

July 1984
75p

Personal Computer

GAMES

The magazine that names the top micro games

CBM 64

Game-of-the-month colour poster,
and 1..2..3...**FOUR** PCG hits

SPECTRUM

Sparkling reviews of Mugsy, Psytron + tips
on Jet Set Willy

DRAGON

A tomb-ultuous welcome for the new underground hit

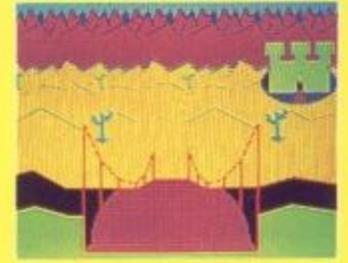
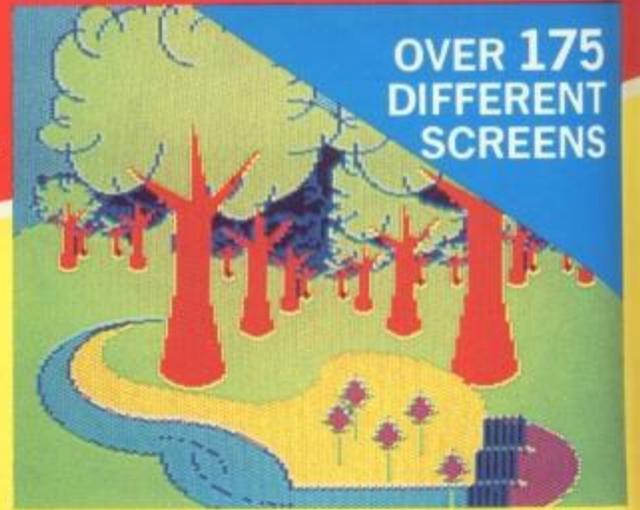
BBC

It's here! An everlasting platform
game with 20 screens

REVIEWING COMPETITION: It could change your life

A RANGE OF QUALITY COMPUTERS AVAILABLE FOR THIS PROGRAM.

Thousands of Commodore 64, Electron and BBC micro users have recently taken a trip into the heart of Twin Kingdom Valley, and none have returned disappointed! This incredible new program takes adventure games into new, uncharted territory, with a highly complex journey through over 175 different full colour, graphic locations, to test you and your computer to the limit. Are you brave enough to take the test?



Versions available now for Commodore 64, Electron and BBC Model B.

IN YOUR HIGH ST. NOW!
PRICE £9.50



Bug-Byte Limited
Mulberry House, Canning Place, Liverpool
Dealers contact Matthew Thomas on 051-709 7071

Registered Dealers can order direct from CBS Distribution on 01-960 2155.

T · I · T · L · E S · C · R · E · E · N

PERSONAL COMPUTER GAMES JULY 1984

COMMODORE 64

- 63** All aboard our gleaming, steam-powered Game-of-the-Month
- 30** A mountain of cracking new games reviewed and rated
- 84** Gobble this chance to enter our a-maze-ing *Snap-Man* listing



SPECTRUM

- 42** Detailed review and screen shots of the stunning new game from Beyond
- 46** *Mugsy*? Dat's da new hit game wit' da priddy pictures
- 76** Want to be a caterpillar in a cabbage patch? Then type in *Bertie Bug*



BBC ELECTRON

- 54** At last! A *Manic Miner*-type game to keep you indoors this summer
- 58** Reviews galore, but look out for the Video Nasties
- 72** A listing crammed with bugs! Shoot down the insect invaders

DRAGON

- 61** It's a hit! The new scrolling maze game from Microdeal
- 86** Enter our *Diamond Mine*—a gem of a listing



11 REVIEWING COMPETITION

Win 10 games and become a regular reviewer for PCG!

29 GAME REVIEWS

Our verdicts on the latest games for Vic 20, Oric and all the other machines



Kevin Toms — one designer with a firm favourite

68 MY FAVOURITE GAME

We ask the software stars what programs they like best



90 WRITING ADVENTURES

Our look at programs which allow you to invent a world of your own

111 PAC-MAN

A special tribute to this classic game as it appears on the BBC

R · E · G · U · L · A · R · S

-  **NOTICE BOARD** 11
Our letter to you, a reviewers competition, and many other snippets
-  **BUZZ** 12
A souvenir collection of pictures from the PCG Easter Show, plus the latest news and gossip.
-  **BYTE-BACK** 20
Your letters, including a collection of tips on *Jet Set Willy* and other games
-  **SCREEN TEST** 29
Scores of new games reviewed in detail, complete with PCG hits, Game-of-the-Month and the dreaded Video Nasties
-  **PROGRAM LIBRARY** 72
Four game listings for Commodore 64, Spectrum, BBC and Dragon
-  **ADVENTURE-WORLD** 90
Three pages of wisdom from the White Wizard, including reviews of the latest adventure games
-  **CHALLENGE CHAMBER** 94
Your high scores plus the Chamber Master's report on a scramble over *Chuckie Egg*
-  **PCG HOTLINE** 99
Commander Chance reveals your comments on games with crummy graphics and other matters
-  **THE FINAL CONFLICT** 100
We reveal the results of your votes and display the new position calculated on our battle computer
-  **GOOD BUY** 109
The games which have won the PCG seal of approval, plus a special write-up on the Screen Classic *Pac-Man*
-  **PUZZLES** 128
An enjoyable collection of brain-teasers, including a paper version of *Frogger*



EMPIRES

**When a Galactic war breaks out,
there is only one winner —
make sure it's you!**

Empires is a game of the type which has not been seen before. It is a fully player interactive strategy game for up to six players and an umpire. The basic set contains three players. Expansion set one contains three more. Each player controls a unique race struggling to take over the galaxy. Mining companies, space fleets and sound strategy all contribute to the success of your race; but beware the other players will be trying to tear your empire apart. The skill required to organise your empire as it grows is enormous. To assist you galactic maps and data cards are provided. Soon further expansion sets will be available to give you an advantage over the other players. Move information is transferred via cassette to the umpire who analyses it with his program and returns the new data to the players. Messages can be sent to other players in the same way.

**THIS IS A NEW CONCEPT IN STRATEGY
GAME PLAYING.**

48K SPECTRUM

CONTENTS: THREE PLAYER CASSETTES, ONE UMPIRE CASSETTE,
4 GALACTIC MAPS, 81 DATA CARDS, 1 FULL SET OF RULES, 3 PLAYER INSTRUCTIONS

Price £19.95.

Please send me copy/copies of Empires Basic Set

Total cheque/P.O. enclosed
Cheques payable to Imperial Software.

Name

Address

..... Age

Send order to:
IMPERIAL SOFTWARE
IMPERIAL HOUSE
153 CHURCHILL ROAD
PARKSTONE
POOLE
DORSET

PHONE (0202) 723060

AVAILABLE AT BOOTS AND LEADING COMPUTER STORES

QUESTARORE

FEATURING

THE HULK

ADVENTURES

by **SCOTT ADAMS**
with art by
MARK GRUENWALD
& **JOHN ROMITA!**

HULK IS THE TRADE MARK OF MARVEL COMICS

AVAILABLE ON:
COMMODORE 64
(with graphics) £9.95

SPECTRUM
(with graphics) £9.95

ATARI 24K
cassette £9.95

ATARI 48K
disk (with graphics) £19.95

APPLE 48K
disk (with graphics) £19.95

BBC
all prices inclusive
of VAT £7.95

The first of a new
series of Marvel
Adventures featuring
your favourite
Super-Heroes with
sensational graphics!

 **Adventure**
INTERNATIONAL™

EXCLUSIVE U.K. DISTRIBUTORS OF SCOTT ADAMS PRODUCTS
119, JOHN BRIGHT STREET, BIRMINGHAM B1 1BE. Telephone: 021-643 5102

Available from May 1st in all leading
stores & good computer shops!

DOWN, DOWN AND DOWN AGAIN

The deeper you dive, the deeper the danger. Through cavern after cavern to find the pearls and the treasure. (It's different every game!) Sharks, octopuses and jellyfish are everywhere; and look out for your oxygen level! Staggering graphics, fantastic colour – a true arcade adventure.

