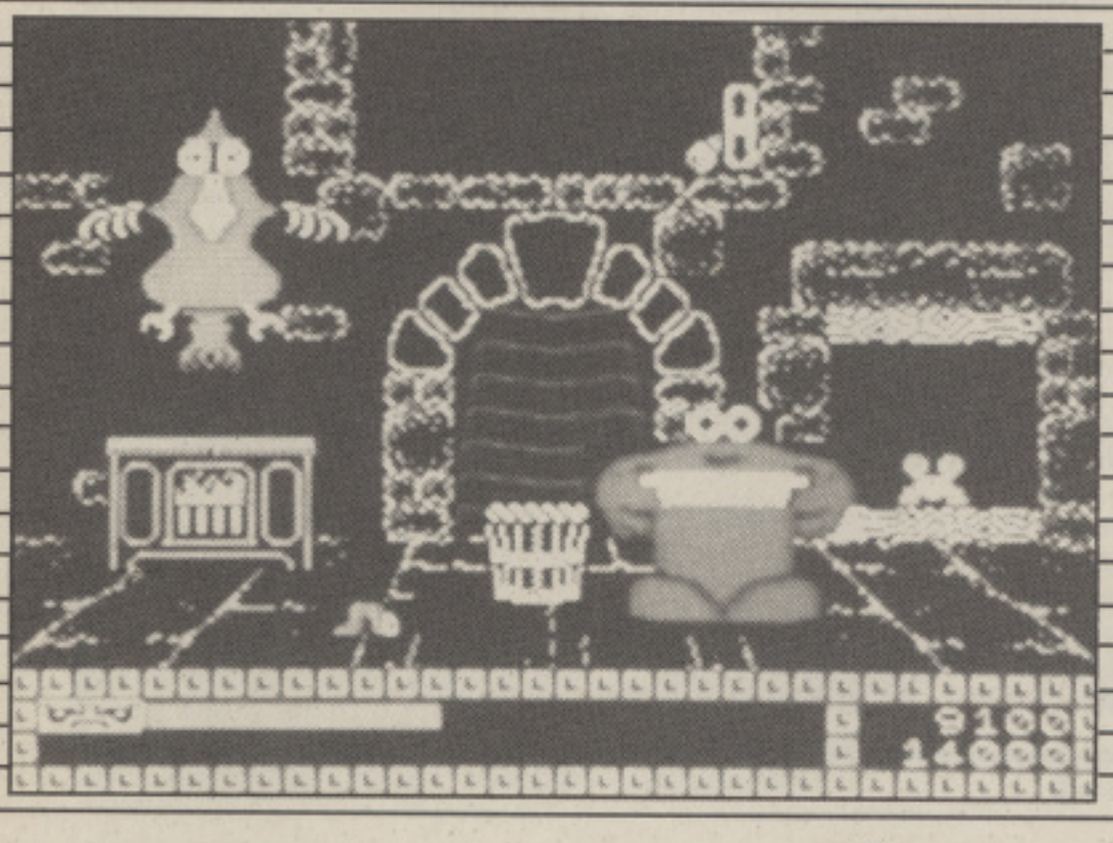
£31.95

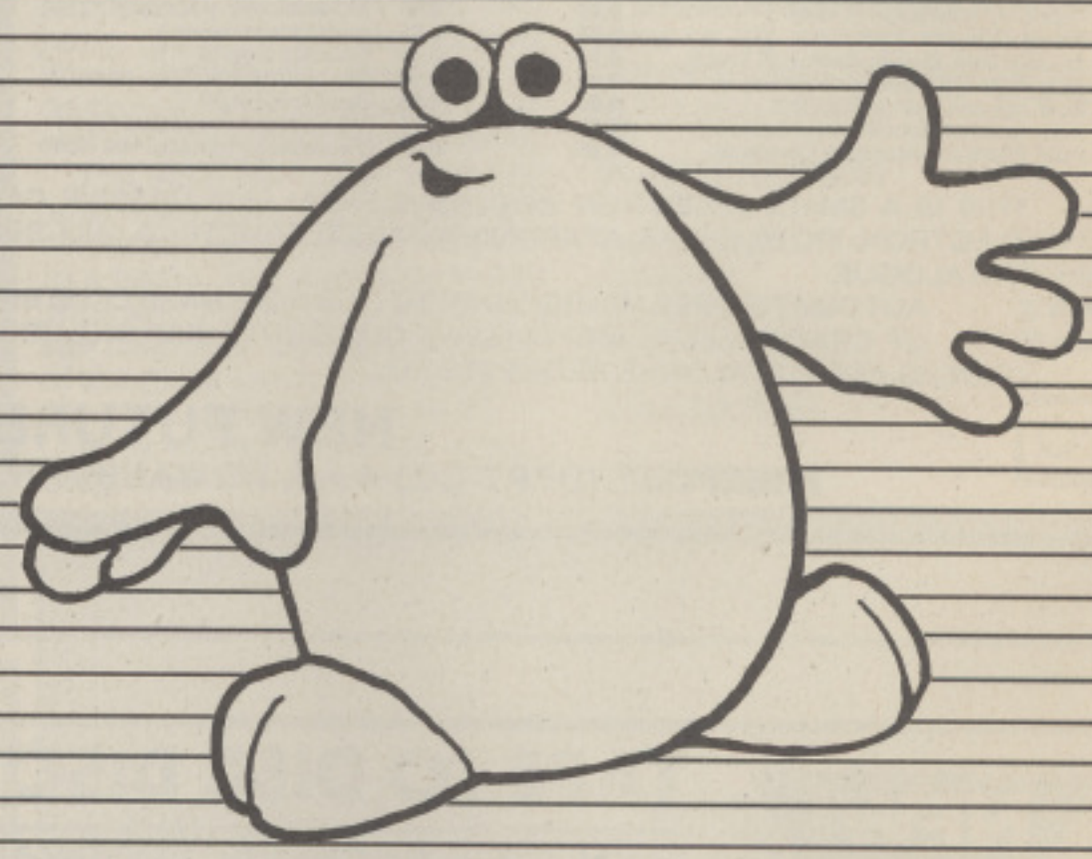
CHEQUES PAYABLE TO TRILOGIC

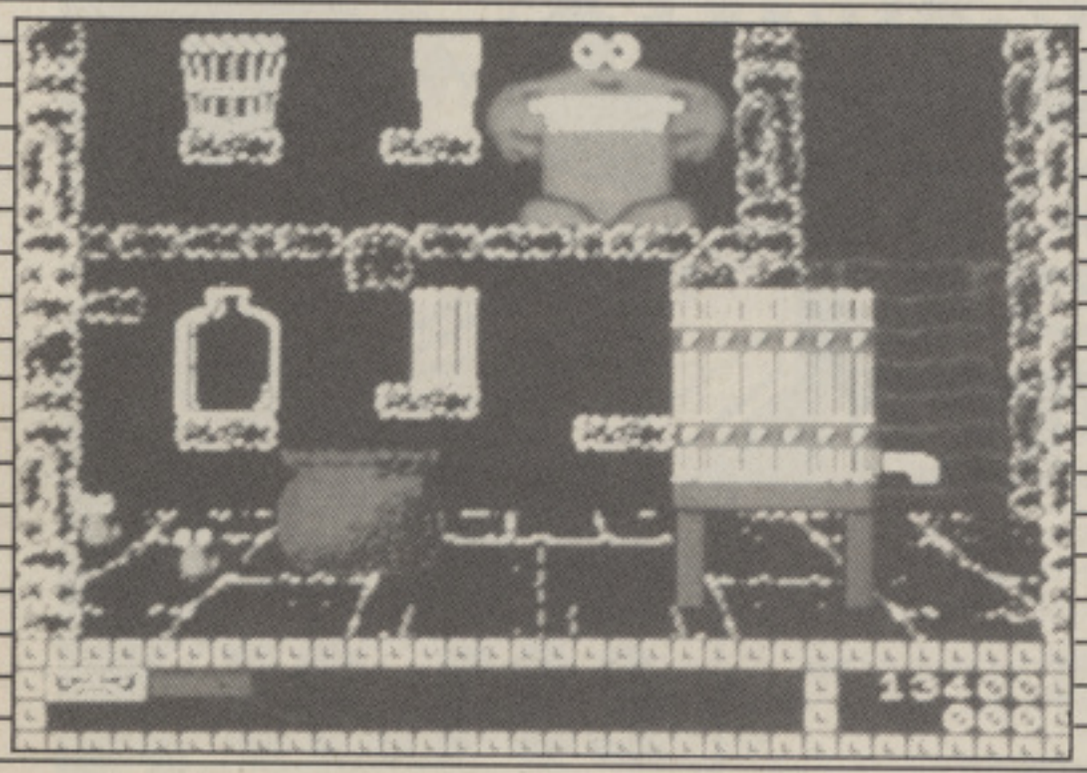
ORDERING: WRITE OR 'PHONE *PROMPT DESPATCH* PAYMENT BY CASH, CHEQUE, POSTAL ORDER OR ACCESS * EXPORT ADD £1.00 EXTRA * PAYMENT IN STERLING ONLY PLEASE

MAIL ORDER Dept CG2 29 HOLME LANE BRADFORD BD4 0QA▶ CALLERS 329 TONG STREET BRADFORD BD4 9QY Tel (0274) 684289

THE TRAPDOOR COMPETITION







Poach a copy of Trap Door with Gamer's first cookery competition!

Piranha and Gamer have put their heads together to produce a competition you can really get your teeth into!

On offer we have 25 copies of their brilliant new Trap Door game (see review elsewhere in this issue).

As you can tell, Thing Upstairs has a constant rumble in his tummy and he's always shouting for something to eat. In the game the dishes include canned worms, boiled slimies and eyeball crush, but he's bored with this limited fare and this is where you come in.

All you have to do is to devise a main course which will appeal to his festering taste buds. Berk will prepare each meal for his master and the best 25 will win a copy of the game for their creators.

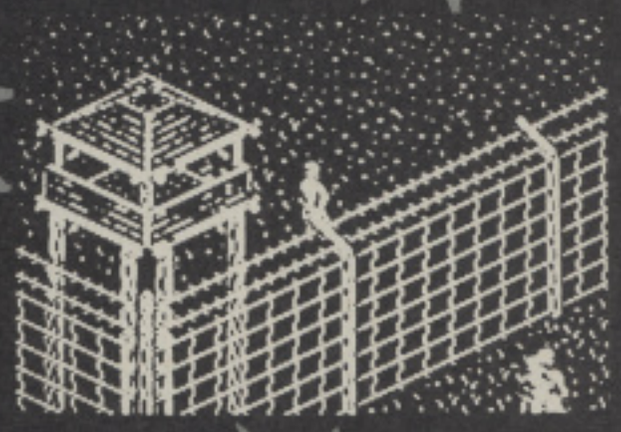
So get your pots and pans out and start inventing. Then send your final recipe to us, remembering to put the name of your dish on the back of the envelope.

All entries should reach us by first post on October 20th and if you're a relative of mine or if you have anything to do with anyone who works for Piranha, Gamer or its publishers and distributors then you're barred, OK.

As the boss my decision is final and anyone who argues with me will find a shoal of piranhas in their bath.

All nauseous entries should be sent to:

The Head Chef,
Computer Gamer,
1 Golden Square,
LONDON
W1R 3AB.



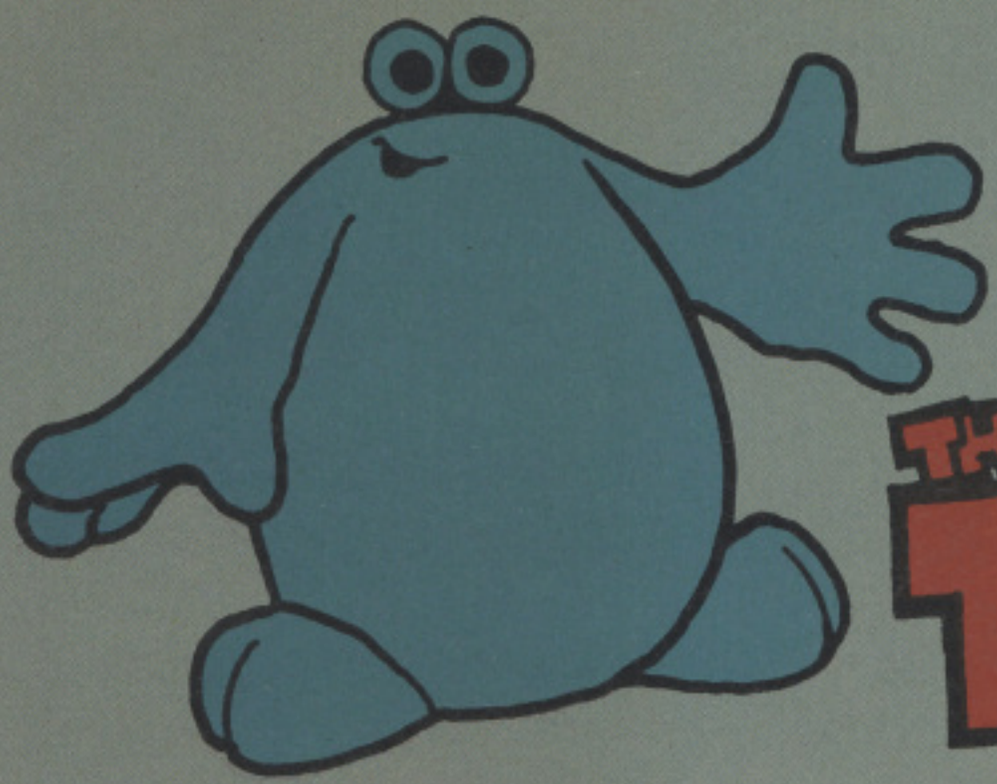
THE GREAT ESCAPE

Spectrum £7.95 each

ocean

Commodore £9.95 each
Amstrad

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



THE TRAP DOOR

Title:	**Trapdoor**
Computer:	**Spectrum**
Supplier:	**Piranha**
Price:	**£7.95**

Don't you open that Trap Door there's a Piranha down there.

Berk, Boni and Drutt may mean nothing to you at the moment but after October 6th their names will be household words, or so ITV believe (see News). These are the three principal characters in ITV's new series 'The Trap Door' set in the basement of a creepy castle.

Berk is a blue blob of a creature and he's the slave of the Thing Upstairs who owns the castle. Thing is a difficult entity to please and we never see him but his commands boom out from the dumb waiter in the basement and Berk must obey, helped and hindered by his friends Boni and Drutt. Boni is a disembodied, world-weary skull who acts as Berk's adviser (a sort of skull teacher, I suppose) and Drutt is Berk's pet who generally gets in the way.

There are only two rules in Berk's life — always obey the Thing Upstairs and don't open the trapdoor. Berk is not very bright and often leaves the trapdoor open. Deep in the gloomy nether regions of the castle cellars something stirs and the basement is soon full of weird and wonderful beasts. Some of these creatures are fairly harmless, almost helpful. Others are nasty horrors, the stuff of which nightmares are made.

The result is that even the simplest of tasks is made almost impossible for Berk but he never seems to learn.

Amongst the profusion of commercial goodies which have been inspired by the series is a gem of a computer game from Piranha, Macmillan Publishers' software house. At first I thought 'this is a kid's game' then I tried to play it. Wow! This ain't child's play.

The Trap Door is a kind of strategy adventure and consists of several puzzles to solve. The solution to each teaser is complex and I've been sworn to secrecy so that I don't spoil the fun.

I can't remember seeing such finely animated graphics on the Spectrum before. It's the closest thing to a computer cartoon that I've seen. Smooth animation, lots of colour, jumbo-sized pseudo sprites and not an erring attribute to be seen. I am extremely impressed with the programmer's mastery of the machine.

The tasks themselves are very well thought out and interlock well enough to dispel the linear feel of similar games. If you lose an object vital to the execution of the current task, there's always the possibility of employing something else in its place. For example, I lost a projectile which I needed to complete one of the Thing's commands but I found Boni to be an ideal, if somewhat unwilling, substitute.

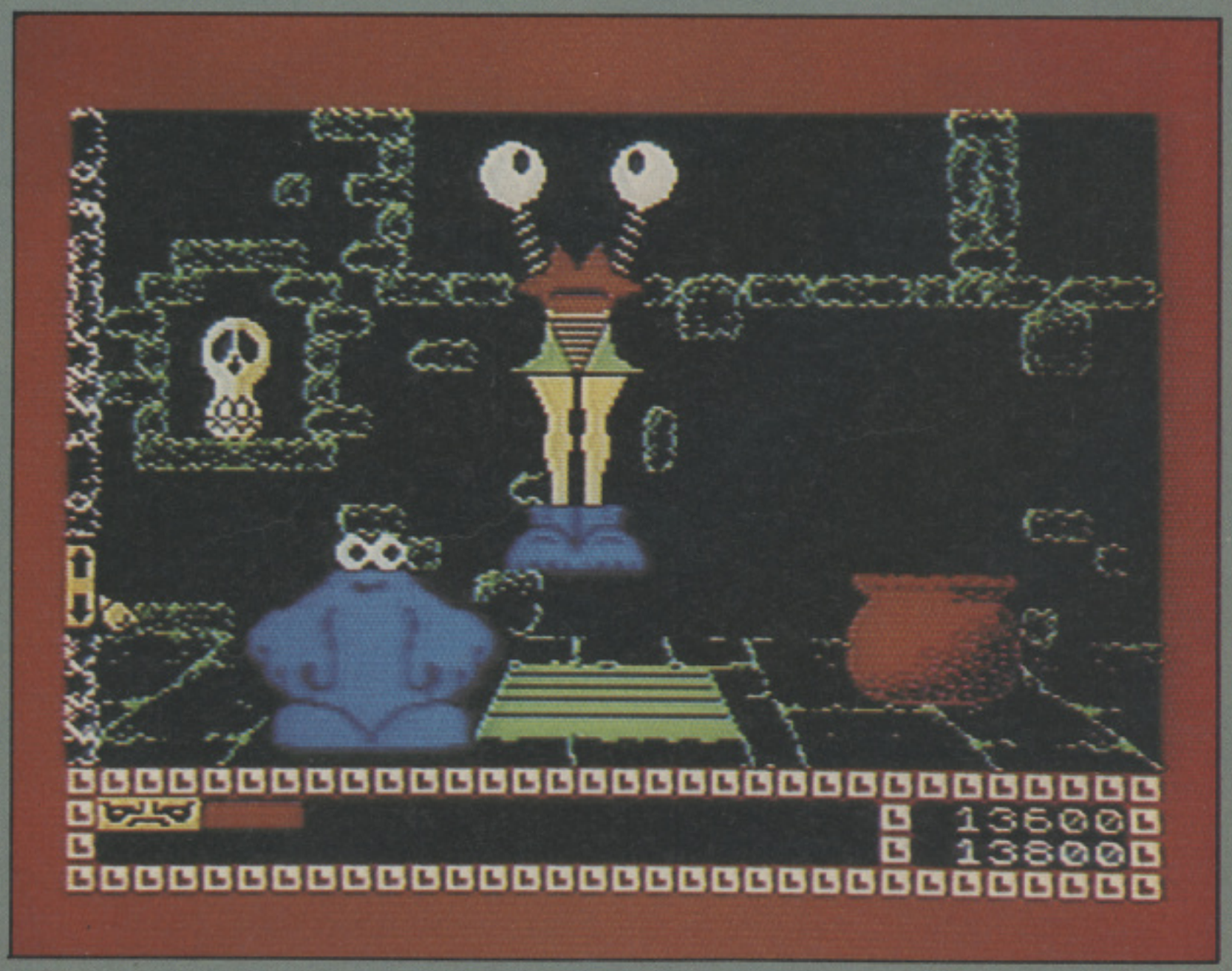
The basement consists of six rooms and each one has a significant part to play in the game. We join Berk in the trapdoor room, Boni is quietly surveying the scene from his perch in an alcove while little Drutt gambols around the floor. Suddenly everyone freezes as a command gradually comes into focus on the screen. This is the graphic equivalent of the Thing's booming voice and it demands a can of nice juicy worms. An easy one this, just grab a can, find a few worms and whizz them up the dumb waiter to the not-so-dumb master.

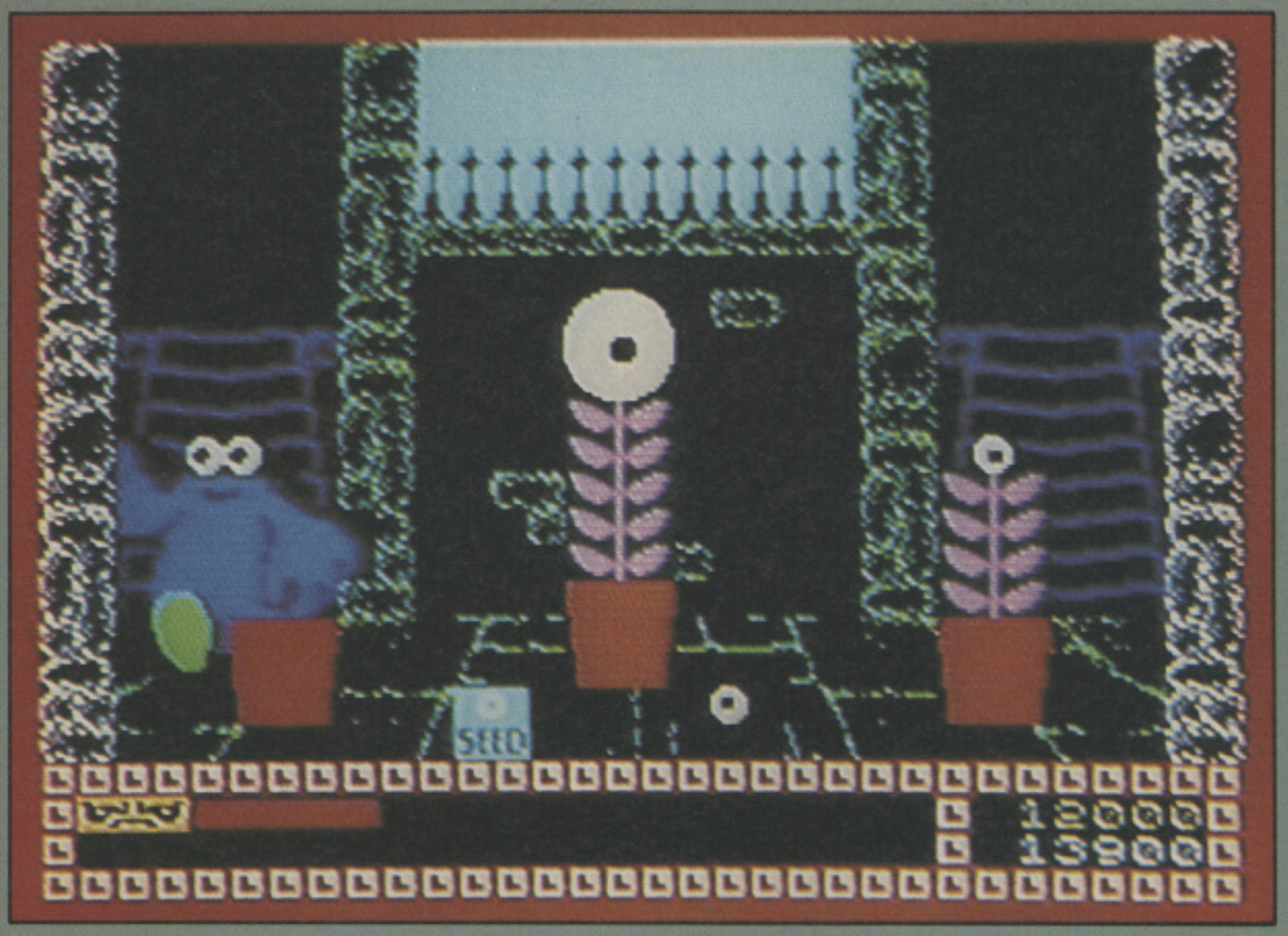
Worms seem to emerge each time Berk flips the switch which opens the trapdoor and a can can be found in the store-room next door. Having noted this I released three worms and dashed to fetch the tin, but when I returned there wasn't a worm in sight. Quickly searching the other rooms confirmed my worst fears — the worms had gone. To solve this mystery I dragged Berk back to the Trap Door room and flipped the switch again. Momentarily, the door swung open and another three worms popped out. Being a curious kind of person I waited to see what happened.

The disappearing worm trick was soon revealed as Drutt came skipping in and gulped my prey down. Whose side is that little perisher on?

By now the Thing was getting a little impatient judging by the ever lengthening bar on the 'angriometer' at the bottom of the screen. I now must draw a veil over the proceedings but suffice it to say I managed to keep Drutt's greedy little trap shut while Berk wandered around grabbing the worms and depositing them in the tin.

Thing was delighted when I





sent up his feast but soon he was booming out more requests. Fried eggs were his next heart's desire. Eggs, now where do you get eggs in a basement? Well, the trapdoor seems like a good bet. Boing! Up popped the biggest creature ever to spring out of the Spectrum's memory. 'Could this be a spring chicken?', I thought as it bounced off the screen. Giving chase was my next big mistake. As if in divine retribution for my awful pun, the springy thingy landed square on the head of Berk and — kapow — the screen flashed and there was Berk reeling from the blow in some other part of the basement. Still no eggs.

Eventually I managed to coax the bouncing beastie back into the cellar and closed the trapdoor over his head. Cautiously, I pressed the switch again. Up popped a few worms and a feathered head. 'Ah! This looks more like an egg factory.'

A large parrot-like creature rose out of the depths and started floating about the room. How can you get a high flying bird to lay an egg? I had no idea so I asked Boni by lifting him down from his alcove.

'Bullet' was the rather brief response which sent me dashing off to find a suitable projectile. After successfully working out how to fire the bullet, the bird obliged me by laying an egg or two.

The satisfying feeling of solving a problem before the angriometer reaches maximum is the main hook to this game. The attention to small details is amazing. For instance, I placed a utensil on the stove in one of the rooms and left it on for quite a long time. When I tried to make Berk lift it off the heat the object was flashing and Berk immediately dropped it to the floor. I swear I saw him mouth the word hot each time I tried to get him to pick up the utensil!

As the Thing Upstairs makes each new demand, the problems become more and more involved. Failure to complete a job in time results in Thing impatiently deciding that he no longer wants that meal and he moves on to his next demand.

After eggs he wants boiled slimies. What's a slimy and how do you catch it when you find it? All I will say is that they're not under the trapdoor. This demand is followed by a request for a bottle of eyeball crush and this is the most complex problem which has to be solved.

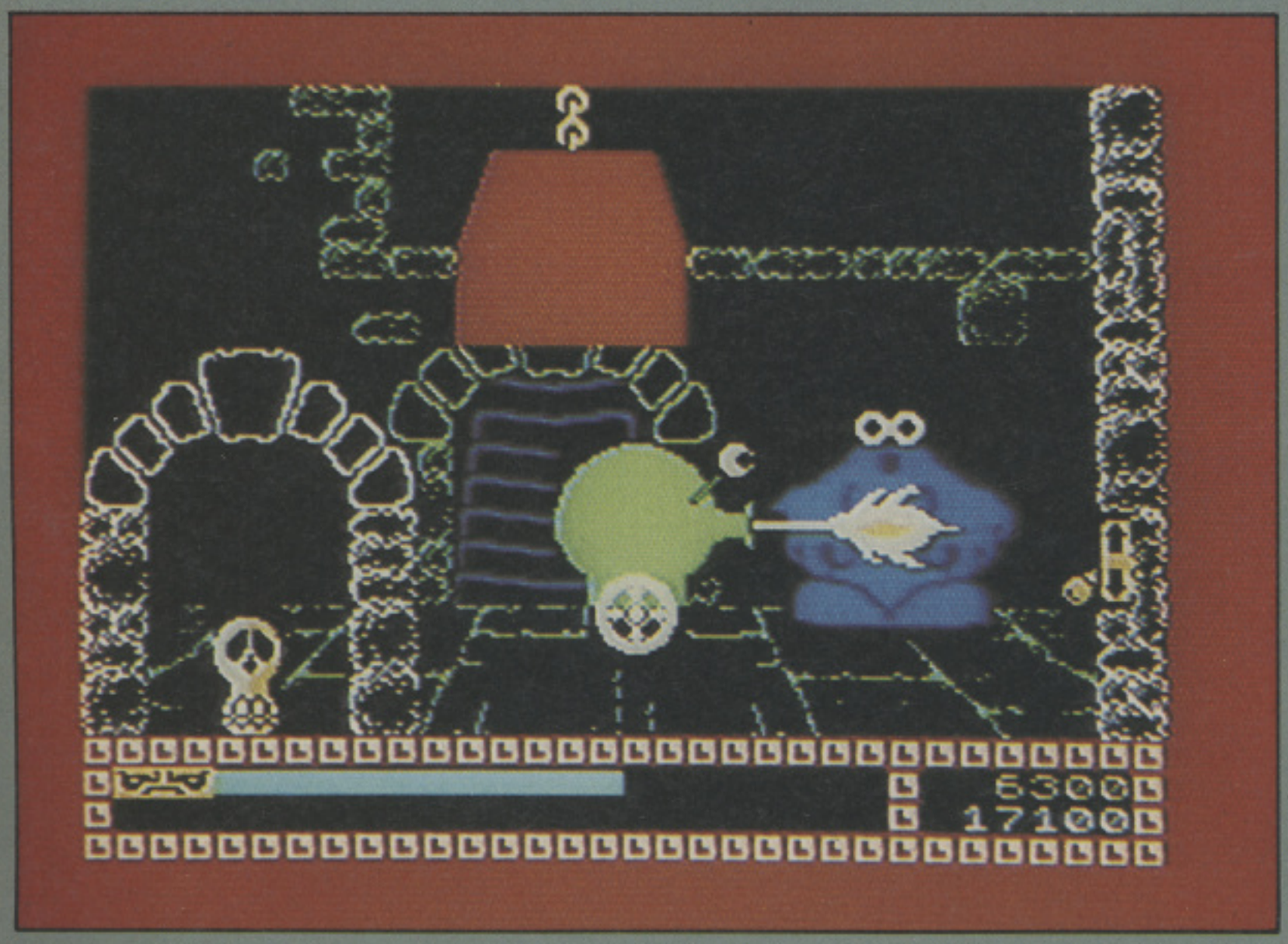
The way to a Thing's heart is definitely through its stomach and the final task is to open the safe which contains Berk's pay. Then you can start again to try to succeed in all the tasks and work more efficiently using the knowledge gained in your previous attempts.

You soon learn not to waste energy. If you find yourself in a room with nothing to do, then use this to best effect by preparing for the next culinary delight. A trick I learned was to delay putting the food into the dumb waiter as long as possible. While waiting for the angriometer to reach a fairly frenzied state you can wander around getting all of the elements ready for the next meal. Then a quick dash back to the lift will mean that you have 'borrowed' time to allow you to complete a more difficult task. The disadvantage of this system is the loss of bonus points but this is no major hardship.

The game has two levels of play. As a Learner Berk you won't be bothered by irritating ghouls whose touch blasts Berk off into another room. The other difference between this and Super Berk mode is that the Learner does not get a crack at the safe.

Trap Door is a credit to Piranha and shows how far the company has come since the early efforts of Macmillan to produce games based around Orm and Cheep. I also remember their football game — no matter how hard I tried to forget!

If your leanings are towards problem-solving games then this has an awful lot to offer. It deserves to be a monster hit.



PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of Machine	●●●●●
Value for Money	●●●●●

STAR RATING

Super Nova

THAI BOXING

3D ACTION

Full 3D action – 1 player or 2 player option. Lightning moves.

See the cuts and the bruises on the faces of the boxers, as they kick and punch in this gruelling contest.

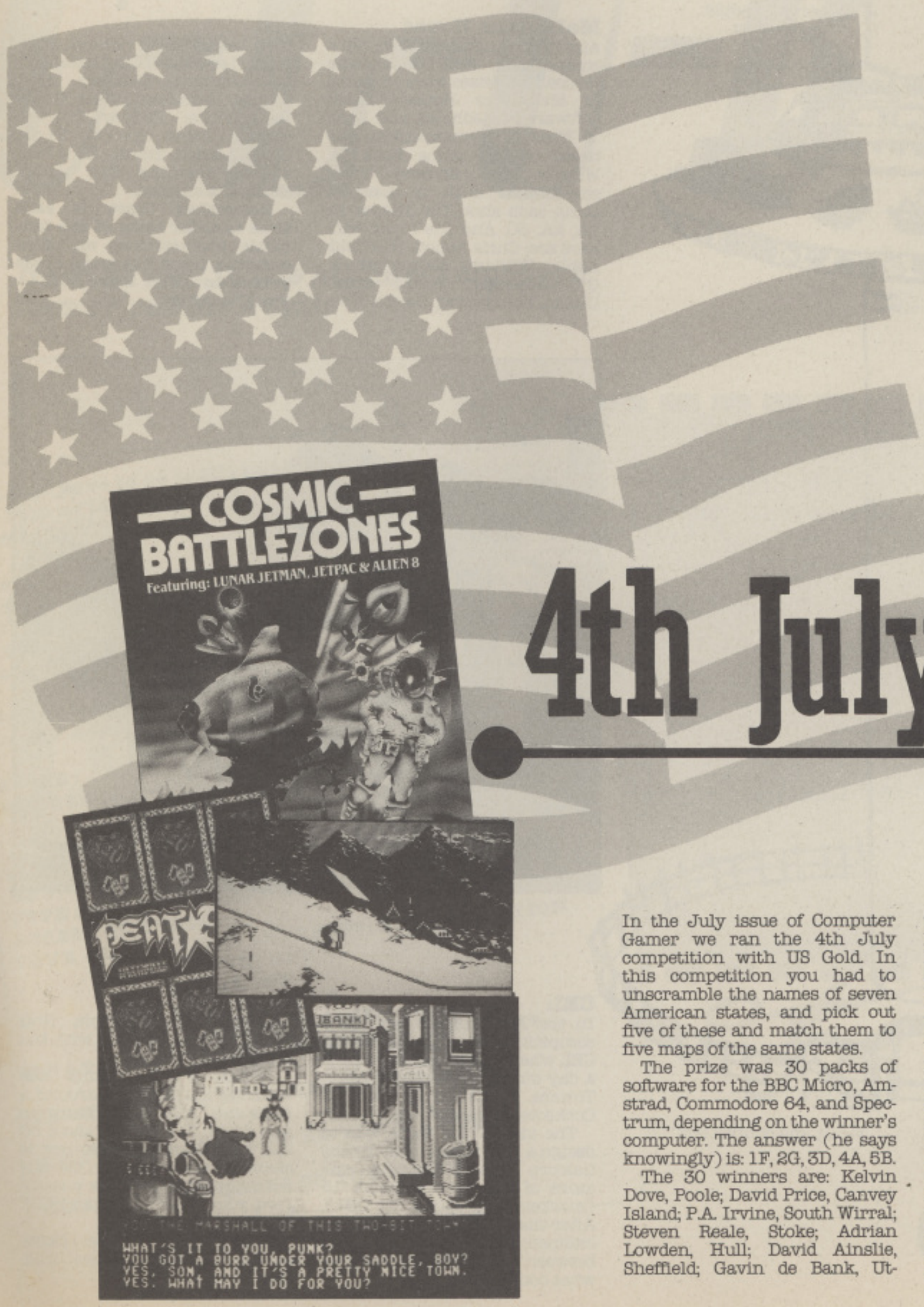
Amstrad 6128	13.95 d
Amstrad 64/128	8.95 c
	12.95 d
MSX	9.95
Spectrum 128K	8.95
Spectrum 48K	7.95
Atari ST	19.95 d

ANCO

ANCO SOFTWARE, 4 WEST GATE HOUSE, SPITAL STREET, DARTFORD, KENT DA1 2EH. Telephone: 0322 92513/92518
Mail Order: Payment by Cheque, P.O., Visa or Access. 24 Hour Credit Card Service: 0322 522631. Telex: 892758 ANCO G.
Screen shots in this advert are for CBM 64. Other versions may have different screen shots making the best use of the machine's capabilities

COMPETITION RESULTS

Computer Gamer is well known for its fantastic competitions with REAL winners. So who won? Who lost? What was the answer? Who cares? For the answers to these questions and many more, read on . . .



4th July

In the July issue of Computer Gamer we ran the 4th July competition with US Gold. In this competition you had to unscramble the names of seven American states, and pick out five of these and match them to five maps of the same states.

The prize was 30 packs of software for the BBC Micro, Amstrad, Commodore 64, and Spectrum, depending on the winner's computer. The answer (he says knowingly) is: 1F, 2G, 3D, 4A, 5B.

The 30 winners are: Kelvin Dove, Poole; David Price, Canvey Island; P.A. Irvine, South Wirral; Steven Reale, Stoke; Adrian Lowden, Hull; David Ainslie, Sheffield; Gavin de Bank, Uttoxeter; Rodney Tregale, Slough; Nick Pusey, Mildenhall; Richard Hart, Kirkamgate; Kevin Sorsby, Sheffield; Paul Adamp, Hale; A.F. Power, Merseyside; Graeme King, Welwyn; Paul McQuillan, Dundalk; Vernon Thompson, Upper Heyford; Bård Bertelsen, Norway; A.R. Monro, Inverness; Barrie Day, Rayleigh; Michael Sharpe, Peterborough; A.L. Morgan, Merthyr Tydfil; A.J. Shipp, Bedford; Richard Browne, Fleet; Mike Davies, Llandeilo; Henry Olsen, Hebburn; C.A. Knight, Morden; Daniel Cornelius, East Grinstead; Roy Fowler, Sheffield; Andrew Murdock, Portadown; Michael Follen, Downham Market.

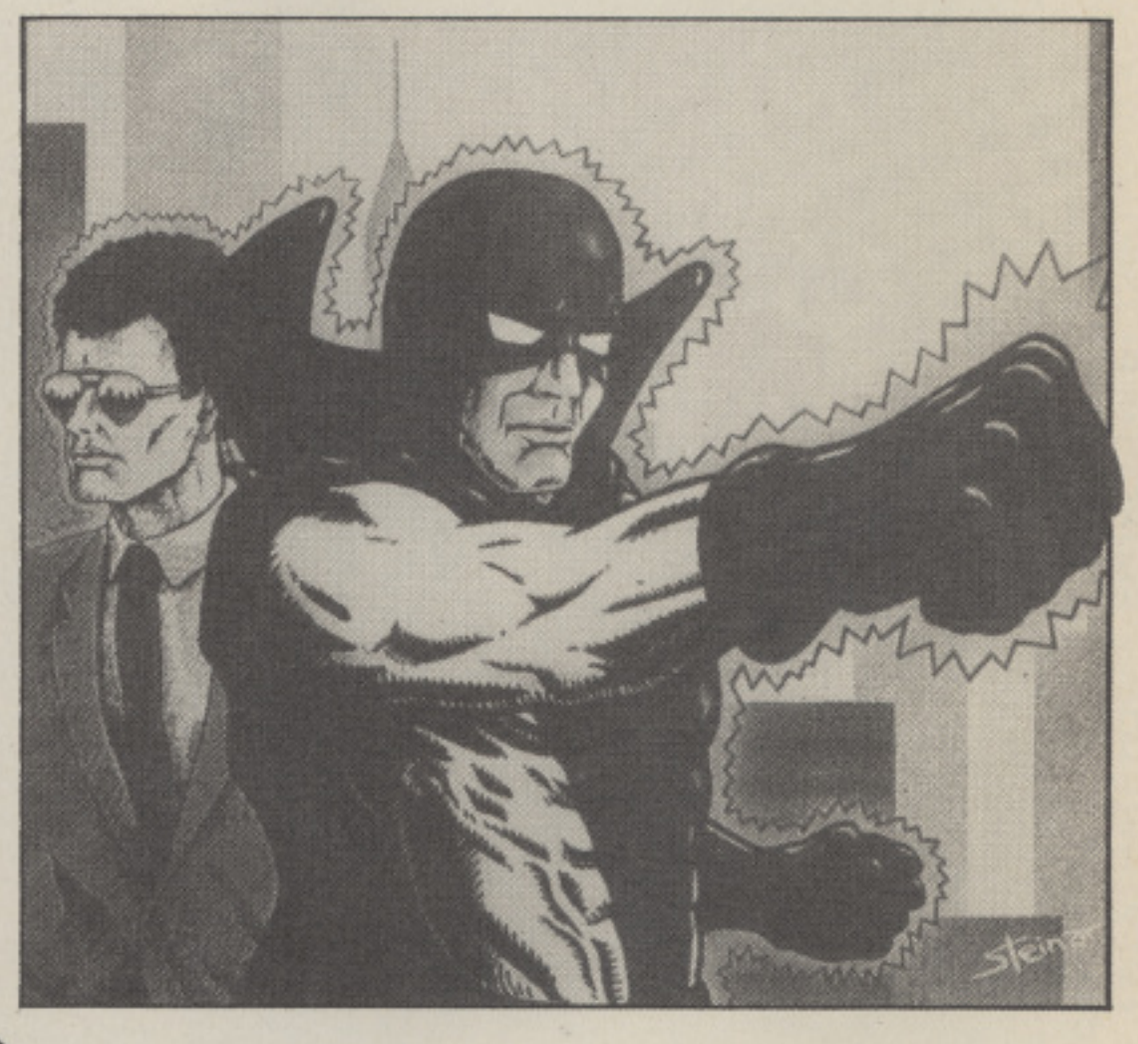
Mail Order: Payment by Cheque, P.O., Visa or Access. 24 Hour Credit Card Service: 0322 522631. Telex: 892758 ANCO G.
Screen shots in this advert are for CBM 64, Other versions may have different screen shots making the best use of the graphic capabilities of each format.

COMPETITION RESULTS

Melbourne House

Also in the August issue we ran a competition with Melbourne House. The prizes were 15 packs of Melbourne House's latest software — Redhawk and Rock 'N' Wrestle. The competition was based on the game Rock 'N' Wrestle and showed three screenshots with a question about each shot. The answer is: 1A, 2A, 3C. And the lucky winners are: Chris Aucott, Sheffield; Ashley Williams, Rainworth; R. G. Messenger, Perth; Brian Clarke, Pontypridd; Darryl Webster, Leeds; Paul Prichard, Prestatyn; Lee Harris, Northampton; Carl Johnson, Sleaford; Mark Forbes, Gateshead; Alex White, Basingstoke; Rodney Tregale, Slough; Peter Spence, Perth; Chris Adcock, Toton; Kirk Fitzsimon, Normans Bay; Jamie Bridges, Wanstead.

Remember there is still time to enter some of the fantastic competitions on offer and this issue has some great prizes on offer. Good luck — you'll need it . . .



CRL

In the August issue we ran a competition in conjunction with CRL where the fantastic prize is a day out at the amazing Alton Towers, home of the famous Corkscrew rollercoaster.

The idea of the game was to design a new amusement for the Galcorp Leisure division, creators of the famous Room 10 (marketed on Earth by CRL). After the amazing speed and excitement of Room 10 — a cross between Ballblazer and Pong — what could come close?

Martin Fawcett from Hull seems to have come up with the solution:

"U.F.O. is a spaceship ride which spins very fast around a large steel pole, whilst going up and down. The pole is about 50 feet high. The power source is electric and the seats on the ride would hold two to three passengers, who would be held in VERY tight."

Elsewhere on these pages should be the picture that Martin drew.