Another great quality game from the house which brought you **"Harrier Attack!"** and **"Jungle Trouble!"**

DURELL SOFTWARE

available from

W. H. SMITH • LASKYS •
GREENS at DEBENHAMS •
BOOTS • MARTINS •
COMPUTERS FOR ALL •
SPECTRUM CENTRES
and many other
retail outlets

or order direct from
CASTLE LODGE, CASTLE GREEN,
TAUNTON, SOMERSET. TA1 4AB

Spectrum Oric/Atmos Commodore

MAIL ORDER

SPECTRUM software £5.95 all other software £6.95
Price includes postage and packing.

TYPE OF COMPUTER:

CASSETTE TITLES:

1) _____

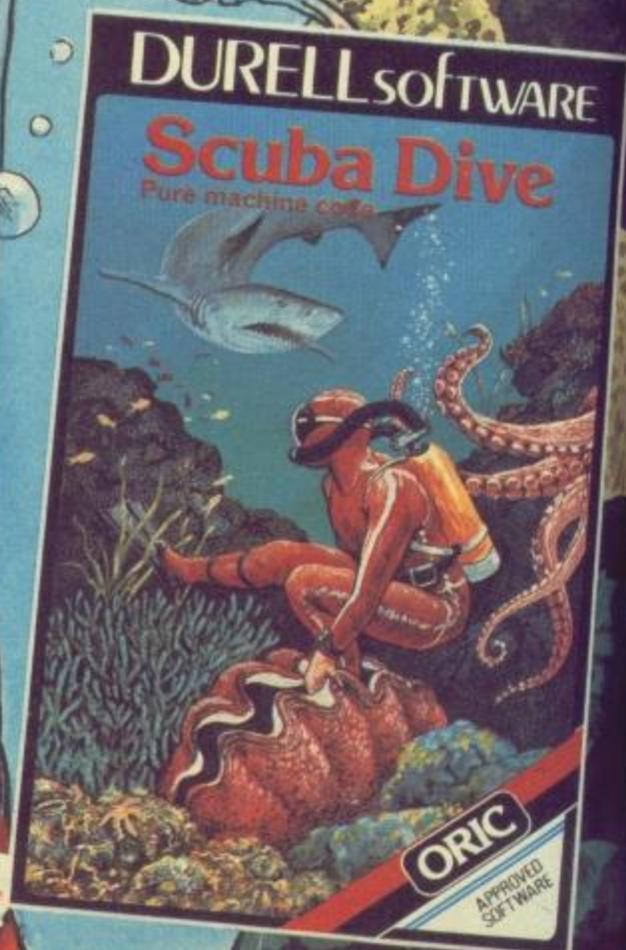
2) _____

3) _____

NAME: _____

ADDRESS: _____

Overseas customers please allow £1.00 extra



A fine day for tennis on your Spectrum

This is Wimbledon.

The home of British tennis, enjoying Britain's fine weather.

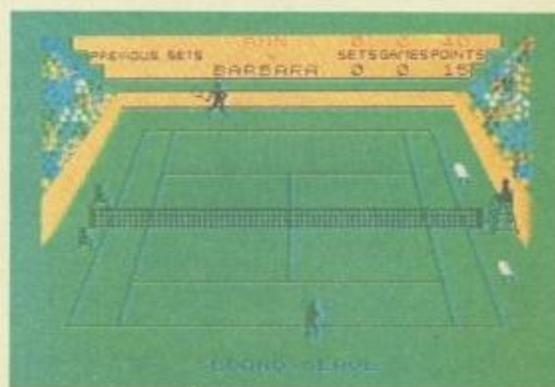
But this summer, things will be different. If rain stops play on court, you'll be able to carry on playing – with Sinclair's 'Match Point'.

'Match Point' is one of six new, all-action programs for your Spectrum. It lets you play tennis against the computer, a friend, or just sit back and watch an exhibition match.

Enjoy all the features of tennis – backhand and forehand shots, lobs, drop-shots, volleys, a scoreboard... even ball boys are on-call.

But good tennis strokes aren't everything. To win the Match Point Open Championship you'll need skill *and* tactics.

Luckily, though, you won't have to rely on the weather!



'Match Point' has been developed by Psion, one of the UK's top software houses.

You'll find it alongside Sinclair's other new titles – Stop the Express, Bubble Buster, Zipper Flipper, Eric and the Floaters and Driller Tanks – in the shops, today.

At £7.95, it's a real winner!

Selected Sinclair software lines are available from W.H. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.

Sinclair Research Ltd, Camberley (0276) 685311.

© Sinclair, ZX and ZX Spectrum are Trade Marks of Sinclair Research Ltd.

sinclair

CRUSADER



NEW SPECTRUM KEYBOARDS...

Interface 1 Compatible
6 Convenience Keys
inc. Full Size Space Bar
22 AUTOSHIFTED
Special Function Keys

WOKING COMPUTER CENTRE

32 Chertsey Road, Woking, Surrey.
Telephone Woking (048 62) 23845.
Trade enquiries welcome

Many customers have fallen for the classical good looks of the Emperor, its slim appearance, clean lines, the perfect typing height and the professional feel of the full travel keys.

Now we have added the CRUSADER to the range, identical in appearance but purpose built for the serious programmer, typist or business user. It is the same size, 14.5"x7.3"x2" fitted, in Ivory, but has a triple matrix featuring 22 AUTOSHIFTED function keys: all the microdrive command/maths keys + X = - + # are together in the top right hand corner, main punctuation , . ; : " where typists expect them, autoshifted cursors, Caps lock, S, Graphics, < , >, Edit and DELETE. We have retained the convenience keys, <-(7), <-(6), fire (0), double caps shift & symbol shift for easy access to the extended modes, and the full sized space bar.

We have also maintained: the easy fitting, you need 1 screw driver — and 5 minutes AND, for a quality keyboard, incredible low cost of £59.95.

Please send me Emperor/Crusader keyboard(s). £49.95/£59.95+£1.50 P&P
I enclose cheque/P.O./Access/Visa No.
To Woking Computer Centre, for
Name _____
Address _____

Please fill in the coupon and your address (which is also block capitals) to ensure prompt delivery.

BASIC COURSES IN SPACE



The BASIC Adventures in Space is a unique series of courses for the young beginner aged 7 to 77!

It is written as a three part adventure story which takes the reader into space, introducing him step-by-step to the ship's computer's language — BASIC. The book is supported by full software and further CAL (Computer Aided Learning) programs on tape.



This novel approach combines a story that is compulsive reading for the young reader with a carefully structured approach to BASIC intricately interwoven with the text.

£9.95 BOOK & TAPE COURSE



HONEY FOLD

HONEYFOLD SOFTWARE LTD

Standfast House
Bath Place
High Street, Barnet
London EN5 1ED

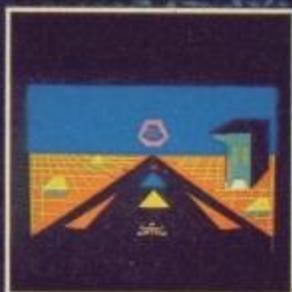
Tel: 01-441 4130

Courses are available from:
W.H. SMITH'S, BOOTS, SPECTRUM
stores and all good computer
shops and many good bookshops.

System 3 Software... Graphically Amazing!

DEATHSTAR INTERCEPTOR

LAUNCH

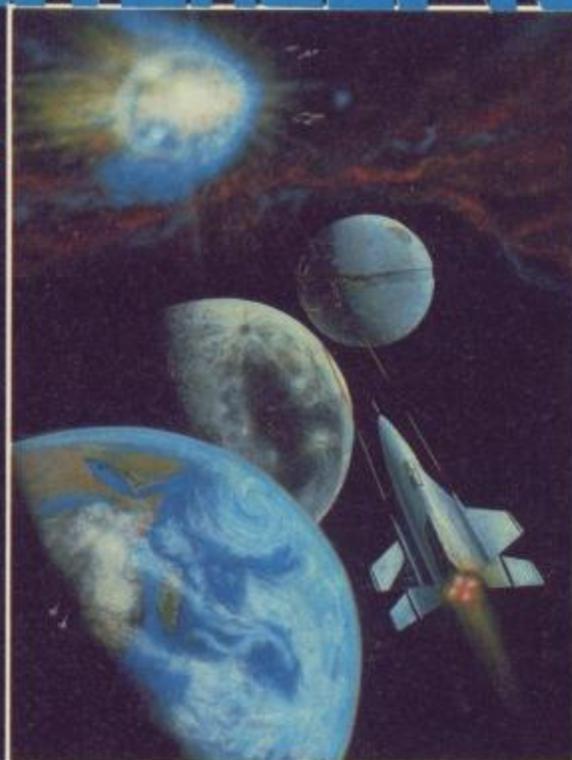


(Screen 1)

APPROACH



(Screen 2)

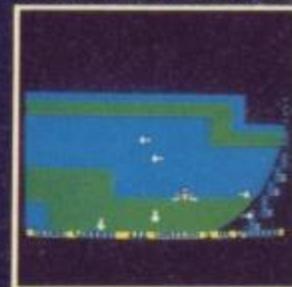


DURANIUM BARRIERS



(Screen 4)

INTERCEPT MISSILES



(Screen 6)

ENTRY



(Screen 3)

...Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you? 52K of pure machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects music, 4 skill levels and hiscore table... this is the ultimate challenge?

This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64.

Available now at **£9.99!**

VICTORY



(Screen 12)

CAN YOU REACH IT?

LASER CYCLE



★ FIRST 1000 ORDERS RECEIVE 20% OFF NEXT PURCHASE! ★

COLONY 7



★ Dealer inquiries call (01) 908 0238

★ Export inquiries invited

★ selected titles available at Boots and all good stores.



LASER CYCLE

... The M.C.P. has selected you to ride on the deadly grid; two screens of strategy and action, multiple skill levels, hi-score table, pause facility, demo mode.

BBC Model B - £8.95!

COLONY 7

... Colony 7 fast furious 3D action, as you defend your colony's food stocks from the space pirates! The only game to use graphics 9. Unbelievable 3D landscape!

ATARI 400/800/XL - £9.95



HOW TO ORDER

To purchase any of the items above, simply fill in the coupon below with your requirements. Make cheque/P.O. payable to: SYSTEM 3 SOFTWARE LTD and post to the address below. Please allow 7 to 14 days for delivery. All prices inclusive of P&P and 15% VAT.

OVERSEAS ORDERS

Please add £1.00 per game ordered.

Post to: SYSTEM 3 SOFTWARE, 10 MARSHALSEA ROAD, LONDON SE1 1HL

Please send me the following items:

(No. Req.) COLONY 7 (at £9.95 - FOR ATARI) (No. Req.) LASER CYCLE (at £8.95 - BBC Model B)

(No. Req.) DEATHSTAR INTERCEPTOR (at £9.99 - COMMODORE 64)

Name

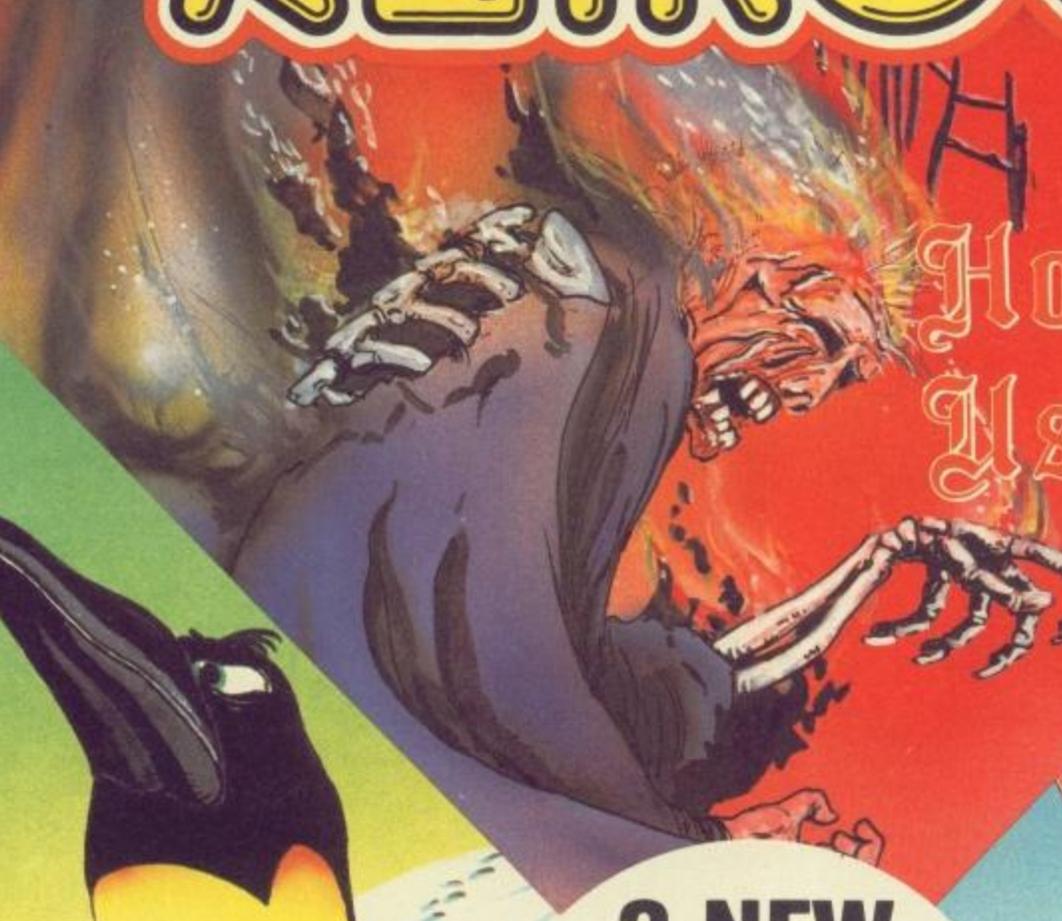
Address

Tel (DAY) Tel (EVE)

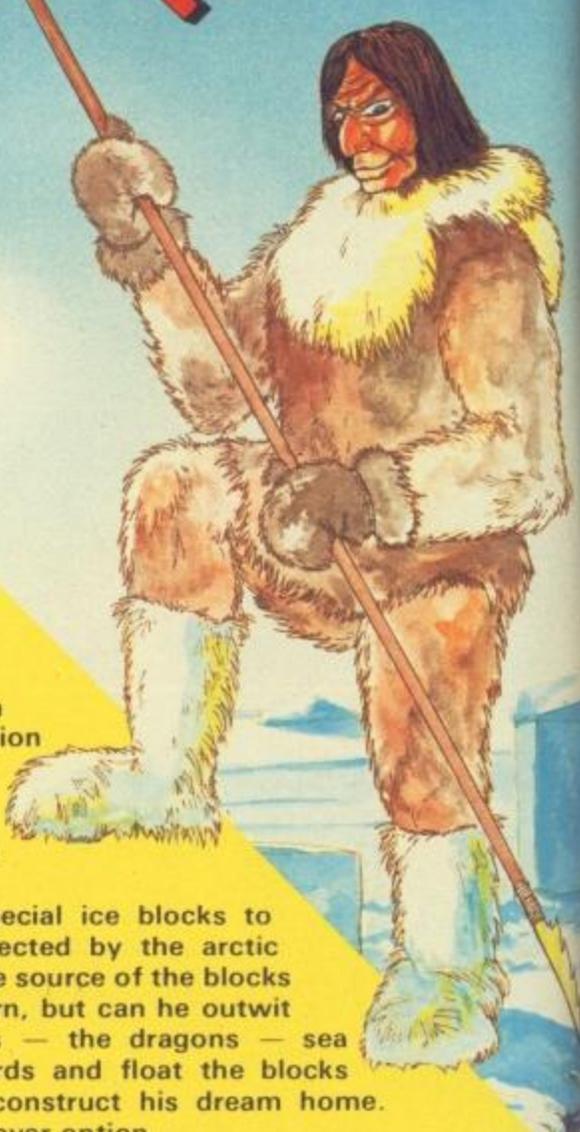
System 3 Software

10 MARSHALSEA ROAD, LONDON, SE1 1HL

ANIROG



House Of
Usher



ICE
HUNTER



**3 NEW
TURBO 64
GAMES
£6.95
EACH**

PETCH

Petch

The wonder penguin is engaged in a desperate search for diamonds hidden in a maze of ice cubes, harassed and chased by his arch enemies Snowball and Snowbox. His chances of survival are slim. Six levels of skill with two player option.

House of Usher

Dare you enter the House of Usher. Behind each locked door of this nine room mansion a different style of arcade action awaits you.

Ice Hunter

Ice hunter needs special ice blocks to build an igloo unaffected by the arctic sun. He has found the source of the blocks in a multi level cavern, but can he outwit the grim inhabitants — the dragons — sea lions and vicious birds and float the blocks down the river to construct his dream home. Six levels and two player option.