READERS C-L-U-B

In the following pages you'll find all you need to join our club, details of the Gamer ratings system and how to apply for your awards, how to send in and reply to the Club Contacts and the first batch of Contacts.

If you're not already a member then join today. All you have to do is fill in the joining form and send it as well as a stamped addressed envelope to:
Gamers Club,
No. 1 Golden Square,
London W1R 3AB.

In return we will send you your membership card as well as a FREE Gamer sticker. Joining also entitles you to use our FREE contact service and take part in the Gamer ratings scheme and we've more exciting club events in the pipeline.

Join the thousands that have joined our club.

Here at last is the all new improved Gamer reader's club

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

Reader's Club
Computer Gamer
Argus Specialist Publications Limited
1 Golden Square
London W1R 3AB

Do not enclose any other correspondence in the envelope — ONLY your application.

NAME .....
ADDRESS .....
..... **POST CODE** .....
PHONE NUMBER .....
AGE .....
TYPE OF COMPUTER OWNED .....
ACCESS TO DISCS .....
YOUR MAIN GAMES INTEREST: ARCADE/ACTION .....
ADVENTURE .....
STRATEGY .....
SIMULATIONS .....
OTHER (SPECIFY) .....
WHAT COMPUTER MAGAZINES DO YOU BUY? .....
WHAT OTHER MAGAZINES DO YOU BUY? .....
WHAT TYPE OF FILMS DO YOU WATCH? .....
WHAT TYPE OF BOOKS DO YOU READ? .....

Contact Coupon. Send to:

Computer Gamer Contacts, 1 Golden Square, London W1R 3AB.

Section No: ..... Member No: .....

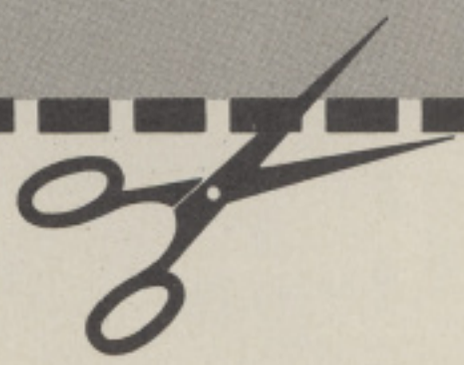
Name: .....

Address .....

.....

.....

Post Code ..... Age: ..... Tel: .....



47

Now you can start to get writing in our all new Club Contacts section — free to you and free to use.

Instructions

Read these carefully, most of you seem to be able to follow instructions, but a good percentage seem to miss the point a lot. So listen! On these pages are a number of forms. To send in a contact, fill in the contact application form, and send it in with a short letter detailing the sort of response that you want, and a largish (ie. A5 or above) stamped addressed envelope, send the whole lot marked 'Computer Gamer Contacts'. Any applications sent in for any of these services without an SAE will be unceremoniously binned.

To reply to a contact, you write whatever you want to write, pop it in an envelope along with an SAE if you are expecting a reply. Mark the correct contact number on the back of the envelope, and send it to 'Computer Gamer Replies'.

The Rating System

If you have a club membership card you may notice that there is a section marked 'Intergalactic Ratings'. This is an award scheme where, by doing various things, you get an endorsement to stick on the card. These are much sought after, and difficult to obtain. We calculate taht only a small percentage of readers will be able to complete all five awards. However, we will be very pleased (and surprised) if you all get them. So their kudos value is high by rarity alone.

The awards are graded, the low ratings should be easier to get, whilst the top rating is more difficult. In order to get all five you need to exhibit many qualities — from programming to game playing ability. They are:

Delta
You get this for loyalty to the club. Every month in the magazine we will be printing a dated symbol on the corner of one of the club pages. Cut out and collect six consecutive dated symbols and send them to us. We will then send you the loyalty award. Since we assume that everybody is incredibly loyal, this should be quite easy!

Gamma
A Gamma (gamer?!) rating is awarded if you get a hi-score published in the magazine. This is slightly harder than alpha/beta and requires great game playing skill, but is by no means as hard as some of you may think. The games we feature change every month — as do the scorers. Special hi-scores or techniques or ways of cheating to get high scores also count. These will be featured in the hints page or perhaps club pages of Computer Gamer.

Beta
This is getting quite hard now. A Beta rating is awarded if you get a hint/tip/help published in Computer Gamer. In our occasional hints section, letters page, players guides, or in the adventure section. This shows extreme prowess in researching games.

Alpha
This means that you are at the forefront of games research, and have actually had a game published in the magazine. Our standards are quite high so only excellent gamers will be able to achieve this highest of high honours.

These ratings can be got in any order, you don't have to work up to Alpha, or down to Delta — you could even start in the middle and sort of go sideways.

Do not be dispirited if you don't get all of them, merely reading Computer Gamer shows that you have a discerning interest in computers and games. However, a master gamer is the pinnacle of achievement.

All forms should be sent marked 'Computer Gamer Ratings' and should include a stamped addressed envelope for the return of your award (a sort of sticker to stick on your card). No SAE — no award, the rest goes in the bin. So anybody who didn't read the instructions properly last time that they were printed and has been waiting for their award for the last three months, you know where it has gone to now.

These are the forms that you must use to apply for your ratings. These must be cut from the magazine (no photocopies) and include an SAE.

Alpha Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel: .....

Issue appeared in: .....

Beta Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel: .....

Issue appeared in: .....

Gamma Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel: .....

Issue appeared in: .....

Delta Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel: .....

Attach 6 consecutive and dated symbols.

Where to send it

Send everything (correctly marked as indicated above) to:
Computer Gamer
1 Golden Square
London W1R 3AB

Contacts

Section One
Computer Clubs and associated groups and interested people.

Romsey Area Computer User Group
Weekly meetings and a regular newsletter. All machines catered for, particularly Atari and Amstrad.
No. 119

Commodore 64 Programs Club
(Also see 113B)
No. 113A

Section Two
Hints, tips, help offered, help wanted.

Robert Troughton
No. 113B

Section 3
Penpals or Computer Contacts — perhaps your lonely Jupiter Ace needs some company?

Michael Kurjakowski
Northampton
Age: 16
No. 118

Alfred Bezzina
Malta
Age: 29
No. 117

Sean O'Kane
Londonderry
Age: 17
No. 116

Richard Nicholas
Cornwall
Age: 12
No. 115

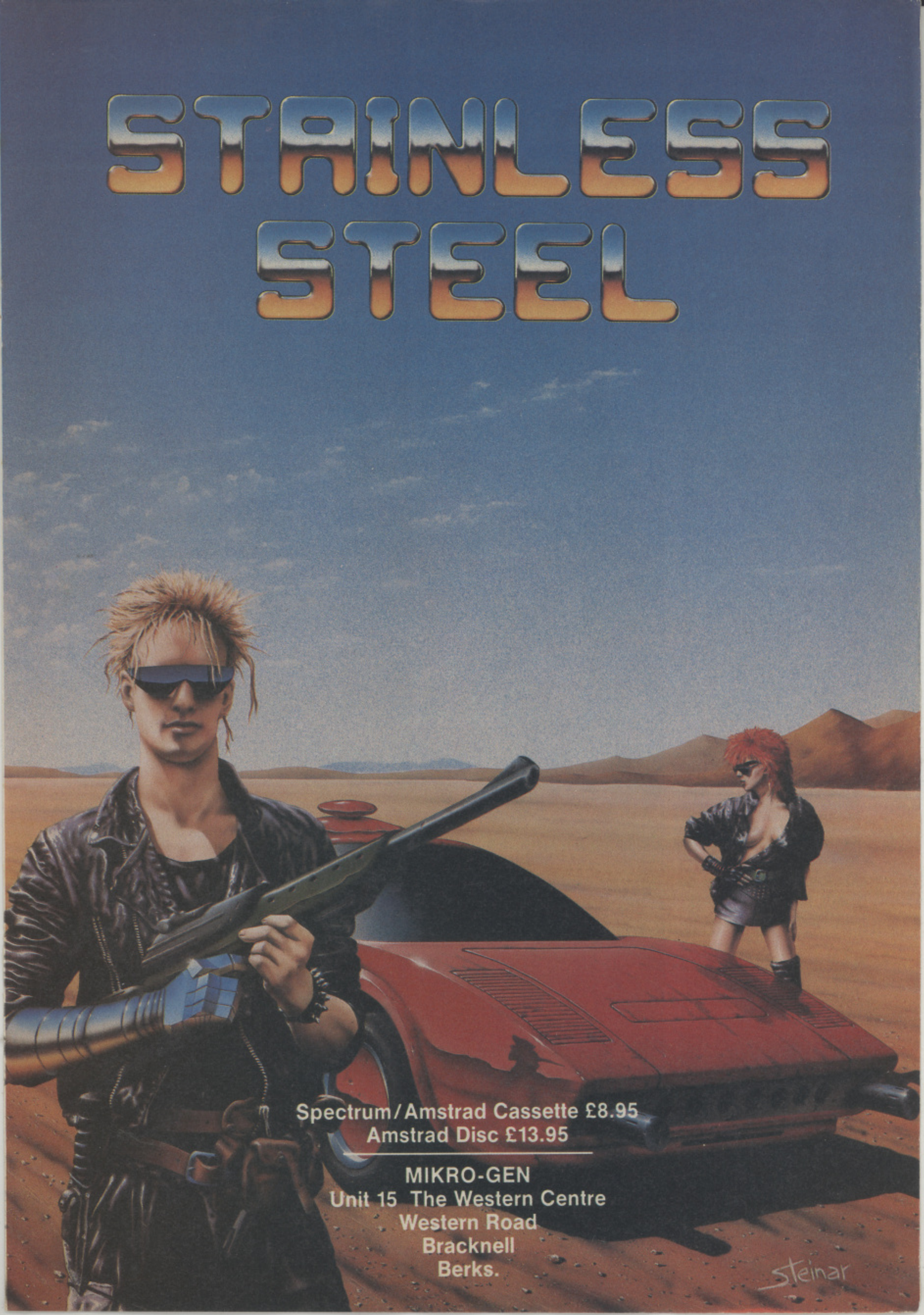
S. Wyatt
Bexley
Age: 20
No. 114

Karen Bond
Edmonton
Age: 14
No. 127

Justin Brown
Western Australia
Age: 15
No. 125

Darren Goodson
Ilford
No. 126

STAINLESS STEEL



Spectrum/Amstrad Cassette £8.95
Amstrad Disc £13.95

MIKRO-GEN
Unit 15 The Western Centre
Western Road
Bracknell
Berks.

steinar

DAN DARE
PILOT OF THE FUTURE

After over a decade in limbo, Dan Dare bounces back as the hero of Virgin's new game. Eric Doyle braves the Mekons and Treens as he tries to save the world.

Back in the days when Dad was a lad and a television in every home was a Utopian dream, the Eagle comic was essential reading. Pride of place was given to stories of Dan Dare, Pilot of the Future, whose granite chin and stiff upper lip epitomised all that was heroic and noble in a world so different from today.

Few heroes reach the status which Dan has achieved over the years and it is not surprising that Virgin Games have decided to breathe new life into his saga with the accolade of a computer game.

In all his tales Dan was accompanied by his faithful companion and batman Albert Digby and, occasionally, the beautiful Professor Peabody. Aboard the good ship Anastasia the trio would fly around the solar system righting wrongs and generally making sure that the Earth was safe from harm.

Arch-villain of these tales was the Mekon, an evil piece of work bent on world domination or its total destruction. The Mekon has a large, domed head atop evil, heavy-lidded, slit eyes — the archetypal little, green chinless wonder of science fiction. At his command hordes of Treen henchmen would try to execute his master plan but Dan Dare was always one step ahead in the eternal sturggle of good versus evil.

Unless you agree to my demands your planet is surely doomed.

All of these elements have been adhered to in the game. Dare has been given the supreme accolade of an appearance on This Is Your Life when the broadcast is interrupted by the unscheduled appearance of the Mekon. The Green Fiend has launched a hollowed out asteroid containing an atomic bomb towards the Earth. As the time ticks by the hopes of the world are pinned on one man as Dan Dare goes up there to thwart the dastardly plot.

The game starts with the Anastasia zooming across the surface of the asteroid in true comic strip style. As Dan is lowered to the surface, Digby must remain with the ship for a fast getaway.

Dan only has two hours in which to assemble a self destruct mechanism. The five parts of this mechanism are scattered around the complex inside the asteroid and they must all be assembled in the control room if the Earth is to be saved. As a safety precaution there are locked doors which can only be opened one at a time as each piece is inserted into the control panel.

Patrolling around the levels of the asteroid base are the Treens who will readily engage in laser combat with Dan Dare whenever they meet him. Dan's laser has a limited charge so accuracy and range must be taken into consideration rather than mindless blasting in all direction. Extra ammunition can be collected from some of the sectors to keep Dan going but these are limited in number.

The animation of the running figures is very lifelike and Dan will turn to glance at you despairingly if you force him to pause for too long during his race against time. As he goes about his task his energy is drained by laser blasts or contact with the Treens so you must keep topping up with energy pills which can be found lying aroud at various points.

As platform games go, the aim is fairly rudimentary: shoot the aliens, collect the bomb parts and use the extra ammunition pods and energy pills when necessary. At first I thought this was too simple and I reached level four with no great difficulty, but then the time limit comes into play.

On level one the first bomb piece is relatively easy to find but Treen trouble combined with wall and floor mounted lasers take a large toll of Dan's energy.

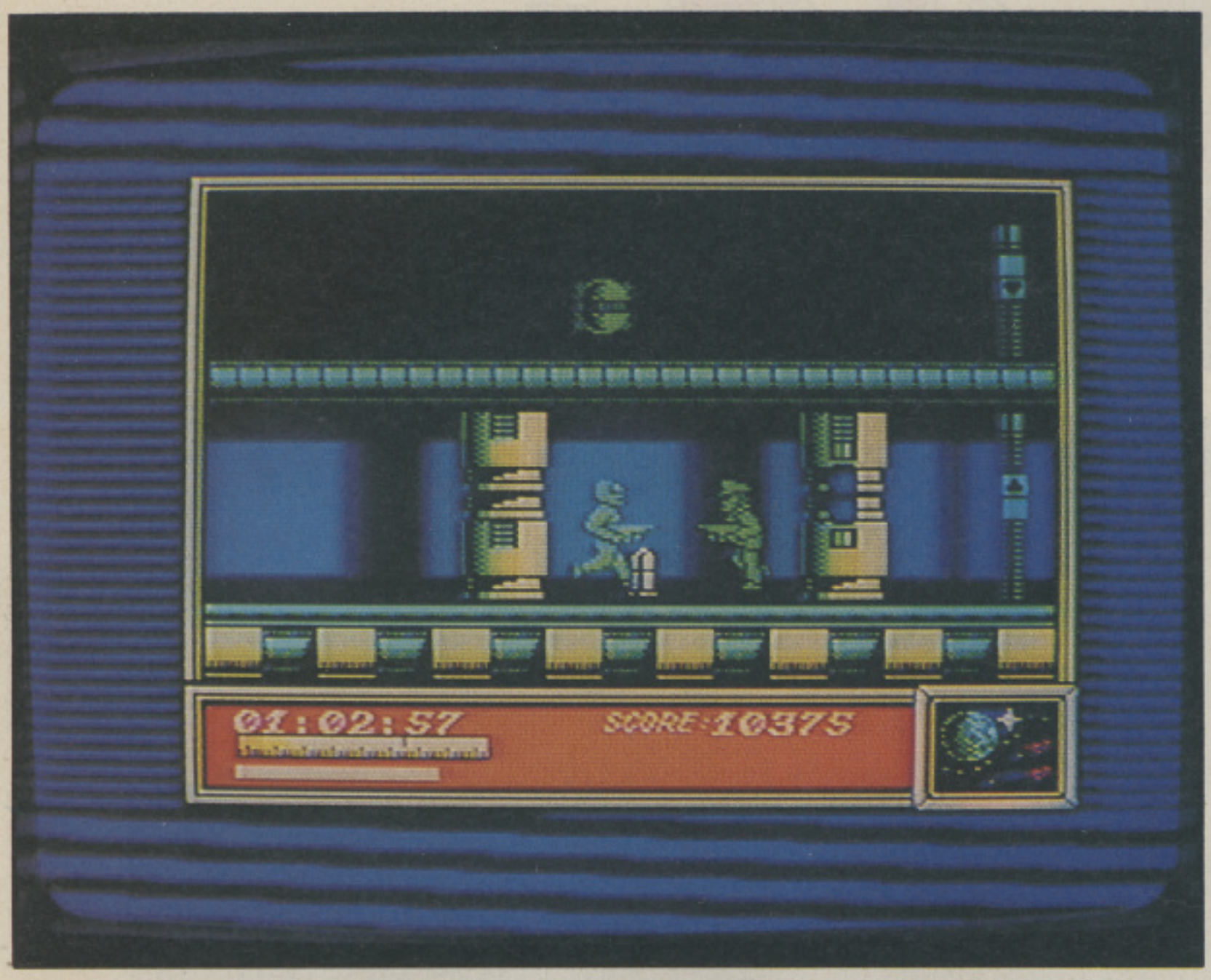
Well Dig, it's you, the Prof and me against the mighty Mekontan empire . . .

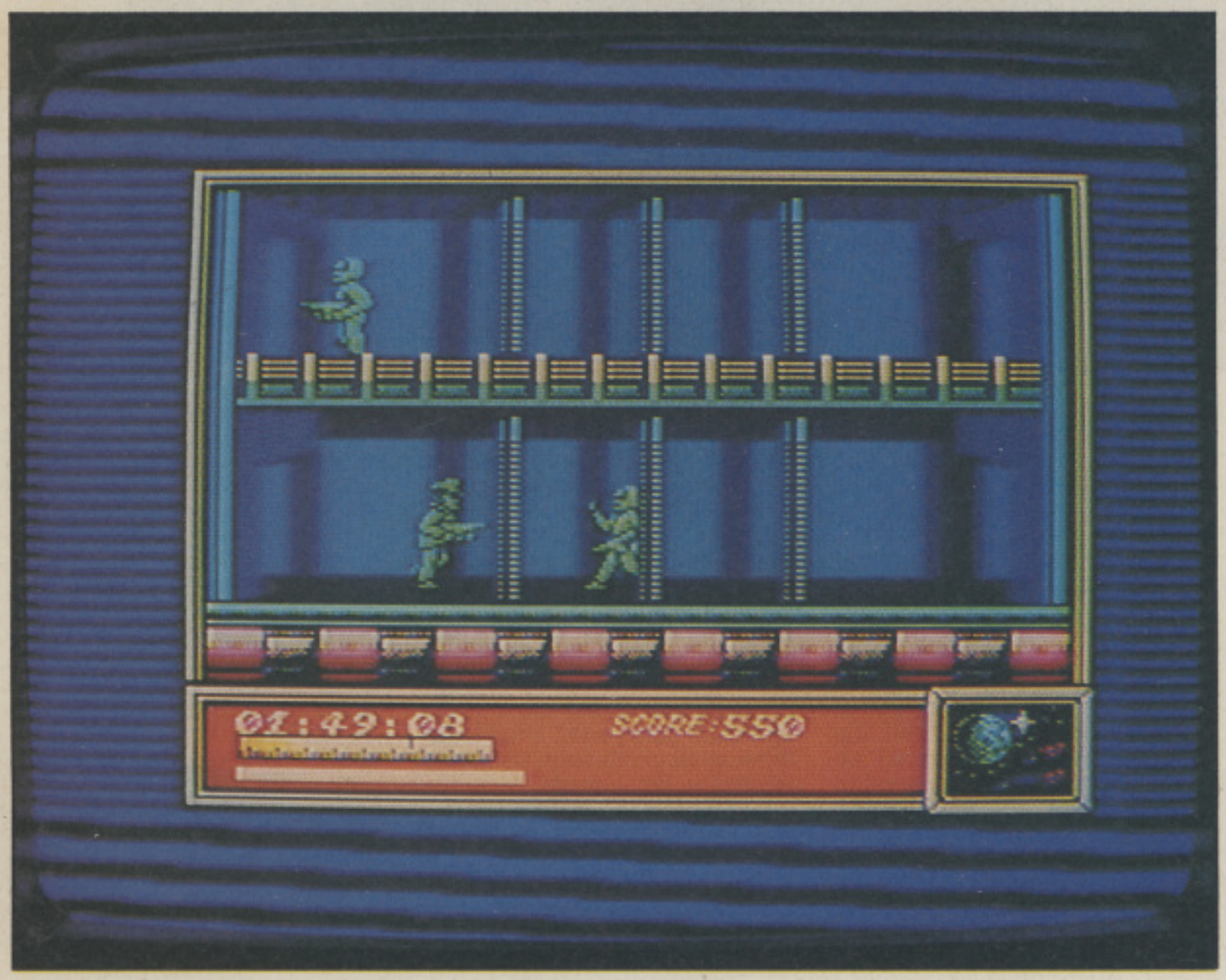
Should you be unfortunate enough to exhaust Dan, the screen goes black and our hero awakes in jail. This means that Dan is not only disorientated but also gains a ten minute time penalty. Falling too far from a platform also causes Dan to be captured by the Mekon's lackies. The only exception to this rule is if he lands on a floor gun. No matter how far he falls, an active laser will give him a soft landing.

When he successfully collects and returns the bomb section to the control room, he is told that a door opens elsewhere in the asteroid. As you search you must keep your eyes open for these doors so that you know exactly where to go for the next phase of the mission. Each time you move on to a new level and search for the next segment, it becomes more difficult to overcome the Treens. By level three merely bumping into a Treen can cause Dan to be captured and the penalty time mounts rapidly if you don't act very quickly. This is not helped by the unreliability of the laser gun which sometimes misfires.

At this stage an extra peril makes an entrance. Roaming robotic spheres wander the corridors and these cannot be destroyed but may be disabled for a time. If this occurs while over a floor laser, the gun will be crushed by the weight of the falling robot, a useful ploy for removing the increasing number of these energy sapping modules.

At this very moment an asteroid containing an atomic bomb is hurtling towards Earth under my control.





In the studio the assembled gathering turned their gaze to one man, Colonel Dan Dare knew what he had to do . . .!! . . . they don't stand any more chance than Yorkshire do of bowling out Lancs!

At level five the floor and wall mounted lasers are supplemented by extremely lethal guns which fire rapidly and horizontally across the screen. These cannot be defeated and must be avoided before a blackout occurs.

Once a bomb has been activated Dan must find his way back to the asteroid's surface and relocate the Anastasia, Digby and safety. Will he succeed or will he have to destroy the Mekon first? The fate of the world is in your hands, chaps.

The standard of the programming for the Spectrum is a fine example of the skill of Dave Chapman in visualising the graphics designed by Martin Wheeler. The game is free from intrusive attribute problems and flicker, even though the on-screen action is often supplemented by an animated Mekon head uttering threats and pleas from a small monitor screen at the bottom right of the display.

The bottom left of the screen is reserved for status indicators of Dan's laser charge and energy level, as well as a clock readout of time remaining.

Locating the correct place for the lifts requries accurate positioning of Dan. This just become second nature if the time limit is to be overcome because he can use the lift to get out of sticky situations. While in transit via a lift he cannot be harmed by Treens, robots or lasers. Sometimes Dan's capture can help to move him closer to the control room than can be achieved by searching for the correct return route. The other advantage of capture is that the laser gun is automatically given a 50% re-charge if all of the re-energising modules have been used up.

The two hour limit means that Dan can only be allowed a maximum of twelve arrests if he is to complete any of the task. In practice this is much reduced because of the time ticking away while he searches the complex for the elusive bomb fragments and hidden doors to new levels.

The gameplay is simple enough to lull you into the mistaken belief that it will be a cinch to reach your goal very quickly. This is the hook which leads you to game after game and I spent hours of frustration when reviewing this dastardly fiendish game.

Looks like that Green Fiend has an entire complex on that rock.

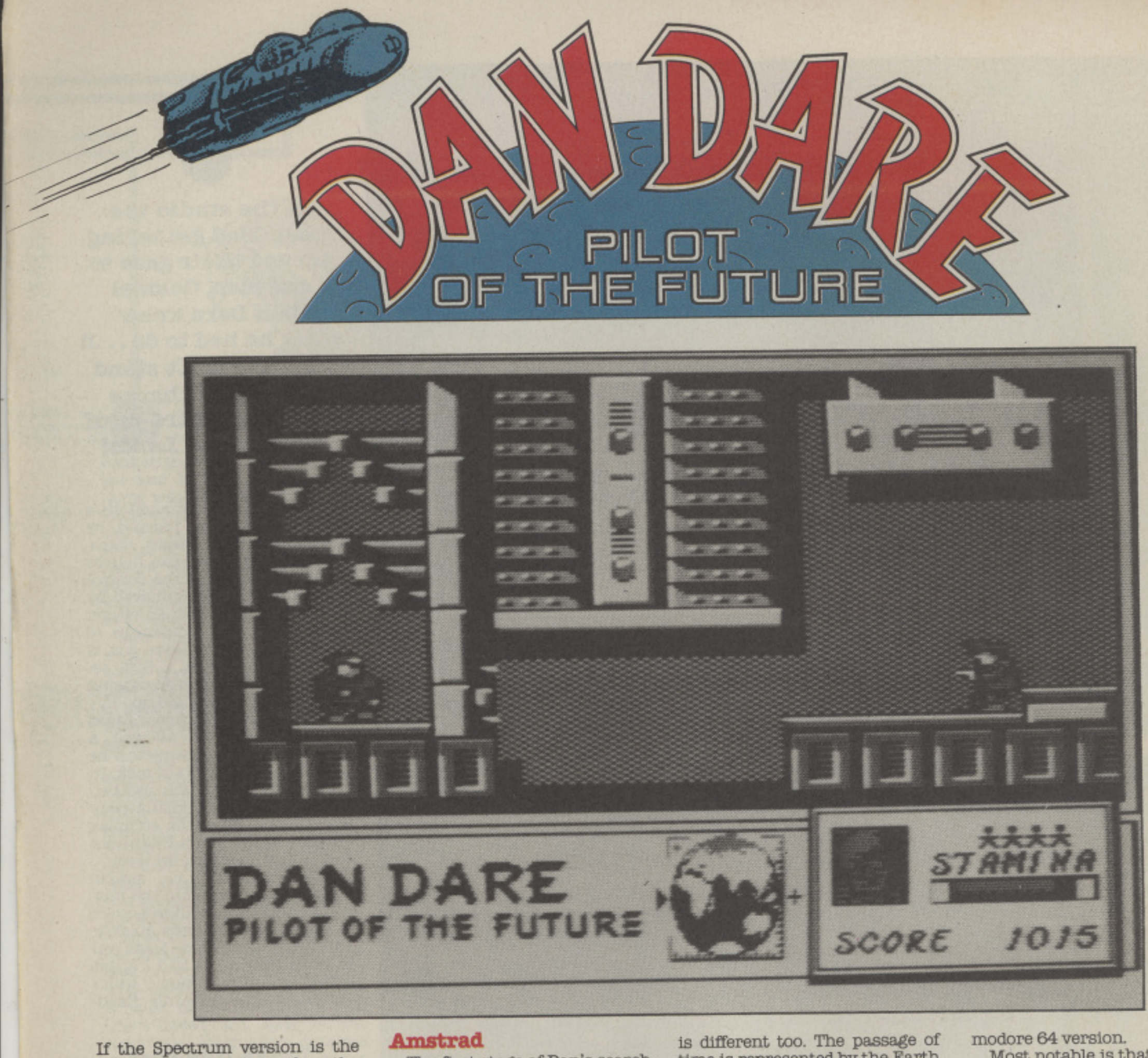
Unfortunately, Dan Dare's creator did not live to see his comic strip hero translated to the technology which he forecast would occur through his stories. The cassette insert carries a dedication to the memory of Frank Hampson who sadly died on 8th July, 1985. Few fictional heroes have weathered the ravages of time like Dan and although his language belongs to an era long since past, he will be remembered by a new generation of science fiction fans through the ingenuity of Virgin Games' Gang of Five programming team.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATINGS

Nova



If the Spectrum version is the basic Dan Dare game, then the Amstrad program is a variation around this theme with a meatier storyline.

Instead of finding the activators of the self-destruct mechanism, Dan has to find sections of a bridge which will allow him to rescue Digby and to reach the destruct button which will blow the asteroid into oblivion.

Mekons are everywhere on their anti-gravity platforms, often materialising behind the girders which criss-cross the inner workings of the asteroid. If Dan is not careful he may collide with a hidden Mekon or be caught by a surprise laser blast so he must proceed with extreme caution.

Amstrad

The first stage of Dan's search for bridge parts reveals the kind of problems which must be faced: bottomless caverns must be traversed under a hail of shots from wall-mounted guns, one false move and Dan will wake up in his cell.

For each bridge part correctly positioned, another door will open somewhere in the complex, just as in the Spectrum game, and from the second level the Mekons are supplemented by their Treen minions who tend to appear close to Dan as he emerges from a lift.

The graphics are much more complex, making full use of the Amstrad's sprite capabilities and colour and the status display is different too. The passage of time is represented by the Earth being gradually eaten away and messages are displayed in cartoon-style box inserts.

Unlike the Spectrum game Dan's energy cannot be recharged, making avoidance of injury a top priority. This evocation of caution is counterbalanced against the time limit, making the game harder to play. Progress was slower than in the Spectrum game and I shudder to think what perils lie in the levels which I've yet to reach.

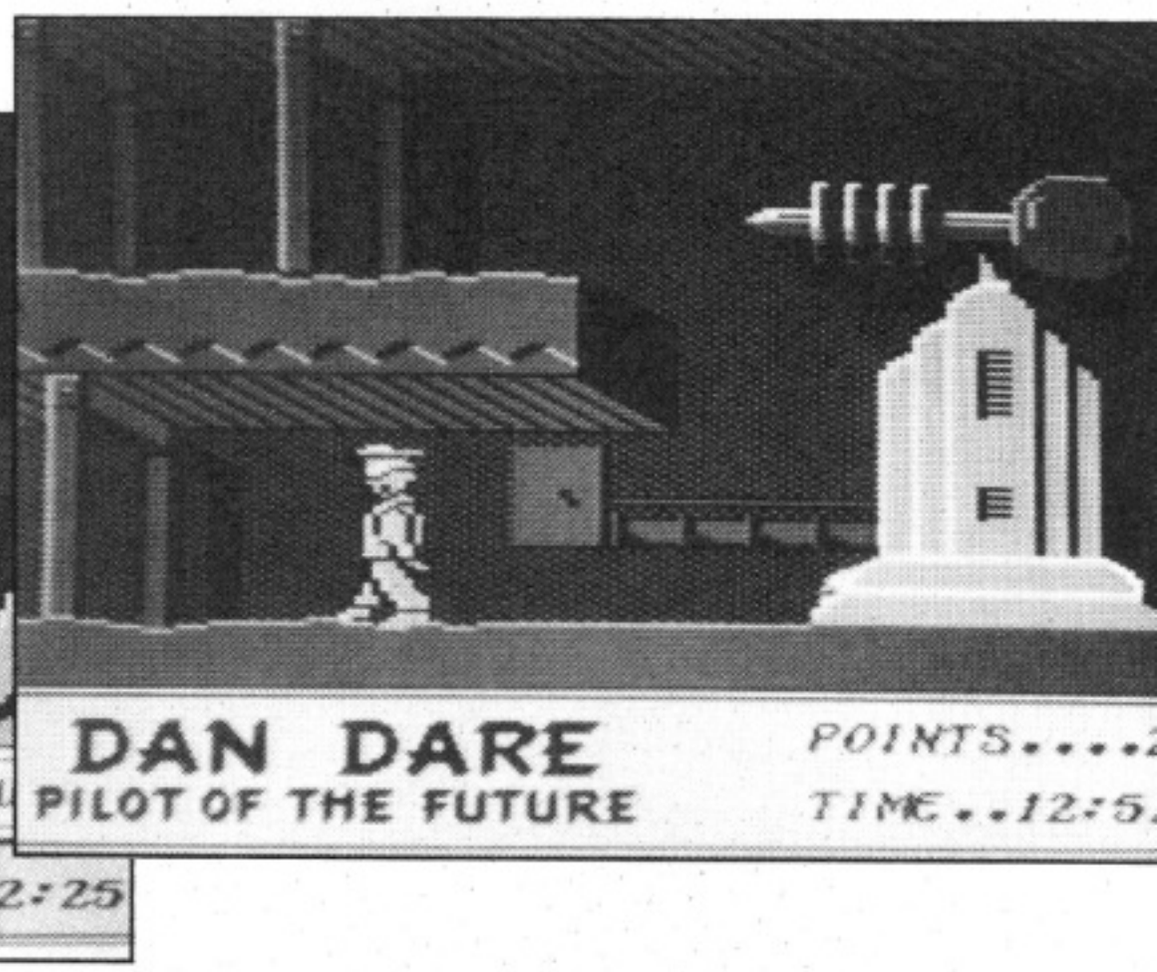
C64

The gradual development of the gameplay is accelerated out of all recognition in the Commodore 64 version.

Most notable is that the levels all provide a separate challenge and Dan has only his bare fists with which to protect himself.

The stairwells leading down to the asteroid's nerve centre have to be located and opened. This involves simple action adventure methods of finding solutions to such problems as how to open an electrified hatch, how to persuade Digby's alien pet, Stripey, to retrieve a torch from an inaccessible cavern and what to do with vines.

Actions are initiated via cartoon style flip over menus. Always flick through all of the options before proceeding because some of the choices are red herrings. For example, in a



darkened room Dan can try eating carrots to improve his night vision, but if this action is chosen the result is unsatisfactory but predictable.

During the execution of these Herculean tasks Dan often has to fight the Treens he meets on the way. One motto covers these situations: he who fights and runs away, lives to fight another day. If you can avoid combat then do so because Dan has limited energy and conservation is essential if the Mekon is to be defeated later in the game.

To enter the underground complex Dan must wear a sweaty Treen suit. Fortunately for him, this only has to be worn to get him past the entrance guards. Once underground Dan will shed this disguise and the search for his imprisoned friends Digby and Professor Peabody is on. At this point I could dwell on the foresight and liberal mindedness of Frank Hampson in giving a woman such an elevated position in society in the repressed atmosphere of his time . . . but I won't.

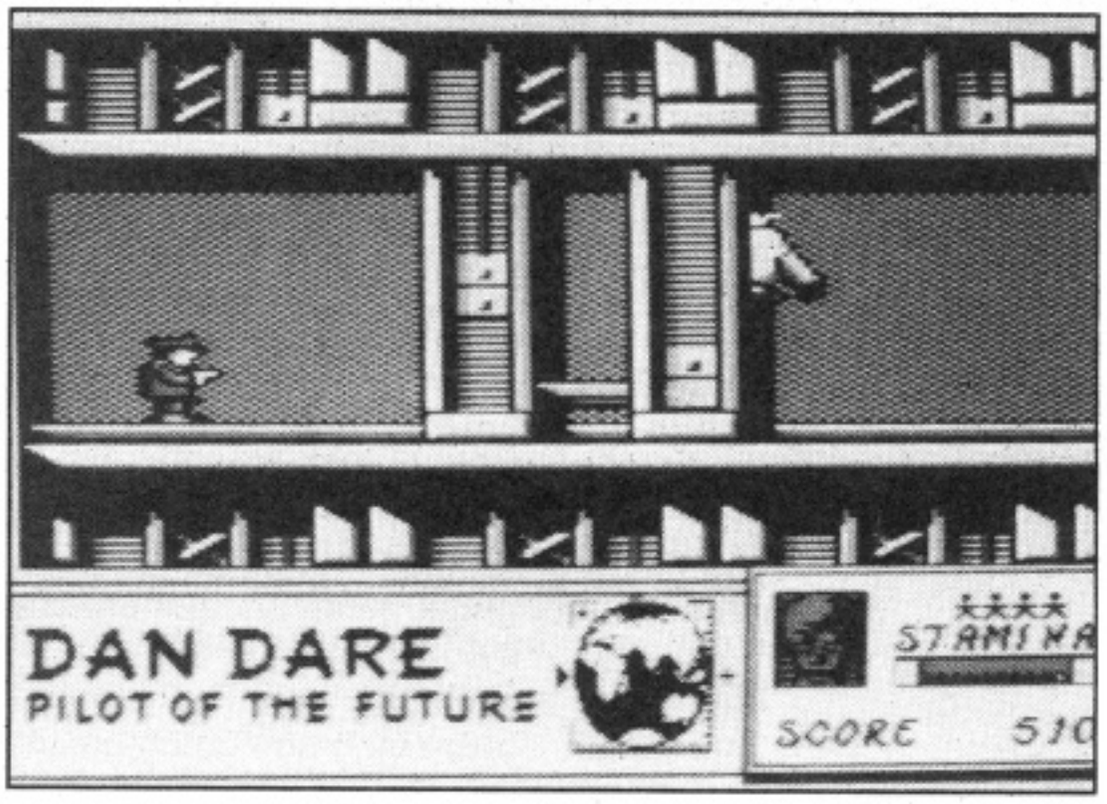
Once again the torch will be useful here and the graphics of the torchlit search of darkened rooms is a delightful piece of programming.

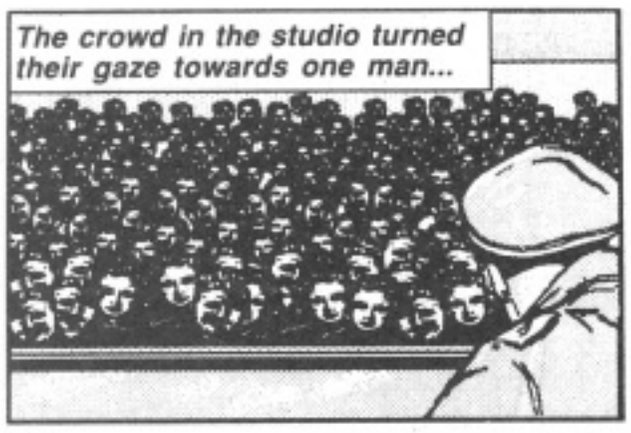
Some of the rooms are protected by locked doors which can only be opened by a suitable pass card. These are carried by selected Treens but the only way to find out which ones is to fight them to the end. To engage a Treen in the noble art of fisticuffs means approaching him until a scale appears on the screen. This shows the relative energy levels of the combatants and some Treens are stronger than others. Dan then indulges in a bit of fist fighting akin to the profusion of Martial Arts games and, with a bit of luck, he will overcome his adversary without losing too much energy.

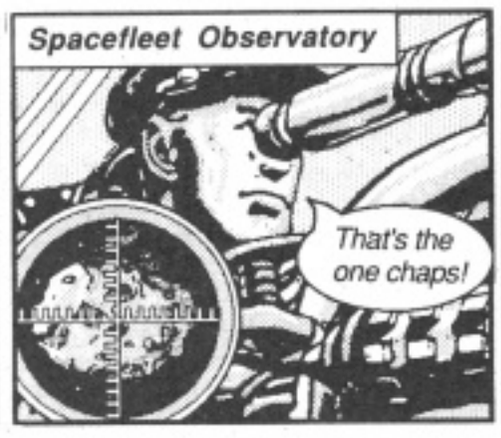
When the two cells have been located and unlocked, Dan can proceed to his next task which will open the door to the Mekon's room.

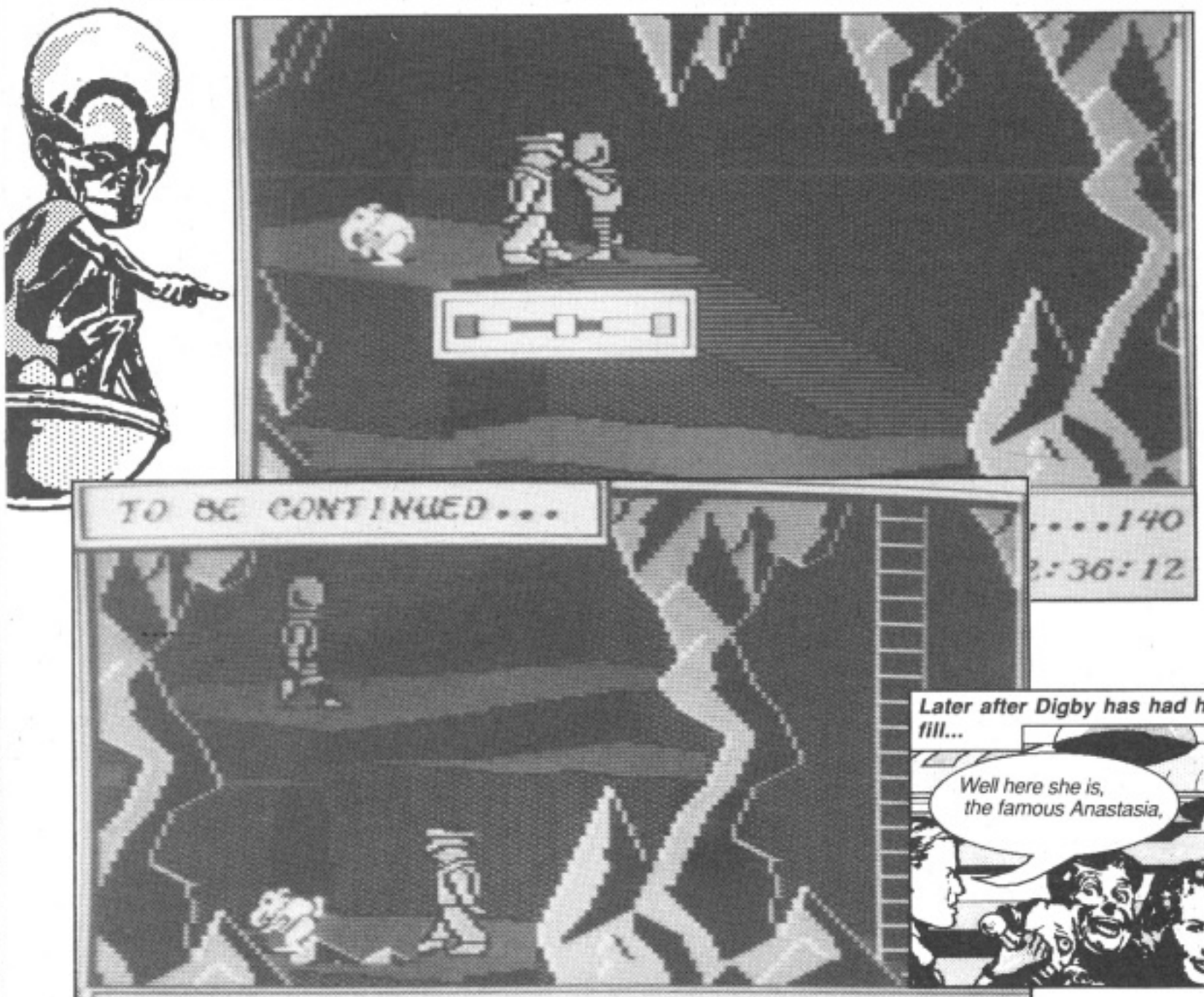
The door is protected by three computers which Dan must destroy with an outsize laser gun. The gun is too big to carry so he must channel the beam towards each computer in turn through special deflectors which can be directed towards them.