Also available on Disk at £9.95

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING £2.00 OVERSEAS

Available for
COMMODORE 64
DRAGON 32 TANDY COLOUR

Cuthbert in Space

The Federal Chief has decided that Cuthbert is to go on a mission of plunder against the Moronian's Solar System. Cuthbert lands his space craft on each planet but then has to refuel by stealing pods from the Moronian fuel dumps whilst avoiding the Solar Meteoroid Barrage. After filling up he goes and plunders as much loot as possible before take-off. All could go well but when he gets a mal-function he must send a pilotless shuttle to obtain spares and take-off before the Moronian's bomb detonates.

CASSETTE £8 DISK £9.95

Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales    
Phone 0726 3456



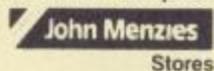
Dealers Contact

MICRODEAL DISTRIBUTION
0726-3456

or **WEBSTERS SOFTWARE**
0483 62222

MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

 John Menzies
Stores



TALES OF THE ARABIAN NIGHTS

Full of Eastern Promise!

FROM
INTERCEPTOR
S SOFTWARE

THE SAGA OF IMRAHIL
THE KALENDAR PRINCE
ON A QUEST TO FREE
THE PRINCESS ANITRA
FROM THE HAREM OF THE
EVIL SULTAN SALADIN.

WRITTEN BY IAN GRAY
CONTAINS OVER 3 MINUTES
OF EASTERN MUSIC BY CHRIS COX
PRODUCED BY RICHARD PAUL JONES

ONLY
£7.00
ON CASSETTE
£9.00
ON DISK

CONTAINS
SPEECH
NO HARDWARE REQUIRED

SUITABLE FOR THE
commodore 4
NOW WITH **ULTRA LOAD** FAST LOADING

INTERCEPTOR
M MICRO'S

LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE
TEL (07356) 71145

AVAILABLE NOW
FROM
ALL GOOD COMPUTER
RETAILERS



Dear Readers

The bizarre row of faces at the bottom of this letter are not aliens from the latest space horror game. They're us, the PCG team. The people who put this magazine together.

I thought I should tell you this following the stunned reaction we had to the appearance of these photos last month. We're sorry to have upset you, we really are. We can't help the way we look, especially some of us.

But if you think we're strange, what about you? Do you know that Commander Chance has people ringing his hot-line who can do nothing but scream raving gibberish down the telephone for minutes on end? It's true. And how about the reader who left a message for me to phone him back, which of course I did a few hours later. Unfortunately, he'd forgotten to say that he was waiting in a call box...

Oh yes, producing this mag has its moments. For example, you couldn't tell from the review of Mugsy on page 46 that it and reviewer Steve Cooke did not have a very happy relationship to start with. Our pre-production copy came without instructions, and as a result Steve was assassinated about 79 times before discovering by chance, at around 2am on deadline day, that he could shoot back. If his original review had been printed, Melbourne House would be putting out a real contract on him. On us all.

Chris Anderson & the PCG team

Yours dead or alive,



Oh no! More riddles!

What is the difference between a computer and a bad carpenter?
One works its chip and the other chips its work!
Birbal Chopra, Horley, Surrey.

What did Jumping Jack say when an interviewer asked him if he enjoyed all that jumping?
It has its ups and downs.
Lee Russell, London.

What happened to Lunar Jetman when he was teleported?
He was over the moon.
David Carter, Bradford, W. Yorks.

What did the girl say to Mario in the last screen of Donkey Kong?
But I don't like Milk Tray.
A. R. Tankard, Colchester, Essex.

Why is the Ultrapede so long and thin?
Because there's not much room to crawl around!
Gregory Gallagher, Sholing, Southampton.

GCHQ, the Government's secret communications base, is under siege—by pirates. Boffins at the eavesdropping centre are finding their sophisticated electronic ears increasingly assailed by bursts of radio noises which demand decoding—and turn out as Space Invaders, Frogger and other pirated computer games or household systems programs. For GCHQ, ever on the lookout for coded spy communications, monitors and decodes all radio transmissions using figures or patterns of sounds. And computer pirates, who also happen to be radio hams are increasingly using the airwaves to swap programs. When recorded on tape by any of the one million radio hams—or anyone else monitoring shortwave transmissions—around the world, the broadcast programs can be played back into a home computer and reconstituted.

The Observer

WRITE A REVIEW—WIN FIVE GAMES!

So, you want to write about computer games? Now's your chance. By sending us a review, you could win yourself five programs for your micro and become a regular reviewer for PCG!

There'll be at least three winners, and if the standard is high enough, up to ten prizes will be given. Every winner will then regularly receive cassettes to review for us. As well as achieving fame, writing experience and free software, we will pay them a minimum of £5 a review. So if you're a computer-freak who can write, this could be your big break.

To enter, you simply have to send us a single, brief 150-word review of a game on any home computer. We're looking for people who can combine an authoritative, concise explanation of the game with humour and a comfortable, easy-to-understand style. You should submit the review with the same headings and ratings as in our Screen Test section. It should be typed, printed or written neatly.

On the same sheet of paper, or attached to it, you must include your name, age, address, phone number (if possible), and the computer(s) to which you have access. You should also tell us, in 50 words or less, why you think you would make a good games reviewer for PCG.

Post your completed entry to:
Reviewing Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All entries must reach us before August 1st, 1984.

Fill this space

We'd like your help with this noticeboard. Please send us newspaper or magazine cuttings, cartoons, program ideas — anything funny or intriguing to do with computer games. A free program for those we publish.



What do you call an under-age whizz-kid programmer?
Manic Minor.
Renato Labi, Stanmore, Middlesex.

What did a Spectrum owner playing Fighter Pilot get when he took some Valium?
A Flight Stimulation.
D. Taverner, High Wycombe, Bucks.

ADVENTURE WINNERS

Our adventure competition published in the April issue produced a massive response. The answers, correctly worked out by most entrants, were: 1. GET SWORD; 2. OPEN CHEST; 3. LIFT LEVER; 4. DIG SAND; 5. TAKE RING; 6. READ MAP; 7. EAT CAKE; 8. ASK BUTLER; 9. SEARCH ROOM; 10. UNTIE ROPE; 11. RUN WEST; 12. ENTER HOUSE.

The 101 winners have each won a Level 9 adventure worth £9.90. They are:

Glynis Kane, West Bromwich; Matthew Platts, Malmesbury; Niall Osborne, Crawley, Sussex; Mark Hughes, Carrickfergus, Ireland; Jeffrey Horne, Wembley; I J Crawford, London; E Bailes, Harlow; R Proud, Sunderland; F S Wilson, Earlston, Berwickshire; Markku Ilmanen, Finland; Kevin Tang, Sandwich, Kent; John Beddow, Kannonk, Staffs; Brian Mayes, London; Michael Echlin, Hemel Hempstead; Martin Clarke, Sunderland; Ian Collins, Wrexham; Richard De Dombal, Leeds; Noel Hayden, Bournemouth; Simon Claw, Maidenhead; G Bissett, Harrow-on-the-Hill; Saashi Jeeworth, Basingstoke; Harry Seddon, Ashford, Kent; S Chambers, Norwich; Danny McEleney, Glenburn, Scotland; Stuart Culverhouse, Market Rasen, Lincs; R Reader, Southfields, London; J E Cletheroe, Horning, Norfolk; D M Price, Bodmin, Cornwall; C Todd, Sutton Coldfield; Mark Clayton, Rotherham; M Pittock, Ipswich; Mike Stainton, Blackpool; Anthony Whyte, Sutton Coldfield; D W Barr, Newtown Abbey, Co Antrim; Richard Clark, Leeds; A P King, Whitechurch, Bristol; Ian Appru, London; C Smith, Christchurch; Robert Sedgwick, Croydon; R P Morris, Nr. Basingstoke; Malcolm Allen, Stockton-on-Tees, Cleveland; A M Slater, London; Duane Chandler, New England, Cams; Peter Sail, Maryport, Cumbria; J L Tuckett, Wick, Bristol; Ian Milton, Nuneaton; Mark Henry, Dublin; Barry Crossan, Summerville, Dumfries; James McTavish, Morayshire, Scotland; A P Mitchell, Rushden, Northants; Colin M Whitaker, London; Andrew Dunn, London; D M Page, Harrow; Steven Bell, Southampton; T D Frost, Montrose, Angus, Scotland; Stephen Kemp, Norwich; R E Howarth, St Helens, Merseyside; Simon Nash, Sutton Coldfield; Gary Oldham, Beeston, Notts; David H Fairbrother, Harborne, Birmingham; Simon Hughes, Claines, Worcs; Michael Williams, Sheffield; Geraint James, Aberystwyth; Jason Kellip, Liverpool; Gary Holmes, Ringwood; Karen Bain, Aberdeen; David Collison, Maida Vale; William Palin, London; Paul Baggaley, Brompton, W Bolton, Portsmouth; David Buckmaster, Kennington, Oxon; Philip Gosden, Shepperton, Middx; Andrew Marston, Putney; Karl Daniels, Tupsley, Hereford; Barbara K Brewster, Gloucester; R A Platt, Urmston, Manchester; Paul Beattie, Penicuik, Midlothian; Simon Ward, Cleethorpes; S Brewer, Harlow, Essex; B Gunnell, Hornsey, London; Jemma Beeke, Norwich; Justin Grenham, Herne, Kent; P N Flanagan, Stapleford; Justin Collins, Botley; P R Hoar, Stanford-Le-Hoppe, Essex; Julian Page, Shrewsbury; Jason Chapman, Haywards Heath, Sussex; M Crouch, Croydon; G S Leys, Aberdeen; Stephen Longworth, Solihull; D R Saunders, Helston, Cornwall; C G Williams, Fowey, Cornwall; Adam Tuckett, Wick, Nr Bristol; Ross Hayworth, Aberdeen; L Bruce, RAF Chivenor, Barnstaple; David Sisson, Stockport; Ian Loftus, Leamington Spa; Christopher Vaughan, London; Craig Allison, Darlington, Co Durham.

Pirates in the Dragon Club

Microdeal are the latest software house to issue a strong attack on piracy. The company have distributed a letter sent to them from Northern Ireland which describes how a Dragon 32 user group

set up in Belfast engaged in a massive piracy operation.

Almost all the major Dragon programs were available, including the Microdeal titles, for about a tenth of the

All the latest noises in the

Oh, what a show!

The PCG Easter Show blasted a path of fun and excitement through the Easter weekend. Here's our scrap-book of pictures from the event.



The PCG robot offers his welcome at the entrance. ▲

The balloons go up and the show begins for the hundreds who queued for entry. ►



Atari were offering three fantastic prizes of an Atari 600XL plus joysticks and a copy of the motor-race game *Pole Position* for the person on each day who scored the highest on the game. The winner on Sunday was Steve Cattell, pictured here (right) receiving his prize from PCG's Stuart Cooke.



The overall winner of the Ultimate competition collects his prize. Steven Mo of Solihull (centre), who scored 107,020 at *Atic Atac*, won a beautiful, specially-engraved cup.



Andrew Perkins of Solihull (left) is awarded a special cup and vouchers for 10 free Softek programs by Softek's Tim Langdell. He was the highest scorer on Saturday in Softek's game *Jetbike*.

shop price.

'The duplicating was a very professional job - and the instructions were either hand-written or computer-printed,' says the letter. The group advertised in a micro magazine and charged no entry fee, covering all its costs through piracy.



humming world of micro games



CARTOON WINNERS

A smile from Kim Wilde, one of the many pop stars and DJs in evidence thanks to the presence of the Radio 1 Music Marathon.



Getting down to some serious zapping. ▼



Well over 600 people entered our Creative Sparks cartoon caption competition, despite the fact that we accidentally imposed a dead-line which was a month too early!

The idea was to produce a caption for this cartoon, and many of the entries were on similar lines such as: 'I know it's supposed to have 3D graphics, but this is ridiculous.' Or: 'I think what my son wanted was a Dragon computer.'

Some of the more original entries were:

- 'It's about that *Chuckie Egg* you sold me'
- 'All my husband did was to enter the wrong code in *Jet Set Willy*'
- 'It's another one of those *Hobbit* bugs'
- 'I've brought the Dragon back - I'd rather have a Lynx'
- 'Lucifer, say Hello to the nice man who won't give me a refund'
- 'These computer magazine giveaways are getting ridiculous'

Many thanks to everyone who entered. There were 100 winners, each of whom gets two Creative Sparks games. They are:

Robert Hunting, Dunstable; **Paul Morris**, Liverpool; **David Wilhelm King**, Balerno Midlothian; **Barry Hearn**, Reading; **M. F. Frampton**, Eastleigh, Hants; **Steven McMillan**, Canterbury, Kent; **Sanjay Sharma**, Bexley; **Andrew Green**, Birmingham; **Mark Straiton**, Perth; **Tony Rumble**, Hull; **Roger Moore**, London; **Mark McTeare**, St Neots, Cambridgeshire; **Fraser J. McMillan**, Glasgow; **Mr Peter Fitch**, Wimborne; **David Kelham**, Dorset; **Master V A Saville**, Leeds; **Paul Hung**, London; **Jason Searce**, Reading; **Mr D Wynne**, Sefton, Merseyside; **Shaun Robertson**, Scotland; **S. Bhana**, Birmingham; **P. Unsworth**, Leigh; **Neville Ridley**, Newcastle-Upon-Tyne; **Mark Wileman**, Burton-on-trent, Staffs; **James Burdett**, Butleigh, Nr Glastonbury; **J A Fagandini**, London; **Guy Blackford**, Braunton, N. Devon; **Adam Crook**, St Helens; **Barry Winterton**, Wormley, Herts; **Timothy Cosens**, Surrey; **Philip Warwick**, St Leonards O/S, E. Sussex; **Daniel Brocklehurst**, Hyde, Cheshire; **Tony Christopher**, Emsley, Hyde; **Martin Munn**, London; **Ian Birks**, Stoke-on-Trent; **Adrian Hood**, Co. Antrim; **Ross Harris**, St Andrews; **G. Wesley**, Southampton; **D. O'Callaghan**, Southampton; **H. French**, Sevenoaks; **Stewart Naylor**, Halifax; **Tim Davies**, N. Yorks; **Robert Hudson**, Southampton; **Martin Hessian**, Plymouth; **Kiran Mehta**, Birmingham; **Stephen Ricketts**, Huddersfield; **Richard Walls**, Sherburn-in-Elmet, Nr Leeds; **Andrew Patmore**, Hitchin; **John Busby**, Essex; **Neil Cane**, Harrow; **Mr P R Wade**, London; **Paul Dickenson**, Hull; **Peter Roskell**, Gillingham; **Robert Tindall**, South Humberside; **Michael James Bird**, High Wycombe; **Scott Young**, Glasgow; **Toby Sayers**, Sussex; **D. Maddox**, Cheshire; **Neil Collier**, Birmingham; **Ian Watson**, Birmingham; **Mr G Shores**, St Ives; **Stephen M. Davies**, Hartlepool; **Nigel Valentine**, Cornwall; **Carl Ball**, St Bolton; **Jonathan Wetherall**, Temple Cloud, Nr Bristol; **Owen McLaughlin**, East Kilbridge; **Richard Barton**, South Norwood; **Marcus Lee**, Surrey; **Stephen Beech**, Derby; **Jamie Michael Scott**, Suffolk; **Dan Kelly**, Oxford; **John Layton**, Mid Glamorgan; **Trevor Key**, Bracknell; **Alistair King**, Herts; **Sanjeev Massey**, London; **Sion Gibson**, Essex; **Gary Whitefield**, Sheppey, Kent; **Paul Wright**, Birmingham; **J. E. Oliver**, Kent; **Stuart Brown**, Aberdeenshire; **Tim Bright**, Slough; **Graeme Johnston**, Ascot; **Kevin Dalin**, Hants; **Richard Milverton**, Somerset; **Robert Crow**, London; **Renato Labi**, Stanmore; **Andrew Morrison**, Scotland; **Graham Smith**, Bolton; **Joseph Morrissey**, Plymouth; **Harry Cornell**, Sunderland; **Steven Dunn**, W. Lothian; **B B Chopra**, Brighton; **Geoff Dagger**, Blackburn; **David Taylor**, Portsmouth; **John Miller**, Glasgow; **David Tucker**, Somerset; **Mr Zahid Khan**, Croydon; **Stephen R. Brown**, Cornwall; **Christopher Ellis**, Northants; **Adrian Mark Layden**, Salford.

TAKOUSHI

While sitting quietly in a corner of the PCG offices tearing my hair out, the editor strolled over and gently asked me what was the matter. He had noticed that I was not looking too well and that I had lost a lot of hair recently.