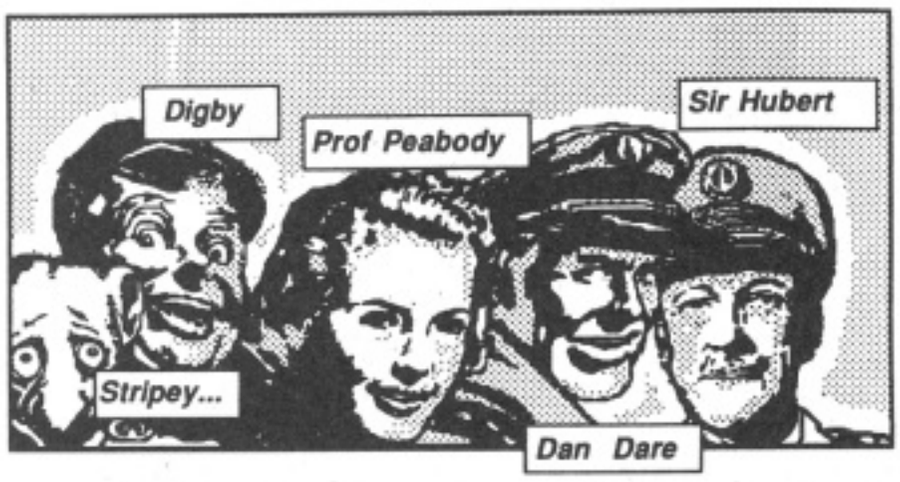
The deflectors are positioned at junctions in the underground gantry and Dan has to wander about making sure that the deflectors are all turned the correct











way or the laser will destroy them. Once again Treens will bar the way but they can be avoided with a bit of planning.

Completion of this section of the game is helped by careful mapping of the route which Dan takes, so that he can find the computer and return to fire the laser.

Once the computers are destroyed, not only does the Mekon's door open but also the destruct sequence commences. With time pressing, Dan must storm the Mekon's lair.

Inside his stronghold, the Green Fiend sits inside a protective bubble which can only be destroyed by Dan's sole weaponry — hand grenades. To throw these Dan must approach close to the Mekon's dome. As you might imagine, the Mekon won't take this assault kindly and he pitches all his efforts into the task of destroying Dan with bolts of pure energy.

To defeat the Mekon, Dan will need to hit with as many grenades as possible and this is where energy conservation will pay off. After much ducking and weaving, you may destroy the dome but the end of the asteroid base is nigh and Dan has to race for the surface with his friends. After saving the world he must now save himself.

This is no time to find that you've left a surface exit unlocked, so do your initial preparation carefully.

The 64 game is by far the most complex of the three versions and consequently less repetitious. The graphics are chunky and lend a cartoon strip quality to the game.

To try to compare the three games would be futile because few people have more than one computer to their name. The Spectrum and the Amstrad games are very like Impossible Mission but the influences in the C64 version are varied enough to negate direct comparison with anything else.

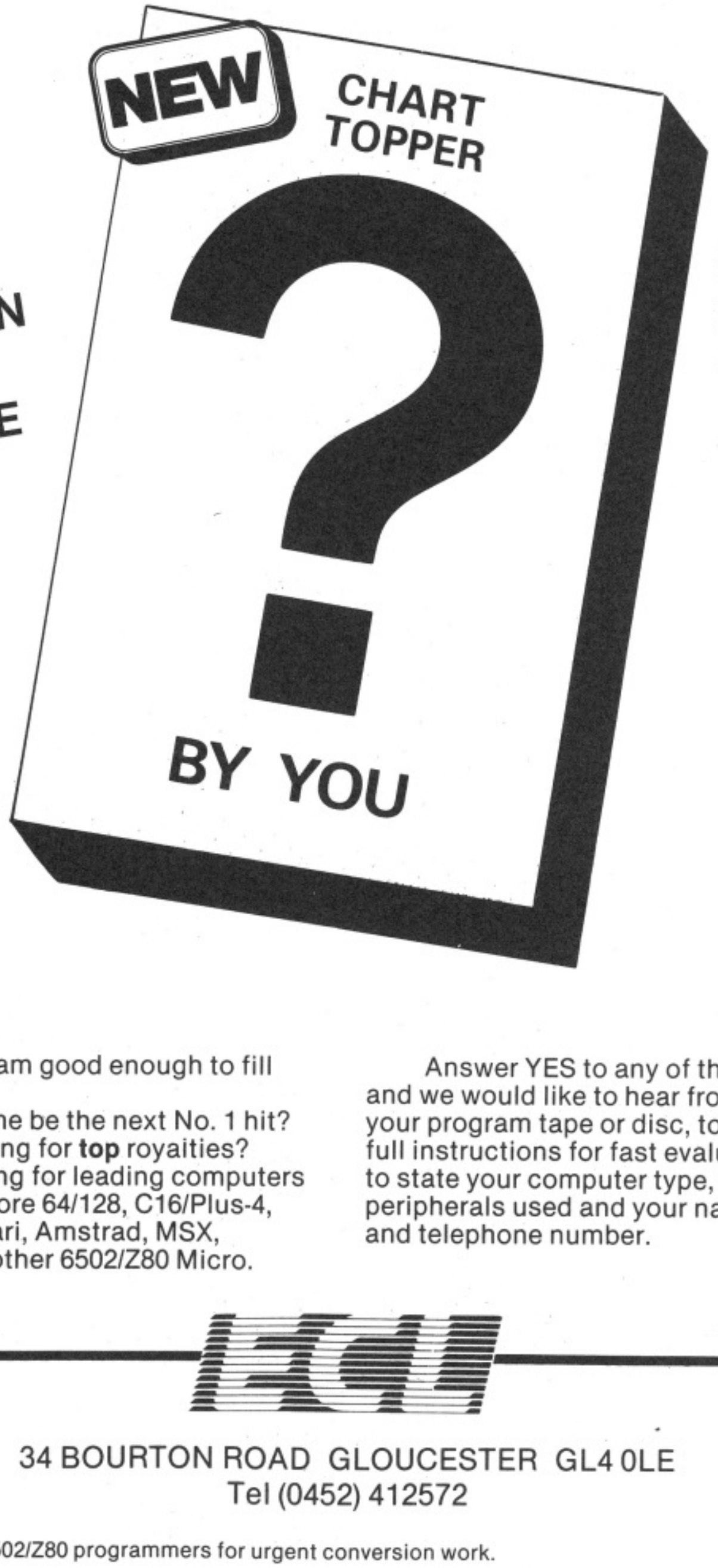
My only qualm is that the name of Dan Dare has been buried under copyright battles for some time. Will the name sell the game or must it sell on its own merits? My own feeling is that many gamers will find a copy in their Christmas stocking through the auspices of a sentimental streak in their parents or older relatives.

Title:	**Dan Dare**
Computer:	**Spectrum, Amstrad, C64**
Supplier:	**Virgin Games**
Price:	**£9.95 (cass)**
	£14.95 (Amstrad disk)

AMSTRAD		C64	
PLANET RATINGS		PLANET RATINGS	
Originality	●●●	Originality	●●●●●
Graphics	●●●●	Graphics	●●●●
Use of Machine	●●●●	Use of Machine	●●●●
Value for Money	●●●●	Value for Money	●●●●
STAR RATING	☼	STAR RATING	☼
Nova		Nova	

COULD THIS BE YOUR PROGRAM?

ARCADE
SIMULATION
STRATEGY
ADVENTURE



SPACE
SPORTS
WAR
ACTION

Is your program good enough to fill this spot?

Will your game be the next No. 1 hit?

Are you looking for **top** royalties?

Are you writing for leading computers such as Commodore 64/128, C16/Plus-4, BBC/Electron, Atari, Amstrad, MSX, Spectrum or any other 6502/Z80 Micro.

Answer YES to any of these questions and we would like to hear from you. Send your program tape or disc, together with full instructions for fast evaluation. Be sure to state your computer type, memory, peripherals used and your name, address and telephone number.

34 BOURTON ROAD GLOUCESTER GL4 0LE
Tel (0452) 412572

P.S: We are also looking for 6502/Z80 programmers for urgent conversion work.

MUSIC

by Mark Picford

Eat your heart out Jeff Minter. Here is a simple to use sound to light program in machine code for any ZX Spectrum. Play music into the ear socket on a Spectrum and watch the screen!

```
  1 REM by MARK PICFORD 1986
  5 CLEAR 29999: BORDER 0: PAPER 0: INK
 7: BRIGHT 1: CLS
 10 FOR f=0 TO 113: READ a: POKE (30000
+f),a: NEXT f
 20 FOR f=0 TO 77: READ a: POKE (31000+
f),a: NEXT f
 25 GO SUB 2400
 27 RANDOMIZE USR 31000
 30 DATA 33,15,88,6,11,197,84,93,19,6,1
6,205,106,117,203,191,203,159,203,167,20
3,175
 40 DATA 119,18,43,19,16,239,62,48,35,6
1,32,252,193,16,224,1,96,1,33,0,88,17
 50 DATA 191,90,126,18,27,35,11,120,177
,254,0,32,245,201,14,0,219,254,203,119,4
0,4
 60 DATA 203,193,24,2,203,129,219,254,2
03,119,40,4,203,201,24,2,203,137,219,254
,203,119
 70 DATA 40,4,203,209,24,2,203,145,219,
254,203,119,40,4,203,119,40,4,203,241,24
,2,203,117,121,201
 80 DATA 0,127,127,127,127,127,127,0,17
,88,255,33,24,121,1,8,0,237,176,62,2,205
 90 DATA 1,22,62,1,237,163,33,255,87,17
,0,88,1,191,2,62,0,119,1,192,2,62
 100 DATA 144,215,11,120,177,194,67,121,
1,9,0,118,11,120,177,194,79,121,58,8,92,
254
 110 DATA 32,202,100,121,205,48,117,195,
76,121,201,201
1000 BRIGHT 0: PAPER 7: INK 0: BORDER 7
2500 PRINT AT 0,0;"  PLAY MUSIC INTO THE
 EAR PHONE ";AT 1,5;"AS IF YOU ARE LOADI
NG.";AT 2,6;"MARK PICKFORD 1986";AT 3,6;
"PRESS BREAK TO QUIT": PRINT AT 21,0; FL
ASH 1;"          PRESS ANY KEY          "
2510 PRINT AT 4,1;"FOR A COPY HIT BREAK
AND";AT 5,5;"  THEN  GO TO 9999"
2700 PAUSE 0: INK 0: CLS
3000 RETURN
9999 SAVE "MUSIC"
```

Paris for breakfast, Tokyo for lunch and the Golden Gate Bridge for dinner.

Here's a switch. Instead of running from monsters, you *are* the monster.

Your choice of Godzilla©. The Glog. A Giant Tarantula. Mechatron Robot. Or others equally unsavory.

What's your favourite city? Paris? Tokyo? New York? London? How about Moscow?

Yeah. A nice little trip to eat the Kremlin would be pleasant. Or how about a daring rescue in the Big Apple. A bold escape near Big Ben. Or just gobbling up the Golden Gate for good.

But don't expect a warm welcome. Expect everything else those pesky humans can throw at you. Tanks.

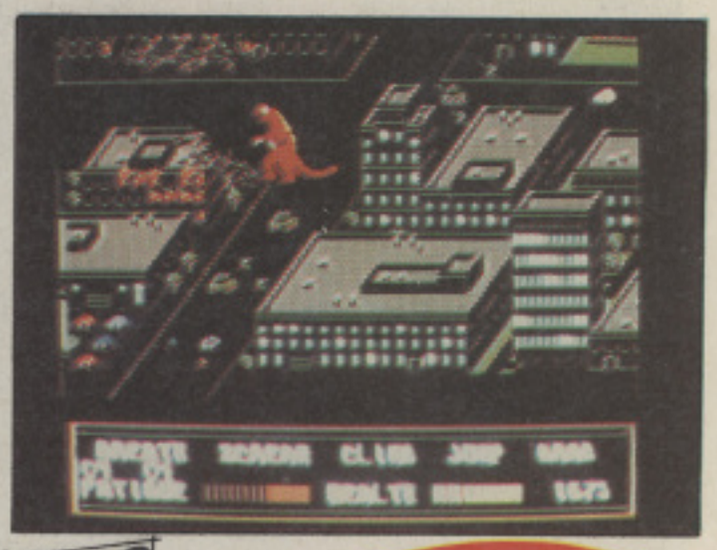
F-111 fighters. Cops. The Army, Navy, Air Force and Marines. Even a nuke now and then.

Stop complaining. You know very well you had it coming.

You monster you.

THE MOVIE MONSTER GAME™

Commodore 64 Disk **£14.99**
Cassette **£9.99**



PLUS

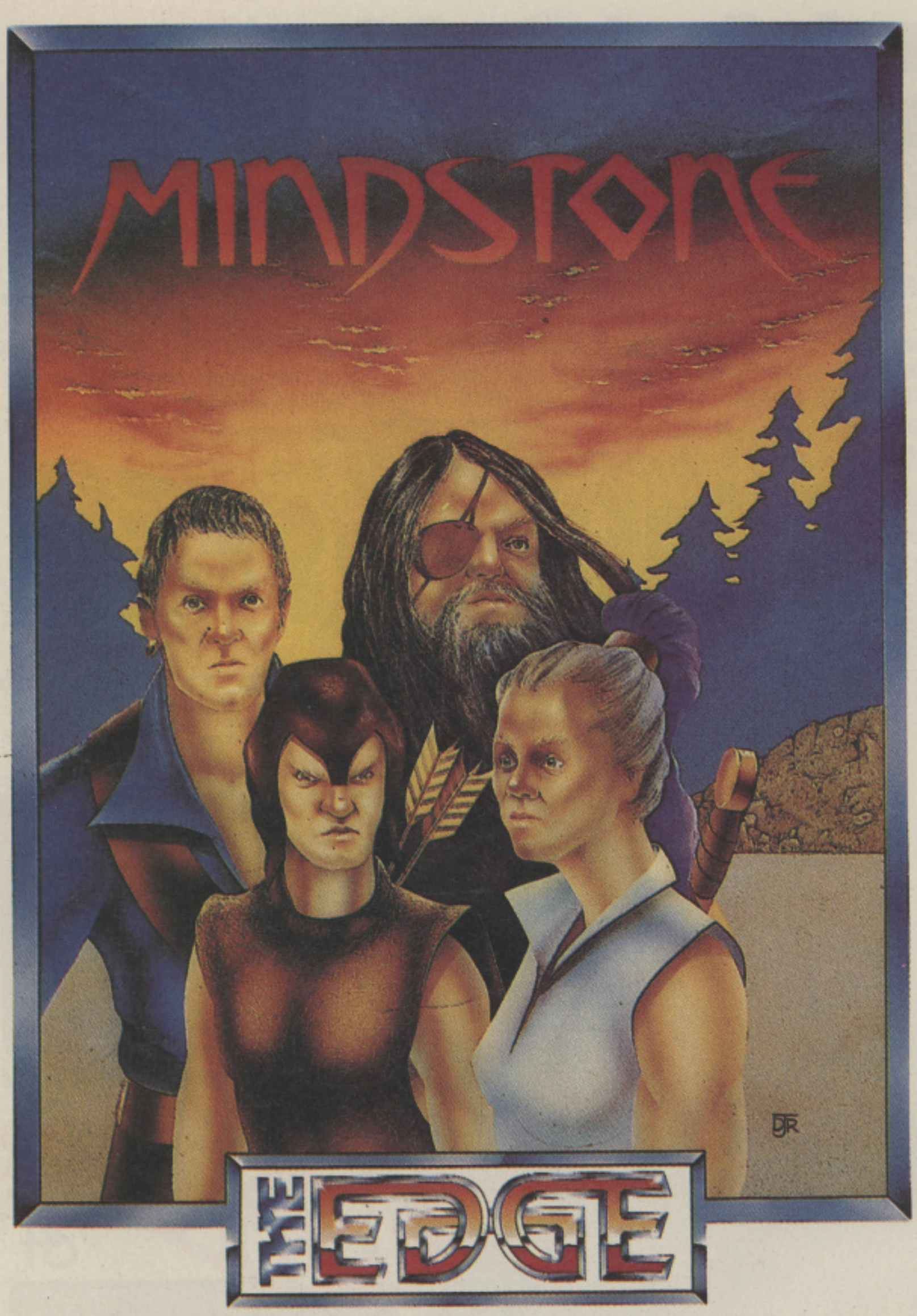
HotWheels 64

Commodore 64 Disk **£14.99**
Cassette **£9.99**

U.S. GOLD
An American Software

EPYX™
COMPUTER SOFTWARE

Epyx is a registered trademark No. 1195270
Screen shot from Commodore 64/128 version of game.



No-one knows the secret of the Stone but Gordon Hamlett looks over the Edge to see what's there.

Title:	**Mindstone**
Computer:	**Spectrum**
Supplier:	**The Edge**
Price:	**£8.95**

Second sons have a lot to be jealous about, especially if their father is the King and it is the first born who stands to inherit everything. It is therefore easy to see why Prince Nemesar started dabbling in the Dark Arts. It is also easy to say that King Jorma should have paid rather more attention to his son and less to affairs of state. Whether that would have stopped Nemesar from killing his mother in cold blood and stealing the Mindstone is doubtful.

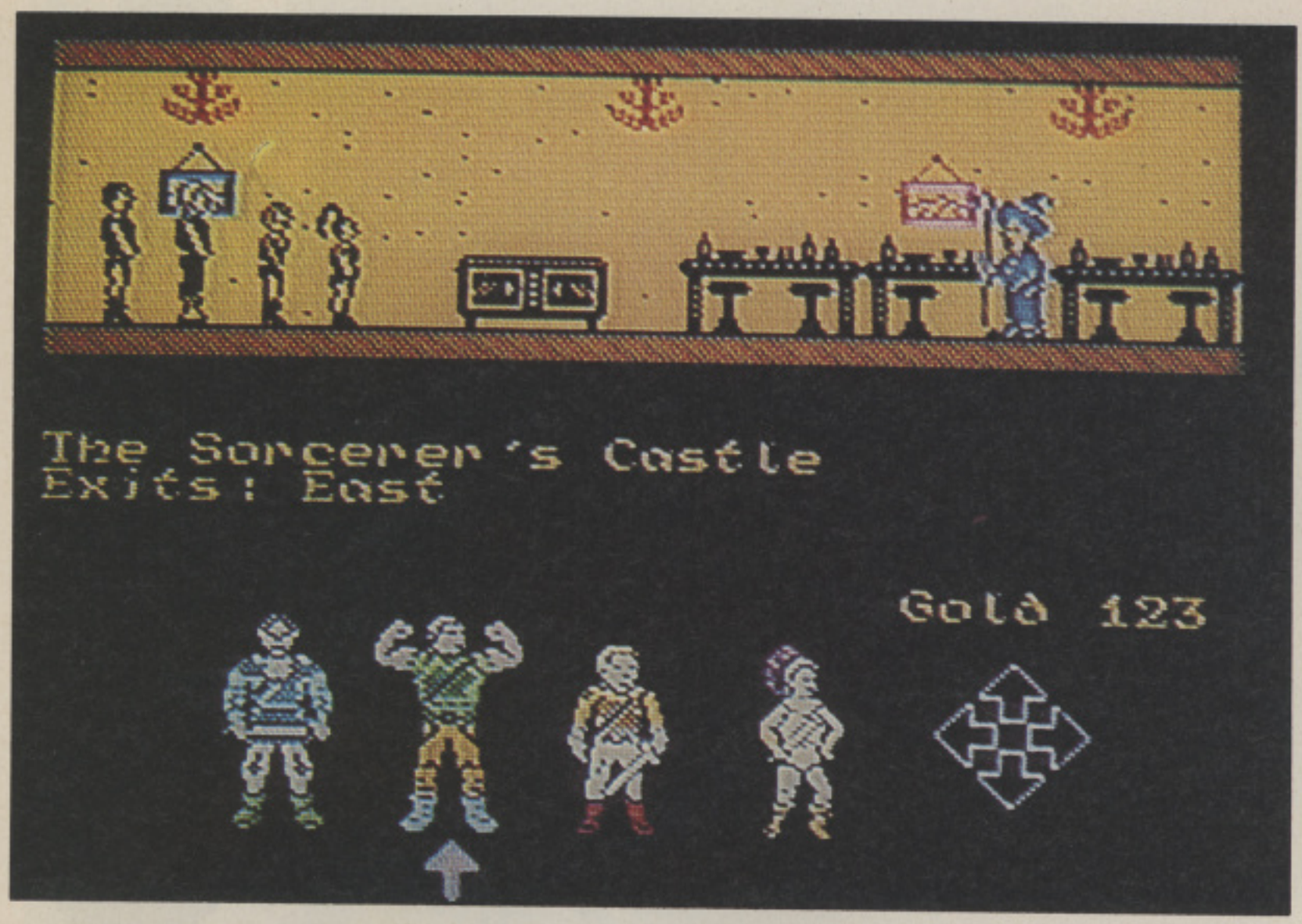
Such was the power of the Mindstone that several people, including Walpron the Wise, had visions of the future that chilled the very soul. King Jorma aged fifty years overnight and urged his other son, Prince Kyle, to do all in his power to find Nemesar and recover the Stone or else the lands of the Teia would be destroyed.

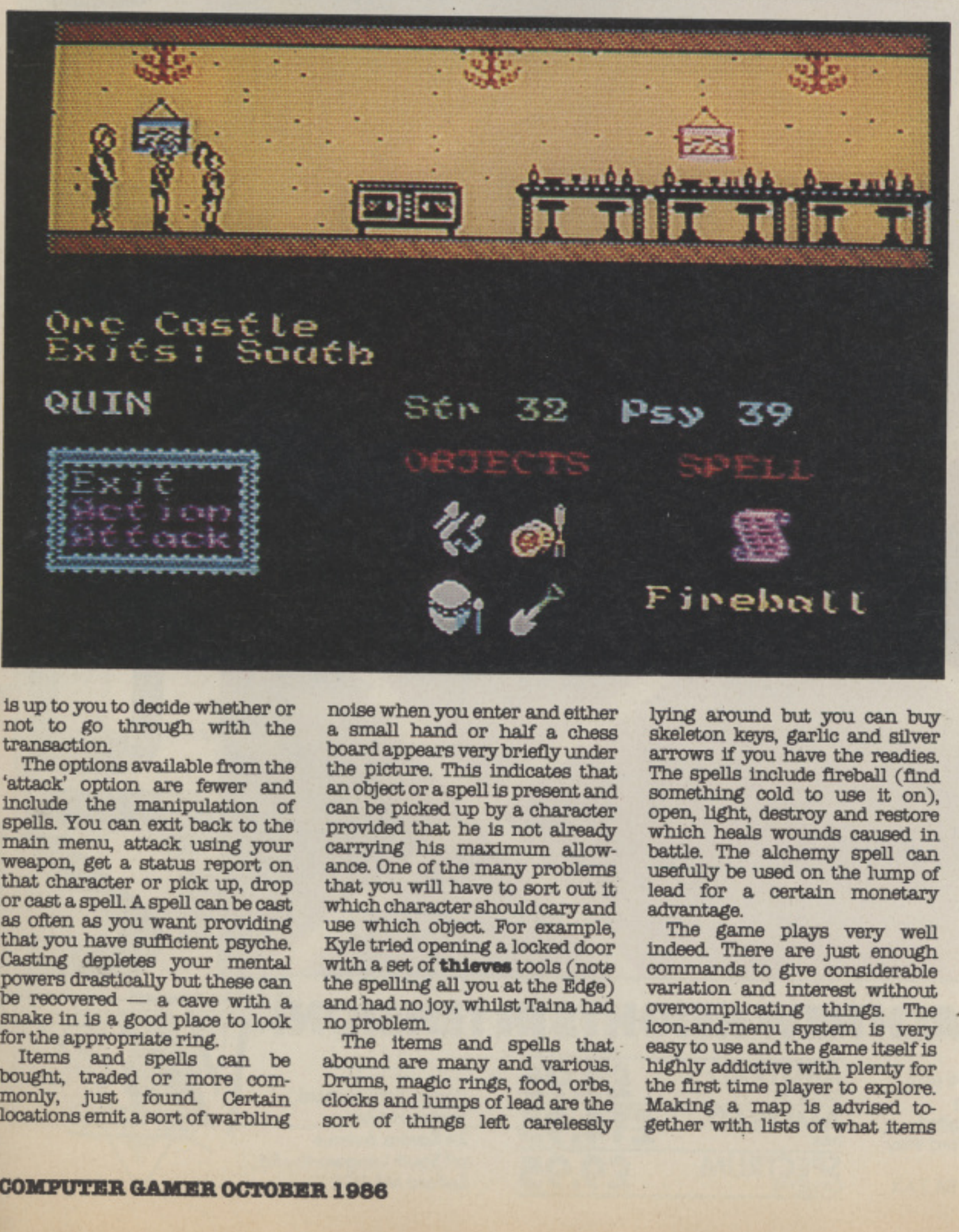
Nobody was sure what the origins of the Mindstone had been — a gift from the gods or part of the original fabric of the Earth itself. Others deemed it worthless but, nevertheless, it had remained in the hands of the rulers for centuries and each king in turn had used the Stone to promote wellbeing in the land and destroy evil. Now that it was in the hands of the forces of evil, Kyle was only too aware of what the consequences might be and it was with some trepidation that he set off on his quest with his three closest friends, Merel, Quin and Taina.

Mindstone is an icon/menu driven adventure in which you control the four main characters as you go about your quest. In order to succeed, you will need to fight battles, cast spells, haggle and trade with merchants and other travellers and maintain the health and strength of your party. The screen is divided into two main sections, the top third being a graphic illustration of your current location complete with some animation, whilst the bottom two-thirds is used for entering your commands. The animation is vaguely reminiscent of Valhalla with the four members of your party (or those still alive) on the left of the screen and any other characters on the right. Combat involves your chosen person walking slowly to the right and exchanging a few token hacks with his adversary. The graphics work well enough but can hardly be described as mind-blowing.

Controlling your party can be done in one of two ways. You can either use the keyboard which is the faster method or you can use the icons. As time plays no part in the game, I imagine that most people will prefer the latter method. The five icons are pictures of the four main characters and a compass. Selecting the compass icon is used for moving the party around (each location gives details of its exits) whilst selecting a character leads to a menu of potential actions. The initial choice is exit, action or attack and the second or third choices lead to further menus containing a wider choice of actions. When you select a character you are also shown pictures of any items and spells being carried (four and one maximum, respectively). There are two values that you should also keep your eye on. These are strength (useful for combat) and psyche (needed for spell casting).

The action menu gives you a list of twelve further choices — exit, drop, use, buy, trade, pick up, examine, meditate, look, drink, dig and eat. Most of these are self explanatory with the possible exception of meditate which is used to increase your psyche level, although you need to have a psyche ring to be able to use it. Examine describes any object present whilst look tells you about your surroundings including any other characters present and what they might be interested in. For example, a pixie may have something to sell you for 56 gold pieces (all gold is communal to the party) and it is then up to you to decide whether or not you want to buy (sight unseen), and if so, how much to offer. Your offer may then be accepted or rejected accordingly. If you meet a trader, he doesn't accept any old rubbish that you want to palm off on him, but requires a special item. Again, it





is up to you to decide whether or not to go through with the transaction.

The options available from the 'attack' option are fewer and include the manipulation of spells. You can exit back to the main menu, attack using your weapon, get a status report on that character or pick up, drop or cast a spell. A spell can be cast as often as you want providing that you have sufficient psyche. Casting depletes your mental powers drastically but these can be recovered — a cave with a snake in is a good place to look for the appropriate ring.

Items and spells can be bought, traded or more commonly, just found. Certain locations emit a sort of warbling noise when you enter and either a small hand or half a chess board appears very briefly under the picture. This indicates that an object or a spell is present and can be picked up by a character provided that he is not already carrying his maximum allowance. One of the many problems that you will have to sort out it which character should cary and use which object. For example, Kyle tried opening a locked door with a set of **thieves** tools (note the spelling all you at the Edge) and had no joy, whilst Taina had no problem.

The items and spells that abound are many and various. Drums, magic rings, food, orbs, clocks and lumps of lead are the sort of things left carelessly lying around but you can buy skeleton keys, garlic and silver arrows if you have the readies. The spells include fireball (find something cold to use it on), open, light, destroy and restore which heals wounds caused in battle. The alchemy spell can usefully be used on the lump of lead for a certain monetary advantage.

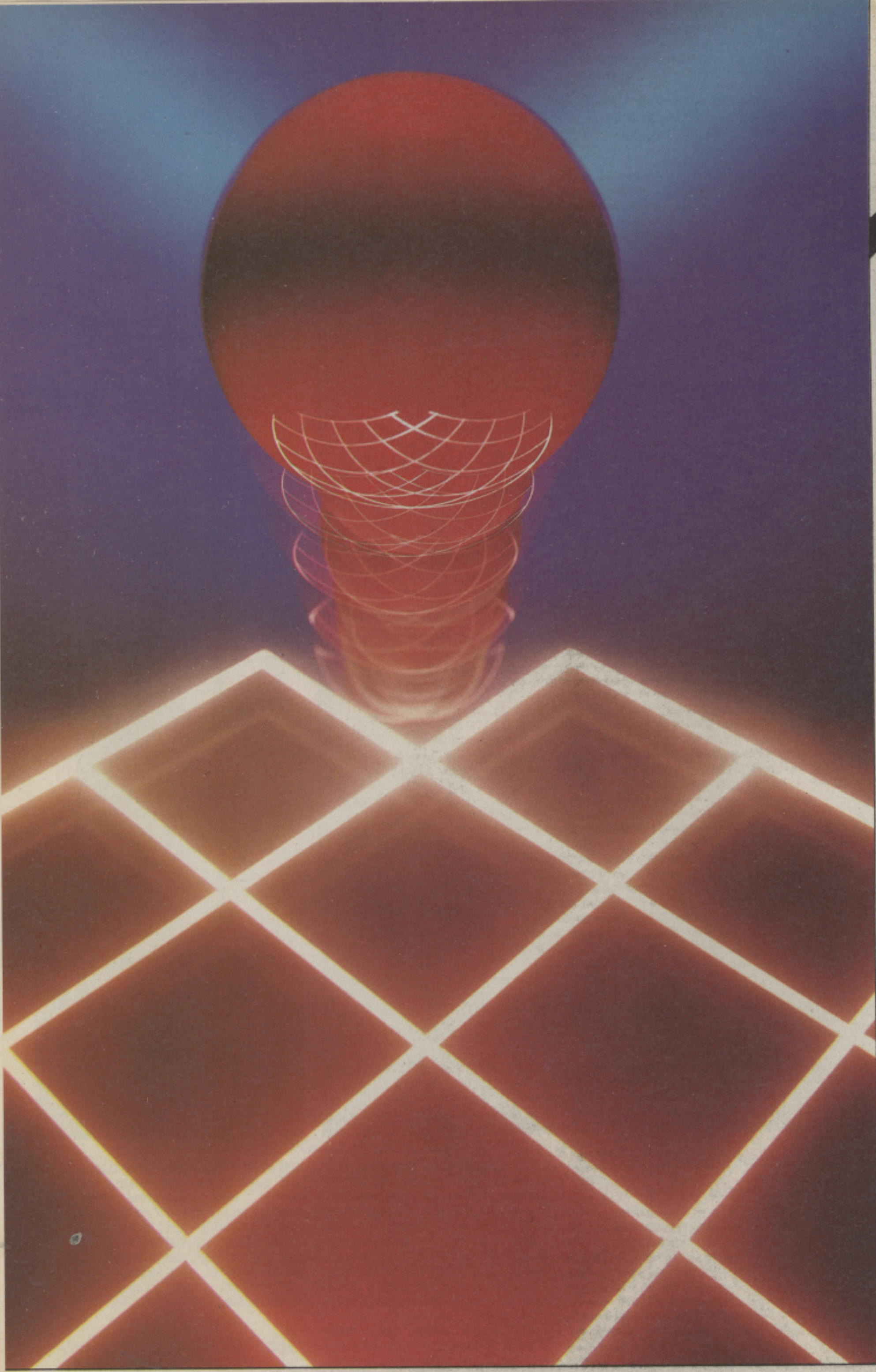
The game plays very well indeed. There are just enough commands to give considerable variation and interest without overcomplicating things. The icon-and-menu system is very easy to use and the game itself is highly addictive with plenty for the first time player to explore. Making a map is advised together with lists of what items are where. Not everything has a use and there are plenty of people and creatures just waiting to rip you off or trade a really valuable item for something which proves to be a red herring. A brilliantly executed game which will appeal to adventurers and non-adventurers alike.

PLANET RATINGS

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

STAR RATING

Nova



REVOLUTION

...REACH NEW HEIGHTS IN TENSION!

U.S. GOLD — All American Software®

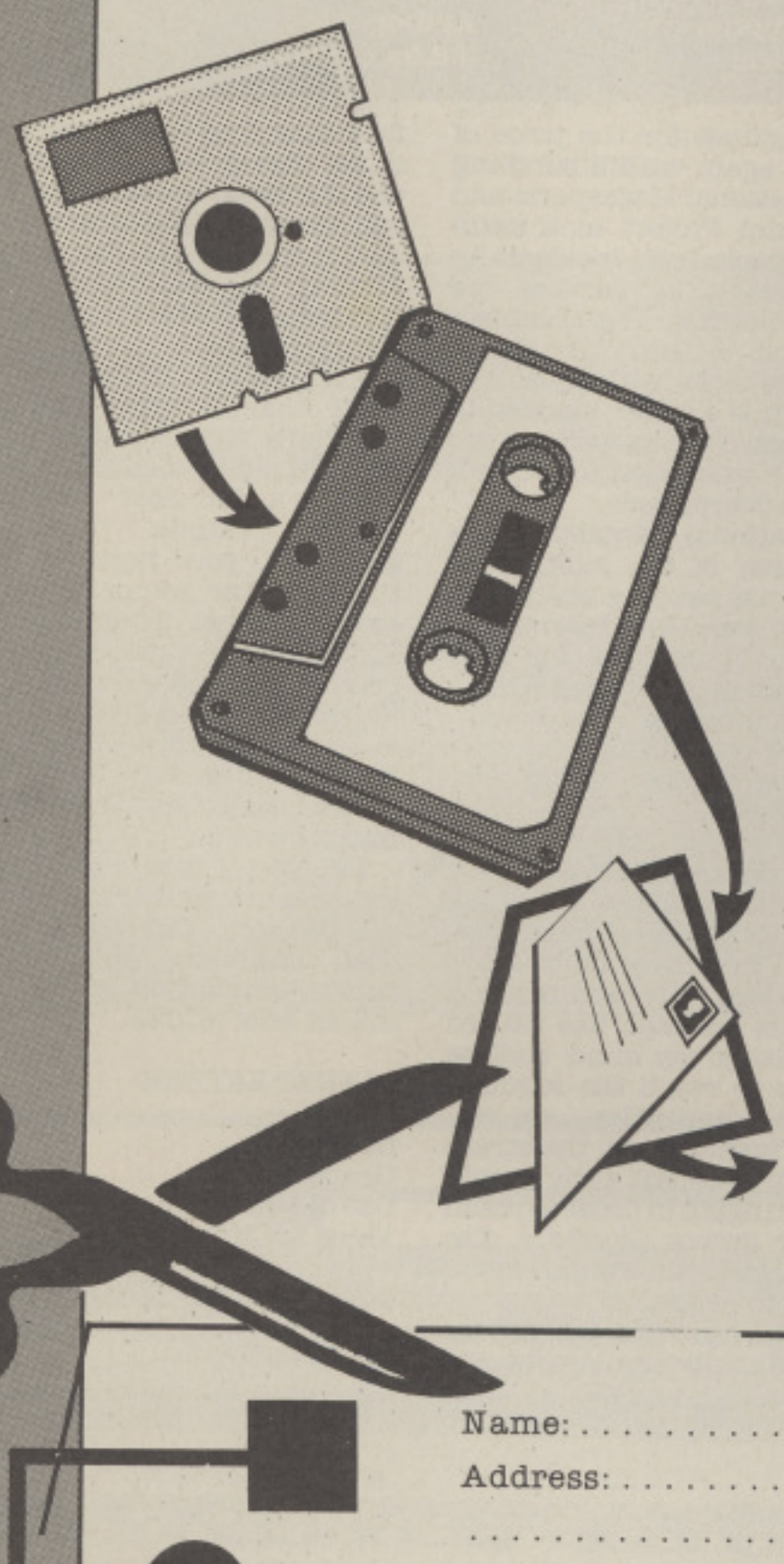
Manufactured and distributed by
U.S. Gold Limited
Unit 2/3 Holford Way
Holford
Birmingham B6 7AX

AMSTRAD CASSETTE	£9.95
AMSTRAD DISK	£14.95
SPECTRUM CASSETTE	£9.95

Vortex Software Ltd.,
Vortex House
24 Kansas Avenue
off South Langworthy Rd.,
Salford M5 2GL

Vortex SOFTWARE

PROGRAM SUBMISSIONS



Ever wanted fame and fortune in one of Britain's leading computer magazines?

Do you think that anything that you have programmed is up to our standards?

We are looking for programs to publish for the following machines: Commodore 64, VIC, C16, Plus/4, Spectrum, Oric/Atmos, Atari 400, 600XL, 800, 800XL, 65XE, BBC, Electron, Amstrad and TI-99/4A (BASIC or Extended).

All programs should be recorded on tape as many times as possible and at the most reliable baud rate (where applicable). No printed listing is necessary as we can do our own except in the case of the TI-99/4A where a listing produced on a computer printer is absolutely necessary. No handwritten or typed listings are acceptable.

Any tape must be clearly marked with the program name your name, the machine it is intended for, and your address.

Documentation should run to our normal style with a description and introduction to playing the game and how the game works.

Documentation should be typed on one side of blank A4 paper with double spacing between lines and a wide margin.

We pay well for all listings published.

If you want to send us your program then fill in the form. And send us the tape, documentation, coupon, and an SAE if you want it returned, to the following address:

Computer Gamer Program Submissions
1 Golden Square, London W1R 3AB

And write the name of your computer on the back of your package.

Name: .....

Address: .....

.....

.....

.....

Telephone: .....

Computer type: .....

Computer model: .....

Program name: .....

Additional details: .....

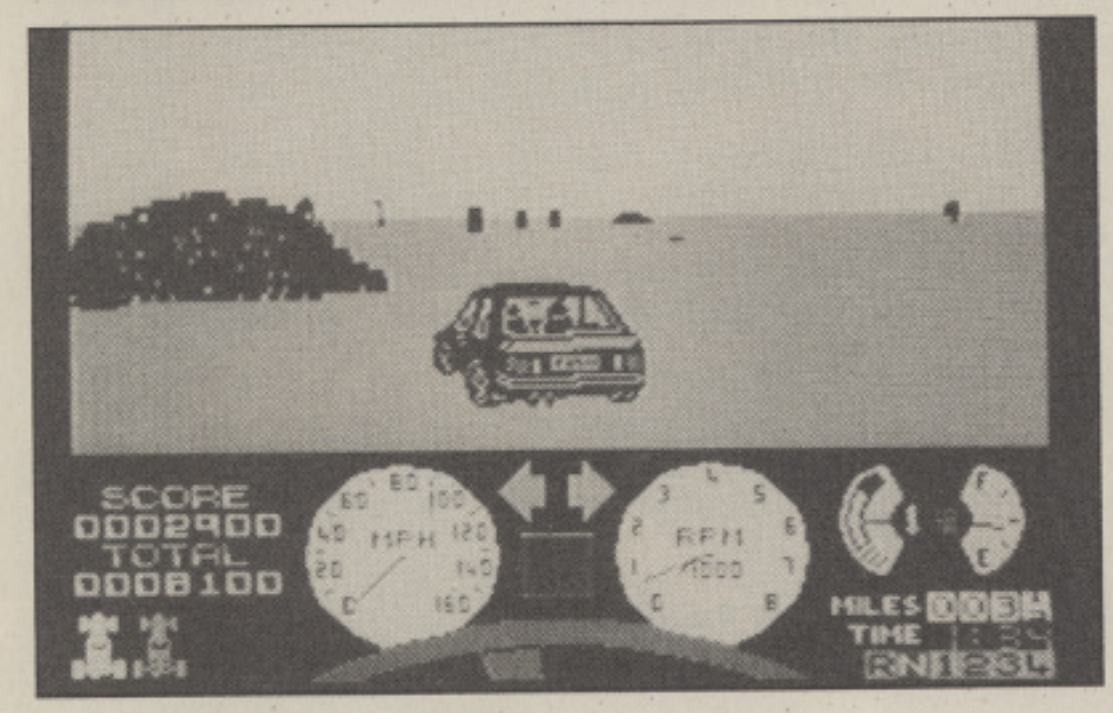
.....

.....

.....

SPORTS REVIEWS

Title:	**Nightmare Rally**
Computer:	**Spectrum**
Supplier:	**Ocean**
Price:	**£7.95**



Really driving makes a pleasant change from the endless number of racing games and Ocean have produced a visually exciting game.

The race is against time over several stages and terrains and weather conditions which range from clear to dense fog. Night sections are also included which means care must be taken not to bump into the trees and other obstacles which block your path.

The route you take is up to you, but there are sections in each stage marked out by flags which gains you extra bonus points if you stick to the corridor they provide.

The graphics are superb, giving a rear view of your rally car travelling through a landscape which looks to me like a vast African plain. Trees are plentiful in certain areas but spaced sufficiently to allow you to slalom your way through. Other obstacles include obelisks, cones and hills.

You often have a choice of driving around the trees and obelisks or if you gain enough speed you can leap over them to grab extra bonus points. Hitting a hill will cause the car to somersault which also adds handsomely to your score but if you hit a tree or an obelisk you have to reverse away and lose precious time.

Speed is not always desirable, especially when there's a river to cross. Hit a river at more than 20 mph and you're in trouble. The penalties you amass result in the car changing colour and you lose two colours if you hit the water at speed. When the car turns red beware your next collision will probably be your last.

An occasional pi-shaped gate can be beneficial. If it has any effect at all, driving through will increase your acceleration and top speed, hyperspace you to the start of a stage or make you go so fast that you can pass through obstacles. Some of the stages are so long that the latter possibility is the only way you'll succeed in getting through the stage without running out of petrol.

Surprise effects are given if you find a standing stone or a pulsating iris in your path.

The screen has the car speedo, rev counter, fuel and temperature gauges displayed beneath the action windows. Between the speedo and rev counter there are two arrows which indicate the correct direction to travel between the flags.

This is especially suitable if vision is restricted by fog or at night. There are two variations on the game depending on whether you prefer manual or automatic gear changes. Choosing manual means you have to watch your dashboard carefully for over revving and overheating.

Apart from the visual appeal of this game, you also get a lot more to think about than in any other car race that I've seen. **E.D.**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

Nova

Title:	**Twin-pack**
Computer:	**BBC Model B**
Supplier:	**Audiogenic**
Price:	**£8.95 (tape)**

It's two games for the price of one time again with a bundling of International Megasports and The Gemini Project in a twin-cassette pack; both incidentally also available as part of the larger collection, The Complete BBC (tape: £19.95). As is increasingly usual with these collections, it is a smart marketing ploy to get you excited at the bargain — even together I think these are overpriced.

International Megasports is yet another of the multi-event sport games causing shelves in computer shops to groan under the weight of numbers this year. Not a patch on Tynesoft's Winter Olympics topseller, this is closest in feel to Alligata's Olympic Decathlon, another disappointing package.

A full range of events is offered: running, skeet shooting, long horse, archery, hurdling, high jump and long jump. Personally, I find these multi-event games a real bore and nothing about this package has caused me to change my mind: endless practices to reach the required level for competition, no real sense of involvement, the strain of having to repeat early events again and again in order to reach the later events (surely a disc version with an option menu ought to be available?).

Graphically, this is average for the genre and compulsive sports fans may find this of interest. I think this is not, however, the one sports compilation to buy if you are only going to choose one, and not even the game's good humour and flashes of humour can triumph over its essentially boring nature.

The Gemini Project, on the other hand, is really dire. Playing like a sophisticated version of a type-it-in magazine game, this is a dull Star Trek game where, despite interesting graphics, you have to plod through star sector after star sector trying to track down Klingons — now there's an original game idea. The galaxy is represented by a grid and there is a small window showing the Enterprise, a star background and whatever nasties are lurking in the area.

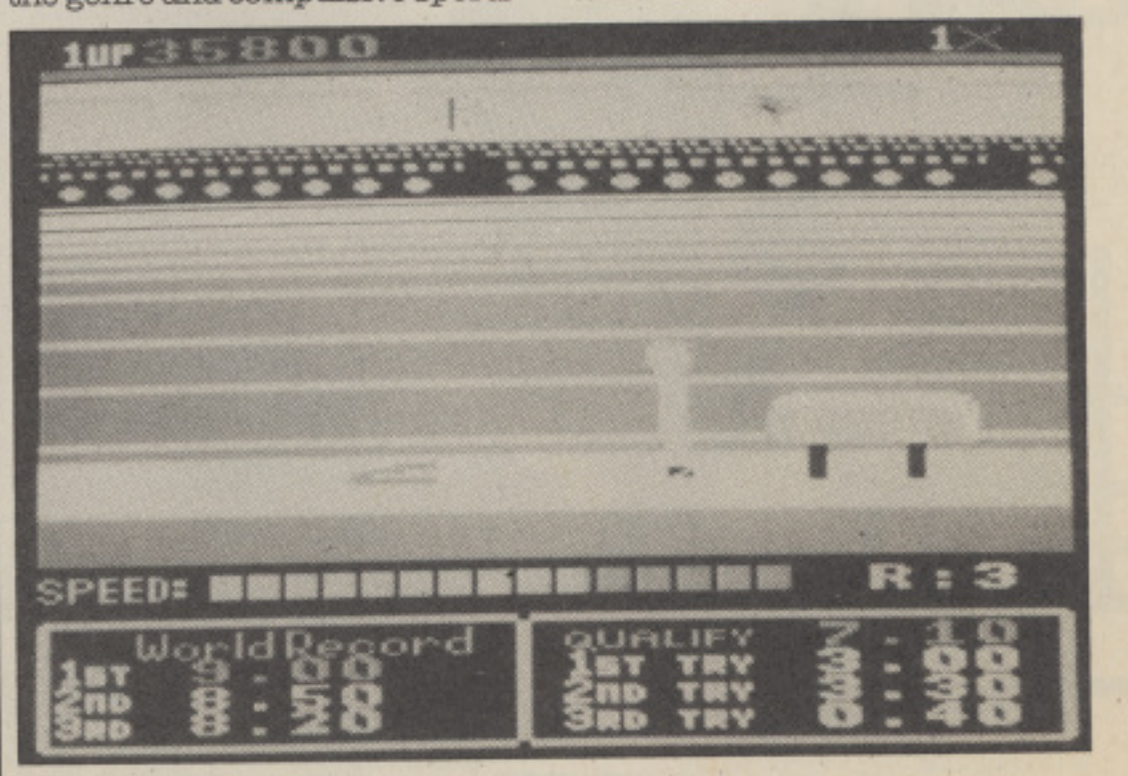
This is not worth playing unless you are catatonic by nature and the best I can say about it is that, assuming you want a sports simulation game, then this at least is 'free'.

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of Machine	●●
Value for Money	●●●

STAR RATING

White Dwarf



REVIEWS

Title:	**Olympiad '86**
Computer:	**Spectrum**
Supplier:	**Atlantis**
Price:	**£1.99**

This is an Olympiad with the emphasis on limp. Even at a low price it's disappointing, especially when Daley Thompson's Decathlon is available on a compilation tape.

The events, in order of play, are weight lifting, canoeing, 200m sprint, skeet shooting and discus. You start off with three chances, so if you fail in the first three events you won't get a chance at the last two. This is why I can't comment on all of the games and I can't say I care.

The gameplay is rudimentary. In the weight lifting and 200m there is a clock dial with a hand whizzing round. When the pointer reaches the top you have to press a key and this determines your success. Well that's the theory at least. In practice I found that the maximum point was offset from the top of the dial and with just one chance at the weight lifting this is a serious handicap.

The canoeing event is merely a dodgem game. As you progress down the course you have to steer through rocks. The canoe is controlled by pressing a key to go left or right and it's very, very dull.

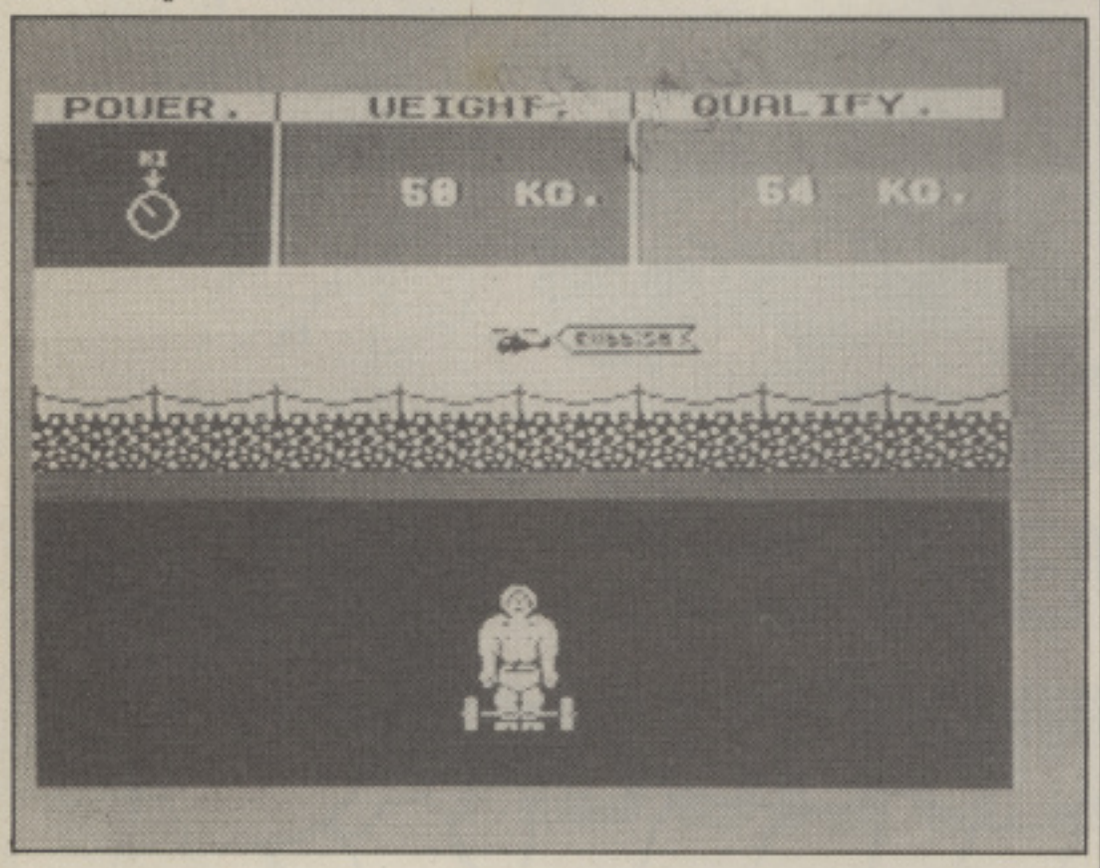
The game is a rudimentary attempt at a sport simulation and it will probably sell very well — if Video Olympics can top the charts, anything can! **E.D.**

PLANET RATINGS

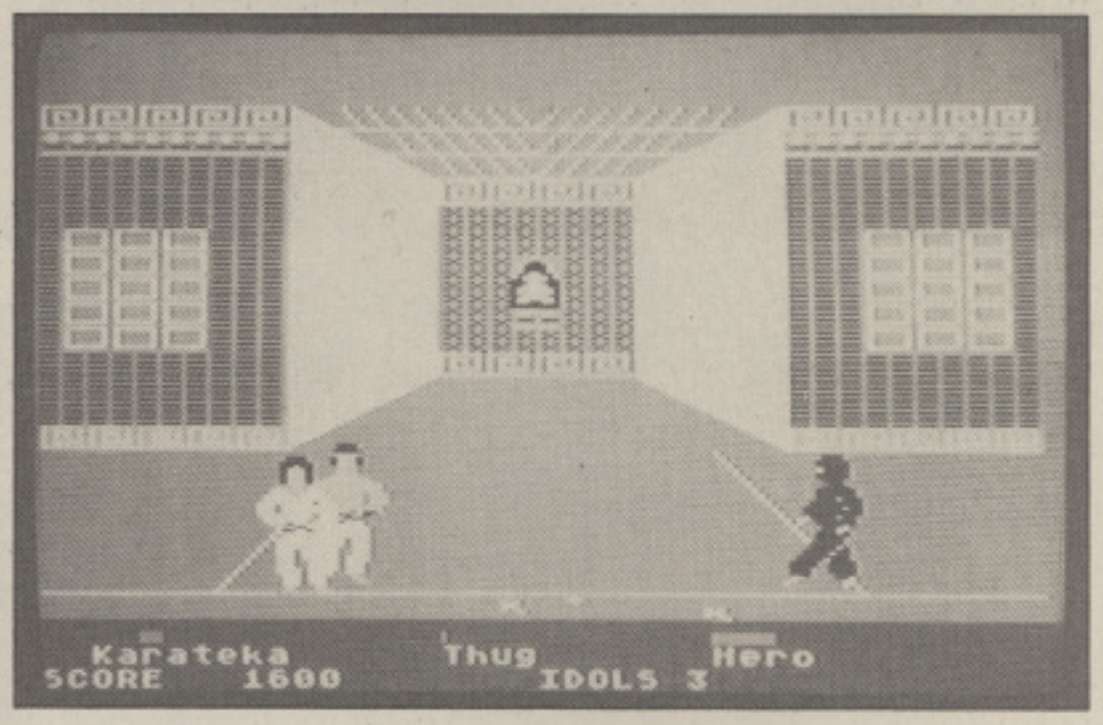
Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Black Hole



Title:	**Ninja**
Computer:	**Atari**
Supplier:	**Entertainment USA (Mastertronic)**
Price:	**£1.99**



Aaaarrgggh! Yet another martial arts game — but this one's for the Atari, and it is also very good and a bit more playable than all the rest.

The plot (as such) has you trying to rescue the Princess Di-Di who is a prisoner in the palace of pearls — of course in the palace there are various heavies who will try their level best to do extremely nasty things to you.

Of course you are armed to the teeth with the ability to throw daggers, Ninja stars, and use your Samurai sword as well. On top of this is the usual extremely complex 16 way control system on the joystick that lets you punch, chop, and kick your way through all opposition.

The setting is based on a house with different rooms and many floors. As you rise up the building the number of baddies in each room also rises. In each room you may also find some daggers, Ninja stars, or a gold idol. These last pieces also boost your energy — much needed after a hard battle.

As you encounter a baddy his energy is put up on the screen so that you can see how he is faring compared to you, the type of baddy is also printed up so you know how good he is probably going to be.

The graphics are extremely good and the animation is equally impressive, as is the sound. For £1.99 you cannot go wrong with this game — even if you usually find combat games completely boring. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Red Giant

Title:	**International Karate**
Computer:	**Amstrad**
Supplier:	**Endurance Games (System 3)**
Price:	**£6.50**

Yet another boring karate game. This one is no different from a million other karate games except for the different graphical backdrops depicting different cities and places around the world.

The game is a straight head-to-head contest with a judge and some not very oriental music playing in the background.

Endurance Games can probably think up a dozen reasons why this game is better than all the other combat games on the market — but I can't. Mind you it isn't any worse.

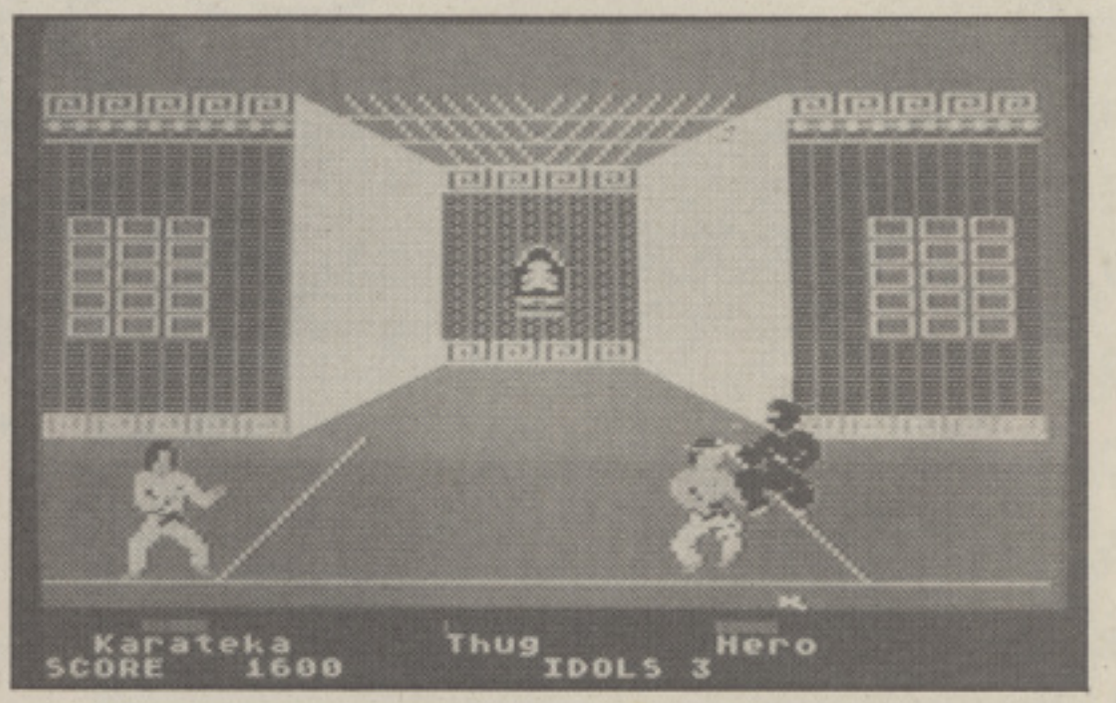
All these oriental types — they all look the same to me . . .

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Nebula



AVOID THE MONSTER RUSH FOR THE NEW

ZX MONTHLY COMPUTING

Please begin my subscription(s) to ZX COMPUTING MONTHLY with the ..... issue.
I enclose my cheque/postal order for £ ..... made payable to Argus Specialist Publications Ltd.
or debit £ ..... from my Access/Barclaycard No.
valid from ..... to .....

NAME (Mr/Mrs/Miss) .....

ADDRESS .....

Postcode .....

Signature .....

Date .....

Please use BLOCK CAPITALS and include post codes

SUBSCRIPTION RATES

£15.00 for 12 issues U.K.
£18.00 for 12 issues Overseas Surface Mail
£61.20 for 12 issues Overseas Airmail

Send this form with your remittance to:
INFONET LTD., Times House, 179 The Marlowes, Hemel Hempstead, Herts. HP1 1BB.

AND THEY CALL THEMSELVES ADULTS!!!

The times they've left you at home because 'you're not grown up' or 'not old enough to come to the pub' and look what they get up to when they get there! Here's your chance to find out what it's really like in those smoke filled haunts of adulthood. The opportunity to see how good you are at these ADULT?? games.
Why let the mums and dads have all the fun. Pub Games can be a laugh for everyone.

PUB GAMES

a compilation of

BAR BILLIARDS · DOMINOES
DARTS · TABLE FOOTBALL
POKER & PONTOON
BAR SKITTLES

£9.95

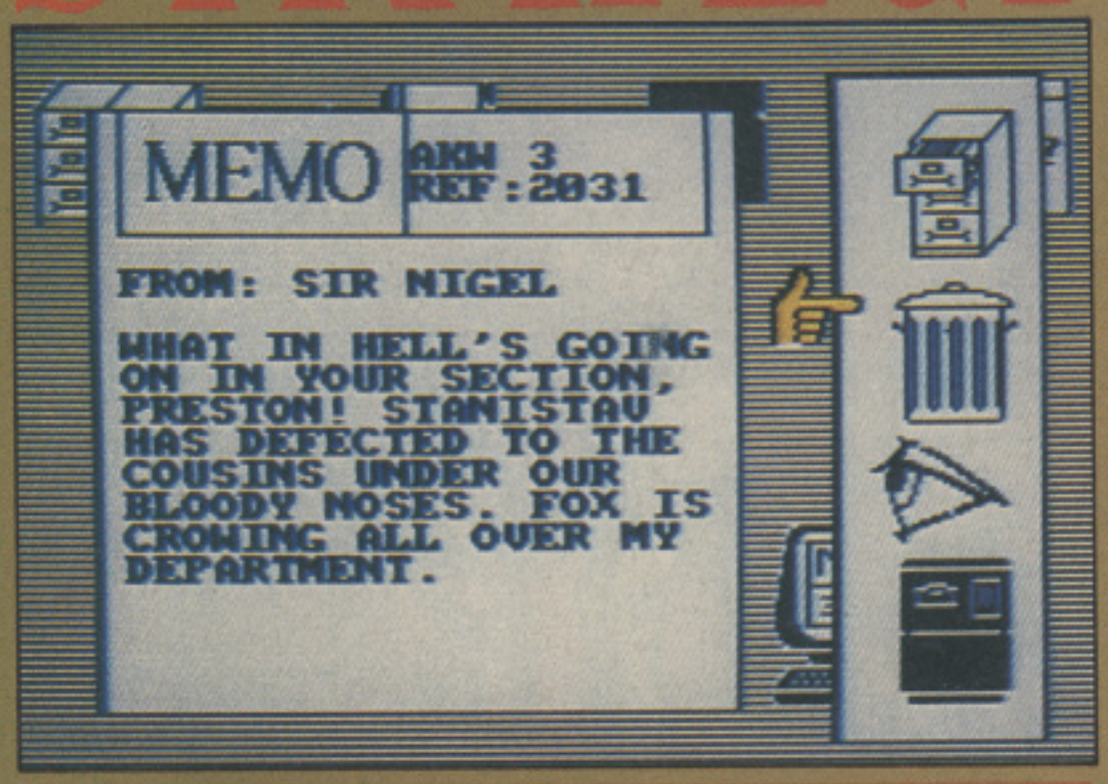
available on

Commodore 64/128 ▪ Spectrum 48K ▪ Amstrad
Available soon BBC ▪ MSX

Alligata Software Ltd., 1 Orange Street,
Sheffield S1 4DW.
Tel: (0742) 755796

· ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK ·

STRATEGY



Title: The Fourth Protocol
Computer: Amstrad
Supplier: Century

One of the best adventure games ever written has at long last been converted to the Amstrad! Based on the book of the same name by Frederick Forsyth, The Fourth Protocol plunges you into the murky depths of Intelligence work. If you thought that being a spy was all glamour like James Bond, then think again. You play the part of John Preston, an investigator with MI5. You have just been promoted to Head of Security when the news breaks that certain top NATO documents are being leaked and you must follow up the case with all possible speed.

As the story develops, it becomes apparent that the Russians are trying to explode a small nuclear device in Britain just before the general election. By blaming it on the Americans, it is hoped that enough people will switch their votes and elect a left wing government who will then ally with the Russians and withdraw from Nato.

The game loads in three parts and is entirely icon driven (unlike the previous versions). Part 1 starts with you sat behind your desk surrounded by VDUs, telephones, charts and filing cabinets. Information arrives on your desk via memos, reports, sitreps (situation reports) and phone messages but you must also dig out extra clues from the various files if you can access them.

One of the nice things about the game is that you are not just concerned with your main case, but are still responsible for all other security. So, you get messages to investigate this bloke or that who has been acting 'a bit funny recently'. You must look into this promptly even though you suspect it is nothing but a red herring or else your assessment will drop rapidly. You can assign watchers to suspects in order to find out what they are up to and balancing who watches whom is a nice tactical struggle as you frequently have several people under observation at any given time.

The game is not without its touches of humour either. At one stage, you get called out to install security locks in Hut 17 and your natural inclination is to stick locks on everything and get on with more important matters. Do that and a terse memo lands on your desk a couple of days later stating that whilst toilet rolls may be a security item up in London, they are not down here so please come and remove the locks from the loos!

If you succeed in persuading the Big Chief who the traitor is and how he was recruited, you are given a code which allows access to the next part of the game.

Part two sees you chasing round the country trying to find the location of the bomb. You need to find money and passes as you follow up leads all round the country. The icons allow you to talk to someone, use an object, move, wait and look, as well as utilities allowing you to save your current position. Part three is the SAS assault on the building where the bomb is stored. You command the team and must eliminate the KGB agents with your weapons before finding and defusing the bomb — a geiger counter and some information gleaned from the earlier parts of the game will come in useful here.

The Fourth Protocol comes complete with dossier of information and jargon helpful to spies as well as three one-time pads — a system of codes that you will need to use in order to be able to access files at Blenheim (consult your own telephone file for the number). The game plays superbly. The icons are very easy to use and mean that you don't have to go searching for the right word or phrase and the atmosphere created really gives the feel of a harassed man working desperately against the clock. Highly recommended.

P.S. So is the book if you haven't read that yet. **G.R.H.**

PLANET RATINGS

Originality
Atmosphere
Difficulty
Value for Money

STAR RATING

Super Nova

Title: Johnny Reb II
Computer: Spectrum, C64, Amstrad
Supplier: Lothlorien/APS
Price: £8.95

Probably because it is the only real bit of history that the Americans have had, the Civil War is one of the best documented struggles anywhere. It was also one of the most bitter struggles of recent times with feelings, pro and anti slavery, running high on both sides. Brother against brother, blue against grey, Johnny Reb against Billy Yank.

Rather than take any particular battle for their subject, Lothlorien have produced a basic skirmish with a strong Confederate force attempting to break through Union lines who will receive reinforcements during the course of the battle. Apart from the three basic skill levels, there is also ample scope for rearranging troop strengths and scenery as you see fit so that you have a limitless supply of variations on the basic theme. Other variables include one or two player options and invisible movement for the enemy until he is within viewing distance (one player only).

All commands and options are icon or menu driven and the system is very simple to use. There are four different types of unit — infantry, cavalry, artillery and supply units. Typical orders for the infantry include 'continue executing a previous order', move, fire, charge and dig in. Amongst the factors that you will have to consider are how battle seasoned your troops are and how high the unit's morale is. Morale is affected by losses, the presence of other troops (or a supply wagon) nearby and other units in retreat etc. If the level of morale drops too much, the unit may disrupt and desert.

Like all of Lothlorien's current crop of wargames, Johnny Reb II is easy to control yet challenging to play. The use of icons makes it ideal for beginners and the fact that it is a skirmish rather than a full blown battle also helps. I find it easier to relate to small units rather than entire armies. My only quibble is that I couldn't find a way to quit or save a position in the middle of a game. Also, maybe a slightly expanded instruction booklet giving more background material and concentrating more on the playing side rather than the construction side of the game would have added to its enjoyment. **G.R.H.**

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Red Giant

REVIEWS

Title:	**Trivial Pursuit**
Computer:	**Amstrad**
Supplier:	**Domark**

At last. The original, unadulterated, and only slightly abridged (in the same way that Genghis Khan was only slightly barbaric!) Trivial Pursuit.

The packaging is very similar to the original game in style and colouring, which makes it extremely identifiable on the shelves. In the package are minimal instructions — it assumes that you can play the game as there is no hint of how to for the uninitiated, and two tapes. On one tape is the game, the other contains the extra questions.

New 'Uniload' question packs will be available in the future, including Young Players, Genus II, and Baby Boomer.

The game itself is a computer moderated version of the parent game with added music and visual questions. The presentation and handling of the game is excellent and the little extras such as showing a room with a little character in it asking you the questions. The clock in the room is working, the level meters on the tape deck in the corner of the room really work (in stereo!) when a music question is used. Likewise, he pulls down a projection screen and dims the lights for a visual question.

An excellent game living up to the Trivial Pursuits ethos with some added dimensions as well.

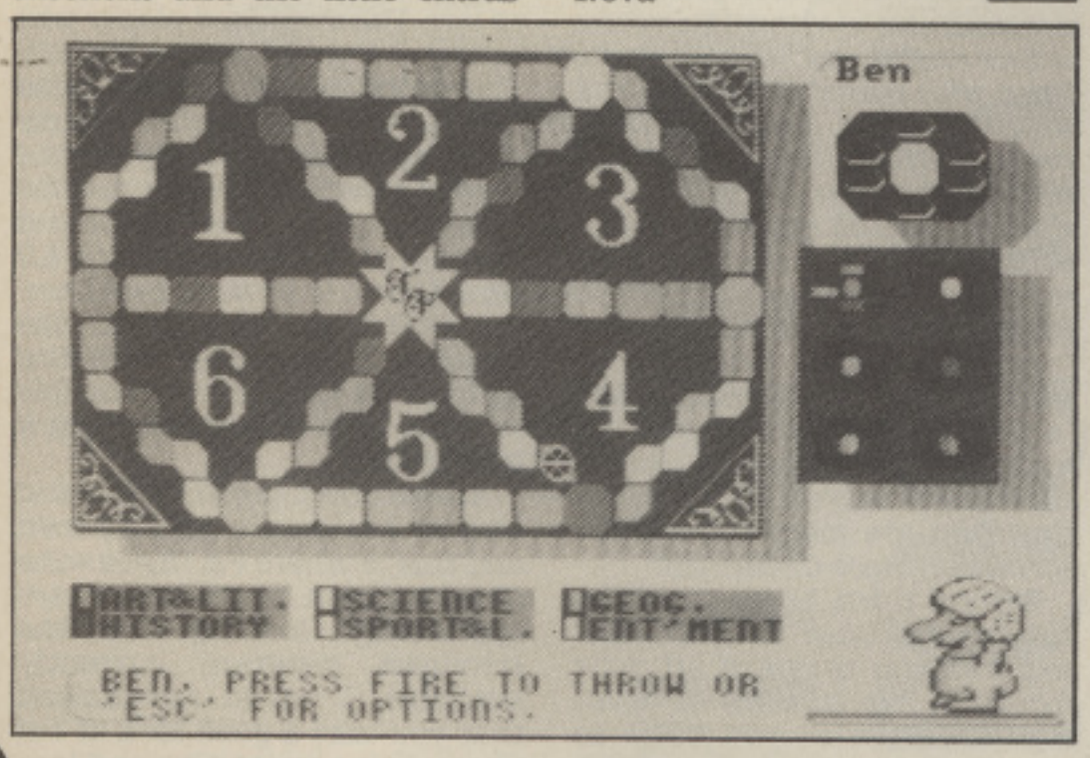
With so much excellent software around this Christmas, it will be interesting to see who's number one. Perhaps . . . **M.D.R.**

PLANET RATINGS

Originality	●●
Graphics	●●●●●
Use of Machine	●●●●
Value for Money	●●●

STAR RATING

Nova

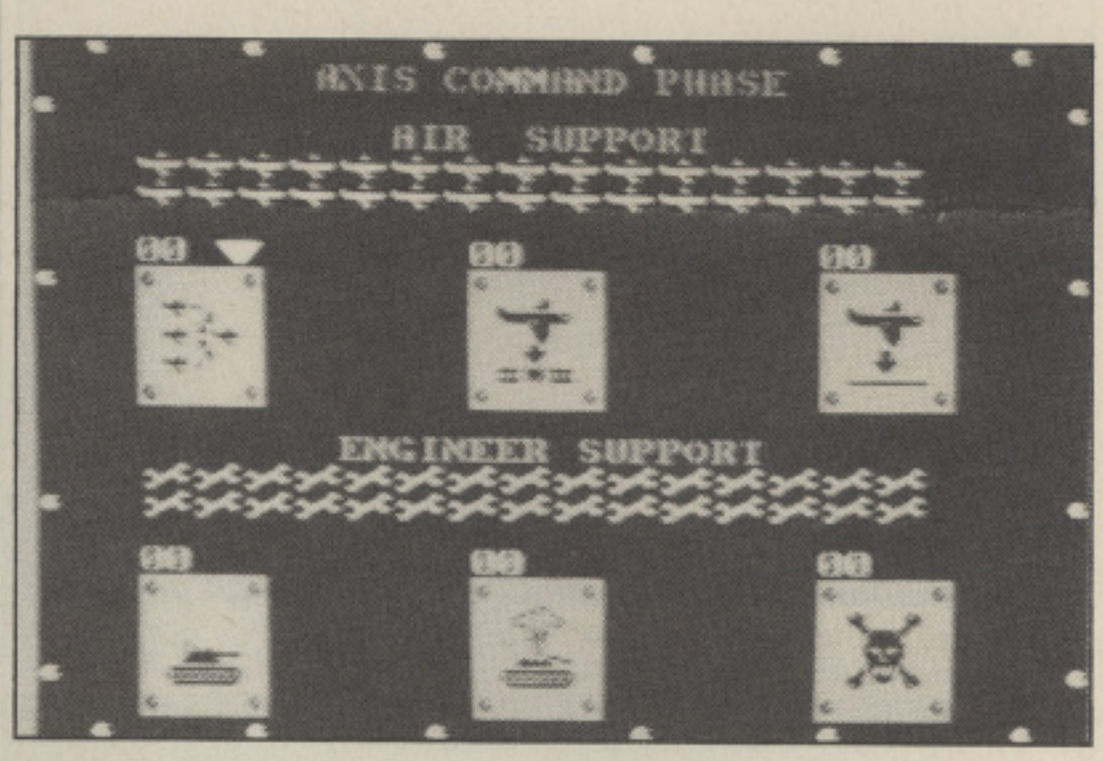


Title:	**Tobruk**
Computer:	**Amstrad**
Supplier:	**PSS**

Supply is always vital in wartime and especially so in a desert war. It is easy to see, therefore, why the port of Tobruk was so vital to both German and British interests in May 1942. You play the part of Rommel, attempting to regain Tobruk by force after breaking through the Gazala line. In practice, he succeeded. Whether you will, remains to be seen.

Before you even start to play, there are a host of options to choose from. One or two player (the second player controls the Brits), two networked Amstrads if you have the right cable, green screen or colour (other software houses take note) and whether or not you want to include action screens of your tank battles. Unlike Desert Fox, reviewed elsewhere in this issue, the action screens are an optional extra and the bulk of the game is concerned more with strategy and tactics.

As well as the usual move and attack commands, you will also find that you have air support, re-supplying of your troops and engineering duties to worry about. In air support, you can aim for air superiority or lead an attack on the enemy's supply dumps or a specified ground target. Your engineers can be used to recover damaged vehicles, sabotate the enemy's vehicles beyond repair or lift a minefield (lay one for the allied player). Supplies are vital and you will need to take special care that your units are within reasonable distance of one of your mobile supply units. All commands can be simply entered by using a joystick — there are no complex instructions to be issued.



Should you choose to include action screens, these only occur when you are actually in a battle and your task is simple — destroy as many of the enemy vehicles as possible. You start off by steering your tank to the nearest target and then selecting either your turret or machine gun. Range indicators show how much you missed by as you adjust your elevation. As far as possible, keep your shells for tanks and bullets for machine gun posts. How many shells you start off with depends on how well you keep your troops supplied.

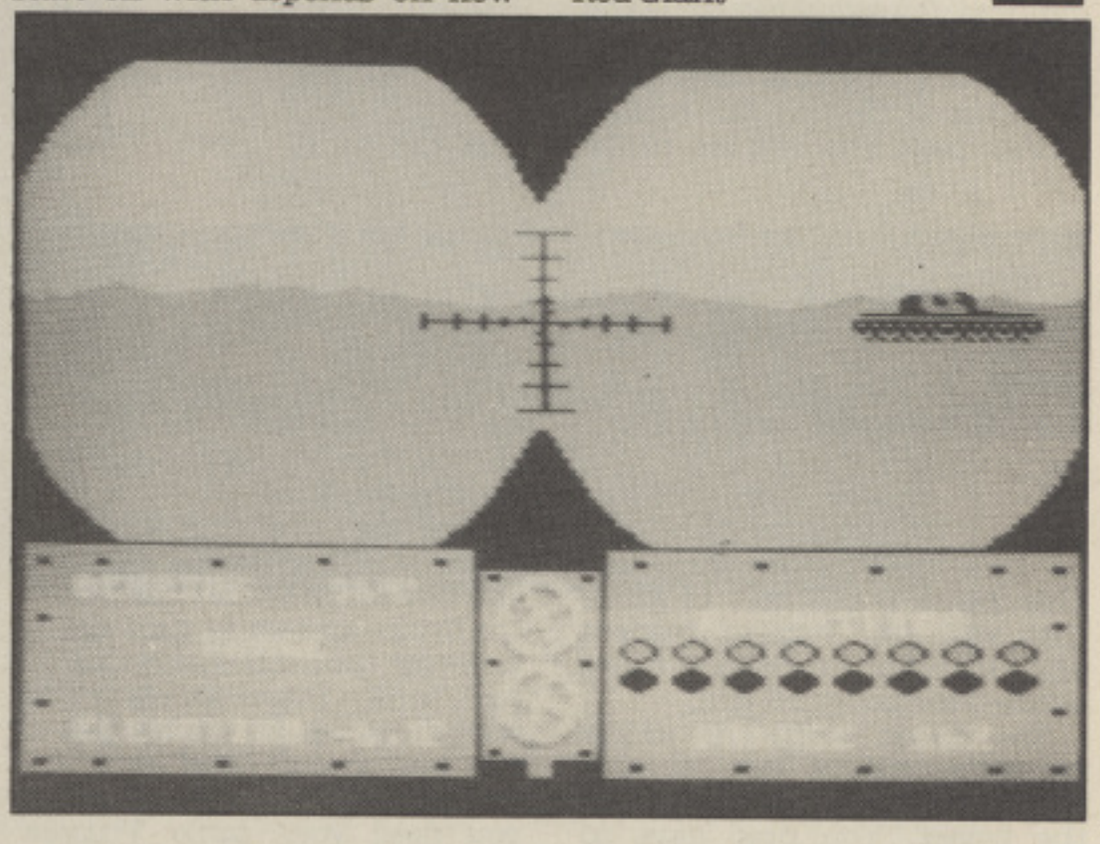
Tobruk is an extremely well presented game, including the accompanying booklet, and will provide an excellent challenge to strategy fans. Nor is it too complicated to put off the relative newcomer. Good value. **G.R.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

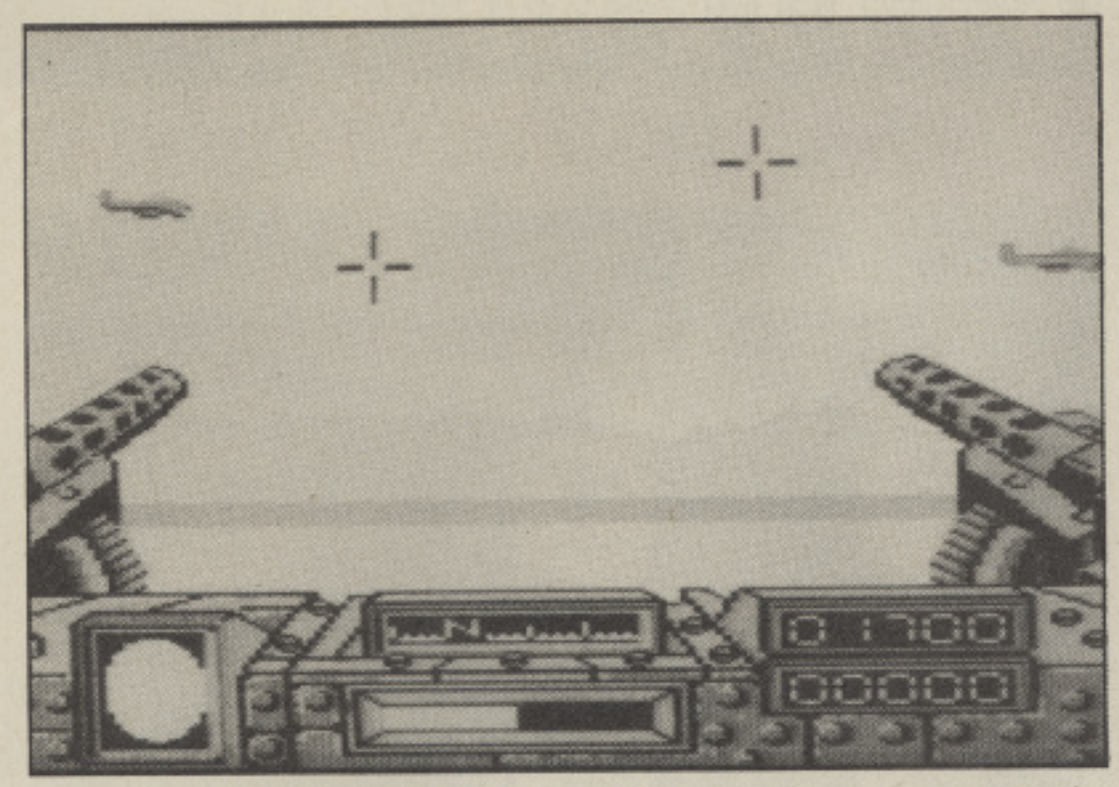
Red Giant



Title:	**Desert Fox**
Computer:	**Amstrad**
Supplier:	**US Gold**

A curious mixture of strategy and action in this World War II simulation of the North Africa campaign. The Desert Fox is none other than Rommel and you, Lone Wolf, must attempt to outwit him as you try to capture all three supply depots.

The main screen shows a map of the area together with the position of the depots, Rommel and you. At the bottom of the screen are assorted indicators of how well you are doing — score, status of your tank and how long you have before a specified depot



surrenders. On the right of the screen are four icons letting you call up an airstrike (one per game), zoom onto a depot to check its status, intercept the enemy's communications and move.

The object of the game is to liberate the bases and you do this by listening in on your radio in a particular direction and then moving in the same direction. The radio informs of what German hazards lie ahead and this is where the action screens come in. There are five possible hazards to overcome. Stuka sees you trying to knock five planes out of the sky using your radar to determine their location. Tiger tank puts you (surprise, surprise) into a tank battle. Minefield sees you trying to navigate a safe path through a mined area trying to combine a good speed with minimal damage. Ambush is the weakest of the five mini games as you drive through a canyon attempting to destroy the enemy mortar positions. The last of the action screens is convoy in which you must try to shoot the German aircraft before they can bomb your lorries, at the same time making sure that you do not shoot the protecting allied aircraft out of the sky.

Desert Fox is extremely well presented with five skill levels and the facility to practise each of the action screens. The graphics are good and better than the original ones on the C64, but there is no speech in this version. Be warned, though. This game will appeal more to arcade players. There is very little strategy involved to interest the dedicated wargamer. **G.R.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

Red Giant

Title:	**Collapse**
Computer:	**Atari**
Supplier:	**Firebird**
Price:	**£1.99**

This game is the sort of game that will get 'Puzzler' readers and Guardian crossword doers amused for hours on end.

The game starts off fairly basically with a vertical grid with some lines on it like in 'join the boxes'. You first have to travel over these lines to change their colour (whilst avoiding some meanies that are after you). When you have done this it is time for the collapse. This is when you climb on one of the bridges and give it a nudge, this swings around, depending on how you nudged it, and knocks out another bridge, and so on in domino fashion.

Occasionally a bridge will have nothing else to knock out, and you have to go to another part of the bridge system to start again, however, the author says that on each screen there is a place that will knock out all the bridges in one foul swoop (and earn you lots of bonuses). This is where you need your tame 'Puzzler' reader.

On the whole, a fun and puzzling game though a bit on the simple side when it comes to gameplay and I don't know how long the interest in it will last once you have played through a few screens. **M.R.**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of Machine	●●●
Value for Money	●●●

STAR RATING

Bright Star

68

Title:	**Psi Chess**
Computer:	**Spectrum**
Supplier:	**The Edge**

With all the interest in the World Chess Championship between Gary Kasparov and Anatoly Karpov, it is not surprising that there has been a corresponding attempt to persuade computer owners to buy a chess program. Last month, the latest version of Colossus Chess was reviewed and this month's challenger is Psi Chess from The Edge.

The first eye-catching feature of this product is the amazing graphics for the pieces. As well as the usual plan view of the board, you can also switch to 3D views of either the traditional Staunton set or the mediaeval Lewis set, the original of which is now in the British Museum.

3D sets are nothing new but the graphics used are really sensational and streets above any other chess program that I've seen. You can rotate the orientation of the board so that the game can be viewed from any of four angles and you can fiddle about with border, paper and ink colours to your heart's content, even playing with invisible pieces if the fancy takes you.

As you would expect, you can play against the computer on several different skill levels. The seven main levels are graded from occasional (instant response) to tournament grade (average response time of three minutes). In addition, there are six levels of increasing response time that are more suitable for correspondence chess.

Beyond these, there are more options available to you. 'Blitz' requires you to make all your moves in five minutes or whatever time period you want to specify. 'Balance' tries to match the amount of time that you are taking so that if you think for a long time, then so will the computer. Finally, there is a special option for beginners in which the computer deliberately tries to play a weak game.

Moves can be input either from the keyboard or via a joystick and you also have the facility to set up any position that you want to. This can range from setting up problems in the Press of the 'white to play and mate in three' variety or you can cheat by giving yourself an extra queen or so — not that Gamer readers would ever stoop to such low tactics! Setting up pieces is achieved through an extremely easy to use icon system.

Games can be saved and reloaded when you want to study something in depth at a later date and other features include stepping backwards and forwards through moves, swapping sides and resetting the clocks. There is also the promise of further 3D sets being released although I am not sure how many people would actually spend the extra money. Perhaps it would have been a nice touch to include a piece designer program in the package as well.

The crux of a chess program is how strong a game it plays and this is a very difficult thing to quantify. The beginner will get beaten regularly and as his game improves he can move up a level or two. The very good player will nearly always beat the program. The problem comes with those people who have reached a fairly competent standard. My feeling here is that Psi Chess is not the strongest program available and the claims of Colossus Chess 4.0 would seem to be strongest here. But as I have said, by far the majority of people playing against the computer will be able to set a level that gives them a good game.