I told him I couldn't go on anymore. I had to speak out against the Ronald Reagans of the computer games industry (cowboys, OK), for truth, justice and the Invader way of life.

He agreed, so in the coming months I will be speaking my mind on some of the games scene's major problems.

This month is devoted to the ludicrous hype of games and programmers.

Two companies that immediately spring to mind are Imagine and (especially after its move into software last year) Virgin. Both have got their techniques down to a fine art: beautifully laid out colour ads, photos of the programmers, and descrip-



tions that give artistic licence a bad name.

But what about the games themselves? Most of them just don't measure up, and the result is irreparable damage to the company's credibility and the consumer's confidence. Could it be that Imagine's current troubles are evidence that the chickens are finally coming home to roost?

Please, software houses, PLEASE put the quality of the games first.

NEW RELEASES

X-CERT GAMES

Palace Video are to bring out a series of games based on famous horror films.

The first title, *The Evil Dead*, should be in the shops even as you read this. Available on the Commodore 64, the price had yet to be announced at the time of going to press, but should be between £5.00 and £6.00. Versions are also planned for the Sinclair and BBC computers.

Palace are keeping quiet about the future titles, but have mentioned possible games based on 'Halloween' and 'The Texas Chainsaw Massacre'.

PETTIGREW PREQUEL

Shards Software are bringing out a companion program to their game *Pettigrew's Diary* for the BBC. Called *Operation Safras* it sets the scene for the events in *PD*. It changes hands at £7.95 and will initially be available for the Dragon only.

The company's other adventure, *Jericho Road*, written by the 'Video Vicar' Rev. Peter Goodland, has been translated onto the BBC, Electron, and Commodore machines.

SOCCER STRATEGY

Artic are bringing out a new football management game based on the World Cup. The company have yet to choose a title for the game, which will involve up to nine players managing 40 teams as they knock each other out in a bid for glory. The game will be available on the Spectrum for £6.95.

BEEB HITS FOR 64

Micro Power, already well-known for their BBC titles, are bringing out conversions of four of their games for the Commodore 64. *Ghoul*, *Cybertron Mission*, *Felix in the Factory*, and *Swoop* will all retail at £6.95. The new versions will have added features including demo-modes and fast loading routines.

ABC Boob

A couple of errors crept into the Spectrum listing in last month's article 'The ABC of Invaders'. The final listing omitted line 8 and lines 10 and 58 contain slight mistakes. The lines should read:

```
8 LET AS=""
10 LET N=65+INT
  (RND*26)
58 IF IS=AS (L TO L)
  THEN LET AS=AS (1 TO
  L-1)
```

The game will be easier to play if you press CAPS LOCK before running the game.



Sir's MegaByte

Word has reached me on the grapevine that the editor of this journal and two other journalists were invited to lunch by Wall's Ice Cream, of all people, as part of their promotion of a new ice lolly called MegaBytes. The three of them had to suffer the indignity of sucking these toffee and banana-flavoured ices served from a silver platter in the surroundings of a rather posh London restaurant.

Apparently Wall's wanted news of the lolly to reach teachers throughout the land, since they are running a competition which will allow schools and pupils which consume Mega-Bytes to win BBC and Electron computers.

So why invite the editor of PCG? Simple. Their own private survey revealed that PCG was one of the three computer magazines teachers read most. So now we know what Sir is doing when he should be marking the homework.

Frank about Frak

Some chaps are so modest. I've been hearing what the quaintly named Orlando, writer of the excellent *Zalaga*, has to say about his forthcoming BBC game *Frak*. 'It has,' he claims, 'far and away the best graphics seen on any home computer.' Is that all? No, it's not. He adds 'That's an understatement.' Horace thinks the proof of this pudding will be in the eating.

Amstrad snore

I hear that Einstein, Archimedes, Monet, Ravel and Shakespeare were all present at the launch of the Amstrad computer - in person.

The diligent hi-fi company had hunted down a number of unfortunate people cursed

with famous surnames. Aged from under ten to over forty, these unsuspecting members of the computer-illiterate public were seated in front of computers and asked to show off their skills.

Einstein and Shakespeare did their best to live up to the reputations of their ancestors, but the strain proved too much for Archimedes.

A victim of tender years - he is after all only 2700 years old - he fell asleep at the keyboard during the lengthy presentation. Safer, I suppose, than falling asleep in the bath ...

Stereo Spectrum

I hear that CRL are bringing out Jeff Wayne's video version of *War of the Worlds*, an arcade/adventure based on H. G. Wells' classic book. The program boasts music taken from Wayne's glorious album of the same title - but Horace wonders quite how glorious this is going to sound on the Spectrum.

Imagine vs press

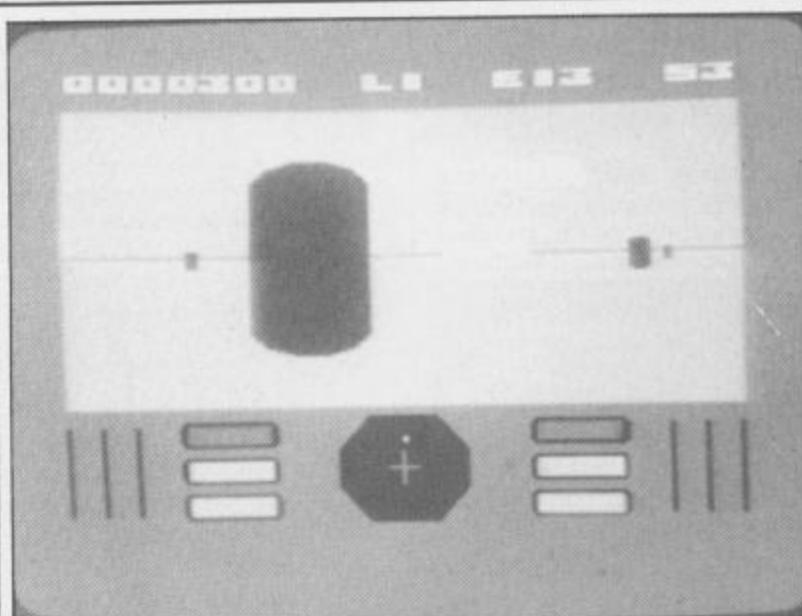
I hear disturbing rumours that a number of magazines aren't very pleased with the speed at which Imagine has been paying for its advertisements of late. On the other hand Bruce Everiss of Imagine tells me he isn't very pleased with a magazine called *Your Computer* for printing a listing which Bruce says bears a remarkable similarity to the *Imagine Jumping Jack*. In fact, he whispers, Imagine's solicitors have been looking into the matter.

Softek psychology

How is it, you ask, that software-house Softek can produce games of such subtle, beguiling appeal to youngsters? I can reveal all. Softek boss Langdell has a PhD in child psychology.

Thanks a million

It's wonderful how generous software houses are to the authors of successful programs. Take for example Quicksilver's big pay-out to the programmer of their definitive version of *Defender* on the ZX81, a program which sold in vast numbers. I hear its author was paid an incredible, er, £150...



● Screen shot from *Encounter* - wait till you see it move!

Exciting Encounter

A stunning 3D shoot-out has just been released in Britain and could become an all-time classic.

The game, called *Encounter* and available for the Commodore 64 and Atari machines, has already been a success in America thanks to its ultra-fast action and incredible 3D graphics.

Encounter is a super-charged version of *Battle-*

zone in which you find yourself peering through the windscreen of your craft at an alien landscape. You patrol the planet avoiding obstacles and playing tag with hostile aliens. There are eight different landscapes with three levels of skill.

Encounter costs £9.95 from Novagen and there'll be a full review in next month's PCG.

64 quick-loading

The days of Commodore 64 owners having to suffer interminable delays while their cassettes load are almost over.

Most of the latest cassette releases load about 8 times faster than normal, thanks to the inclusion of special software which changes the machine's tape-handling system.

It means that instead of having to wait up to 20 minutes for a long program to load, it'll be ready inside three - as fast or faster than it

would load from disk!

Llamasoft, Interceptor, Taskset, Anirog and Melbourne House are among the companies now using these so-called turbo-loaders in some form or other. And some companies are re-releasing their older games in the new fast-loading format.

Taskset's Andy Walker told PCG: 'I think this development will have a good effect on sales of the 64. Slow tape-loading was one of the machine's biggest drawbacks.'