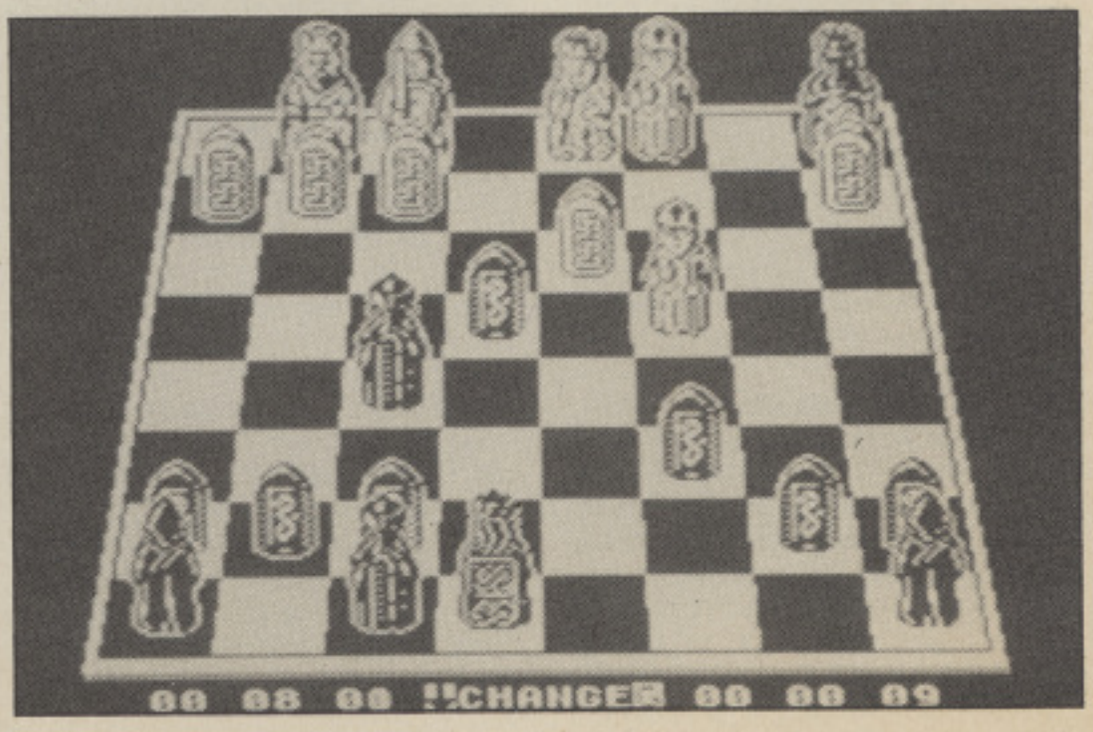
At this point, presentation and ease of use comes into its own and this is where Psi Chess wins over its rivals. So, unless you are specifically looking for the strongest program currently available, I would recommend that you take a good look at Psi Chess. It is a joy to play and lose against! **G.R.H.**

PLANET RATINGS

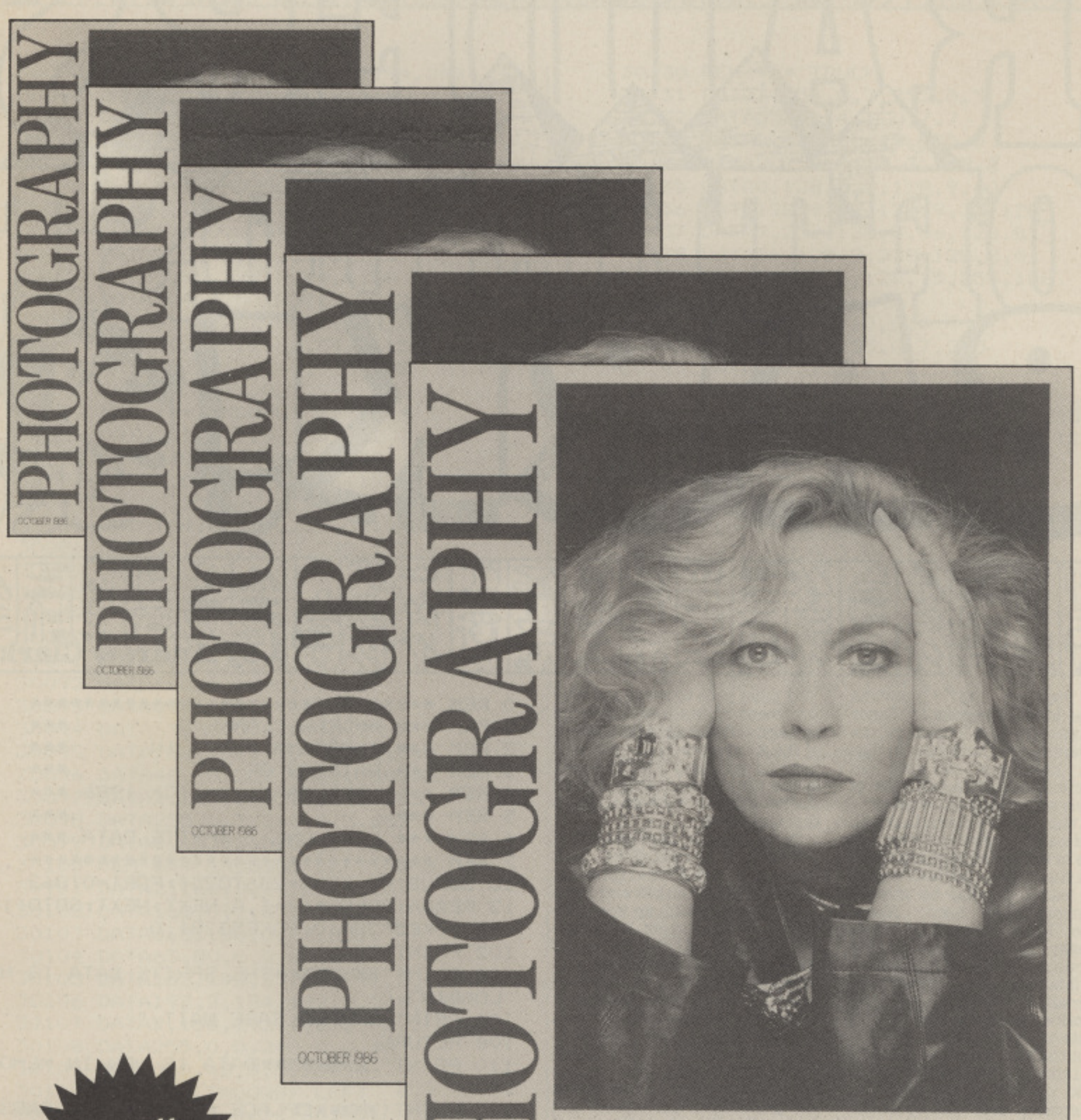
Originality	●●
Graphics	●●●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

Nova



WHATEVER YOUR HOBBY...

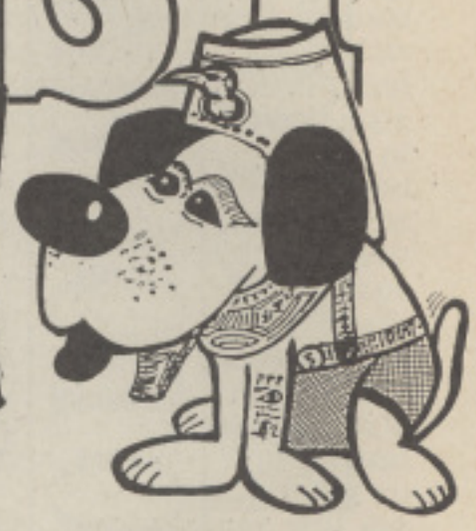


Don't miss it!

...YOU'LL CLICK WITH PHOTOGRAPHY

Britain's newest, brightest and most exciting photographic magazine is on sale at your newsagent now.

RAIDERS OF THE LOST BARK!



by Andrew Clarke

The year is 1937. Indogana Bones is the resident Professor of Antiques and Bones at the University of Calibonia in the USA. Regularly he goes on searches for ancient lost relics of canine tribes long since past.

At this very moment in South America he is after the long lost Bone of the Seven Barking Dogs. With his jaunty hat and a rawhide lead and collar he is some all-adventuring hero. Meanwhile High Command needs Indoggy to help capture the famous Age Old Bark of Egypt — the fabulous Last Bark of the Pharoah of Egypt's pet dog, Barkalot, which was stored in an ornate crate for all time.

But the Nazi's have dug this up and Indoggy must race after the truck on which it is being transported and take possession.

Without him the Nazi's will open the crate and release the bark on the Allies, and the war could be lost!

How to play

You'll receive the message for help from HC just before you enter the South American tomb in which the long lost bone of the Seven Barking Dogs lies. Pocket it for now and go get that bone, Indoggy!

Walk towards the altar, avoiding the arrows and grab the bone. Now comes the hard bit. You must race towards the way you came in, still avoiding the arrows, and racing to keep ahead of the giant stone boulder that is heading your way AND the door at the far end is closing! Get off the left side of the screen to get to the next level.

To play this part you find yourself on a motorbike on a busy road. Push UP and speed up, DOWN to slow and left and right are obvious. Build up speed or your time will run out. Each time you are knocked off or run out of time you lose a life. You can also press FIRE with UP or DOWN to advance in those directions. When the truck appears ram into it to climb aboard!

The final level is pure cinematic stunt work. You can sit back as Indoggy climbs under the truck, onto the bonnet and takes over the driver's wheel! Win or lose you are given a score and asked if you want to try again. Press FIRE for 'YES' and 'Q' to quit.

Notes

Two listings are enclosed for PARTS one and two. PART ONE is fairly easy being just sprite data and a short routine to POKE it into memory.

This could be the first game of many! Perhaps coming next ... Indogana Bones and the TemPAL of Crufts!!!

```
0 REM ********************************
1 REM *** ANDREW CLARKE'S          ***
2 REM *** INDOGANA BONES IN       ***
3 REM *** RAIDERS OF THE          ***
4 REM *** LAST BARK     (C) 1986 ***
5 REM ***                         ***
6 REM *** PART ONE / SPRITE DATA ***
7 REM ********************************
10 GOSUB100:FORS=236TO254:FORT=0TO62
12 READA:POKES*64+T,A:NEXT:NEXT:GOTO110
100 POKE53280,0:POKE53281,0
102 PRINT"■"
104 PRINT"■■■■■■■■■■THE SPRITE DATA IS NOW
 LOADING."
106 PRINT"■■■■■PLEASE WAIT."
108 RETURN
110 PRINT"■■■■■■■■■■DATA IS NOW IN MEMORY
."
112 PRINT"■■■■■PLACE PART TWO IN CASSET
TE AND NEW"
114 PRINT"■■■THIS PART.■PRESS RUN/STOP AN
D RESTORE"
116 PRINT"■■■THEN PRESS SHIFT AND RUN/STO
P AND"
118 PRINT"■■■THEN PRESS PLAY ON TAPE."
120 PRINT"■■■■■INDOGANA BONES WILL RUN A
UTOMATICALLY."
122 END
30060 REM *** INDOGGY RIGHT # 1
30061 DATA0,168,0,0,168,0,2
30062 DATA170,0,0,84,0,0,92
30063 DATA0,0,95,64,0,95,192
30064 DATA0,95,192,0,80,0,194
```

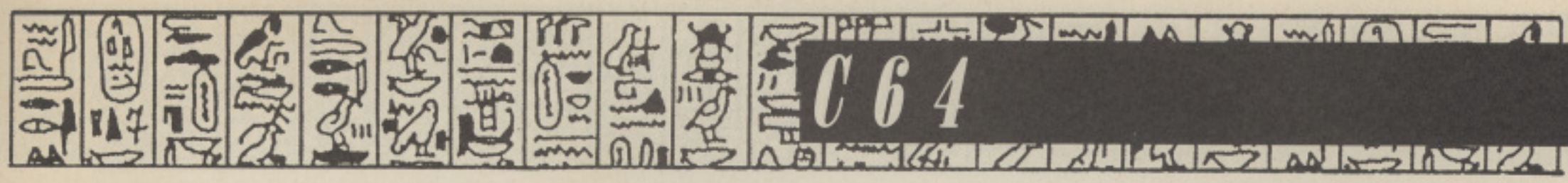
```
30065 DATA104,0,194,232,0,194,248
30066 DATA0,194,191,0,194,168,0
30067 DATA242,168,0,61,84,0,15
30068 DATA252,0,0,252,0,3,252
30069 DATA0,3,15,0,3,195,192
30070 REM *** INDOGGY RIGHT # 2
30071 DATA0,168,0,0,168,0,2
30072 DATA170,0,0,84,0,0,92
30073 DATA0,0,95,64,0,95,192
30074 DATA0,95,192,0,80,0,50
30075 DATA104,0,50,232,0,50,232
30076 DATA0,50,232,0,50,248,0
30077 DATA50,168,0,61,84,0,15
30078 DATA252,0,0,240,0,0,192
30079 DATA0,0,192,0,0,240,0
30080 REM *** INDOGGY RIGHT # 3
30081 DATA0,168,0,0,168,0,2
30082 DATA170,0,0,84,0,0,92
30083 DATA0,0,95,64,0,95,192
30084 DATA0,95,192,0,80,0,194
30085 DATA104,0,194,232,0,194,248
30086 DATA0,194,188,0,242,175,0
30087 DATA50,168,0,61,84,0,15
30088 DATA252,0,0,252,0,3,252
30089 DATA0,15,15,0,12,3,192
30090 REM *** INDOGGY LEFT  # 1
30091 DATA2,160,0,2,160,0,10
30092 DATA168,0,1,80,0,3,80
30093 DATA0,31,80,0,63,80,0
30094 DATA63,80,0,0,80,0,2
30095 DATA152,48,2,184,48,2,248
30096 DATA48,15,232,48,2,168,48
30097 DATA2,168,240,1,87,192,3
30098 DATA255,0,3,240,0,3,252
30099 DATA0,15,12,0,60,60,0
30100 REM *** INDOGGY LEFT  # 2
30101 DATA2,160,0,2,160,0,10
30102 DATA168,0,1,80,0,3,80
30103 DATA0,31,80,0,63,80,0
30104 DATA63,80,0,0,80,0,2
30105 DATA152,192,2,184,192,2,184
30106 DATA192,2,184,192,2,248,192
30107 DATA2,168,192,1,87,192,3
30108 DATA255,0,0,240,0,0,48
30109 DATA0,0,48,0,0,240,0
30110 REM *** INDOGGY LEFT  # 3
30111 DATA2,160,0,2,160,0,10
30112 DATA168,0,1,80,0,3,80
30113 DATA0,31,80,0,63,80,0
30114 DATA63,80,0,0,80,0,2
30115 DATA152,48,2,184,48,2,248
30116 DATA48,3,232,48,15,168,240
30117 DATA2,168,192,1,87,192,3
30118 DATA255,0,3,240,0,3,252
30119 DATA0,15,15,0,60,3,0
30120 REM *** INDOGGY ON BIKE
30121 DATA0,0,0,0,112,0,0
30122 DATA112,0,0,112,0,0,112
30123 DATA0,0,112,0,0,32,0
30124 DATA0,112,0,1,172,0,7
30125 DATA39,0,9,36,128,11,254
30126 DATA128,10,2,128,12,113,128
30127 DATA4,137,0,4,137,0,4
30128 DATA249,0,2,2,0,1,252
30129 DATA0,0,112,0,0,112,0
30130 REM *** TRUCK
30131 DATA3,254,0,7,255,0,3
30132 DATA254,0,4,1,0,7,7
30133 DATA0,5,253,0,7,255,0
30134 DATA2,250,0,14,3,128,8
30135 DATA0,128,8,0,128,9,60
30136 DATA128,9,32,128,9,32,128
30137 DATA9,252,128,8,36,128,8
30138 DATA36,128,9,228,128,8,0
30139 DATA128,8,0,128,15,255,128
30140 REM *** CAR
30141 DATA0,0,0,0,0,0,0
30142 DATA0,0,7,255,0,7,255
30143 DATA0,7,255,0,7,255,0
30144 DATA10,2,128,15,255,128,11
30145 DATA254,128,11,254,128,11,254
30146 DATA128,11,254,128,11,254,128
30147 DATA6,3,0,7,255,0,7
30148 DATA255,0,7,255,0,7,255
30149 DATA0,7,255,0,7,255,0
30150 REM *** BONE
30151 DATA0,0,0,0,0,0,1
30152 DATA131,0,3,199,128,3,239
30153 DATA128,1,255,0,0,254,0
30154 DATA0,124,0,0,56,0,0
30155 DATA56,0,0,56,0,0,56
30156 DATA0,0,56,0,0,124,0
30157 DATA0,254,0,1,255,0,3
30158 DATA239,128,3,199,128,1,131
30159 DATA0,0,0,0,0,0,0
30160 REM *** ARROW UP
30161 DATA0,0,0,0,0,0,0
30162 DATA0,0,0,0,0,0,0
30163 DATA0,0,0,0,0,0,0
30164 DATA0,0,0,0,0,0,0
30165 DATA0,0,0,16,0,0,56
30166 DATA0,0,124,0,0,214,0
30167 DATA0,16,0,0,16,0,0
30168 DATA16,0,0,16,0,0,16
30169 DATA0,0,16,0,0,16,0
30170 REM *** ARROW DOWN
30171 DATA0,16,0,0,16,0,0
30172 DATA16,0,0,16,0,0,16
30173 DATA0,0,16,0,0,16,0
30174 DATA0,214,0,0,124,0,0
30175 DATA56,0,0,16,0,0,0
30176 DATA0,0,0,0,0,0,0
30177 DATA0,0,0,0,0,0,0
30178 DATA0,0,0,0,0,0,0
30179 DATA0,0,0,0,0,0,0
30180 REM *** BALL
30181 DATA0,0,0,0,0,0,0
30182 DATA124,0,1,255,0,3,255
30183 DATA128,7,255,192,15,255,224
30184 DATA31,255,240,31,255,240,31
30185 DATA255,240,31,255,240,31,255
30186 DATA240,15,255,224,7,255,192
30187 DATA3,255,128,1,255,0,0
30188 DATA124,0,0,0,0,0,0
30189 DATA0,0,0,0,0,0,0
30190 REM *** WHEEL 1
30191 DATA0,0,0,0,0,0,0
30192 DATA0,0,0,84,0,1,85
30193 DATA0,21,117,80,21,205,80
30194 DATA23,207,80,92,236,212,95
```

```
30195 DATA171,212,82,154,20,95,171
30196 DATA212,92,236,212,23,207,80
30197 DATA21,205,80,21,117,80,1
30198 DATA85,0,0,84,0,0,0
30199 DATA0,0,0,0,0,0,0
30200 REM *** WHEEL 2
30201 DATA0,0,0,0,0,0,0
30202 DATA0,0,0,84,0,5,85
30203 DATA0,5,117,64,21,253,80
30204 DATA23,51,84,83,227,212,92
30205 DATA171,20,94,154,212,83,168
30206 DATA212,95,47,20,87,51,80
30207 DATA21,253,80,5,117,64,1
30208 DATA85,64,0,84,0,0,0
30209 DATA0,0,0,0,0,0,0
30210 REM *** INDOGGY UNDER 1
30211 DATA0,0,0,0,0,0,0
30212 DATA0,0,0,0,0,0,0
30213 DATA0,0,0,0,0,0,0
30214 DATA0,0,0,0,0,0,0
30215 DATA0,0,0,0,0,0,0
30216 DATA0,0,12,0,1,204,0
30217 DATA35,204,15,35,204,15,167
30218 DATA238,124,167,238,124,165,94
30219 DATA124,165,90,124,32,63,240
30220 REM *** INDOGGY UNDER 2
30221 DATA0,0,0,0,0,0,0
30222 DATA0,0,0,0,0,0,0
30223 DATA0,0,0,0,0,0,0
30224 DATA0,0,0,0,0,0,0
30225 DATA0,0,0,0,0,0,0
30226 DATA0,0,192,0,1,240,0
30227 DATA35,240,15,35,252,15,167
30228 DATA238,124,167,238,124,165,94
30229 DATA124,165,90,124,32,63,240
30230 REM *** INDOGGY UNDER 3
30231 DATA0,0,0,0,0,0,42
30232 DATA0,0,42,128,0,41,0
30233 DATA0,37,208,0,151,240,0
30234 DATA23,240,0,23,0,0,22
30235 DATA143,0,10,188,0,11,240
30236 DATA0,11,224,0,10,168,0
30237 DATA242,165,0,60,154,128,15
30238 DATA26,128,3,255,192,0,0
30239 DATA192,0,0,243,0,0,63
30240 REM *** DRIVER
30241 DATA0,0,0,0,0,0,0
30242 DATA0,0,0,0,0,0,0
30243 DATA0,0,0,0,0,0,0
30244 DATA0,0,0,0,0,0,0
30245 DATA0,0,0,0,0,0,0
30246 DATA0,0,84,0,1,84,0
30247 DATA0,148,0,0,232,0,0
30248 DATA248,0,0,48,0,0,84
30249 DATA0,15,244,0,0,84,0

READY.
```

PROGRAM LISTING 2

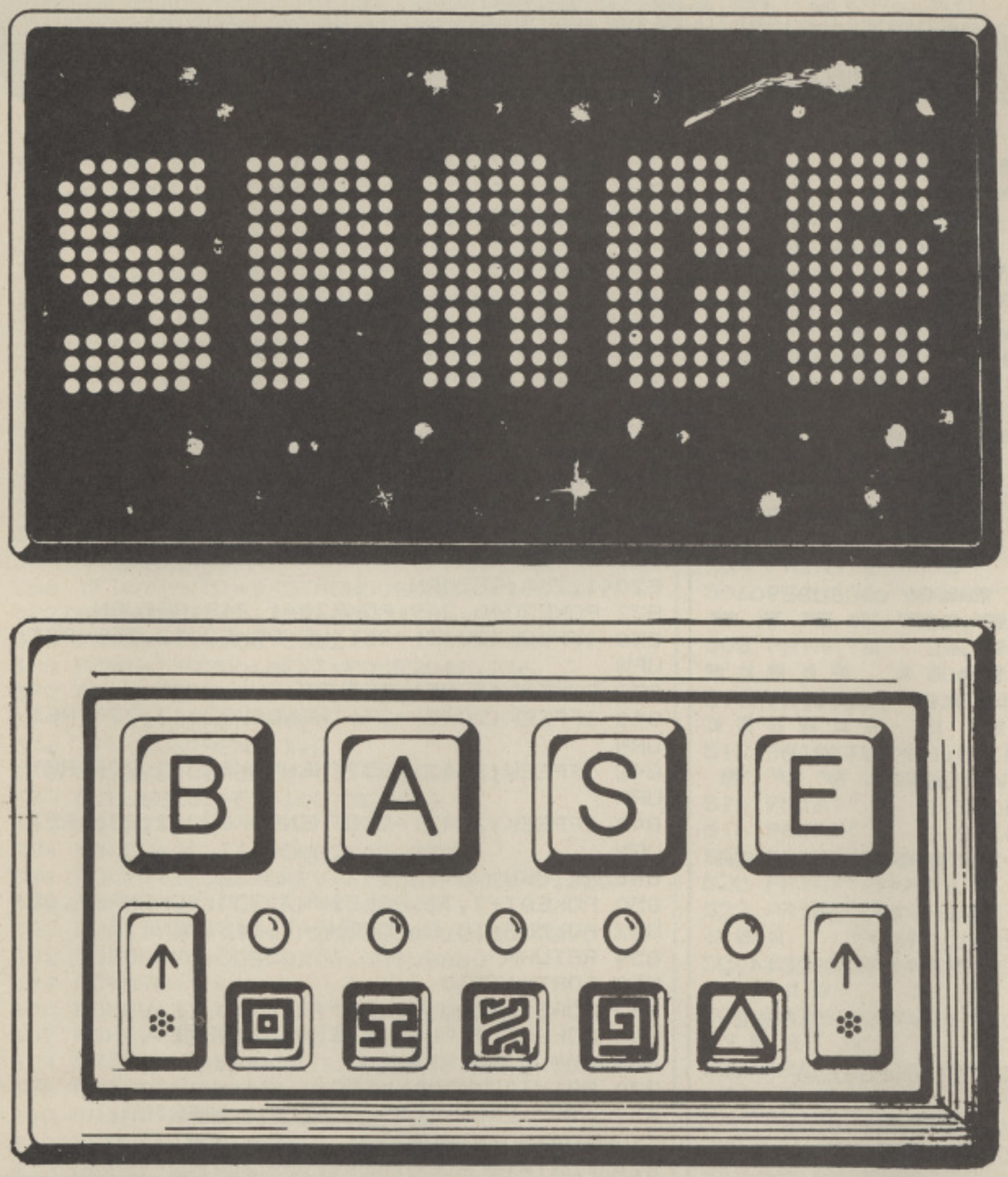
```
0 REM ********************************
1 REM *** ANDREW CLARKE'S          ***
2 REM *** INDOGANA BONES IN       ***
3 REM *** RAIDERS OF THE          ***
4 REM *** LAST BARK     (C) 1986 ***
5 REM ***                        ***
6 REM *** PART  2 / GAME PROGRAM ***
7 REM ********************************
10 SC=0:FL=5:GOTO500
12 V=53248:AR=0:MSB=0:BL=0:ES=0:Z=0:BN=5
000:Q=1:PS=236
14 POKE2040,PS:POKE2041,245
16 POKE2042,248:POKE2043,246
18 POKE2044,246:POKE2045,246
20 POKE2046,247:POKE2047,247
22 POKEV+27,248:POKEV+16,6:POKEV+39,8
24 POKEV+37,0:POKEV+38,10:POKEV+40,1
26 FORT=V+42TOV+46:POKET,1:NEXT
28 POKEV+2,32:POKEV+3,140:POKEV+41,8
30 POKEV+6,88:POKEV+8,168:POKEV+10,248
32 POKEV+12,128:POKEV+14,208:POKEV+28,1
33 POKEV+23,4:POKEV+29,4
34 X2=82:Y2=131:X1=30:Y1=140
36 POKEV,X1:POKEV+1,Y1:POKEV+4,X2:POKEV+
5,Y2:GOSUB170:GOSUB200:POKEV+30,0
38 POKEV+21,255:GOSUB300:GOSUB210:GOSUB4
40
40 JS=PEEK(56320):POKEV,X1:POKEV+1,Y1
42 IFJS=126ANDY1>95THENY1=Y1-5
44 IFJS=125ANDY1<185THENY1=Y1+5
46 IFJS=123THENX1=X1-5:IFD1<>1THENPS=233
:D1=1:D2=0
48 IFJS=119THENX1=X1+5:IFD2<>1THENPS=230
:D1=0:D2=1
50 IFJS=118ANDY1>95THENY1=Y1-5:X1=X1+5:I
FD2<>1THENPS=230:D1=0:D2=1
52 IFJS=122ANDY1>95THENY1=Y1-5:X1=X1-5:I
FD1<>1THENPS=233:D1=1:D2=0
54 IFJS=121ANDY1<185THENY1=Y1+5:X1=X1-5:
IFD1<>1THENPS=233:D1=1:D2=0
56 IFJS=117ANDY1<185THENY1=Y1+5:X1=X1+5:
IFD2<>1THENPS=230:D1=0:D2=1
58 IFJS<>127THENGOSUB280
60 GOSUB230:BN=BN-5:IFBN<0THENBN=0
62 IFMSB=0ANDX1>255THENX1=X1-255:POKEV+1
6,(PEEK(V+16)+1):MSB=1:POKEV,X1
64 IFMSB=1ANDX1<0THENX1=X1+255:POKEV+16,
(PEEK(V+16)-1):MSB=0:POKEV,X1
66 IFMSB=1ANDX1>70THENX1=70
68 IFMSB=0ANDX1<2THENX1=2
69 IF(BL>0ANDX1<70)THENGOSUB180
70 CO=PEEK(V+30):IF(COAND1)=1THENGOTO250
72 IFBL>0THENX2=X2-5:IFX2<0THENPOKEV+16,
(PEEK(V+16)-4):X2=X2+255:Z=1:POKEV+4,X2
74 IFBL>0THENBL=BL+1:GOSUB172
76 IFZ=1ANDX2<40THENX2=40
78 IFBL>0ANDY1-9>Y2THENY2=Y2+4
79 IFBL>0ANDY1-9<Y2THENY2=Y2-4
80 IFMSB=0AND(BL>0ANDX1<10)THEN450
82 IFES=1ANDX1>=40THENGOSUB400:GOTO12
84 POKEV+4,X2:POKEV+5,Y2:GOTO40
100 PRINT"□":POKE53280,0:POKE53281,0:POK
E53272,23
102 A$="    ■*******    ■/¯|¯/|    →↑|L¯■
 ********"
```




```
104 GOSUB150
106 A$="■■ ♠ MESSAGE FROM ◣IIGH ⌐OMMAND■
 REQUESTS"
108 GOSUB150
110 A$="THAT ■ITHE FAMOUS ALL-ADVENTURING
 CANINE"
112 GOSUB150
114 A$="HERO,        ⇌\NDOGANA IONES■,
BE HIRED"
116 GOSUB150
118 A$="TO HELP SAVE THE WORLD."
120 GOSUB150
122 A$="■   ■-EWARD IS TWO TINS OF ⌐EDIG
REE ⌐HUM"
124 GOSUB150
126 A$="AND A BAG OF ⌐HUM \IXER."
128 GOSUB150
130 A$="■■   IHIS TASK CALLS FOR ■COURAG
E ■ AND ■"
132 GOSUB150
134 A$="GREAT SKILL."
136 GOSUB150
138 A$="■◣   /O ONE ELSE IS GOOD ENOUGH
FOR US."
140 GOSUB150:PRINT:PRINT:PRINT
142 A$="■    \/⌐I♠/♠ I⌐/⌐♥        o¯ /¯¯
 I⌐/  "
144 GOSUB150:PRINT:PRINT:PRINT"■"
146 A$="     \ESSAGE ⌐NDS       ":GOSUB1
50:GOTO158
150 GOSUB200:FORT=1TOLEN(A$)
152 PRINTMID$(A$,T,1);:IFMID$(A$,T,1)<>"
 "THENGOSUB208
154 FORS=1TO50:NEXT:POKEHF,0:NEXT
156 PRINT:RETURN
158 PRINT"■■■
```

```
340 PRINT"■►►■■    ■■      ■■
 ■■      ■■ "
341 FORT=1864TO2023:POKET,224:POKET+5427
2,5:NEXT
342 V=53248:POKEV+23,15:POKEV+29,15
344 POKEV+28,15:POKEV+16,2:POKEV+27,4
346 POKE2040,249:POKE2041,249:POKEV+32,0
348 POKE2042,251:POKE2043,254
350 POKEV+39,15:POKEV+40,15:POKEV+41,8
352 POKEV+42,8:POKEV,80:POKEV+1,182
354 POKEV+2,2:POKEV+3,182:POKEV+5,176
356 POKEV+4,255:POKEV+6,100:POKEV+7,104
358 POKEV+38,10:POKEV+37,0:POKEV+21,15
360 X=255:B=1:GOSUB200:GOSUB850
362 B=B-1
364 GOSUB820
366 IFINT(B/5)=B/5THENGOSUB830:X=X-5:IFX
<22THENPOKE2042,253:GOTO370
368 POKEV+4,X:GOTO362
370 FORT=1TO200:NEXT:POKE2042,236
372 POKEV+27,0:Y=172:X=22
374 IFY>106THENY=Y-2
376 IFY<126THENX=X+2
378 GOSUB840:POKEV+4,X:POKEV+5,Y
380 GOSUB820:IFX=100THEN384
382 GOTO374
384 POKEV+21,11:POKE2043,239
386 POKEV+27,8:POKEV+6,106:POKEV+7,120
388 POKEHF,4:POKEHF+7,2:A=0
390 A=A+1:IFA<100THENGOSUB820:GOTO390
392 GOSUB290:GOSUB200:GOSUB860
394 GOTO900
400 POKEV+21,0:PRINT"□":GOSUB290
402 POKEV+33,0:FL=FL-1
404 PRINT"■■■■■■YOU DIDN'T MAKE IT!"
406 PRINT"■■■■■LIVES:■";FL
408 PRINT"■■■■■SCORE:■";SC
410 IFFL<=0THEN420
412 PRINT"■■■■■■PRESS FIRE■ TO GO AGA
IN"
414 IFPEEK(56320)=111THENRETURN
416 GOTO414
420 FORT=1TO1000:NEXT
422 PRINT"□■■■■■■■HARD LUCK ■INDOGANA!
"
424 PRINT"■■■■■■SCORE:◣";SC
426 PRINT"■■■■■■■PRESS FIRE■ TO PLAY"
428 PRINT"■■■■■■'Q' TO END■"
430 GETA$:IFA$="Q"THENEND
432 IFPEEK(56320)=111THENCLR:RUN10
434 GOTO430
440 PRINT"■■■■■■■SCORE:■";SC
442 PRINT"■■■■■■■LIVES:■";FL:RETURN
450 POKEV+21,0:PRINT"□":POKEV+33,0:POKE5
3272,23
452 PRINT"■■■■■";
454 A$="  ■******    ■┌┐/└┘└┘ ┌┐└┘ ┌┐/♥    ■*
*****":GOSUB150
456 A$="■■  ■IOU HAVE GAINED POSSESION O
F THE":GOSUB150
458 A$=" LONG ■LOST IONE ┌┐F IHE ♥EVEN IA
RKING":GOSUB150
460 A$=" ¬OGS.....□":GOSUB150
462 A$="■■  /OW YOU CAN HELP IIGH-¬OMMAN
D,FOR THE":GOSUB150
464 A$=" AGE OLD IARK ┌┐F ¬GYPT HAS BEEN
DUG UP":GOSUB150
466 A$=" BY THE /AZIS AND IS AT THE MOME
NT JUST":GOSUB150
468 A$=" _┐_I I MILES FROM WHERE YOU ARE.
":GOSUB150
470 A$="■■  ■►O REV UP YOUR MOTORBIKE AN
D GO":GOSUB150
472 A$=" GET THAT TRUCK,┐NDOGANA !ONES!!
!":GOSUB150
474 A$="■■■  ■■RESS _IRE■":GOSUB150
476 IFPEEK(56320)<>111THEN476
478 PRINT"□":POKE53272,21:GOTO600
500 PRINT"□■":POKE53280,0:POKE53281,0
502 PRINT"■■■■    ■"
504 PRINT"■    ■ "
506 PRINT"■    ■ ■    ■ ■ ■ ■  ■ ■
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■"
508 PRINT"■    ■ ■■    ■  ■ ■ ■ ■ ■ ■
■ ■ ■ ■ ■    ■ ■ ■ ■ ■  ■ ■ ■ ■ "
510 PRINT"■    ■ ■□    ■ ■■■  ■ ■ ■ ■ ■
■ ■ ■ ■ ■    ■   ■ ■ ■■■  ■ ■   "
512 PRINT"■ ■■    ■■■ ■ ■ ■■ ■ ■  ■■ ■■
 ■■ ■■ ■ ■ ■ ■ ■ ■ ■■ ■ ■ ■ "
514 PRINT"                              ■ "
516 PRINT"                              ■ "
518 PRINT"■■■■■■■■    ■"
520 PRINT"■■■■■■■ ■   ■■ "
522 PRINT"■■■■■■■ ■   ■■ ■■ ■■   ■■ ■ ■■
■ ■ ■    ■■ ■■   ■"
524 PRINT"■■■■■■■    ■  ■■ ■   ■ ■ ■ ■■
 ■ ■ ■ ■    ■ "
526 PRINT"■■■■■■■ ■   ■■ ■■ □■ ■   ■ ■ ■ ■
 ■ ■ ■   ■■   ■"
528 PRINT"■■■■■■■ ■   ■■ ■ ■■ ■   ■ ■ ■ ■
 ■■  ■ ■ ■          ■ "
530 PRINT"■■■■■■■■    ■■ ■■■■  ■■ ■ ■  ■■
 ■ ■   ■■ ■■  ■■"
532 PRINT"■■■■                    IN"
534 FORT=1TO2000:NEXT
536 PRINT"■■■■    ■"
538 PRINT"■■■■ ■   ■ "
540 PRINT"■■■■ ■   ■ "
542 PRINT"■■■■    ■■ ■■ ■■ ■■ ■■ ■ ■■ ■
 ■■ ■■ ■■ ■■ ■"
544 PRINT"■■■■ ■■  ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 ■ ■ ■   ■ ■ ■ ■ ■ ■ "
546 PRINT"□■■■ ■■■■ ■■  ■   ■ ■ ■ ■ ■ ■ ■
 ■ ■ ■   ■ ■■ ■■ ■"
548 PRINT"■■■■ ■ ■■ ■■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 ■ ■ ■ ■   ■■   ■ "
550 PRINT"■■■■ ■ ■■ ■ ■■ ■ ■ ■ ■ ■■ ■■ ■
■■ ■■ ■ ■■■■ ■ ■■■■ ■ ■■ ■■"
552 PRINT
554 PRINT"■■■■■■ ■■ ■■ ■■  ■■ ■■ ■ ■ ■ ■
■■ ■"
556 PRINT"■■■■■■ ■ ■ ■ ■ ■     ■ ■  ■ ■ ■
■ ■ "
558 PRINT"■■■■■■ ■ ■ ■ ■  ■     ■ ■  ■   ■
■   "
560 PRINT"□■■■■■ ■ ■ ■ ■ ■     ■ ■  ■ ■ ■
■ ■ "
562 PRINT"■■■■■■■■ ■■ ■ ■     ■ ■  ■ ■ ■ ■
■■ ■■"
564 PRINT"■■■■■■■■ ■   ■■ ■■ ■■ ■■ ■■
```

```
 ■ ▀▄ ▄▀ ▀▄ ▄▀ ▀▄ ■ ▀ ▄▀ "
566 PRINT"■▶▶■ ▀    ■ ▀ ■ ▀ ■ ▀     ■ ▀
  ■ ▀ ■ ▀ ■ ▀ ■ ▀ ■ ▀ ■ ▀ ■ ◤ ▀▄"
568 PRINT"■▶▶■ ▀    ■   ▀ ▀▄ ▀▄   ■ ▀
■   ▀ ■   ▀ ■   ▀ ■  ▀"
570 PRINT"■▶▶■ ▀    ■ ▀ ■ ▀    ■ ▀   ■ ▀
  ■ ▀ ■ ▀ ■ ▀ ■ ▀ ■  ▀▄ ■ ▀▄■ ▀"
572 PRINT"■▶▶■▄▀ ▄▀ ■ ▀ ■ ▀ ▄▀ ▄▀   ■ ▀
  ■  ▄▀ ■ ▀ ■ ▀ ■ ▀▄■ ▀ ■ ▀ ▄■ "
574 PRINT:FORT=1TO3000:NEXT
576 PRINT"■■■
```



by Christian Fiott

You are the last survivor of an expedition sent to Mars to destroy the last batch of Martian Killer Robots (MKR). Being a hero, instead of trying to run away, you decide to stay to defend the base till help is sent to you.

You are equipped with 2 types of craft; the defence craft (DC) and the repair craft (RC). The DC can move left and right and fire, but it cannot move over holes caused by the MKR's lasers. The RC can move over such holes, and fill them be pressing the appropriate key. You also control a laser-gun, situated at the left hand side of the screen. This should be used only in emergency, since it uses a lot of energy. The available energy is displayed at the bottom right corner of the screen.

As the game begins, you will be shown the four types of MKR, and the points gained when you kill them. You gain no points if the robots crash on the floor of the base, but you gain extra points if you kill them by the DC instead of killing them with the laser-gun. Your score is shown at the bottom left corner of the screen.

After some time, an option to define the playing keys and the skill and speed level is given. Then the high score table is displayed. A demonstration of the game follows. Pressing a key between these options will start the game.

Hints and tips

You have a limited supply of energy, and this decreases when you or the MKR fire. You also have 3 lives for each type of craft, and if any of thse are used up, you will ... die! After killing 25 robots on each level, help is sent, and the lives and energy are replenished.

The programme

There are 4 short machine code subroutines which are called from basic. These are read from strings, and I suggest that these routines should first be typed in and checked. The first subroutine is used to get the ASCII code of the character at the current cursor position. The second subroutine returns the key code (see manual App. III p.16) when a key is pressed. The third routine is a small programme using M/C interrupts, to set pen 15 into a set of 25 alternating colours. The last is an allphone-speech convertor for use with the DK Troniks speech synth.

```
10 REM SPACE BASE
20 REM FOR COMPUTER GAMER
30 REM (C) CHRISSOFT 1986
40 REM DEDICATED TO ADRIAN M.
50 GOSUB 1850
60 REM MACHINE CODE
70 REM GETS CHAR
80 M=0:A$="DD6E00DD6601E5CD60BBE177C9":F
OR I=1 TO LEN(A$)STEP 2:M=M+1:POKE 19999
+M,VAL("&"+MID$(A$,I,2)):NEXT
90 REM GETS KEY NO
100 a$="dd6e00dd6601e53e00f5cd1ebb2008f1
3cfe5020f418f0f1e177c9":m=0:FOR i=1 TO L
EN(a$) STEP 2:m=m+1:POKE &74FF+m,VAL("&"
+MID$(a$,i,2)):NEXT
110 REM ALLOPHONE - SPEECH CONVERTOR
120 a$="01fefbdd7e00feff2814ed79dd23dd23
f53e00763cfe20280218f8f118e53e00ed79c9"
130 m=0:FOR i=1 TO LEN(a$) STEP 2:m=m+1:
POKE &6FFF+m,VAL("&"+MID$(a$,i,2)):NEXT
140 REM SET PEN 15 TO ALTERNATING COLOUR
S
150 a$="213a500681111d50cdefbc2134501134
00013400c3e9bc213450c3e9bc3a33503cfe1ac2
28503e01323350474f3e0fcd32bcc90100000000
0000000000000000"
160 m=0:FOR i=1 TO LEN(a$)STEP 2:m=m+1:P
OKE &4FFF+m,VAL("&"+MID$(a$,i,2)):NEXT
170 CALL &5000
180 CALL &BBFF
190 M=0:A$="0200    GAMER    0150
  0100 CHRISSOFT 0075              0050    G
AMER    0040              0030 CHRISSOFT 002
0              0010    GAMER    0005
  "
200 FOR I=1 TO LEN(A$)STEP 15:M=M+1:HS$(
M)=MID$(A$,I,15):NEXT
210 RANDOMIZE TIME:RESTORE
220 ENV 3,1,12,1,1,0,5,12,-1,2
230 ENV 1,16,-1,10
```

```
240 ENT -2,25,2,1,27,-2,1:ENV 2,16,-1,20
250 ENT -3,1,1,4:ENV 7,11,-1,20
260 GOSUB 1880
270 GOSUB 560
280 GOSUB 760
290 GOSUB 1900:GOSUB 350
300 GOSUB 1450:CALL &BCA7
310 GOSUB 1810
320 FOR DO=1 TO SPL:GOSUB 1550:GOSUB 880
:GOSUB 1060:NEXT
330 GOSUB 1150:IF RND*10<((mo/2)+(SKL/10
*6))-1 AND (va<21) THEN GOSUB 1520
340 GOTO 320
350 REM setup screen
360 CALL &BCA7
370 MODE 0
380 PRINT CHR$(22)CHR$(1)
390 INK 0,0:BORDER 0
400 PEN 7
410 PRINT CHR$(23)CHR$(1)
420 FOR i=1 TO 20:LOCATE 1,i:PRINT CHR$(
199):NEXT
430 LOCATE 1,1:PRINT STRING$(20,196);
440 FOR i=1 TO 20:LOCATE 20,i:PRINT CHR$
(197);:NEXT
450 PRINT CHR$(22)CHR$(0)
460 PEN 1:LOCATE 1,20:PRINT CHR$(143):LO
CATE 18,20:PRINT CHR$(214)CHR$(143)CHR$(
143);
470 LOCATE 1,21:PRINT STRING$(3,143):LOC
ATE 18,21:PRINT STRING$(3,143);
480 PEN 9:LOCATE 1,23:PRINT STRING$(20,2
08);
490 PEN 10:FOR i=2 TO 19 STEP 3:LOCATE i
,24:PRINT CHR$(217)CHR$(218)CHR$(219);:N
EXT:LOCATE 1,24:PRINT CHR$(219);:LOCATE
20,24:PRINT CHR$(217);
500 PEN 15:PRINT CHR$(22)CHR$(1):FOR I=3
 TO 19 STEP 3:LOCATE I,24:PRINT CHR$(220
);:NEXT I:PRINT CHR$(22)CHR$(0)
510 PEN 3:LOCATE 1,25:PRINT"    0  ***
+++  00 ";
520 PEN 4:LOCATE 1,22:PRINT"*":PEN 5:LOC
ATE 20,22:PRINT"+";
530 PEN 2:LOCATE 2,20:PRINT CHR$(224)CHR
$(225)
540 PEN 3:PRINT CHR$(22)CHR$(1):LOCATE 2
,20:PRINT CHR$(223);CHR$(22)CHR$(0)
550 RETURN
560 REM set chars
570 SYMBOL AFTER 32
580 SYMBOL 208,&FF,&FF,&FF,&FF
590 SYMBOL 217,&1,&7,&1F,&3F,&FF,&C3,&C3
,&FF
600 SYMBOL 218,&C3,&81,&81,&0,&C3,&E7,&E
7,&FF
610 SYMBOL 219,&80,&E0,&F8,&FC,&FF,&C3,&
C3,&FF
620 SYMBOL 220,&0,&18,&3C,&3C,&18
630 SYMBOL 42,&18,&18,&18,&3C,&24,&66,&4
2,&7E
640 SYMBOL 43,&0,&F,&F,&C,&7F,&7F,&7F,&4
9
650 SYMBOL 226,&18,&3C,&66,&3C,&18,&3C,&
66,&42
660 SYMBOL 227,&3C,&7E,&DB,&7E,&3C,&18,&
18,&18
670 SYMBOL 228,&0,&18,&3C,&7E,&E7,&E7,&6
6,&24
680 SYMBOL 229,&0,&18,&3C,&7E,&C3,&E7,&C
3,&81
690 SYMBOL 191,&18,&24,&42,&24,&18,&24,&
42,&24
700 SYMBOL 190,&18,&20,&C0,&70,&E,&3,&C,
&18
710 SYMBOL 224,0,0,&3F,&7F,&FF,&18,&3C,&
7E
720 SYMBOL 225,0,0,&C0,&F0,&FC
730 SYMBOL 223,0,0,0,0,0,&18,&3C,&7E
740 SYMBOL 222,0,0,&FF,0,&FF,0,&FF
750 RETURN
760 REM INKS & KEYS
770 KEY DEF 76,0,13
780 SPEED INK 6,6
790 INK 2,2
800 INK 4,15:INK 5,25
810 INK 6,11
820 INK 7,26
```

```
830 INK 9,18
840 INK 10,11
850 INK 11,26,24:INK 12,9,18:INK 13,2,11
:INK 14,6,3
860 INK 15,24,0
870 RETURN
880 REM laser
890 'left
900 IF INKEY(k1)=-1 THEN 930 ELSE LOCATE
 h1,22:PRINT" ";:IF h1=h2 THEN PEN 5:LOC
ATE h2,22:PRINT"+";
910 h1=h1-1:IF h1<1 THEN h1=1
920 PEN 4:LOCATE h1,22:CALL &BD19:PRINT"
*";:GOTO 960
930 IF INKEY(k2)=-1 THEN 980 ELSE LOCATE
 h1,22:PRINT" ";:IF h1=h2 THEN PEN 5:LOC
ATE h1,22:PRINT"+";
940 h1=h1+1:IF h1>20 THEN h1=20
950 PEN 4:LOCATE h1,22:CALL &BD19:PRINT"
*";:GOTO 960
960 REM check dwn
970 LOCATE h1,23:CALL 20000,@t:IF t<>32
THEN RETURN ELSE LOCATE h1,22:PRINT" ";:
LOCATE h1,23:PEN 4:PRINT"*";:GOTO 1620
980 IF INKEY(k3)=-1 OR (h1<4 OR h1>17)TH
EN RETURN
990 PEN 6:FOR i=21 TO va STEP -1:LOCATE
h1,i:PRINT CHR$(191);:NEXT
1000 FOR i=21 TO va STEP -1:LOCATE h1,i:
PRINT" ";:NEXT:IF h1=ha THEN 1020'kill i
m
1010 en=en-3:IF EN<1 THEN EN=0:GOTO 1620
 ELSE GOTO 1810
1020 ki=ki+1:IF ki=25 THEN GOSUB 3230
1030 sc=sc+3:sc=sc+mo:PEN 3:LOCATE 2,25:
PRINT USING "####";sc:IF RND<0.9 THEN 14
50
1040 IF RND>0.5 THEN CALL &7000,255,17,2
4,37,0,21,0,30,61 ELSE CALL &7000,255,11
,15,33,0,35,7,46
1050 GOTO 1450
1060 REM REPAIR CRAFT
1070 IF INKEY(k4)=-1 THEN 1100 ELSE LOCA
TE h2,22:PRINT" ";:IF h1=h2 THEN PEN 4:L
OCATE h1,22:PRINT"*";
1080 h2=h2-1:IF h2<1 THEN h2=1
1090 PEN 5:LOCATE h2,22:CALL &BD19:PRINT
"+";:RETURN
1100 IF INKEY(k5)=-1 THEN 1130 ELSE LOCA
TE h2,22:PRINT" ";:IF h1=h2 THEN PEN 4:L
OCAIE h1,22:PRINT"*";
1110 h2=h2+1:IF h2>20 THEN h2=20
1120 PEN 5:LOCATE h2,22:CALL &BD19:PRINT
"+";:RETURN
1130 IF INKEY(k6)=-1 THEN RETURN ELSE LO
CATE h2,23:PEN 9:PRINT CHR$(208);
1140 RETURN
1150 REM him move
1160 LOCATE ha,va:PRINT" "
1170 IF va=22 AND ha=h1 THEN 1230 ELSE I
F va=22 AND ha=h2 THEN 1310
1180 VA=VA+1:IF VA>22 THEN 1400
1190 IF RND>0.5 OR va=21 THEN 1210
1200 ha=ha+INT(3*RND)-1:IF ha<5 THEN ha=
5 ELSE IF ha>16 THEN ha=16
1210 PEN 10+mo:LOCATE ha,va:CALL &BD19:P
RINT CHR$(225+mo)
1220 RETURN
1230 REM me1 die
1240 EN=99:EL=0:GOSUB 1810
1250 CALL &7000,255,50,32
1260 l1=l1-1:h1=1
1270 PEN 3:LOCATE 8,25:PRINT"    ";:LOCAT
E 8,25:PRINT STRING$(11,"*");
1280 IF l1=0 THEN 1620
1290 PEN 4:LOCATE 1,22:PRINT"*";
1300 GOTO 1430
1310 REM me2 die
1320 EN=99:EL=0:GOSUB 1810
1330 CALL &7000,255,50,31
1340 l2=l2-1:h2=20
1350 PEN 3:LOCATE 13,25:PRINT"    ";:LOCA
TE 13,25:PRINT STRING$(12,"+");
1360 IF l2=0 THEN 1620
1370 SOUND 2,300,100,15,,4
1380 PEN 5:LOCATE 20,22:PRINT"+";
1390 GOTO 1430
1400 REM **
1410 IF va>23 THEN 1620'die
1420 LOCATE ha,23:CALL 20000,@t%:IF t=32
 THEN 1620'die
1430 SOUND 2,0,100,15,1,,31:FOR i=1 TO 1
5:LOCATE ha,va:PEN i:PRINT CHR$(238);:NE
XT:LOCATE ha,va:PRINT" ";:GOTO 1450
1440 RETURN
1450 REM send
1460 SOUND 1,100,100,14,2,2:en=en+1:IF e
n>99 THEN en=99
1470 GOSUB 1810
1480 mo=INT(4*RND)+1:IF mo=0 THEN mo=1
1490 ha=(13*RND)+4:va=2
1500 LOCATE ha,va:PEN mo+10:PRINT CHR$(m
o+225);
1510 RETURN
1520 REM he fires
1530 en=en-1:IF en<1 THEN 1620 ELSE GOSU
B 1810
1540 PEN 8:FOR i=va+1 TO 23:LOCATE ha,i:
PRINT CHR$(190);:NEXT:FOR i=va+1 TO 23:L
OCATE ha,i:PRINT " ";:NEXT:IF ha=h1 THEN
 1230 ELSE IF ha=h2 THEN 1310 ELSE RETUR
N
1550 REM laser
1560 IF INKEY(k7)=-1 THEN RETURN
1570 SOUND 2,2000,30,15,1
1580 en=en-10:IF en<1 THEN en=0:GOTO 162
0 ELSE GOSUB 1810
1590  PEN 3:FOR i=4 TO ha:LOCATE i,20:PR
INT CHR$(222);:NEXT:FOR i=4 TO ha:LOCATE
 i,20:PRINT" ";:NEXT
1600 IF va=20 THEN sc=sc-3:GOTO 1020
1610 RETURN
1620 REM die
1630 PRINT CHR$(22)CHR$(0)
1640 CALL &BCA7
1650 GOSUB 1810
1660 SPEED INK 2,2
1670 SOUND 7,0,120,15,1,,10
1680 INK 10,6,0
1690 FOR i=10 TO 26:FOR d=1 TO 50:NEXT d
:BORDER i:INK 0,i:NEXT i
1700 FOR i=1 TO 5:SOUND 1,50*i,100,15,1:
SOUND 4,75*i,100,15,1:NEXT i:i=i-2
1710 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1:i=i+2
1720 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
```

```
100,15,1
1730 FOR i=1 TO 10:IF VAL(LEFT$(hs$(i),4
))<sc THEN 1750
1740 NEXT:GOTO 1800
1750 FOR j=10 TO i+1 STEP -1:hs$(j)=hs$(
j-1):NEXT:hs$(i)="0000":hs$(i)=LEFT$(hs$
(i),5-LEN(STR$(sc)))+RIGHT$(STR$(sc),LEN
(STR$(sc))-1):hs$(i)=hs$(i)+" "
1760 CALL &7000,255,11,20,16,0,58,25,0,5
1,7,13,11,7
1770 CALL &BFF9,&C9,&1CED,&CF00
1780 PEN 3:LOCATE 1,1:INPUT "YOUR NAME:"
,N$:IF LEN(N$)>10 THEN N$=LEFT$(N$,10)
1790 hs$(i)=hs$(i)+n$
1800 FOR d=1 TO 3500:NEXT:GOTO 210
1810 REM disp en
1820 PEN 3:LOCATE 18,25:PRINT USING "##"
;en
1830 IF en>20 OR EL<>0 THEN RETURN ELSE
CALL &7000,255,53,45,0,19,38,52,7,11,7:E
L=1
1840 RETURN
1850 REM vars
1860 DEFINT h,v,k,m,l,t
1870 h1=1:h2=20:k1=74:k2=75:k3=76:k4=16:
k5=79:k6=47:k7=21:mo=0:l1=3:l2=3:t=0:en=
99:SKL=1:SPL=10
1880 h1=1:h2=20:t=0:en=99:EL=0:SC=0:L1=3
:L2=3:ki=0
1890 RETURN
1900 REM init
1910 MODE 0
1920 GOSUB 350
1930 PEN 3:LOCATE 5,4:PRINT"SPACE  BASE.
":PEN 2:PRINT CHR$(22)CHR$(1):LOCATE 5,4
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
1940 CALL &7000,255,43,20,63,0,55,20,3,5
5,0,31,13,0,16,15,42,62,7,46
1950 CALL &BFF9,&C9,&1CED,&CF00
1960 FOR i=1 TO 4:LOCATE 5,i*3+5:PEN 10+
i:PRINT CHR$(225+i);" ----";i;"PTS.":NEX
T
1970 GOSUB 3120
1980 FOR i=1 TO 1500:IF INKEY$<>"" THEN
RETURN
1990 NEXT
2000 GOSUB 2120
2010 MODE 0
2020 GOSUB 350
2030 PEN 5:LOCATE 5,2:PRINT"SPACE  BASE.
":PEN 1:PRINT CHR$(22)CHR$(1):LOCATE 5,2
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
2040 PEN 9:LOCATE 3,5:PRINT CHR$(164)" C
HRISSOFT 1986"
2050 PEN 15:FOR I=1 TO 10:LOCATE 4,I+8:P
RINT HS$(I):PEN 1:NEXT
2060 FOR i=1 TO 5:SOUND 1,50*i,100,15,1:
SOUND 4,75*i,100,15,1:NEXT i:i=i-2
2070 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1:i=i+2
2080 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1
2090 FOR i=1 TO 8000:IF INKEY$<>"" THEN
RETURN
2100 NEXT
2110 RETURN
2120 REM
2130 MODE 0
2140 PEN 3:LOCATE 5,1:PRINT"DEFINE KEYS.
":PEN 1:PRINT CHR$(22)CHR$(1):LOCATE 5,1
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
2150 PEN 9:LOCATE 2,4:PRINT"DEFENCE CRAF
T:":PEN 6:LOCATE 8,6:PRINT"LEFT    _":LOC
ATE 8,8:PRINT"RIGHT  _":LOCATE 8,10:PRIN
T"FIRE    _":PEN 7:LOCATE 2,12:PRINT"REPA
IR CRAFT :":PEN 8:LOCATE 8,14:PRINT"LEFT
   _":LOCATE 8,16:PRINT"RIGHT  _":LOCATE
 8,18
2160 LOCATE 8,18:PRINT"REPAIR _":LOCATE
2,20:PEN 10:PRINT"FIRE LASER    _"
2170 CALL &BFF9,&C9,&1CED,&CF00
2180 GOSUB 2590:GOTO 2550
2190 CALL &BFF9,&C9,&1CED,&CF00
2200 CALL &7500,@K1:I1$=INKEY$
2210 LOCATE 15,6:PEN 3+(K1<16 OR K1=20):
PRINT I1$;
2220 IF k1=9 THEN LOCATE 15,6:PRINT"COPY
" ELSE IF k1=6 OR k1=18 THEN LOCATE 15,6
:PRINT"ENT" ELSE IF k1=21 THEN PRINT"SHF
T" ELSE IF K1=79 THEN LOCATE 15,6:PRINT"
DEL"
2230 IF K1=23 THEN PRINT"CTRL" ELSE IF K
1=16 THEN PRINT"CLR" ELSE IF K1=47 THEN
LOCATE 15,6:PRINT"SPC" ELSE IF K1=70 THE
N PRINT"CPS" ELSE IF K1=68 THEN LOCATE 1
5,6:PRINT"TAB"
2240 IF K1>71 AND K1<78 THEN PEN 1:LOCAT
E 15,6:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K1-72)*4)+1,4)
2250 CALL &7500,@K2:I2$=INKEY$:IF K2=K1
THEN 2250
2260 LOCATE 15,8:PEN 3+(K2<16 OR K2=20):
PRINT I2$;
2270 IF k2=9 THEN LOCATE 15,8:PRINT"COPY
" ELSE IF k2=6 OR k2=18 THEN LOCATE 15,8
:PRINT"ENT" ELSE IF k2=21 THEN PRINT"SHF
T" ELSE IF K2=79 THEN LOCATE 15,8:PRINT"
DEL"
2280 IF K2=23 THEN PRINT"CTRL" ELSE IF K
2=16 THEN PRINT"CLR" ELSE IF K2=47 THEN
LOCATE 15,8:PRINT"SPC" ELSE IF K2=70 THE
N PRINT"CPS" ELSE IF K2=68 THEN LOCATE 1
5,8:PRINT"TAB"
2290 IF K2>71 AND K2<78 THEN PEN 1:LOCAT
E 15,8:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K2-72)*4)+1,4)
2300 CALL &7500,@K3:I3$=INKEY$:IF K3=K2
OR K3=K1 THEN 2300
2310 LOCATE 15,10:PEN 3+(K3<16 OR K3=20)
:PRINT I3$;
2320 IF k3=9 THEN LOCATE 15,10:PRINT"COP
Y" ELSE IF k3=6 OR k3=18 THEN LOCATE 15,
10:PRINT"ENT" ELSE IF k3=21 THEN PRINT"S
HFT" ELSE IF K3=79 THEN LOCATE 15,10:PRI
NT"DEL"
2330 IF K3=23 THEN PRINT"CTRL" ELSE IF K
3=16 THEN PRINT"CLR" ELSE IF K3=47 THEN
LOCATE 15,10:PRINT"SPC" ELSE IF K3=70 TH
EN PRINT"CPS" ELSE IF K3=68 THEN LOCATE
15,10:PRINT"TAB"
2340 IF K3>71 AND K3<78 THEN PEN 1:LOCAT
E 15,10:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K3-72)*4)+1,4)
```

```
2350 CALL &7500,@K4:I4$=INKEY$:IF K4=K3
OR K4=K2 OR K4=K1 THEN 2350
2360 LOCATE 15,14:PEN 3+(K4<16 OR K4=20)
:PRINT I4$;
2370 IF k4=9 THEN LOCATE 15,14:PRINT"COP
Y" ELSE IF k4=6 OR k4=18 THEN LOCATE 15,
14:PRINT"ENT" ELSE IF k4=21 THEN PRINT"S
HFT" ELSE IF K4=79 THEN LOCATE 15,14:PRI
NT"DEL"
2380 IF K4=23 THEN PRINT"CTRL" ELSE IF K
4=16 THEN PRINT"CLR" ELSE IF K4=47 THEN
LOCATE 15,14:PRINT"SPC" ELSE IF K4=70 TH
EN PRINT"CPS" ELSE IF K4=68 THEN LOCATE
15,14:PRINT"TAB"
2390 IF K4>71 AND K4<78 THEN PEN 1:LOCAT
E 15,14:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K4-72)*4)+1,4)
2400 CALL &7500,@K5:I5$=INKEY$:IF K5=K4
OR K5=K3 OR K5=K2 OR K5=K1 THEN 2400
2410 LOCATE 15,16:PEN 3+(K5<16 OR K5=20)
:PRINT I5$;
2420 IF k5=9 THEN LOCATE 15,16:PRINT"COP
Y" ELSE IF k5=6 OR k5=18 THEN LOCATE 15,
16:PRINT"ENT" ELSE IF k5=21 THEN PRINT"S
HFT" ELSE IF K5=79 THEN LOCATE 15,16:PRI
NT"DEL"
2430 IF K5=23 THEN PRINT"CTRL" ELSE IF K
5=16 THEN PRINT"CLR" ELSE IF K5=47 THEN
LOCATE 15,16:PRINT"SPC" ELSE IF K5=70 TH
EN PRINT"CPS" ELSE IF K5=68 THEN LOCATE
15,16:PRINT"TAB"
2440 IF K5>71 AND K5<78 THEN PEN 1:LOCAT
E 15,16:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K5-72)*4)+1,4)
2450 CALL &7500,@K6:I6$=INKEY$:IF K6=K5
OR K6=K4 OR K6=K3 OR K6=K2 OR K6=K1 THEN
 2450
2460 LOCATE 15,18:PEN 3+(K6<16 OR K6=20)
:PRINT I6$;
2470 IF k6=9 THEN LOCATE 15,18:PRINT"COP
Y" ELSE IF k6=6 OR k6=18 THEN LOCATE 15,
18:PRINT"ENT" ELSE IF k6=21 THEN PRINT"S
HFT" ELSE IF K6=79 THEN LOCATE 15,18:PRI
NT"DEL"
2480 IF K6=23 THEN PRINT"CTRL" ELSE IF K
6=16 THEN PRINT"CLR" ELSE IF K6=47 THEN
LOCATE 15,18:PRINT"SPC" ELSE IF K6=70 TH
EN PRINT"CPS" ELSE IF K6=68 THEN LOCATE
15,18:PRINT"TAB"
2490 IF K6>71 AND K6<78 THEN PEN 1:LOCAT
E 15,18:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K6-72)*4)+1,4)
2500 CALL &7500,@K7:I7$=INKEY$:IF K7=K6
OR K7=K5 OR K7=K4 OR K7=K3 OR K7=K2 OR K
7=K1 THEN 2500
2510 LOCATE 15,20:PEN 3+(K7<17 OR K7=20)
:PRINT I7$;
2520 IF k7=9 THEN LOCATE 15,20:PRINT"COP
Y" ELSE IF k7=6 OR k7=18 THEN LOCATE 15,
20:PRINT"ENT" ELSE IF k7=21 THEN PRINT"S
HFT" ELSE IF K7=79 THEN LOCATE 15,20:PRI
NT"DEL"
2530 IF K7=23 THEN PRINT"CTRL" ELSE IF K
7=16 THEN PRINT"CLR" ELSE IF K7=47 THEN
LOCATE 15,20:PRINT"SPC" ELSE IF K7=70 TH
EN PRINT"CPS" ELSE IF K7=68 THEN LOCATE
15,20:PRINT"TAB"
2540 IF K7>71 AND K7<78 THEN PEN 1:LOCAT
E 15,20:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K7-72)*4)+1,4)
2550 PEN 1:LOCATE 5,24:PRINT"IS THIS OK
?"
2560 FOR i=1 TO 2000:IF INKEY(43)<>-1 TH
EN RETURN ELSE IF INKEY(46)<>-1 THEN LOC
ATE 5,24:PRINT"                ";:GOSUB 2890
:GOTO 2190
2570 NEXT
2580 GOSUB 2940:RETURN
2590 REM print current keys
2600 LOCATE 15,6:PEN 3+(K1<16 OR K1=20):
PRINT I1$;
2610 IF k1=9 THEN LOCATE 15,6:PRINT"COPY
" ELSE IF k1=6 OR k1=18 THEN LOCATE 15,6
:PRINT"ENT" ELSE IF k1=21 THEN PRINT"SHF
T" ELSE IF K1=79 THEN LOCATE 15,6:PRINT"
DEL"
2620 IF K1=23 THEN PRINT"CTRL" ELSE IF K
1=16 THEN PRINT"CLR" ELSE IF K1=47 THEN
LOCATE 15,6:PRINT"SPC" ELSE IF K1=70 THE
N PRINT"CPS" ELSE IF K1=68 THEN LOCATE 1
5,6:PRINT"TAB"
2630 IF K1>71 AND K1<78 THEN PEN 1:LOCAT
E 15,6:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K1-72)*4)+1,4)
2640 LOCATE 15,8:PEN 3+(K2<16 OR K2=20):
PRINT I2$;
2650 IF k2=9 THEN LOCATE 15,8:PRINT"COPY
" ELSE IF k2=6 OR k2=18 THEN LOCATE 15,8
:PRINT"ENT" ELSE IF k2=21 THEN PRINT"SHF
T" ELSE IF K2=79 THEN LOCATE 15,8:PRINT"
DEL"
2660 IF K2=23 THEN PRINT"CTRL" ELSE IF K
2=16 THEN PRINT"CLR" ELSE IF K2=47 THEN
LOCATE 15,8:PRINT"SPC" ELSE IF K2=70 THE
N PRINT"CPS" ELSE IF K2=68 THEN LOCATE 1
5,8:PRINT"TAB"
2670 IF K2>71 AND K2<78 THEN PEN 1:LOCAT
E 15,8:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K2-72)*4)+1,4)
2680 LOCATE 15,10:PEN 3+(K3<16 OR K3=20)
:PRINT I3$;
2690 IF k3=9 THEN LOCATE 15,10:PRINT"COP
Y" ELSE IF k3=6 OR k3=18 THEN LOCATE 15,
10:PRINT"ENT" ELSE IF k3=21 THEN PRINT"S
HFT" ELSE IF K3=79 THEN LOCATE 15,10:PRI
NT"DEL"
2700 IF K3=23 THEN PRINT"CTRL" ELSE IF K
3=16 THEN PRINT"CLR" ELSE IF K3=47 THEN
LOCATE 15,10:PRINT"SPC" ELSE IF K3=70 TH
EN PRINT"CPS" ELSE IF K3=68 THEN LOCATE
15,10:PRINT"TAB"
2710 IF K3>71 AND K3<78 THEN PEN 1:LOCAT
E 15,10:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K3-72)*4)+1,4)
2720 LOCATE 15,14:PEN 3+(K4<16 OR K4=20)
:PRINT I4$;
2730 IF k4=9 THEN LOCATE 15,14:PRINT"COP
Y" ELSE IF k4=6 OR k4=18 THEN LOCATE 15,
14:PRINT"ENT" ELSE IF k4=21 THEN PRINT"S
HFT" ELSE IF K4=79 THEN LOCATE 15,14:PRI
NT"DEL"
2740 IF K4=23 THEN PRINT"CTRL" ELSE IF K
4=16 THEN PRINT"CLR" ELSE IF K4=47 THEN
LOCATE 15,14:PRINT"SPC" ELSE IF K4=70 TH
EN PRINT"CPS" ELSE IF K4=68 THEN LOCATE
15,14:PRINT"TAB"
```

```
2750 IF K4>71 AND K4<78 THEN PEN 1:LOCAT
E 15,14:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K4-72)*4)+1,4)
2760 LOCATE 15,16:PEN 3+(K5<16 OR K5=20)
:PRINT I5$;
2770 IF k5=9 THEN LOCATE 15,16:PRINT"COP
Y" ELSE IF k5=6 OR k5=18 THEN LOCATE 15,
16:PRINT"ENT" ELSE IF k5=21 THEN PRINT"S
HFT" ELSE IF K5=79 THEN LOCATE 15,16:PRI
NT"DEL"
2780 IF K5=23 THEN PRINT"CTRL" ELSE IF K
5=16 THEN PRINT"CLR" ELSE IF K5=47 THEN
LOCATE 15,16:PRINT"SPC" ELSE IF K5=70 TH
EN PRINT"CPS" ELSE IF K5=68 THEN LOCATE
15,16:PRINT"TAB"
2790 IF K5>71 AND K5<78 THEN PEN 1:LOCAT
E 15,16:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K5-72)*4)+1,4)
2800 LOCATE 15,18:PEN 3+(K6<16 OR K6=20)
:PRINT I6$;
2810 IF k6=9 THEN LOCATE 15,18:PRINT"COP
Y" ELSE IF k6=6 OR k6=18 THEN LOCATE 15,
18:PRINT"ENT" ELSE IF k6=21 THEN PRINT"S
HFT" ELSE IF K6=79 THEN LOCATE 15,18:PRI
NT"DEL"
2820 IF K6=23 THEN PRINT"CTRL" ELSE IF K
6=16 THEN PRINT"CLR" ELSE IF K6=47 THEN
LOCATE 15,18:PRINT"SPC" ELSE IF K6=70 TH
EN PRINT"CPS" ELSE IF K6=68 THEN LOCATE
15,18:PRINT"TAB"
2830 IF K6>71 AND K6<78 THEN PEN 1:LOCAT
E 15,18:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K6-72)*4)+1,4)
2840 LOCATE 15,20:PEN 3+(K6<17 OR K7=20)
:PRINT I7$;
2850 IF k7=9 THEN LOCATE 15,20:PRINT"COP
Y" ELSE IF k7=6 OR k7=18 THEN LOCATE 15,
20:PRINT"ENT" ELSE IF k7=21 THEN PRINT"S
HFT" ELSE IF K7=79 THEN LOCATE 15,20:PRI
NT"DEL"
2860 IF K7=23 THEN PRINT"CTRL" ELSE IF K
7=16 THEN PRINT"CLR" ELSE IF K7=47 THEN
LOCATE 15,20:PRINT"SPC" ELSE IF K7=70 TH
EN PRINT"CPS" ELSE IF K7=68 THEN LOCATE
15,20:PRINT"TAB"
2870 IF K7>71 AND K7<78 THEN PEN 1:LOCAT
E 15,20:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K7-72)*4)+1,4)
2880 RETURN
2890 REM clear all keys
2900 PEN 3
2910 FOR i=6 TO 10 STEP 2:LOCATE 15,i:PR
INT"_     ";:NEXT
2920 FOR i=14 TO 20 STEP 2:LOCATE 15,i:P
RINT"_     ";:NEXT
2930 RETURN
2940 REM SKILL LEVEL
2950 GOSUB 350
2960 M=1
2970 PEN 6:LOCATE 2,14:PRINT"PRESS:":PEN
 9:LOCATE 2,16:PRINT"SPACE    = QUIT":LOC
ATE 2,17:PRINT"ENT/FIRE= INCREASE":LOCAT
E 2,18:PRINT"ANY KEY = CHANGE"
2980 PEN 1:LOCATE 3,4:PRINT"SPEED LEVEL
:":LOCATE 3,10:PRINT"SKILL LEVEL :":PEN
2:LOCATE 17,4:PRINT USING "##";SPL:LOCAT
E 17,10:PRINT USING "##";SKL
2990 GOTO 3030
3000 FOR d=1 TO 3000:IN$=INKEY$:IF IN$="
" THEN 3010 ELSE IF IN$=" " THEN RETURN
ELSE IF IN$=CHR$(13) THEN 3080 ELSE 3030
3010 NEXT d
3020 RETURN
3030 PEN 1:A%=0:LOCATE 3,7+(M*3):IF M<1
THEN PRINT"SPEED LEVEL :" ELSE PRINT"SKI
LL LEVEL :"
3040 M=M*-1
3050 PEN 1:PRINT CHR$(24):A%=0:LOCATE 3,
7+(M*3):IF M<1 THEN PRINT"SPEED LEVEL :"
 ELSE PRINT"SKILL LEVEL :"
3060 PRINT CHR$(24)
3070 GOTO 3000
3080 IF M<1 THEN SPL=SPL+1:IF SPL>10 THE
N SPL=1
3090 IF M=1 THEN SKL=SKL+1:IF SKL>10 THE
N SKL=1
3100 PEN 2:LOCATE 17,4:PRINT USING "##";
SPL:LOCATE 17,10:PRINT USING "##";SKL
3110 GOTO 3000
3120 FOR i=1 TO 22 STEP 3:FOR j=1 TO 4:S
OUND 7,0,10,0,3,,i:NEXT j:NEXT
3130 FOR i=1 TO 96:READ a
3140 IF INKEY$<>"" THEN RETURN
3150 SOUND 2,0,20,3,3,,1-(3*(a<>0))
3160 SOUND 1,a*3,20,15
3170 SOUND 4,a,20,3,3
3180 NEXT
3190 DATA 100,130,130,130,100,130,130,13
0,120,150,150,150,150,0,150,150,120,120,
150,150,120,120,150,150,100,100,100,100,
100,0,0,0
3200 DATA 100,130,130,130,100,130,130,13
0,120,150,150,150,150,0,150,150,120,120,
150,150,120,120,150,150,100,100,100,100,
100,0,0,0
3210 DATA 90,100,120,120,120,120,100,120
,100,130,130,130,130,130,130,0,120,130,1
45,145,145,145,130,130,100,100,100,100,1
00,0,0,0
3220 RETURN
3230 REM won level
3240 ki=0:ma=0:skl=skl+1:IF skl>10 THEN
skl=10:ma=1
3250 spl=spl-1:IF spl<1 THEN spl=1:IF ma
=1 THEN 3300
3260 l1=3:l2=3:en=99:PEN 3:LOCATE 8,25:P
RINT"***  +++  99":CALL &7000,255,35,6,3
9,7,0,9,45,7,27
3270 PEN 9:LOCATE 1,23:PRINT STRING$(20,
208);
3280 CALL &7000,255,2
3290 RETURN
3300 REM won
3310 WINDOW 5,15,5,10:PAPER 15:CLS
3320 PEN 0:PRINT:PRINT:PRINT"YOU WON !!!
":PRINT:PRINT
3330 CALL &7000,255,11,23,46,0,31,25
3340 SOUND 7,100,400,10,,2
3350 FOR j=1 TO 10
3360 CALL &BD19
3370 FOR i=1 TO 6:PRINT CHR$(11);:NEXT
3380 CALL &BD19
3390 FOR i=1 TO 6:PRINT CHR$(10);:NEXT
3400 CALL &BD19
3410 NEXT
3420 GOTO 1700
```

TELE-GAMES

The leading Video game specialists offer –

100's of cartridges for –

ATARI 2600

CBS COLECO VISION™

INTELLIVISION®

Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE
(0533-880445)

E/O 4 O MEGASAVE SOFTWARE

46 THE MALTINGS, STANSTEAD ABBOTTS, WARE, HERTS.

SPECTRUM	RRP	OUR PRICE
Paper Boy	7.95	5.75
Mindstone	9.95	6.99
Dragons Lair	9.95	6.99
Jack The Nipper	7.95	5.75
Bobby Bearing	7.95	5.75
Terrors Trantoss	8.95	6.50
Knight Rider	7.95	5.75
Miami Vice	7.95	5.75
Mission Omega	9.99	6.99
Johnny Reb 2	9.99	6.99
Ghosts & Goblins	7.95	5.75
Cauldron 2	7.99	5.75
Pyracurse	8.95	6.50
Stainless Steel	9.95	6.99
Ace	9.95	6.99
Cellusus Chess 4	9.95	6.99
Knight Rider	7.95	5.75
Virgin Challenger	7.95	5.75
Boggit	7.95	5.75
Kung Fu Master	7.95	5.75
Mercenary	9.95	6.99
Pub Games	9.95	6.99
Equinox	9.95	6.99
Mantronix	7.95	5.75
Theatre Europe	9.95	5.75
Heavy On The Magick	9.95	5.75
Green Beret	7.95	5.75
Hijack	9.95	6.99
Leaderboard	7.95	5.75
Street Hawk	7.95	5.75
PSI 5	7.95	5.75
COMMODORE 64		
Paper Boy	9.95	6.99
Arac	9.95	6.99
Dragons Lair	9.95	6.99
Equinox	9.95	6.99
Virgin Challenger	8.95	6.50
Trap	9.95	6.99
Mercenary 2	5.95	4.50
Ghosts & Goblins	9.95	6.99
Jewels Of Darkness	14.95	11.50
Mail Order Monsters	11.95	8.95
Green Beret	8.95	6.50
Nomad	8.95	6.50
Knight Games	8.95	6.50
Leader Board	9.95	6.99
Infiltrator	9.95	6.99
Miami Vice	8.95	6.50
Fist II	9.95	6.99
Ultima IV (d)	19.95	14.95
Mission A.D.	9.95	6.99
Dante's Inferno	9.95	6.99
Knight Rider	8.95	6.50
Dark Sceptre	9.95	6.99
Infodroids	9.95	6.99
Tau Ceti	9.95	6.99
Heavy On The Magick	9.95	6.99
Acro Jet	9.95	6.99
Solo Flight 2	9.95	6.99
Pub Games	9.95	6.99
Rebel Planets	9.95	6.99
Split Personalities	9.95	6.99
Parallax	8.95	6.50
Infiltrator (d)	14.95	11.50
Dragons Lair (d)	14.95	11.50
Streethawk	8.95	6.50

For up to date news on availability and special offers ring 0920 — 870568.
All prices include free fast delivery and same day despatch when applicable. Overseas orders add 50p per tape. 5% discount on all orders for seven or more tapes or to a value over £45. B.F.P.O. Welcome. Cheques/ P.O.'s/E.C's payable to ED40. C.G.

MAIL ORDER ADVERTISING

British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days,the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, Argus Specialist Publications Ltd will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

(1) You have not received the goods or had your money returned; and

(2) You write to the Publisher of this publication, summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

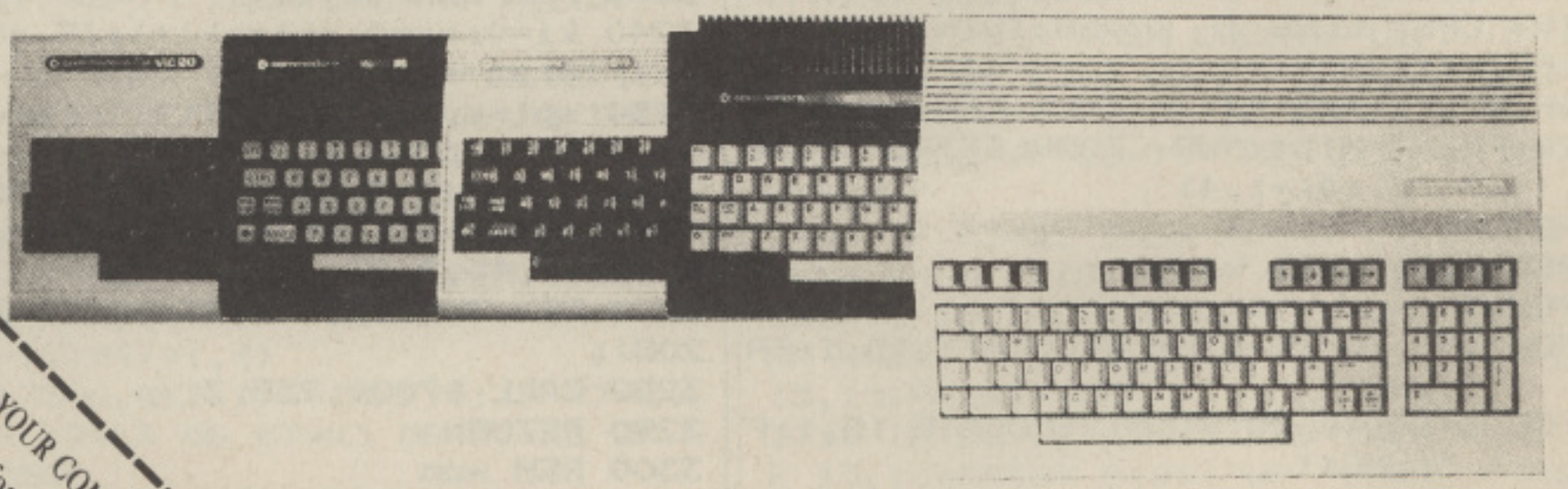
Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claim and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent (up to a limit of £2,000 per annum for any one Advertiser so affected and up to £6,000 per annum in respect of all insolvent Advertisers. Claims may be paid for higher amounts, or when the above procedure has not been complied with, at the discretion of this publication but we do not guarantee to do so in view of the need to set some limit to this commitment and to learn quickly of readers' difficulties).

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine (not, for example, payment made in response to catalogues etc., received as a result of answering such advertisements). Classified advertisements are excluded.

Your COMMODORE

SUBSCRIPTION ORDER FORM



Whatever your interest in the Commodore range of computers and peripherals, you simply cannot afford to miss a single issue.

SUBSCRIPTION RATES

£16.60 for 12 issues U.K.
£21.50 for 12 issues Overseas Surface mail
£57.00 for 12 issues Overseas Air mail

VISA

Send this form with your remittance to:
INFONET LTD., Times House, 179 The Marlowes, Hemel Hempstead, Herts. HP1 1BB.

Please begin my subscription(s) to YOUR COMMODORE with the ..... issue
I enclose my cheque/postal order for £..... made payable to Argus Specialist Publications Ltd.
or debit £..... from my Access/Barclaycard No.
valid from ..... to .....

NAME (Mr/Mrs/Miss) .....
ADDRESS .....
.....
Postcode .....
Signature .....
Date .....

Please use BLOCK CAPITALS and include post codes

CRYSTAL CASTLES™

Crystal Castles Diamond Plateaus in Space

The Legend is born. Summer '84, a computer game was created, a game that made the blood of all who played if flow through icy veins. It travelled through the dusty vaults of the software underground, surfacing here and there, creating a Legend. Next month the Legend will be born.

Crystal Castles is a once in a lifetime opportunity to experience a true sottware legend. A legend that will continue because it is to be produced as a Limited Edition. Now that you've heard of it you must buy it otherwise you'll have missed a true software experience.

"When I first saw Crystal Castles, its shock waves almost knocked me off my feet. That was so long ago.
I cannot conceive that you will ever buy it in a shop. I'll believe it when I see it!"
"It's like a state of manic hysteria on diamond plateaus in deep space – some things are beyond description." Julian Rignall

Available on: CBM 64/128
BBC
ELECTRON
Coming soon: Spectrum 48K
& Amstrad.

CASSETTE
£9.99
DISK
£14.99

U.S. GOLD
American Software

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

THIS LITTLE MONEY...

...FOR THIS MUCH QUALITY.

Unbeatable quality at outstanding prices
Americana Software is now available for mo
systems than ever, bringing mo
titles, more value for mon
to more games enthusias
Don't settle for le
look for the b
... 15 new titl
just release

...FOR THIS MANY SYSTEMS

DISK £4:99

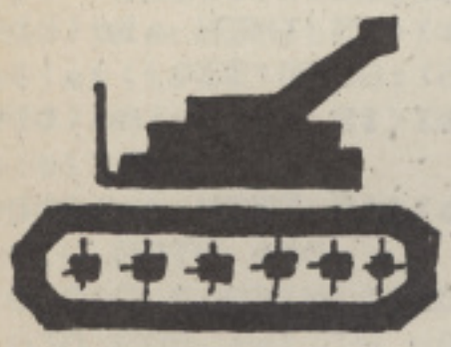
LICENSED TO THRILL
AMERICANA
SOFTWARE

£2:99 TAPE

AMERICANA Software, Units 2/3., Holford Way, Holford, BIRMINGHAM B6 7AX. Tel: 021 356 3388.

AMSTRAD

CARDONIAN WARS



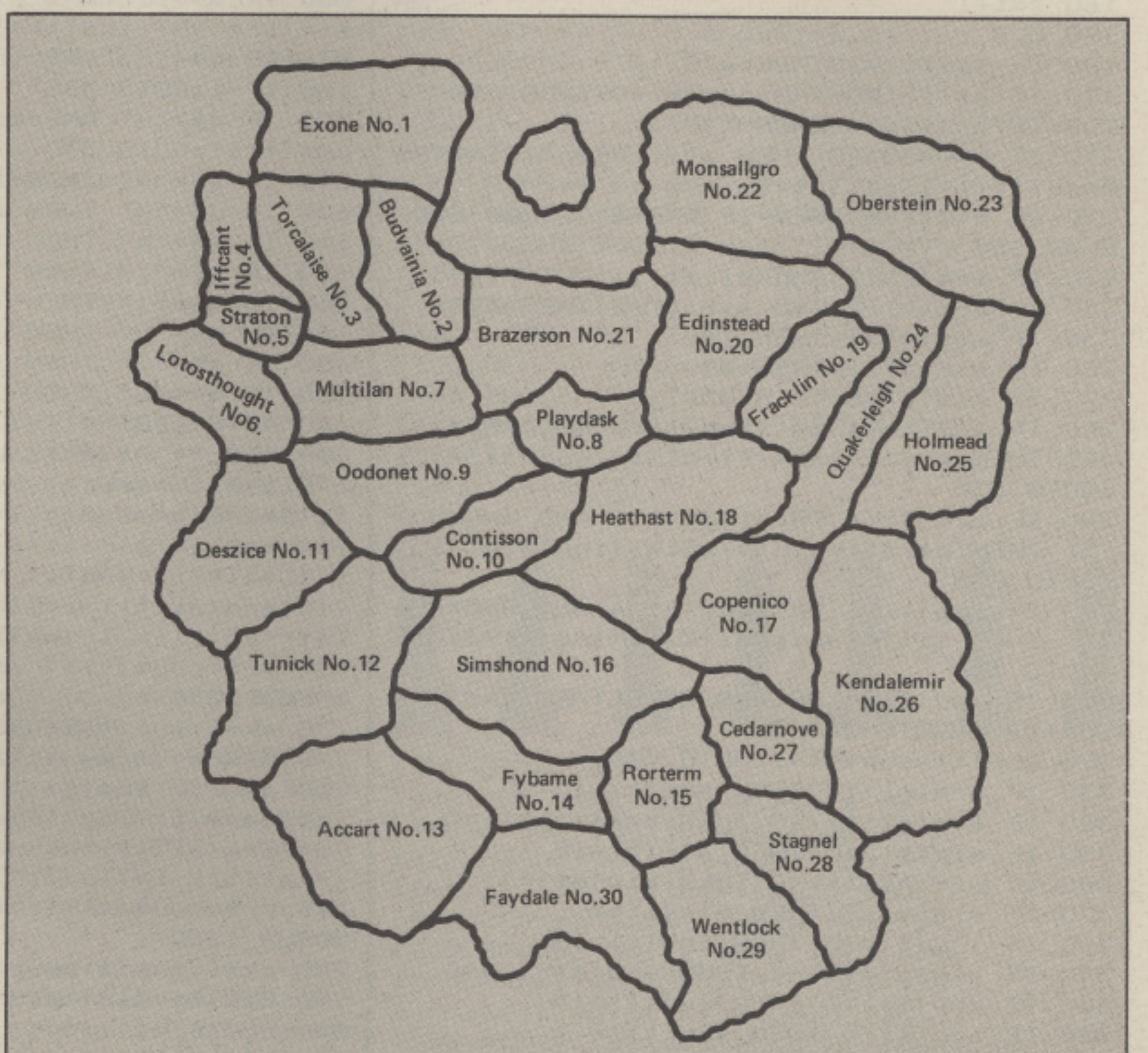
by Ian Worley

For many years, the countries of the continent Cardonia have fought each other to gain more lands and expand their ruling territory. You have been asked to be such a power and to conquer the neighbouring countries.