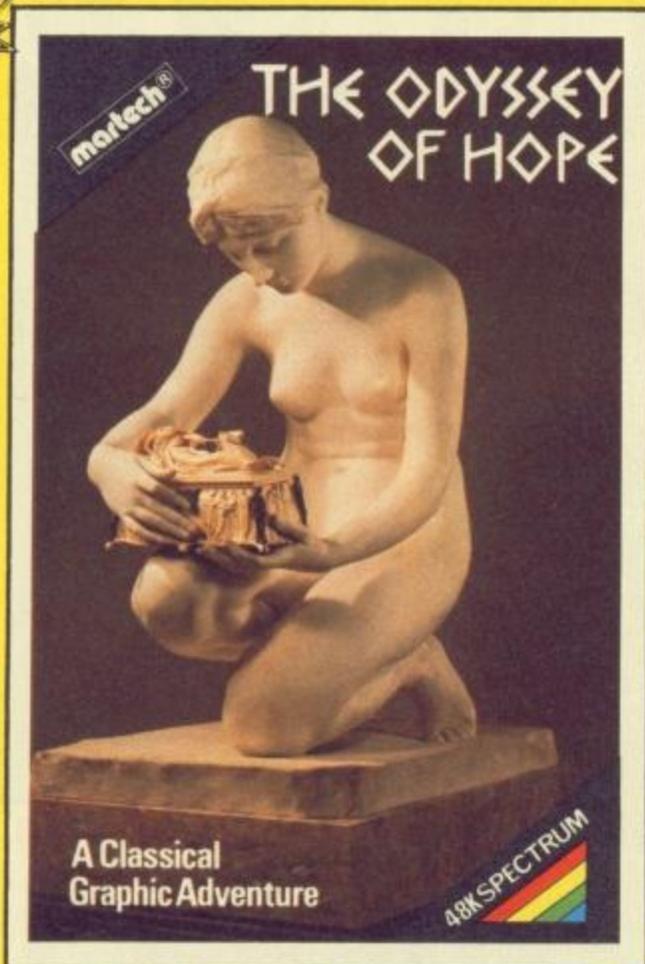
M5 starter pack

CGL are now giving away a free data recorder (worth £38.95) with any CGL M5 home computer purchased. This offer means that anyone buying the new starter pack will have everything required to get started, the recorder, CGL M5, software, manual, and all leads.



martech®

...spectacular games



Pandora by Harry Bates. Reproduced by kind permission of The Tate Gallery, London

SPECTRUM 48K £5.95

Once upon a time, Zeus had one of his master craftsmen fashion a mortal of perfect beauty — the first woman — he called her Pandora — meaning "all gifts". Zeus presented her with a golden casket, but bade her promise never to open it, but Pandora grew curious and one day she lifted the lid. With a rush and a cry, out came all the ills that now beset man; disease and sorrow, hate, jealousy, theft, lies and many more. Pandora rushed to close the lid, but all of its contents had escaped, save one, "Hope". Since that ill-fated day when Pandora infested the world with terrible woes and suffering, Hope has always remained a comfort to this troubled world — until now! Someone has stolen Hope, and famine, disease and violence have taken over the world.

Enter the magnificent and dangerous world of Ancient Greek Legend in this amazing hi-res graphic adventure. One-eyed giant Cyclops and the many headed Hydra are but a few of the incredible creatures you will meet as you sail treacherous seas and cross dangerous landscapes in your struggle to return Hope to its guardians on Mount Olympus, the home of the Gods.

Available from most leading retailers or directly by mail order

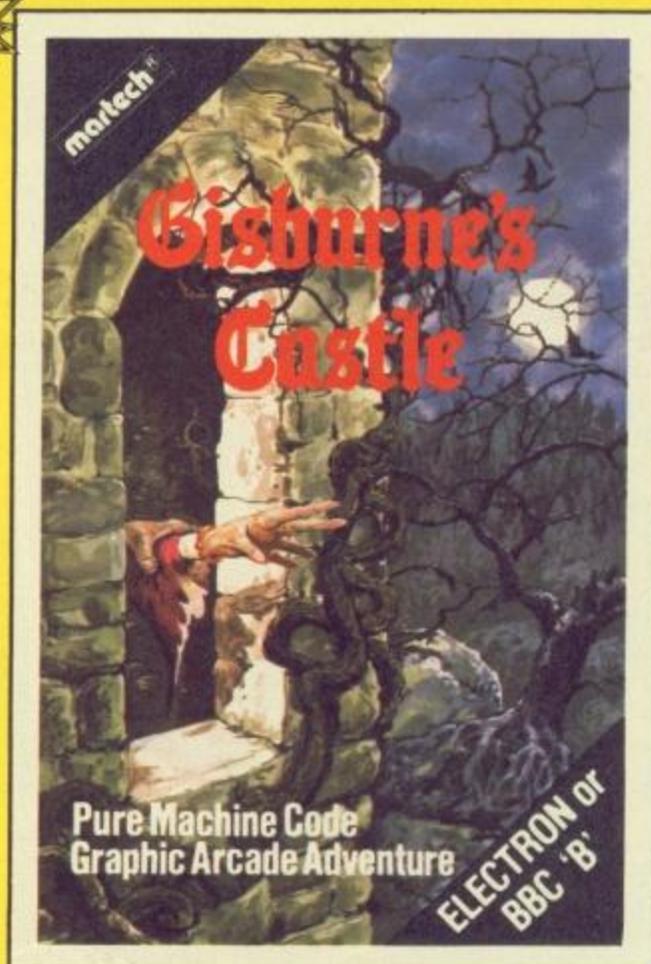
Martech is the registered trade mark of



Software Communications Ltd.

Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE

Dealer enquiries welcome. Tel: (0323) 768456 Telex: 87465 EXIM Brighton



BBC 'B' or ACORN ELECTRON £7.95

Guy of Gisburne, treacherous henchman of the Sheriff of Nottingham, has captured the lovely Maid Marion. In his heavily defended castle — he holds her as bait!

Become Robin of Loxley, the hooded man, on a mission of rescue and vengeance.

Written in 100% machine code and making full use of the sound, colour and hi-res capabilities of each computer, Gisburne's Castle blends the action of the arcade with the challenge of an adventure, into one outstanding game.

Features:

- * Hundreds of different graphic locations
- * 20 different animated and intelligent characters
- * 15 different objects to be found and used
- * Joystick option and user definable keys

MAIL ORDER

THE ODYSSEY OF HOPE — SPECTRUM 48K

GISBURNE'S CASTLE — BBC 'B'