The game can be played by 1 to 10 players, each with a different country. You can only attack a country that shares a border with you. You can attack with your Army, or Airforce, or with both or launch a nuclear missile. Attacking with Army will only damage the enemy's army and slightly damage its airforce. Attacking with Airforce is vice-versa. Launching a missile with damage its army, airforce, industries and supplies. If you attack with army or airforce your supplies will decrease by one. If you have no supplies, then your attack is in vain. Once a country is beaten it is yours to control and can be used to attack the countries on its borders.

On controlling you country you can:— Improve your Army, Airforce and missile stocks. Gain industrial support and more supplies.

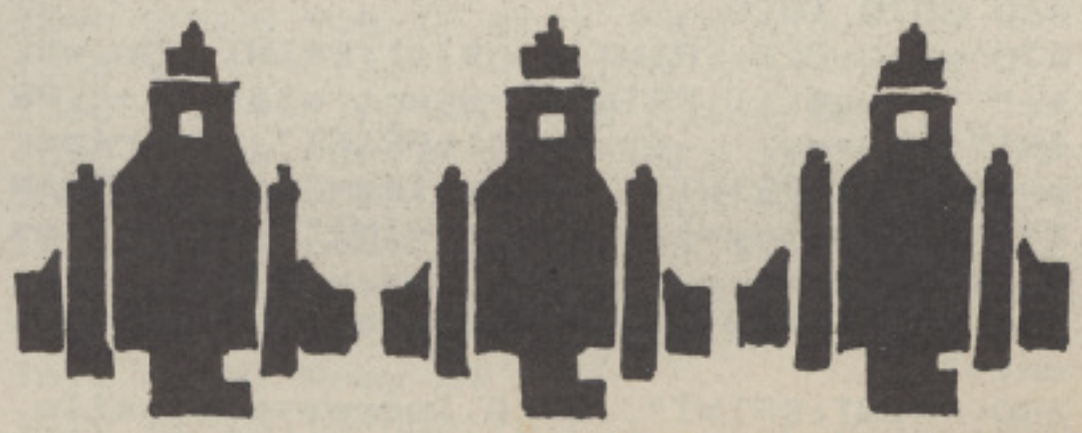
Industrial support and supplies increase one at a time. The others increase depending on your industries.



Map for Cardonian Wars

Industry	Army	Airforce	Missiles
3 or over	1	1	0
5 or over	1	1	1
8 or over	2	2	1
10 or over	2	2	2
13 or over	3	3	2
15	3	3	3

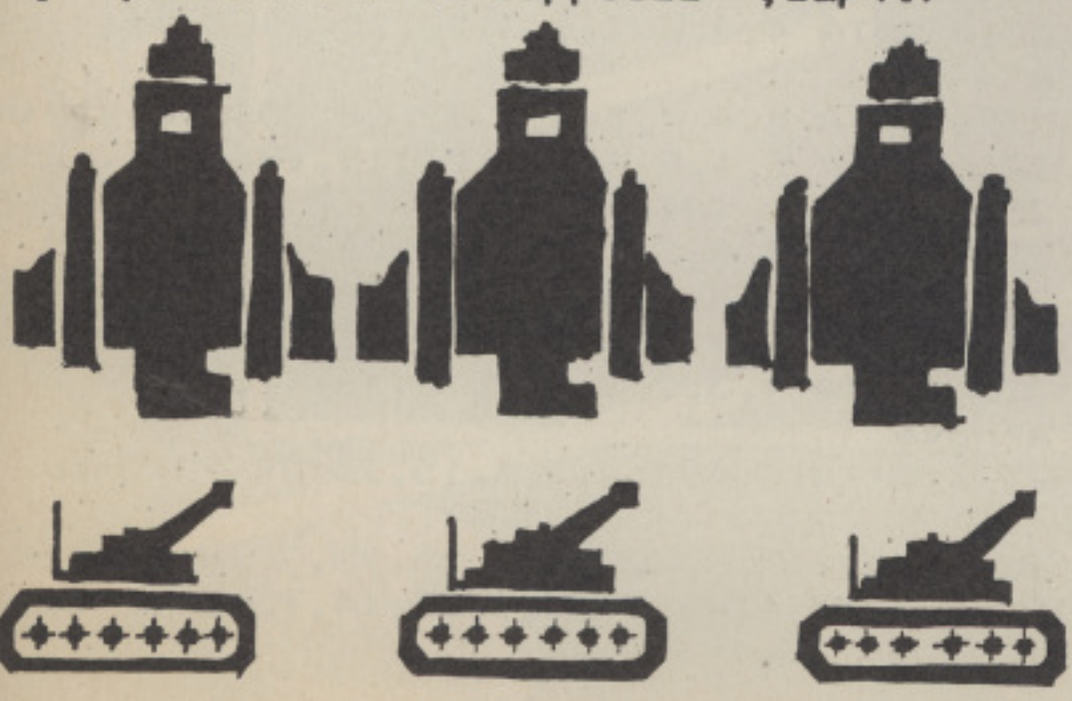
Your maximum amount for each category is 15 except missiles which is 5. Once a country has an army of zero and airforce of zero it is defeated.



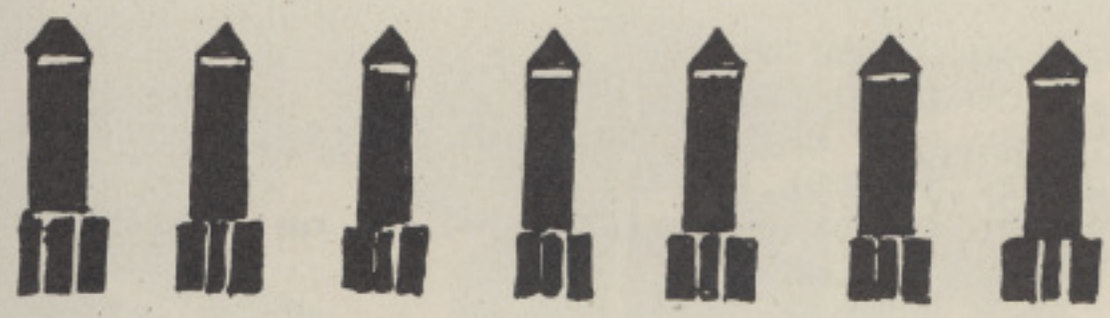
```
10 DIM arm(30),air(30),mis(30),ind(30),s
up(30),nei(30),nen(30,30),cou$(30),cds(3
0),at(30),own$(30)
20 GOSUB 1960
30 MODE 2
40 INPUT"Do you wish to load in a previo
us game (y/n)";a$
50 IF a$="y" THEN 1850
60 IF a$<>"n" THEN 40
70 INPUT"How many players";pl
80 FOR t=1 TO pl
90 INPUT"Enter your name ",n$(t)
100 nm=INT(30*RND)+1:IF cds(nm)=1 THEN 1
00
110 cds(nm)=1:own$(nm)=n$(t)
120 PRINT n$(t)".Your country is ";cou$(
nm)
130 NEXT
140 GOSUB 1240
150 t=0
160 t=t+1
170 CLS
180 IF cds(t)=1 THEN 470
190 IF at(t)<>0 AND sup(t)=0 THEN 320
200 IF at(t)<>0 THEN 230
210 IF RND*50>48 THEN at(t)=nen(t,INT(RN
D*nei(t))+1):at(at(t))=t
220 IF at(t)=0 THEN IF RND*2>0 THEN 280
ELSE 450
230 IF arm(t)<2 AND air(t)<1 THEN 1140
240 IF arm(t)>2 AND air(t)>2 THEN 690
250 IF arm(t)>2 THEN 750
260 IF air(t)>2 THEN 800
270 IF mis(t)>0 THEN 850
280 IF arm(t)<4 OR (ind(t)>2 AND RND*20>
15) THEN arm(t)=arm(t)+CINT(ind(t)*3/15)
:GOTO 330
290 IF air(t)<4 OR (ind(t)>2 AND RND*20>
15) THEN air(t)=air(t)+CINT(ind(t)*3/15)
:GOTO 330
300 IF mis(t)<3 OR (ind(t)>4 AND RND*30>
23) THEN mis(t)=mis(t)+CINT(ind(t)*3/30)
:GOTO 330
310 IF ind(t)<4 OR RND*20>9 THEN ind(t)=
ind(t)+1:GOTO 330
320 sup(t)=sup(t)+1:GOTO 330
330 IF arm(t)>15 THEN arm(t)=15
340 IF arm(at(t))<0 THEN arm(at(t))=0
350 IF air(t)>15 THEN air(t)=15
360 IF air(at(t))<0 THEN air(at(t))=0
370 IF mis(t)>5 THEN mis(t)=5
380 IF ind(t)>15 THEN ind(t)=15
390 IF ind(at(t))<0 THEN ind(at(t))=0
400 IF sup(t)>15 THEN sup(t)=15
410 IF sup(t)<0 THEN sup(t)=0
420 IF sup(at(t))<0 THEN sup(at(t))=0
430 IF ak=0 THEN 450
440 IF arm(at(t))=0 AND air(at(t))=0 THE
N 970
450 ak=0:IF t<30 THEN 160
460 GOTO 1020
470 st=0:CLS:PRINT own$(t):PRINT "No.=";
t;" ";cou$(t):PRINT"Present status:-":PR
INT"   Army    ="arm(t):PRINT"   Airforc
e="air(t):PRINT"   Missiles="mis(t):PRIN
T"   Industry=";ind(t):PRINT"   Supplies
=";sup(t)
480 PRINT TAB(28);"Please select an opti
on:-"
490 PRINT:PRINT"     A Increase missile
stocks":PRINT"     B Improve Army":PRINT
"     C Improve Airforce"
500 PRINT"     D Gain industrial support
":PRINT"     E Improve supplies":PRINT"
    F Send supplies to another country"
510 PRINT"     G Improve another country
's army":PRINT"     H Improve another co
untry's airforce":PRINT"     I Launch a
missile"
520 PRINT"     J Attack with Army":PRINT
"     K Attack with airforce":PRINT"
 L Attack with both":PRINT"     M Try an
d make peace"
530 q$=INKEY$:IF q$="" THEN 530
540 IF q$="a" AND mis(t)<5 THEN mis(t)=m
is(t)+CINT(ind(t)*3/30):GOTO 330
550 IF q$="b" AND arm(t)<15 THEN arm(t)=
arm(t)+CINT(ind(t)*3/15):GOTO 330
560 IF q$="c" AND air(t)<15 THEN air(t)=
air(t)+CINT(ind(t)*3/15):GOTO 330
570 IF q$="d" AND ind(t)<15 THEN ind(t)=
ind(t)+1:GOTO 330
580 IF q$="e" AND sup(t)<15 THEN sup(t)=
sup(t)+1:GOTO 330
590 IF q$="f" THEN 1260
600 IF q$="g" THEN 1310
610 IF q$="h" THEN 1360
620 IF q$="i" THEN 1410
630 IF q$="j" THEN 1450
640 IF q$="k" THEN 1490
650 IF q$="l" THEN 1530
660 IF q$="m" THEN 1570
670 GOTO 530
680 REM ** Attacks by both **
690 a=0:IF arm(t)<1 THEN 700 ELSE a=CINT
(((5*arm(t)+ind(t))*sup(t))/55)
700 b=0:IF air(t)<1 THEN 710 ELSE b=CINT
(((5*air(t)+ind(t))*sup(t))/55)
710 arm(at(t))=arm(at(t))-INT((2*a+b)/3)
:air(at(t))=air(at(t))-INT((2*b+a)/3)
720 pr$=cou$(t)+" attacks "+cou$(at(t)):
GOSUB 1230
730 ak=1:sup(t)=sup(t)-1:GOTO 330
740 REM ** Army attacks **
750 a=0:IF arm(t)<1 THEN 760 ELSE a=CINT
(((5*arm(t)+ind(t))*sup(t))/55)
760 arm(at(t))=arm(at(t))-a:air(at(t))=a
ir(at(t))-INT(a/3)
770 pr$=cou$(t)+" attacks "+cou$(at(t)):
GOSUB 1230
780 ak=1:sup(t)=sup(t)-1:GOTO 330
790 REM ** Airforce attacks **
800 b=0:IF air(t)<1 THEN 810 ELSE b=CINT
(((5*air(t)+ind(t))*sup(t))/55)
810 air(at(t))=air(at(t))-b:arm(at(t))=a
rm(at(t))-INT(b/3)
820 pr$=cou$(t)+" attacks "+cou$(at(t)):
GOSUB 1230
830 ak=1:sup(t)=sup(t)-1:GOTO 330
840 REM ** Missile attacks **
850 arm(at(t))=arm(at(t))-2:air(at(t))=a
ir(at(t))-2:ind(at(t))=ind(at(t))-2:sup(
at(t))=sup(at(t))-2
860 mis(t)=mis(t)-1
870 pr$=cou$(t)+" fires a nuclear missil
e at "+cou$(at(t)):GOSUB 1230
880 ak=1:GOTO 330
890 REM ** Check to see if the country i
s a neighbour **
```

CARDONIAN WARS


```
900 FOR j=1 TO nei(t):IF nen(t,j)=c THEN
 RETURN
910 NEXT:SOUND 1,142:st=1:RETURN
920 REM ** Input country **
930 CLS:INPUT"What country ",c
940 IF c<1 OR c>30 THEN SOUND 1,142:st=1
950 RETURN
960 REM ** Been defeated **
970 pr$=cou$(at(t))+" has been defeated
by "+cou$(t):GOSUB 1230
980 IF cds(at(t))=1 THEN cds(at(t))=0:ow
n$(at(t))=""
990 IF cds(t)=1 THEN cds(at(t))=1:own$(a
t(t))=own$(t)
1000 at(at(t))=0:at(t)=0
1010 GOTO 450
1020 CLS:PRINT"Table of players"
1030 FOR j=1 TO pl:
1040 tot(j)=0
1050 FOR k=1 TO 30:IF own$(k)=n$(j) THEN
 tot(j)=tot(j)+arm(k)+air(k)+mis(k)+ind(
k)+sup(k)
1060 NEXT k
1070 NEXT j
1080 FOR j=1 TO pl:PRINT:PRINT n$(j)" ha
s";TAB(30)tot(j)" Btps":NEXT
1090 PRINT:PRINT"Enter options:-":PRINT"
      A  Continue to play game":PRINT"
    B  Save present game"
1100 q$=INKEY$:IF q$="" THEN 1100
1110 IF q$="a" THEN 1130
1120 IF q$="b" THEN 1740
1130 t=0:GOTO 160
1140 pr$=cou$(t)+" want to make peace wi
th "+cou$(at(t)):GOSUB 1230
1150 IF own$(at(t))="" THEN IF RND*5>2 T
HEN pr$="They agree on terms":GOSUB 1230
:at(at(t))=0:at(t)=0:GOTO 450 ELSE pr$="
They don't agree on terms":GOSUB 1230:GO
TO 450
1160 PRINT own$(at(t))".Enter your terms
"
1170 PRINT "Their present state is :-":P
RINT "Army=";arm(t):PRINT"Airforce=";air
(t):PRINT"Missiles=";mis(t):PRINT"Indust
ry=";ind(t):PRINT"Supplies=";sup(t)
```

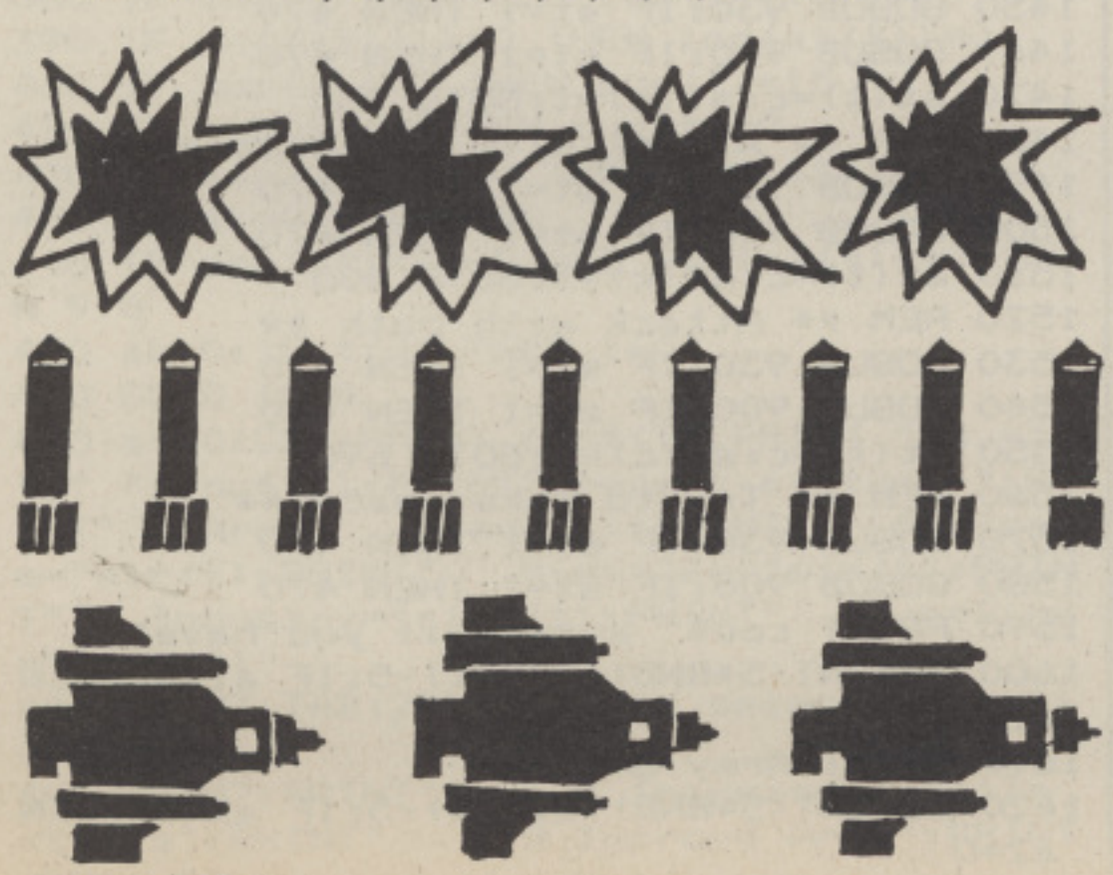


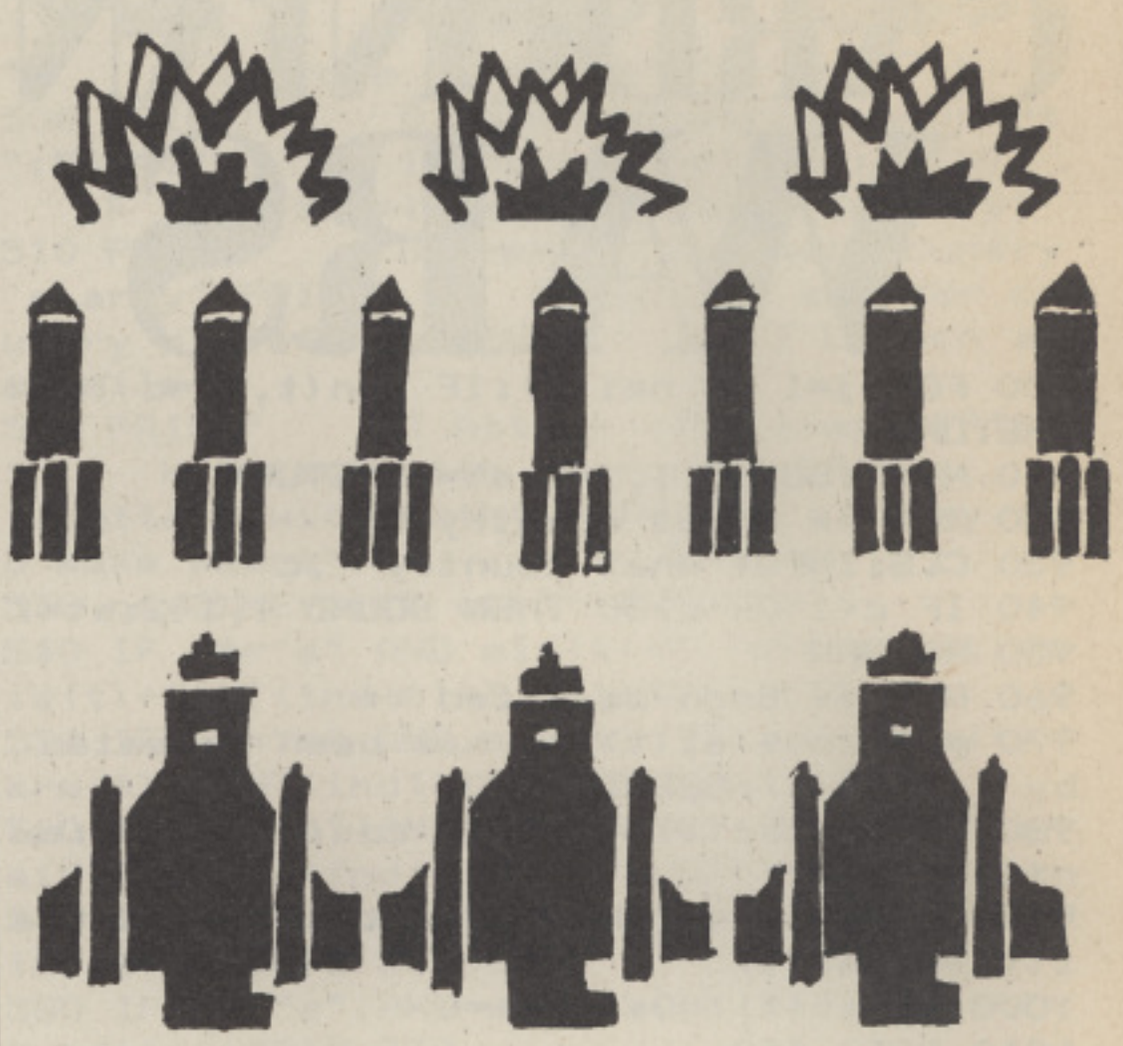
```
1180 INPUT"Enter for Army ",a1:INPUT"Ent
er for Airforce ",a2:INPUT"Enter for Mis
siles ",a3
1190 INPUT"Enter for Industry ",a4:INPUT
"Enter for Supplies ",a5
1200 IF a3<mis(t)-2 OR a4<ind(t)-2 OR a5
<sup(t)-2 THEN 1220
1210 IF RND*6>2 THEN pr$="They agree":GO
SUB 1230:arm(t)=a1:air(t)=a2:mis(t)=a3:i
nd(t)=a4:sup(t)=a5:GOTO 450
1220 pr$="They don't agree on your terms
":GOSUB 1230:GOTO 450
1230 PRINT pr$:PRINT"Press any Key"
1240 WHILE INKEY$="":GOTO 1240:WEND:RETU
RN
1250 REM ** Send supplies **
1260 GOSUB 930:IF st=1 THEN 470
1270 GOSUB 900:IF st=1 THEN 470
1280 IF sup(c)<15 THEN sup(c)=sup(c)+1
1290 GOTO 330
1300 REM ** Give army **
1310 GOSUB 930:IF st=1 THEN 470
1320 GOSUB 900:IF st=1 THEN 470
1330 IF arm(c)<15 THEN arm(c)=arm(c)+CIN
T(ind(t)*3/15)
1340 GOTO 330
1350 REM ** Give airforce **
1360 GOSUB 930:IF st=1 THEN 470
1370 GOSUB 900:IF st=1 THEN 470
1380 IF air(c)<15 THEN air(c)=air(c)+CIN
T(ind(t)*3/15)
```



```
1390 GOTO 330
1400 REM ** Launch missile **
1410 GOSUB 930:IF st=1 THEN 470
1420 GOSUB 900:IF st=1 THEN 470
1430 at(t)=c:at(c)=t:GOTO 850
1440 REM ** Attack with Army **
1450 GOSUB 930:IF st=1 THEN 470
1460 GOSUB 900:IF st=1 THEN 470
1470 at(t)=c:at(c)=t:GOTO 750
1480 REM ** Attack with Airforce **
1490 GOSUB 930:IF st=1 THEN 470
1500 GOSUB 900:IF st=1 THEN 470
1510 at(t)=c:at(c)=t:GOTO 800
1520 REM ** Attack with both **
1530 GOSUB 930:IF st=1 THEN 470
1540 GOSUB 900:IF st=1 THEN 470
1550 at(t)=c:at(c)=t:GOTO 690
1560 REM ** Try to make peace **
1570 GOSUB 930:IF st=1 THEN 470
1580 GOSUB 900:IF st=1 THEN 470
1590 PRINT cou$" agrees if you have"
1600 a1=INT(5*RND)+arm(t)-5:IF a1<0 THEN
 a1=0
1610 PRINT"Army of "a1
1620 a2=INT(5*RND)+air(t)-5:IF a2<0 THEN
 a2=0
```

```
1630 PRINT"Airforce of "a2
1640 a3=INT(5*RND)+mis(t)-5:IF a3<0 THEN
 a3=0
1650 PRINT"Missiles of "a3
1660 a4=INT(5*RND)+ind(t)-5:IF a4<0 THEN
 a4=0
1670 PRINT"Industry of "a4
1680 a5=INT(5*RND)+sup(t)-5:IF a5<0 THEN
 a5=0
1690 PRINT"Supplies of "a5
1700 INPUT"Do you agree (y/n)";q$
1710 IF q$="y" THEN at(c)=0:at(t)=0:arm(
t)=a1:air(t)=a2:mis(t)=a3:ind(t)=a4:sup(
t)=a5:GOTO 330
1720 IF q$<>"n" THEN 1700
1730 GOTO 330
1740 CLS:INPUT "Enter name for file";sv$
1750 OPENOUT sv$
1760 FOR z=1 TO 30
1770 WRITE #9,arm(z),air(z),mis(z),ind(z
),sup(z),cds(z),at(z),own$(z)
1780 NEXT z
1790 WRITE #9,pl
1800 FOR z=1 TO pl
1810 WRITE #9,n$(z)
1820 NEXT z
1830 CLOSEOUT
1840 GOTO 1020
1850 CLS:INPUT"Enter name or file";ld$
1860 OPENIN ld$
1870 FOR z=1 TO 30
1880 INPUT #9,arm(z),air(z),mis(z),ind(z
),sup(z),cds(z),at(z),own$(z)
1890 NEXT z
1900 INPUT #9,pl
1910 FOR z=1 TO pl
1920 INPUT #9,n$(z)
1930 NEXT z
1940 CLOSEIN
1950 GOTO 1020
1960 FOR t=1 TO 30:READ arm(t),air(t),mi
s(t),ind(t),sup(t)
1970 READ nei(t):FOR j=1 TO nei(t):READ
nen(t,j):NEXT j
1980 READ cou$(t)
1990 NEXT t:RETURN
2000 DATA 3,3,2,3,4,2,2,3,Exone
2010 DATA 4,4,2,3,3,4,1,3,7,21,Budvainia
2020 DATA 5,4,3,3,3,5,1,2,4,5,7,Torcalai
se
2030 DATA 3,3,3,2,3,2,3,5,Iffcant
```





```
2040 DATA 3,2,2,2,2,4,3,4,6,7,Straton
2050 DATA 4,4,3,4,4,4,5,7,9,11,Lotosthou
ght
2060 DATA 5,4,3,4,3,7,2,3,5,6,9,11,21,Mu
ltilan
2070 DATA 4,4,2,4,2,5,9,10,18,20,21,Play
dask
2080 DATA 5,5,3,5,3,7,6,7,8,10,11,12,21,
Oodonent
2090 DATA 4,4,2,4,2,5,8,9,12,16,18,Conti
sson
2100 DATA 4,4,4,5,4,3,6,9,12,Deszice
2110 DATA 5,5,3,5,3,6,9,10,11,13,14,16,T
unick
2120 DATA 4,3,3,4,4,3,12,14,30,Accart
2130 DATA 5,4,3,4,3,5,12,13,15,16,30,Fyb
ame
2140 DATA 4.4.2.4.2.6.14.16.27.28.29.30.
Rorterm
2150 DATA 5,5,3,5,3,7,10,12,14,15,17,18,
27,Simshond
2160 DATA 5,4,3,4,3,5,16,18,24,26,27,Cop
enica
2170 DATA 5,5,2,5,3,7,8,10,16,17,19,20,2
4,Heathast
2180 DATA 3,4,2,4,2,3,18,20,24,Fracklin
2190 DATA 5,4,3,4,3,6,8,18,19,21,22,24,E
dinstead
2200 DATA 5,5,2,4,3,5,2,7,8,9,20,Brazers
on
2210 DATA 4,4,3,3,4,3,20,23,24,Monsallgr
o
2220 DATA 4,4,4,3,5,3,22,24,25,Oberstein
2230 DATA 5,4,3,4,3,8,17,18,19,20,22,23,
25,26,Quakerleigh
2240 DATA 3,3,3,3,3,3,23,24,26,Holmead
2250 DATA 5,5,3,4,5,5,17,24,25,27,28,Ken
dalemir
2260 DATA 4,3,2,3,2,5,15,16,17,26,28,Ced
arnove
2270 DATA 4,4,3,4,4,4,15,26,27,29,Stagne
l
2280 DATA 3,3,3,3,3,3,15,28,30,Wentlock
2290 DATA 4,4,3,4,4,4,13,14,15,29,Faydal
e
```

THIS GAME WILL DRIVE YOU BATTY

Whether its just a relaxing game of ping pong or the speed and skill of championship table tennis that you're looking for, Superstar Ping Pong offers a challenge and excitement that's hard to match.

Select your skill level and let play commence. Move your ball with backspin, topspin, backhand or in any of fifteen directions... your gameplay options seem endless.

Smash your way to success in this outstanding 1 or 2 player simulation of one of the world's fastest and most demanding tests of personal sporting skill.

SUPERSTAR

ping pong

"The potential of a Ping Pong game has at last been realised. A great and addictive sports simulation."

Zzap August '86

CBM 64/128
Disk
£14.99

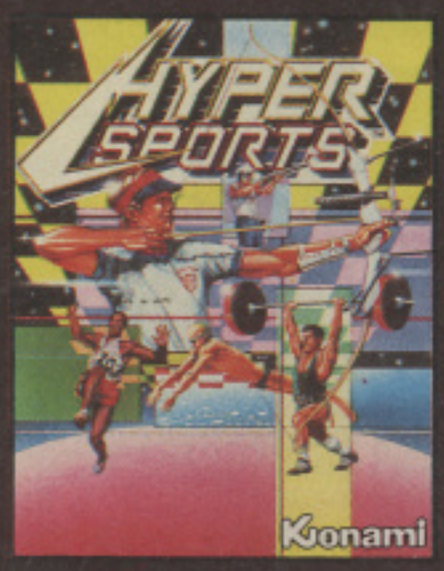
CBM 64/128
Tape
£9.99

U.S. GOLD
All American Software

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

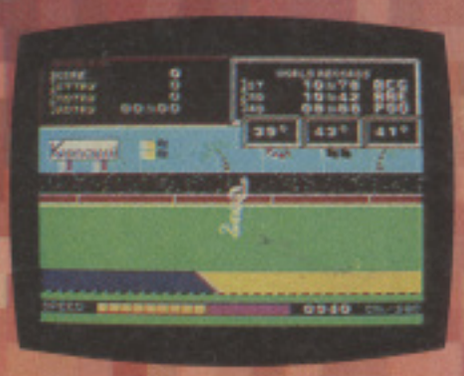
SilverTime™

ARCADE KINGS



SPECTRUM
£7.95 EA.
COMMODORE 64
£8.95 EA.
AMSTRAD

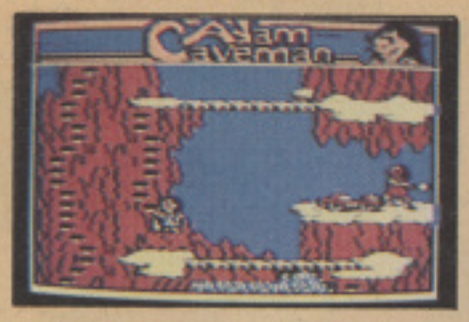
SPECTRUM
£7.95 EA.
COMMODORE 64
£8.95 EA.
AMSTRAD



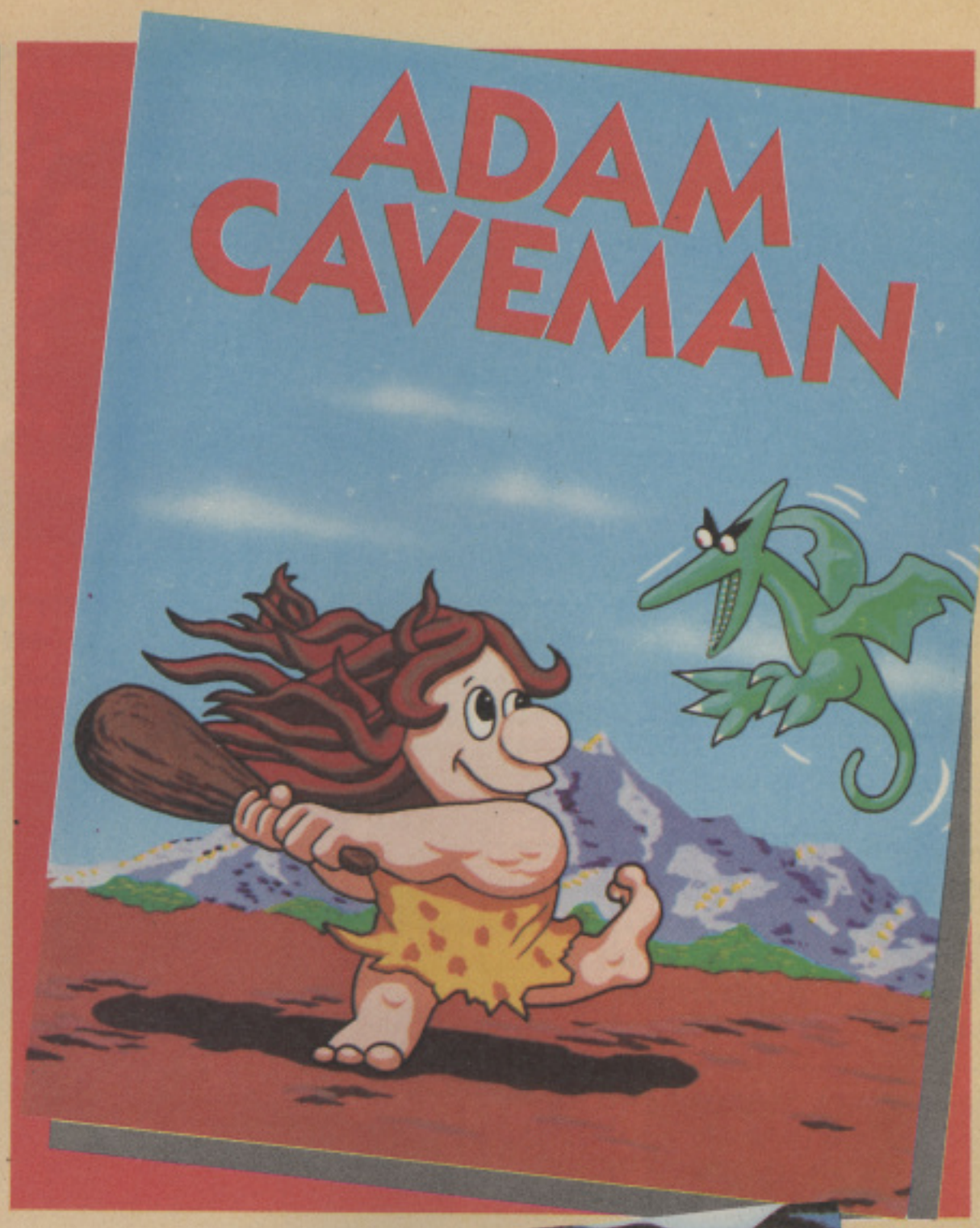
The coin-op kings from Konami, each game an all action arcade hit no
available for your home computer. Treat your computer to only the best gam
– crown it with the arcade kings!

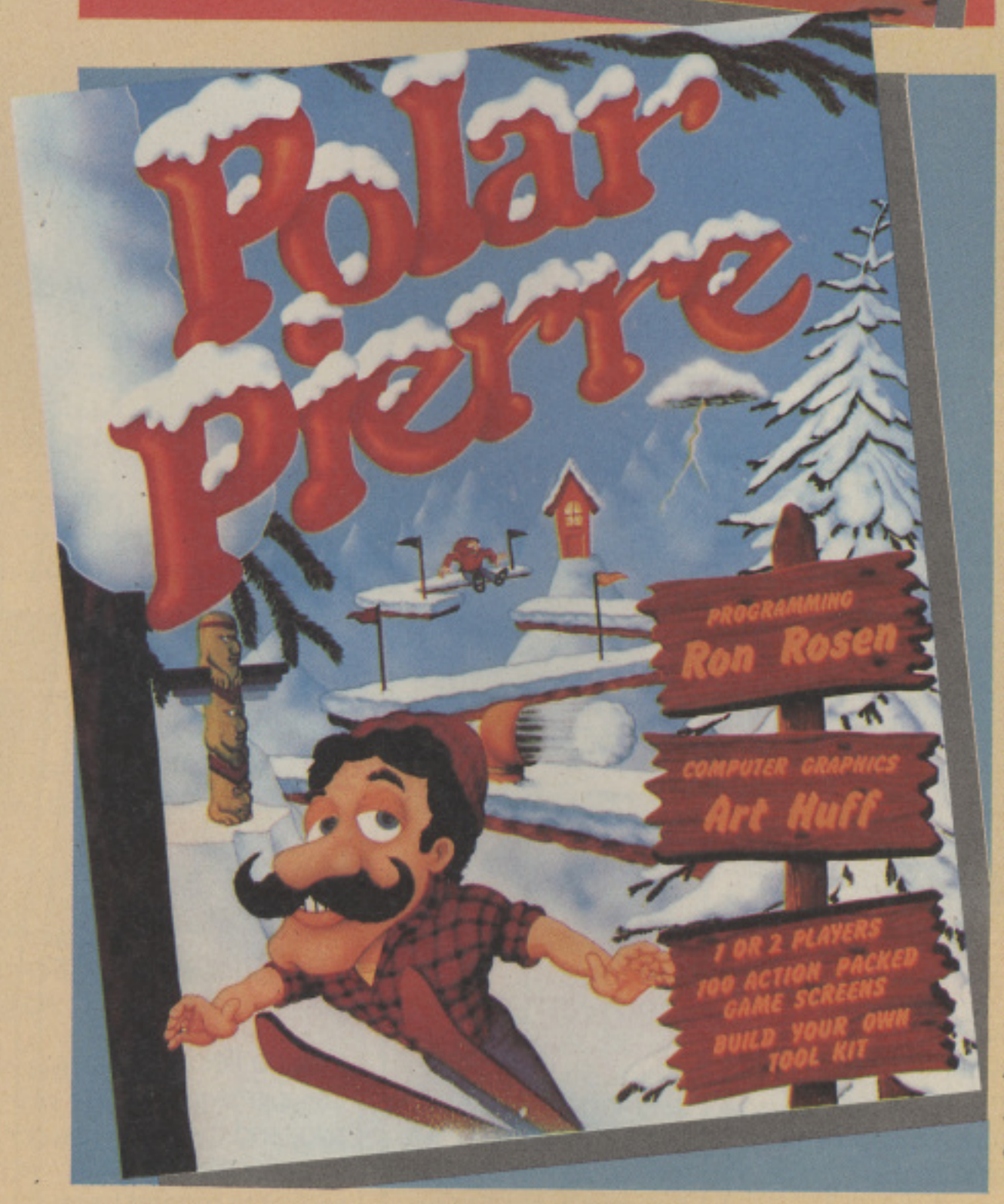
Imagine ...the name of the game

Imagine Software (1984) Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669



The mountains are waiting to claim you. Travel with us back in time to the Prehistoric Ages. Here you must guide Adam in his quest to rescue his wife from the clutches of the hostile mountain men. She is well guarded, the desert is crawling with mighty beasts, prehistoric birds roam amongst the caves, rugged savage mountain men will try to kill you as you enter the dead lands, there is no turning back from this nightmare journey. Can you succeed or will you perish like all those who went before you. A full colour 3D cartoon action packed arcade strategy spectacular.





Polar Pierre is a one or two player arcade game where two can play at the same time. Guide Pierre or his cousin Jacques through an icy obstacle course, racing through ski jumps, mystery chalets, lifts, electro-generators, shooting snowballs, springboards, stompers and thunder and lightning. Polar Pierre also includes a construction set so you can design and play your own screens.

Both games available for:

Commodore 64/128
cass 9.95 disk 14.95

Atari 400/800/XL/
XE 48K ram
cass 9.95 disk 14.95

Available from all good computer stores or post free from:

Databyte
15 Wolsey Mews, Kentish Town, London NW5 2DX
Telephone 01-482 1755

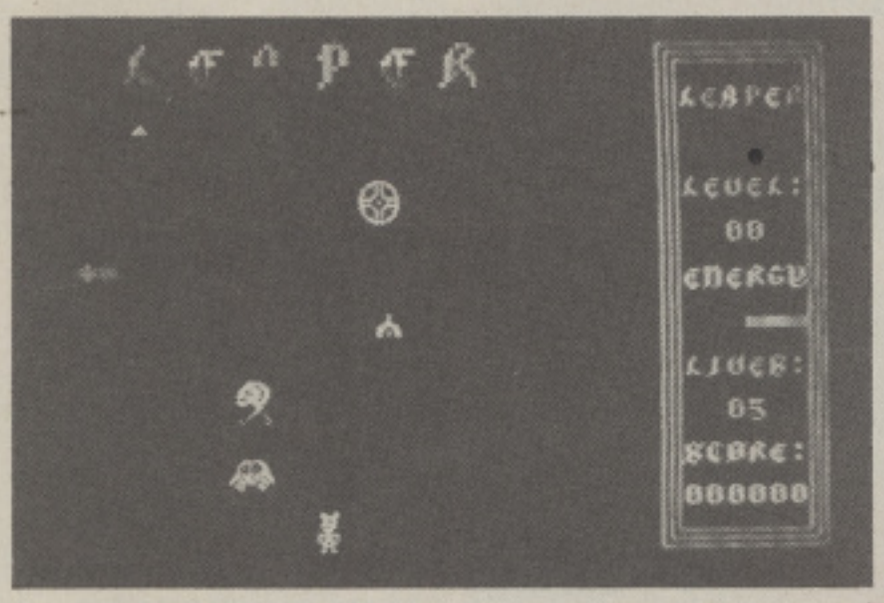
Adam Caveman and Polar Pierre are TM'S of Digicorp Inc. © 1986 Digicorp Inc.

DATABYTE

BUG-BYTE

LEAPER

Amazing all action arcade animation and sonics. Gribblies, 6 levels, 3 tunes, and even the last VW. The game you've been waiting for...C16, C64, Atari.

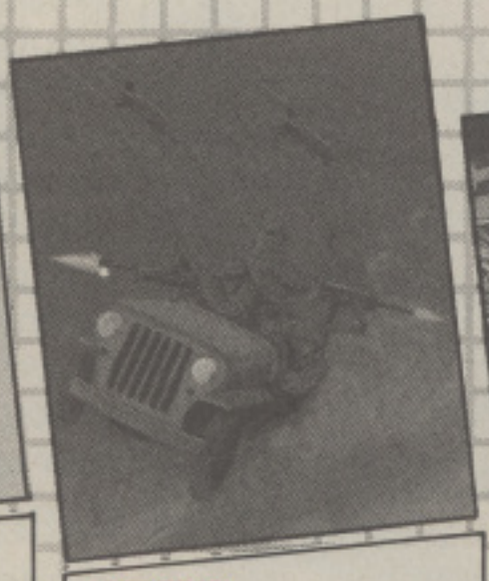


BOING

£2.99

HOODOO VOODOO

Fight your way across the alien world of Krellis IX, defeat the Bloopalgrop Curse and become a Superheroooo. Powerful sounds and amazing scrolling graphics. C64.



JEEP COMMAND

Escape through unchartered enemy territory under ferocious fire. Drive that jeep, Fire those guns, Jump the ramps. It's fast, furious and addictive. C64, C16.

SBUGETTI JUNCTION

Trainee-traffic cop Louigi is on the loose. He still thinks he's sur le contignon. It's megapile-up time unless you take control. Spectrum.

CRICKET

Set the field, the pace, one player or two, and then thunder down the wicket to try and beat the 'Merry Hackers.' Fully animated action. BBC/Electron.

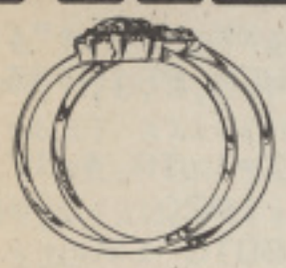
OLLO

'First Mission' and 'The Final Assault on Ollo.' Ace action, stunning graphics and sonics straight from the arcades. C64.

Argus Press Software Group, Victoria House, Leicester Place, London WC2H 7NB. 01-439 0666.
For mail-order and 'Byte-me' T-shirts (small, med, large: £3).

THE DiAMOND RiNG

AMSTRAD



This extraordinary adventure was written in Norway. Take it away Olaf . . .

by F Nordbakke

```
10 REM *THE DIAMOND RING*
20 MODE 1:INK 0,1:INK 1,26:INK 2,22:INK
3,25:BORDER 1:FOR X%=4 TO 6:PEN#X%,3:NEX
T X%:DIM B(4):FOR X%=1 TO 4:B(X%)=INT(RN
D*9)+1:NEXT X%:GOSUB 1900:GOSUB 1430:GOS
UB 1940:WINDOW#1,1,40,1,5:WINDOW#2,1,40,
7,7:WINDOW#3,1,40,9,19:WINDOW#0,1,40,21,
25
30 WINDOW#4,1,40,6,6:WINDOW#5,1,40,8,8:W
INDOW#6,1,40,20,20:FOR X=1 TO 6:PAPER#X,
0:PEN#X,1:NEXT:P=1:Z$=STRING$(40,154):PR
INT#4,Z$;:PRINT#5,Z$;:PRINT#6,Z$;
40 CLS#1:PRINT#1,S$(P):CLS#2:Q$="":IF V(
P,1)<>0 THEN Q$=Q$+"North,"
50 IF V(P,2)<>0 THEN Q$=Q$+"East,"
60 IF V(P,3)<>0 THEN Q$=Q$+"South,"
70 IF V(P,4)<>0 THEN Q$=Q$+"West":A=1
80 IF A=0 THEN Q$=LEFT$(Q$,LEN(Q$)-1)ELS
E A=0
90 PEN#2,2:PRINT#2,"You can go:";:PEN#2,
1:PRINT#2,Q$:CLS#3:PEN#3,2:PRINT#3,"You
can see:";:PEN#3,1:FOR X%=1 TO 20:IF P(X
%)=P THEN PRINT#3,TAB(13)T$(X%):A=1
100 NEXT X%:IF A=0 THEN PRINT#3,"Nothing
 else"ELSE A=0
110 IF P<>12 AND F=1 THEN F=0
120 GOSUB 1330
130 IF P=12 AND F=0 THEN 1400
140 PEN 1:PRINT">";:PEN 2:LINE INPUT IN$
:IF LEN(IN$)=1 THEN 410
150 FOR X%=1 TO LEN(IN$):IF MID$(IN$,X%,
1)=" "THEN IO$=LEFT$(IN$,X%-1):I1$=RIGHT
$(IN$,LEN(IN$)-X%):A=1:GOTO 170
160 NEXT X%
170 IF A=0 THEN IO$=LEFT$(IN$,3):GOTO 19
0 ELSE A=0
180 IO$=LEFT$(IO$,3):I1$=LEFT$(I1$,3)
190 IF IO$="POI"OR IO$="SCO"THEN PRINT#3
:PRINT#3,"Do you think this is PACMAN ??
":GOTO 130
200 IF IO$="SOU"OR IO$="NOR"OR IO$="WES"
OR IO$="EAS"THEN IN$=LEFT$(IO$,1):GOTO 4
10
210 IF IO$="HEL"THEN PRINT#3:PRINT#3,"Ma
ke a MAP!":GOTO 130
220 IF IO$="INV"THEN 480
230 IF IO$="LOO"THEN 40
240 IF IO$="GET"OR IO$="TAK"OR IO$="PIC"
THEN 510
250 IF IO$="DRO"THEN 620
260 IF IO$="EXA"OR IO$="REA"THEN 690
270 IF IO$="UNL"THEN 890
280 IF IO$="GO"OR IO$="RUN"THEN 1030
290 IF IO$="OPE"THEN 1040
300 IF IO$="USE"OR IO$="CLI"THEN 1100
310 IF IO$="QUI"OR IO$="STO"OR IO$="END"
THEN 1140
320 IF IO$="GIV"THEN 1170
330 IF IO$="EAT"THEN 1280
340 IF IO$="KIL"OR IO$="ATT"THEN PRINT#3
:PRINT#3,"No killing in this adventure!"
:GOTO 130
350 IF IO$="SAV"THEN 1310
360 IF IO$="LOA"THEN 1320
370 ON INT(RND*3)+1 GOTO 380,390,400
380 PRINT#3:PRINT#3,"I don't understand
you!":GOTO 130
390 PRINT#3:PRINT#3,"What do you try to
tell me?":GOTO 130
400 PRINT#3:PRINT#3,"Try again!":GOTO 13
0
410 PRINT#3:IF IN$="N"THEN IF V(P,1)<>0
THEN P=V(P,1):GOTO 40
420 IF IN$="E"THEN IF V(P,2)<>0 THEN P=V
(P,2):GOTO 40
430 IF IN$="S"THEN IF V(P,3)<>0 THEN P=V
(P,3):GOTO 40
440 IF IN$="W"THEN IF V(P,4)<>0 THEN P=V
(P,4):GOTO 40
450 IF IN$="I"THEN 480
460 IF IN$<>"N"AND IN$<>"E"AND IN$<>"S"A
ND IN$<>"W"THEN PRINT#3,"Sorry, but I do
n't understand you!":GOTO 130
470 PRINT#3,"You can't go that way, fool
!":GOTO 130
480 PEN#3,2:PRINT#3,"You have with you:"
:PEN#3,1:FOR X%=1 TO 19:IF P(X%)=0 THEN
PRINT#3,T$(X%):A=1
490 NEXT X%:IF A=0 THEN PRINT#3,"Nothing
!"ELSE A=0
500 GOTO 130
510 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
520 IF C=3 THEN PRINT#3,"Your hands are
full!":GOTO 130
530 IF S=15 THEN 590
540 IF S>7 THEN PRINT#3,"You can't do th
at!":GOTO 130
550 IF S=15 THEN 590
560 IF P(S)=0 THEN PRINT#3,"You are carr
ying it!":GOTO 130
570 IF P(S)<>P THEN PRINT#3,"You can't s
ee it here!":GOTO 130
580 PRINT#3,"O.K.":P(S)=0:C=C+1:GOTO 130
590 FOR X%=15 TO 18:IF P(X%)=P THEN 600
ELSE NEXT X%:PRINT#3,"You can't see a pi
ce of paper!":GOTO 130
600 D=P:GOSUB 820:D=0:IF A=1 THEN A=0:GO
TO 130
610 PRINT#3,"O.K.":P(B+14)=0:C=C+1:GOTO
130
620 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
630 IF S=15 THEN 670
640 IF S>7 THEN PRINT#3,"FOOL!!!!!":GOTO
 130
650 IF P(S)<>0 THEN PRINT#3,"You can't!"
```

```
:GOTO 130
660 PRINT#3,"O.K.":P(S)=P:C=C-1:GOTO 130
670 GOSUB 820:IF A=1 THEN A=0:GOTO 130
680 PRINT#3,"O.K.":PO(B+14)=P:C=C-1:GOTO
 130
690 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
700 IF S=4 AND P(4)=0 THEN PRINT#3,"It's
 a bottle of wine!":GOTO 130
710 IF S=10 AND P=9 AND P(8)=-1 THEN PRI
NT#3,"You look under the tarpaulin and y
ou    find a ladder!":P(8)=P:GOTO 130
720 IF S=13 AND P(13)=P AND P(4)=-1 THEN
 PRINT#3,"You examine the cabinet and yo
u find a  bottle!":P(4)=17:GOTO 130
730 IF S=5 AND P(15)=-1 AND(P=P(5)OR P(5
)=0)THEN PRINT#3,"You find a pice of pap
er inside the box!":P(15)=P:GOTO 130
740 IF S=11 AND P(18)=-1 AND P=22 THEN P
RINT#3,"It's a pice of paper under it!":
P(18)=22:GOTO 130
750 IF S=6 AND P(17)=-1 AND(P=P(6)OR P(6
)=0)THEN PRINT#3,"Oh!  You find a pice o
f paper!":P(17)=P:GOTO 130
```

```
970 IF E=1 THEN PRINT#3,"It's open!":GOT
O 130
980 PEN#3,2:PRINT#3,"TYPE IN THE CODE:":
PEN#3,1:FOR X%=1 TO 4
990 PRINT#3,TAB(2)"NUMBER:";X%;"-->:";:I
NPUT#3,I%:IF I%<1 OR I%>9 THEN PRINT#3,C
HR$(11);:GOTO 990
1000 C(X%)=I%:NEXT X%:FOR X%=1 TO 4:IF C
(X%)=B(X%)THEN NEXT X%:GOTO 1020
1010 PRINT#3,"Wrong code!":GOTO 130
1020 PRINT#3,"Correct code!  The safe is
 open.":E=1:GOTO 130
1030 IN$=LEFT$(I1$,1):GOTO 410
1040 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1050 IF S=5 AND(P(5)=P OR P(5)=0)THEN PR
INT#3,"You open the box!":GOTO 130
1060 IF S=13 AND P=17 AND P(4)=-1 THEN P
RINT#3,"You open the cabinet!":P(13)=17:
P(20)=-1:GOTO 130
1070 IF S=14 AND P(19)=P THEN PRINT#3,"T
ry to unlock it!":GOTO 130
1080 IF S=9 AND P=21 THEN 970
1090 GOTO 940
```

THE DiAMOND RiNG

```
760 IF S=16 AND P=13 THEN PRINT#3,"It re
ads:  ONLY 500 YARDS TO BEN'S INN.":GOTO
 130
770 IF S=9 AND E=1 AND P=21 AND T(3)=-1
THEN PRINT#3,"You find the ->DIAMOND RIN
G<-!":P(3)=21:GOTO 130
780 IF S=15 THEN 800
790 PRINT#3,"You see nothing special!":G
OTO 130
800 GOSUB 820:IF A=1 THEN A=0:GOTO 130
810 PRINT#3,"It reads:";B;"-->";B(B);"!"
:GOTO 130
820 IF D=P THEN 850
830 FOR X%=15 TO 18:IF P(X%)=0 THEN 850
840 NEXT X%:PRINT#3,"You don' have a pic
e of paper!":A=1:RETURN
850 Q$="":FOR X%=1 TO 4:IF P(X%+14)=D TH
EN Q$=Q$+STR$(X%)+","
860 NEXT X%:Q$=LEFT$(Q$,LEN(Q$)-1):IF LE
N(Q$)=2 THEN B=VAL(Q$):RETURN
870 PRINT#3,"Whitch pice of paper (";Q$;
" )";:INPUT#3,":";B:PRINT#3:IF(B<1 OR B>
4)THEN PRINT#3,"No No No!  FOOL!!!":A=1:
RETURN ELSE IF P(B+14)<>0 AND D=0 THEN P
RINT#3,"You don' have that pice of paper
!":A=1:RETURN
880 RETURN
890 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
900 IF S=13 AND P=17 THEN PRINT#3,"It's
not locked!":GOTO 130
910 IF S=14 AND P=2 AND P(19)=P AND P(1)
=0 THEN PRINT#3,"You unlock the gate!":P
(19)=-1:P(14)=2:V(2,4)=15:GOTO 130
920 IF S=14 AND P=2 AND P(19)=P AND P(1)
<>0 THEN PRINT#3,"You haven't the key!":
GOTO 130
930 IF S=9 AND P=21 THEN 970
940 IF S<>13 AND S<>14 AND S<>9 THEN PRI
NT#3,"You can't!":GOTO 130
950 IF P(S)=P THEN PRINT#3,"It's open!":
GOTO 130
960 PRINT#3,"You can't see it here!":GOT
O 130
```

```
1100 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1110 IF S<>8 THEN PRINT#3,"You can't do
that!":GOTO 130
1120 IF P<>9 OR P(8)<>9 THEN PRINT#3,"Yo
u can't see the ladder!":GOTO 130
1130 PRINT#3,"You climb the ladder!":P=1
0:WHILE INKEY$<>"":WEND:WHILE INKEY$="":
WEND:GOTO 40
1140 PRINT#3:INPUT#3,"Are you sure (Y/N)
 ??";AN$:IF AN$="N"THEN 130
1150 IF AN$<>"Y"THEN 1140
1160 CALL &BBFF:CALL &BB4E:END
1170 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1180 IF S=2 AND P=2 AND P(2)=0 THEN PRIN
T#3,"You give the cigarette to the garde
ner. He says 'Thank you' and gives you a
 key.";:P(1)=0:P(2)=-1:GOTO 130
1190 IF S=2 AND P=2 THEN PRINT#3,"You ha
ven't the sigarette!":GOTO 130
1200 IF P=2 THEN PRINT#3,"Nobody want's
it!":GOTO 130
1210 IF S=4 AND P=25 AND P(4)=0 THEN PRI
NT#3,"You give the bottle to the steward
.  He says 'Thank you!' and gives you a
pice  of paper.":P(16)=0:P(4)=-1:GOTO 13
0
1220 IF S=4 AND P=25 THEN PRINT#3,"You h
aven't got the bottle!":GOTO 130
1230 IF P=25 THEN PRINT#3,"Nobody here w
ant's it!":GOTO 130
1240 IF S=7 AND P=6 AND P(7)=0 THEN PRIN
T#3,"You give the food to the dog.  It t
akes the food and lies down on the lawn.
":P(7)=-1:C=C-1:V(6,1)=7:GOTO 130
1250 IF S=7 AND P=6 THEN PRINT#3,"You do
n't have the meat!":GOTO 130
1260 IF P=6 THEN PRINT#3,"The dog growls
 at you!":GOTO 130
1270 PRINT#3,"It's nobody here to give i
t to!":GOTO 130
1280 GOSUB 1380:IF S=7 AND P(7)=0 THEN P
RINT#3,"Eat DOG FOOD!":GOTO 130
```

```
1290 IF S=7 THEN PRINT#3,"You haven't go
t the food!":GOTO 130
1300 PRINT#3,"You can't eat that!":GOTO
130
1310 OPENOUT"RINGDATA":SPEED WRITE 1:PRI
NT#9,P,C,D,E,F:FOR X%=1 TO 4:PRINT#9,B(X
%):NEXT X%:FOR X%=1 TO 20:PRINT#9,P(X%):
NEXT X%:FOR X%=1 TO 28:FOR Y%=1 TO 4:PRI
NT#9,V(X%,Y%):NEXT Y%,X%:CLOSEOUT:CLS:GO
TO 130
1320 OPENIN"RINGDATA":INPUT#9,P,C,D,E,F:
FOR X%=1 TO 4:INPUT#9,B(X%):NEXT X%:FOR
X%=1 TO 20:INPUT#9,P(X%):NEXT X%:FOR X%=
1 TO 28:FOR Y%=1 TO 4:INPUT#9,V(X%,Y%):N
EXT Y%,X%:CLOSEIN:CLS:GOTO 40
1330 PRINT#3:IF P=2 THEN PRINT#3,"The ga
rdener is standing beside you!":RETURN
1340 IF P=25 THEN PRINT#3,"The steward i
s standing beside you!":RETURN
1350 IF P=6 AND P(7)=-1 THEN PRINT#3,"Th
e dog it eating the food!":RETURN
1360 IF P=6 THEN PRINT#3,"The dog growls
 at you!":RETURN
1370 RETURN
1380 FOR X%=1 TO 16:IF I1$=SO$(X%)THEN S
=X%:RETURN
1390 NEXT X%:PRINT#3:PRINT#3,"You can't
do that!":BB=1:RETURN
1400 PRINT#3:IF P(3)<>0 AND F=0 THEN PRI
NT#3,"A man says to you:'Fool!  Find the
 ring otherwise.....'":F=1:GOTO 130
1410 IF F=1 THEN 130
1420 PRINT#3,"A man says to you:'You mad
e it!'  You  give the ring to him and h
e gives you  some money.":PRINT#3:PRINT
#3:PRINT#3:PRINT#3:PRINT#3,"YOU HAVE REA
CHED THE END OF THIS        ADVENTURE.
LOOK OUT FOR THE NEXT!":END
1430 DIM S$(28),V(28,4),T$(20),P(20),SO$
(16):RESTORE 1450:FOR X%=1 TO 28:READ S$
(X%):NEXT X%:RESTORE 1730:FOR X%=1 TO 28
:FOR Y%=1 TO 4:READ V(X%,Y%):NEXT Y%,X%:
RESTORE 1830:FOR X%=1 TO 20:READ T$(X%):
NEXT X%:RESTORE 1860:FOR X%=1 TO 20:READ
 P(X%)
1440 NEXT X%:RESTORE 1870:FOR X%=1 TO 16
:READ SO$(X%):NEXT X%:RETURN
1450 DATAYou are on a very big lawn.  Fa
r away  can you see the house.
1460 DATAYou are standing on a gravelway
.  To thewest can you see a gate and far
 away to the east a big house.
1470 DATAYou are standing on a gravelway
.  To theeast can you see a big house.
1480 DATAYou are standing at a hill.
1490 DATAYou are outside the house.
1500 DATAYou are standing on a lawn outs
ide the  house.  A dog lies in front of
you.
1510 DATAYou are at a hill.  To the west
 can you see an old shed.
1520 DATAYou are inside the shed.  You c
an smell mould.
1530 DATAYou are standing beside a high
wall.  Tothe east can you see an old she
d.
1540 DATAYou are standing outside the wa
ll.
1550 DATAYou are walking on a dusty high
road.
1560 DATAYou are inside the inn.
1570 DATAYou are walking on a dusty high
road.  Atthe side at the road can you se
e a sign.
1580 DATAYou are walking on a dusty high
road.
1590 DATAYou are standing outside the ga
te.
1600 DATAYou are in a corridor inside th
e house.
1610 DATAYou are in a very big hall.  Yo
u can seea cabinet in the corner.
1620 DATAYou are in a big room.
1630 DATAYou are in the dining-room.
1640 DATAYou are in a long corridor.
1650 DATAYou are in a dark and cold room
.
1660 DATAYou are in the spare room.
1670 DATAYou are in a little room.
1680 DATAYou are in the kitchen.  It sme
lls well.
1690 DATAYou are in the stewards room.
1700 DATAYou are in a very big bedroom.
1710 DATAYou are in the cooks room.
1720 DATAYou are inside a dark and cold
room.
1730 DATA0,0,2,0,1,3,0,0,0,5,0,2
1740 DATA0,0,3,0,6,16,0,3,0,0,5,4
1750 DATA0,0,6,8,0,7,0,9,0,8,0,0
1760 DATA0,0,0,11,0,10,13,0,0,13,0,0
1770 DATA11,0,14,12,13,15,0,0,0,2,0,14
1780 DATA17,0,0,5,18,20,16,0,0,19,17,0
1790 DATA0,24,0,18,0,0,21,17,20,26,22,0
1800 DATA21,0,0,0,0,0,24,0,23,27,25,19
1810 DATA24,0,0,0,0,28,0,21,0,0,0,24
1820 DATA0,0,0,26
1830 DATAA key,A cigarette,The diamond r
ing,A bottle,A box,A bucket
1840 DATASome food,A ladder,A safe,A tar
paulin,A bed,A dog,An open cabinet,An op
en gate,A pice of paper marked->1
1850 DATAA pice of paper marked->2,A pic
e of paper marked->3,A pice of paper mar
ked->4,A locked gate,A closed cabinet
1860 DATA-1,27,-1,-1,18,28,24,-1,21,9,22
,6,-1,-1,-1,-1,-1,-1,2,17
1870 DATAKEY,CIG,RIN,BOT,BOX,BUC,FOO
1880 DATALAD,SAF,TAR,BED,DOG,CAB,GAT
1890 DATAPAP,SIG
1900 RESTORE 1910:FOR X%=1 TO 26:READ Y%
:KEY DEF Y%,1,X%+64,X%+64,X%+64:NEXT X%:
RETURN
1910 DATA69,54,62,61,58,53,52,44,35
1920 DATA45,37,36,38,46,34,27,67,50
1930 DATA60,51,42,55,59,63,43,71
1940 CLS:LOCATE 7,3:PEN 3:PRINT"Welcome
to the Diamond Ring":PEN 1:LOCATE 1,8
1950 PRINT" In  this  adventure  game  y
ou  are  a  farmous detective and your t
ask is  to  find the diamond ring  in  t
he  house.  When you have got the ring,
should you  go to the inn and  give  the
  ring  to  your boss.":LOCATE 17,20:PEN
 2
1960 PRINT"<ENTER>"
1970 IF INKEY$=CHR$(13)THEN 1970
1980 IF INKEY$<>CHR$(13)THEN 1980
1990 CLS:RETURN
2000 REM
2010 REM THE DIAMOND RING
         WRITTEN BY F. NORDBAKKE
         GAMLE BREVIK VEI
         1555  SON
         NORWAY
```

CLASSIFIED DEPT. (CG) A.S.P. Ltd., 1 Golden Square, London W1.
CLASSIFIED RATES — 48p (vat inclusive) private per word. Semi display £9.45 single column centimetre plus VAT minimum 2.5 centimetres. Series rates on application. Please note that all classified advertisements under £20 must be prepaid. All cheques or postal orders to be made pay able to A.S.P. Ltd., (P.H.)

Telephone Duncan Neilson on 01-437-0699

WARNING NOTICE

Advertisements placed in this magazine are to be in strict compliance with our standard conditions (copies of which conditions are available on request) and on the clear understanding that the advertiser warrants that his advertisement(s) does not infringe any copyright or condition of sale of any interested party in the advertised product.

Further, the advertiser indemnifies the proprietors of this magazine in respect of costs, damages, or any other claims brought against them as a result of legal action arising from the publication of the advertisement.

Any breach of these terms or the said conditions may result in prosecution of the advertiser by the proprietors.

FOR HIRE

MIDLAND COMPUTER LIBRARY

- OVER 8,000 different titles available for hire for the **COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD, ATARI,** and **MSX** computers.
- **ARCADE, ADVENTURE, EDUCATIONAL** and **BUSINESS** software too.
- **HIRE PRICES** from only 75p **INC. P&P.**
- **20% DISCOUNT** off all purchase software.
- **FREE CATALOGUES.**
- **FREE HINTS AND TIPS.**
- **FAST RETURN OF POST SERVICE** (if reserves are given).
- **ALL GAMES** manufactured **ORIGINALS** with full documentation.
- **OVER 25,000** satisfied members.
- **EUROPEAN** members welcome.
- **LIFE MEMBERSHIP £6.**
- **FIRST TITLES** hired free of charge.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who know what the word service means. Backed by our own software company and programmers.

MIDLAND COMPUTER LIBRARY
28 College Street, Worcester WR1 2LS. Tel: 0905 611072
Please rush me my FREE catalogue, STATING MACHINE.
Name: .....
Address: .....
.....
.....

SOFTWARE

SPECIAL DEAL FOR ATARI 400 / 800 / XL / XE

HIRE your first 2 games **FREE** from our extensive range of software. Up to the minute releases available. Apply Now!

OR

BUY all the latest software titles at best possible prices. (New releases available direct from U.S.)

Atari hardware and modems now available at discount prices. For further details send S.A.E. to:

CHARNWOOD GAMES
30a WARWICK AVENUE, QUORN, LOUGHBOROUGH, LEICESTERSHIRE.
TEL: 0509 412604

FOR HIRE

ATARI 400/600/800XL/ST SOFTWARE

We have an all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm - 10pm or weekends.

LOW ATARI PRICES

1050 Disc Drive **£119.95** post free
130XE 1050 Drive **£229** post free
130XE **£122.90**
Antic and Analog magazines available.

BEST QUALITY DISCS

Memorex 5¼" S.S./DD Discs	10 for **£13.95** p.f.
Unlabelled 5¼" S.S./DD Discs	10 for **£ 9.95** p.f.
Unlabelled 5¼" S.S./DD Discs	25 for **£22.95** p.f.
Unlabelled 5¼" S.S./DD Disc	50 for **£42.95** p.f.
Unlabelled 5¼" S.S./DD Disc	100 for **£79.95** p.f.
Memorex 3½" Discs. Boxes of 10	
S.S./DD	**£24.95** p.f.
Unlabelled 3½" S.S./DD Discs	10 for **£19.95** p.f.
Unlabelled 3½" S.S./DD Discs.	25 for **£44.95** p.f.

Atari 520 STM with ½ Megabyte Drive **£449.00**
Happy enhancement for the 1050 Drive with revision 7. **£139.95** post free

GAMES & SOFTWARE CLUB
DEPT CG, 35 Tilbury Road, Tilbury Close, Sunderland SR3 4PD. Tel: (091) 5286351.

FOR SALE

JOKES

FREE

Britain's No: 1 Joke Catalogue packed with over 500 practical jokes from 5p

Stink bombs, Whoopee cushion, wobbly lager glass, laxative tea bags, smoke bombs, willie sugar, cigarette bangers, joke blood, sick, mess, soap sweets, wet jokes, exploding jokes, magic tricks, party fun kits, masks, make-up, sea monkeys, girl strip pens, adult party packs, saucy novelties, naughty presents, posters, badgers, the complete Joke Shop by Post.

Send 12p stamp with your name and address for bumper colour catalogue and Free Gift to:

MATCHRITE, THE FUNNY BUSINESS (Dept C.G.) 167 WINCHESER ROAD, BRISTOL BS4 3NJ

CLASSIFIED ADVERTISING TERMS & CONDITIONS

Our terms for new advertisers (semi-display and lineage) are strictly pro-forma payments until satisfactory reference can be taken up (excluding recognised advertising agencies). Cheques and PO's should be crossed and made payable to ARGUS SPECIALIST PUBLICATIONS LTD., and send together with the advertisement to:

THE CLASSIFIED DEPT., L/H, NO:1 GOLDEN SQUARE, LONDON W1R 3AB.

There are no reimbursements for cancellations. Advertisements arriving too late for a particular issue will be inserted in the following issue unless accompanied by instructions to the contrary.

All advertising sales are subject to Government regulations concerning VAT. Advertisers are responsible for complying with the various legal requirements in force eg: The Trade Description Act, Sex Discrimination Act & The Business Advertisements (Disclosure) Order 1977.

FULL TERMS & CONDITIONS OF ADVERTISING AVAILABLE ON REQUEST

CLASSIFIED ADVERTISING COUPON

Post to: **Computer Gamer (Classified), 1 Golden Square, London W1A 3RB**

Rates: **48p vat inclusive min charge £7.20. Semi display (min. 2cms) £9.45 per single column centimetre + VAT.**

Please debit my Access/Barclaycard No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry date.....

£.....for.....insertions.

Please use BLOCK CAPITALS and include post codes.

Classification .....

Name (Mr/Mrs/Miss/Ms) (delete accordingly) .....

Address .....

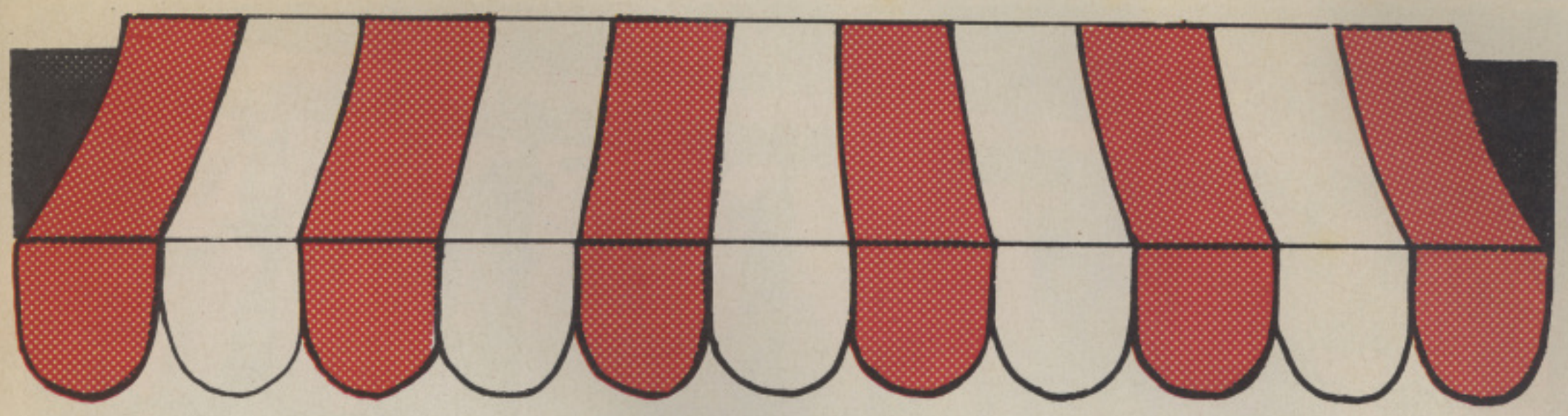
.....

Signature ..... **Date** .....

Daytime Tel. No. .....

ADVERTISERS PLEASE NOTE

THE COPY DEADLINE FOR OUR DECEMBER ISSUE IS 21 OCTOBER 1986.



COMPUTER GAMER CHRISTMAS SPECIAL

ESSEX

CAREY ELECTRONICS
FOR
THE BBC
MICROCOMPUTER
SYSTEM
Computers Peripherals
Software
Mail Order/Enquiries
Frinton-on-Sea
(02556) 6993
7 CHURCH RD, WALTON-ON-NAZE, ESSEX CO14 8DF.

LIVERPOOL

BITS AND BYTES COMPUTERS
Mail order Dept. has now moved to:
18 Central Station
Liverpool City Centre
Liverpool 1
Tel: (051) 709 4036
Spectrum * Atari * Commodore * Amstrad *
BBC AND MORE!!
FOR ALL YOUR SOFTWARE NEEDS

MIDDLESEX

INNOVATIONS COMPUTING AND VIDEO
9 Harmondsworth Road, West Drayton, Middlesex UB7 9JS
Tel: (0895) 420457

Inexpensive software

SCOTLAND

MEGABYTE

12 ETTRICK SQUARE CUMBERNAULD G67 1ND

(0236) 738398

EAST MIDLANDS

MICROWARE
Home Computer
Support Specialists
Software * Peripherals
Repairs
(Qualified Service Engineers)
— 5 St Peters Lane, Leicester 29023
— 7 Leicester Road, Loughborough 234226
— Ford's Dept. Store, Victoria Centre, Lower Parliament Street, Nottingham 475872

LONDON

SOFTWARE STORE LTD
35 London Road, Tooting SW17

Stockists of vast range of software for all computers.
ALL AT DISCOUNT PRICES!

Atari is our speciality.
Call in for Your Xmas Bargain!

Or phone 01-685 1476

NORTH YORKS

ATARI **COMMODORE**

YORK COMPUTER CENTRE
OPEN 6 DAYS: 9-5.30

WE CATER FOR ALL POPULAR MACHINES

SOFTWARE - HARDWARE - PERIPHERALS - BOOKS - MAGAZINES - REPAIRS - ETC.

7 STONEYGATE ARCADE YORK, YORKSHIRE
Tel: 0904-641862

SCOTLAND

LIVINGSTONE COMPUTER CENTRE

Scotland's leading hardware software and peripherals supplier. We stock everything you need.
Atari ST, Commodore, Spectrum etc. Phone for details.

Livingstone Computer Centre
17 The Mall, Craigshill, Livingstone, Scotland EH54 5DZ. Tel: 0506 36978.

GLASGOW

THE COMPUTER DEPOT
205 Buchanan St, Glasgow G1 2JZ

Tel: 041-332 3944

- Full range of new titles and loads of discount bargains.
- Computers and add-ons.
*** * * WEEKLY SPECIALS * * ***

LONDON

GOEL COMPUTER SERVICES
45 Boston Rd, London W7 3SH

Tel: (01) 579 6133

We deal in all the following machines
* IBM * APPLE * AMSTRAD * SPECTRUM * ATARI * COMMODORE * MSX * BBC ELECTRON
Computers - Hardware - Software
(Also mail order).

SURREY

THE GAMES ROOM
UNIT 15, THE MARKETHALL, HIGH ST, EPSOM, SURREY.

At least 20% discount for software in all popular home computers.
Including Spectrum * C64 * Amstrad * BBC Electron * C16/ Plus 4 * MSX * Atari * Coleco.

Ring Epsom (037-27) 44465 for details.

SCOTLAND

WORLDWIDE SOFTWARE

1 Bridge St. Galashiels Selkirkshire TD1 1SW

25% off most Commodore Titles
**** Phone for information of latest releases****
Tel: (0896) 57004

WHY NOT INCLUDE YOUR BUSINESS DETAILS IN OUR SPECIAL GUIDE? RING DUNCAN NEILSON ON 01-437 0699 OR FILL IN THE DETAILS OF YOUR BUSINESS (OPPOSITE) AND WE WILL CONTACT YOU!

COMPUTER GAMER — SPECIAL GUIDE — Please contact me from the details below:-

Name .....

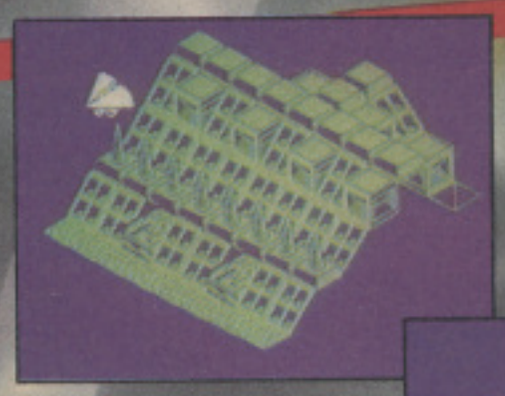
Company .....

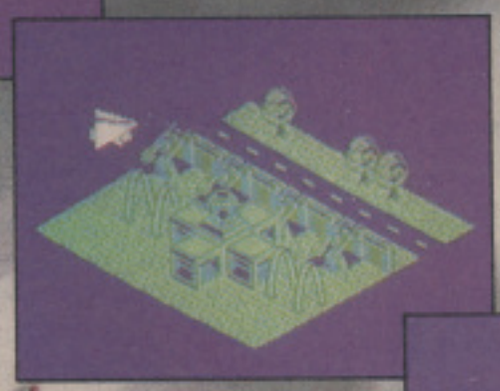
Address .....

.....

Tel. No: .....

GLIDER RIDER





Trained to kill, you must penetrate the defenses of Abraxas, destroy the terrorist H.Q. and glide to safety.

Contact **Mike Segrue** or **Duncan Lowthian.**

QUICKSILVA

Quicksilva Ltd., Victory House,
Leicester Place,
London WC2H 7NB.
Tel: 01-439 0666

MAG MAX

Nichibutsu

SPECTRUM
£7.95
COMMODORE 64
£8.95
AMSTRAD

GOLDEN
COIN-OP
CLASSIC

Nichibutsu's arcade hot-shot on your home computer now!

If you havn't already played it in the arcades then you're in for a *real* surprise – if you have then you'll be going Mag Max to load it into your micro.

Mag Max could be a mean machine if you've got what it takes to put him together. Build him up and his fire-power increases – you'll need it! – believe it!

WAKELIN.

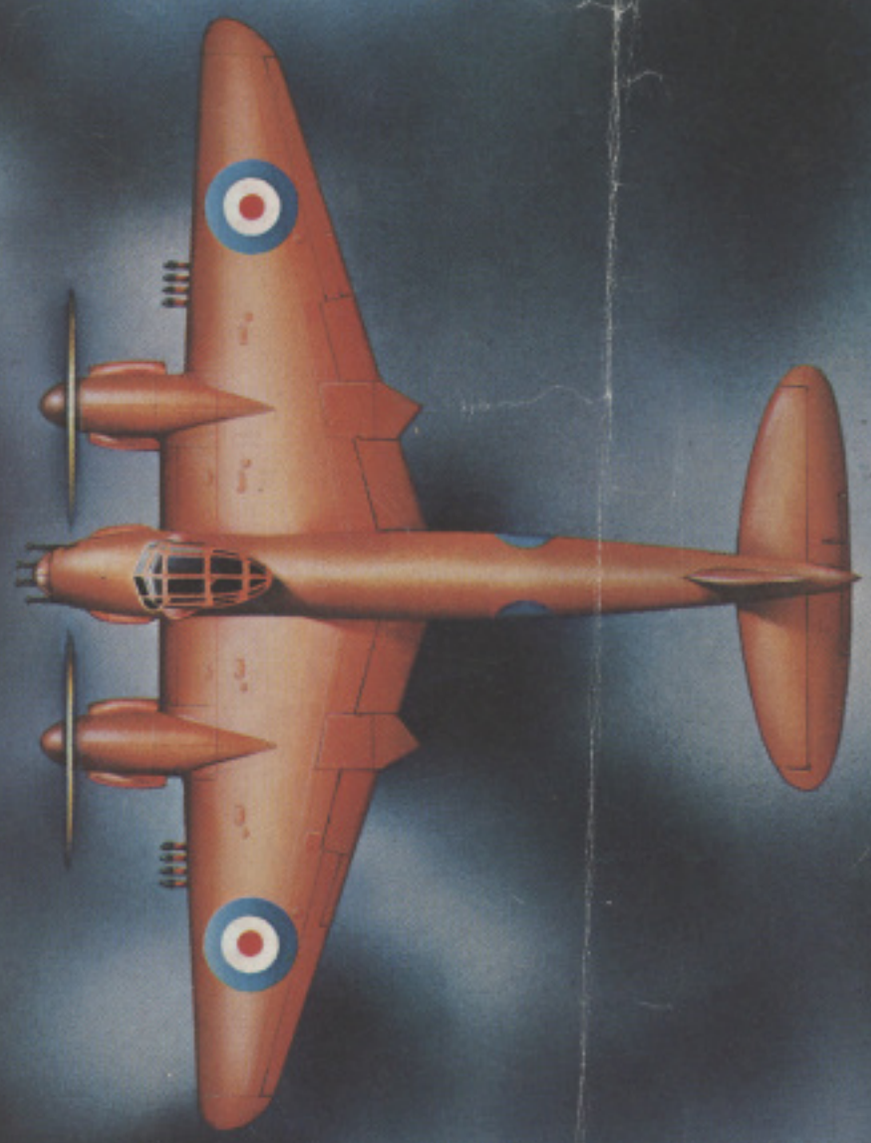
Imagine

the name of the game

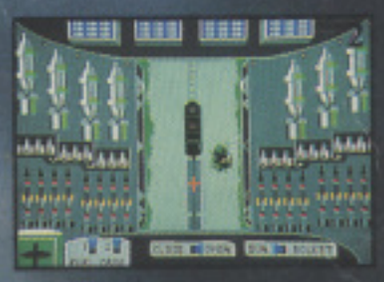
Imagine Software (1984) Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

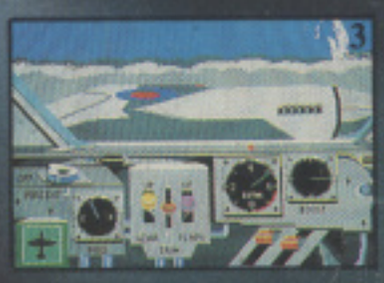
ACE of ACES

A Unique Opportunity to Experience the Magic of Flight and Exhilaration of Aerial Combat



Can you deliver the Mosquito's sting to the heart of Germany





"No British aircraft will ever bomb Berlin", Luftwaffe chief Herman Goering had often boasted. But in the middle of a Nazi anniversary speech in January, 1943, his listeners duck for cover as a carefully timed raid of RAF Mosquitos strikes Berlin in broad daylight.

Ace of Aces captures the spirit and puts you in the cockpit of the Mosquito, maverick RAF fighter bomber of World War II. Down the Nazi bombers, sink the U-boats, outrun the V-1 rockets and stop the enemy trains. Choose your weapons and fuel wisely – once you're out on mission, there's no going back. To become Ace of Aces, you must complete all missions successfully.

1 From the moment you zoom through the clouds in a scrap with Nazi fighters to the heart-stopping second you spot the U-boats of Kiel, the defence of the Allied world is in your hands. Are you equal to the challenge?

2 Once you master a few flying tricks in your speed bomber, you tackle strategy: selecting the right number of machine guns, rockets and bombs to achieve your mission.

3 Your intercom flashes 'warning' on your starboard engine. An enemy fighter attack has left your Rolls Royce engine in flames. Cut back your boost and throttle. Hit the extinguisher before the fire spreads.

What does it take to be an Ace? From you, legendary British pride and guts. From US Gold, legendary playability. US Gold has done its part. The rest is up to you.

CBM 64/128	£9.99 Tape	Spectrum 48K	£8.99 Tape
	£14.99 Disk	Amstrad	£9.99 Tape
			£14.99 Disk

U.S. GOLD All American Software

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 3563388