ELECTRON

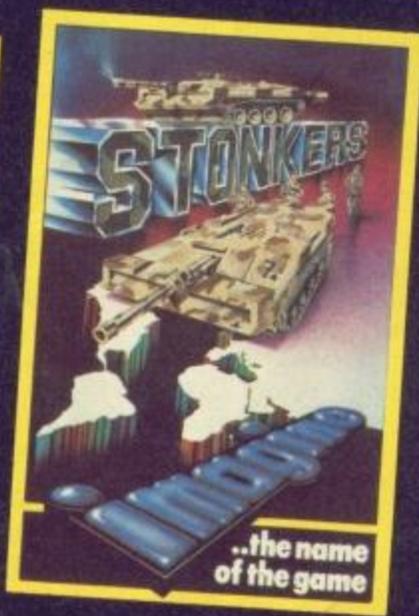
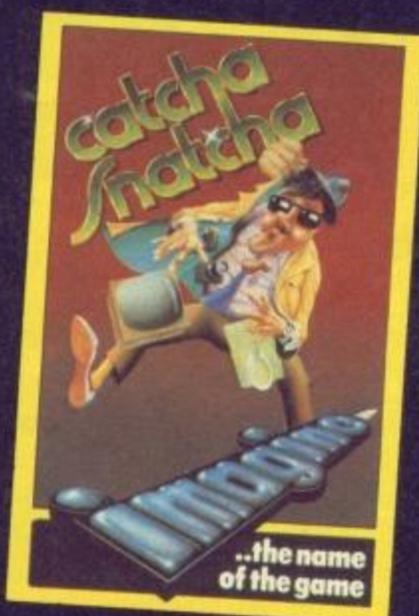
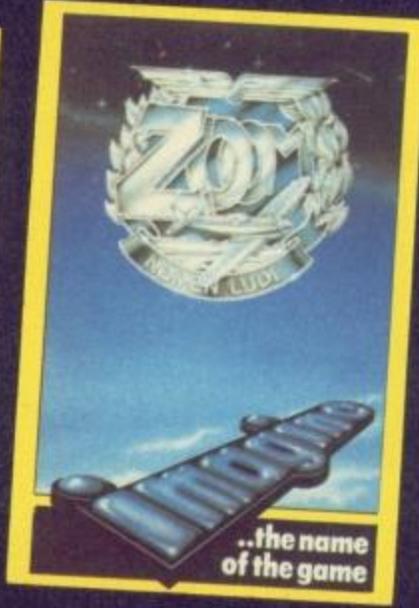
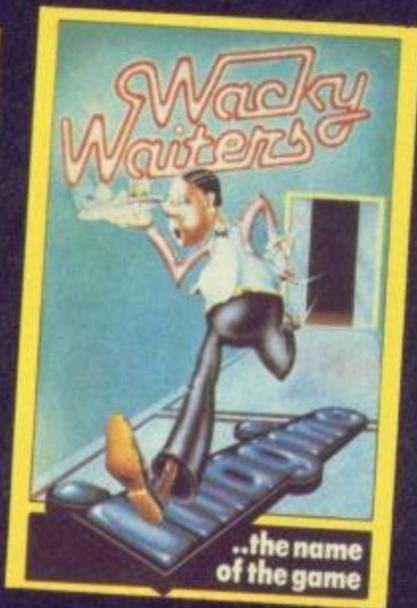
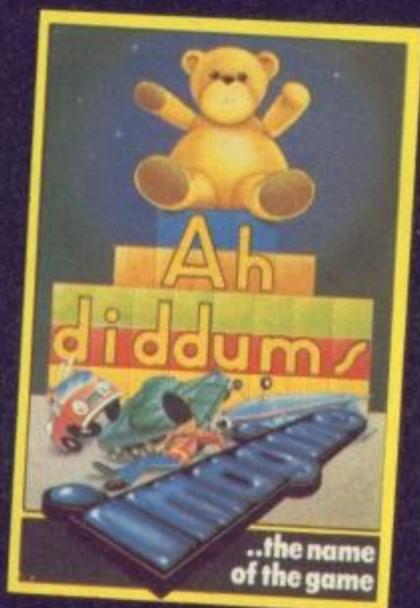
Tick

Name

Address

Postal Orders or cheques payable to SOFTWARE COMMUNICATIONS LTD., DEPT. PCG
Prices include VAT, post and packing. Add £1 extra for overseas orders.

ALL THESE GREAT GAMES FROM THE



Games available for the following systems:-

SPECTRUM 48

- SPE 48 8 ZZOOM
- SPE 48 9 ZIP ZAP
- SPE 48 10 STONKERS
- SPE 48 11 ALCHEMIST
- SPE 48 12 PEDRO
- SPE 48 14 COSMIC CRUISER
- SPE 48 15 B.C. BILL

SPECTRUM 16K

- SPE 16 1 ARCADIA
- SPE 16 5 AH DIDDUMS
- SPE 16 6 MOLAR MAUL
- SPE 16 7 JUMPING JACK

ATARI

- ATARI 13 LEGGIT

DRAGON

- DRA 32 12 PEDRO
- DRA 32 13 LEGGIT
- DRA 32 14 COSMIC CRUISER
- DRA 32 15 B.C. BILL

ELECTRON

- ETRON 12 PEDRO
- ETRON 15 B.C. BILL

BBC 32

- BBCB 12 PEDRO
- BBCB 14 COSMIC CRUISER
- BBCB 15 B.C. BILL

VIC 20

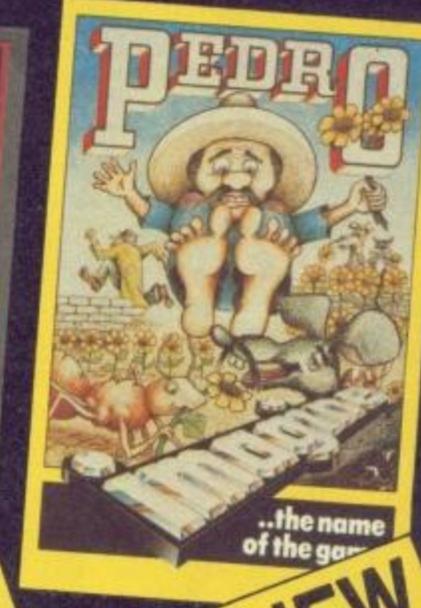
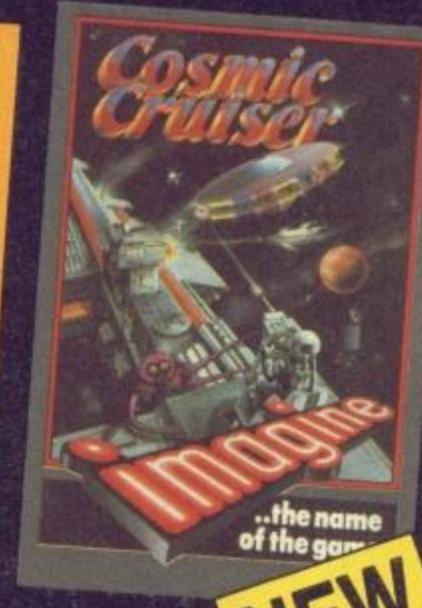
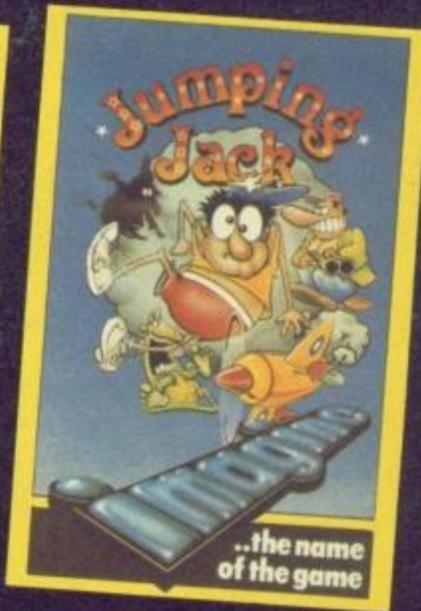
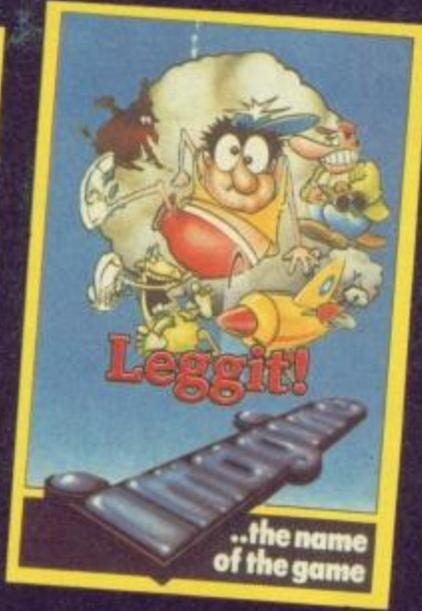
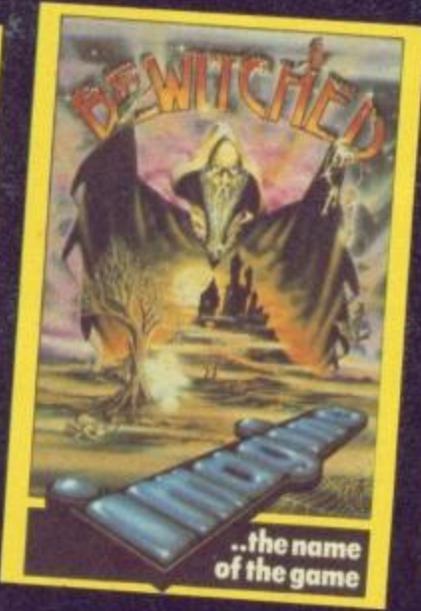
- VIC 20 1 ARCADIA
- VIC 20 2 WACKY WAITERS
- VIC 20 3 CATCHA SNATCHA
- VIC 20 4 BEWITCHED

COMMODORE 64

- COM 64 1 ARCADIA
- COM 64 12 PEDRO
- COM 64 14 COSMIC CRUISER
- COM 64 15 B.C. BILL



THE NAME OF THE GAME MAKERS OF...



NEW

NEW

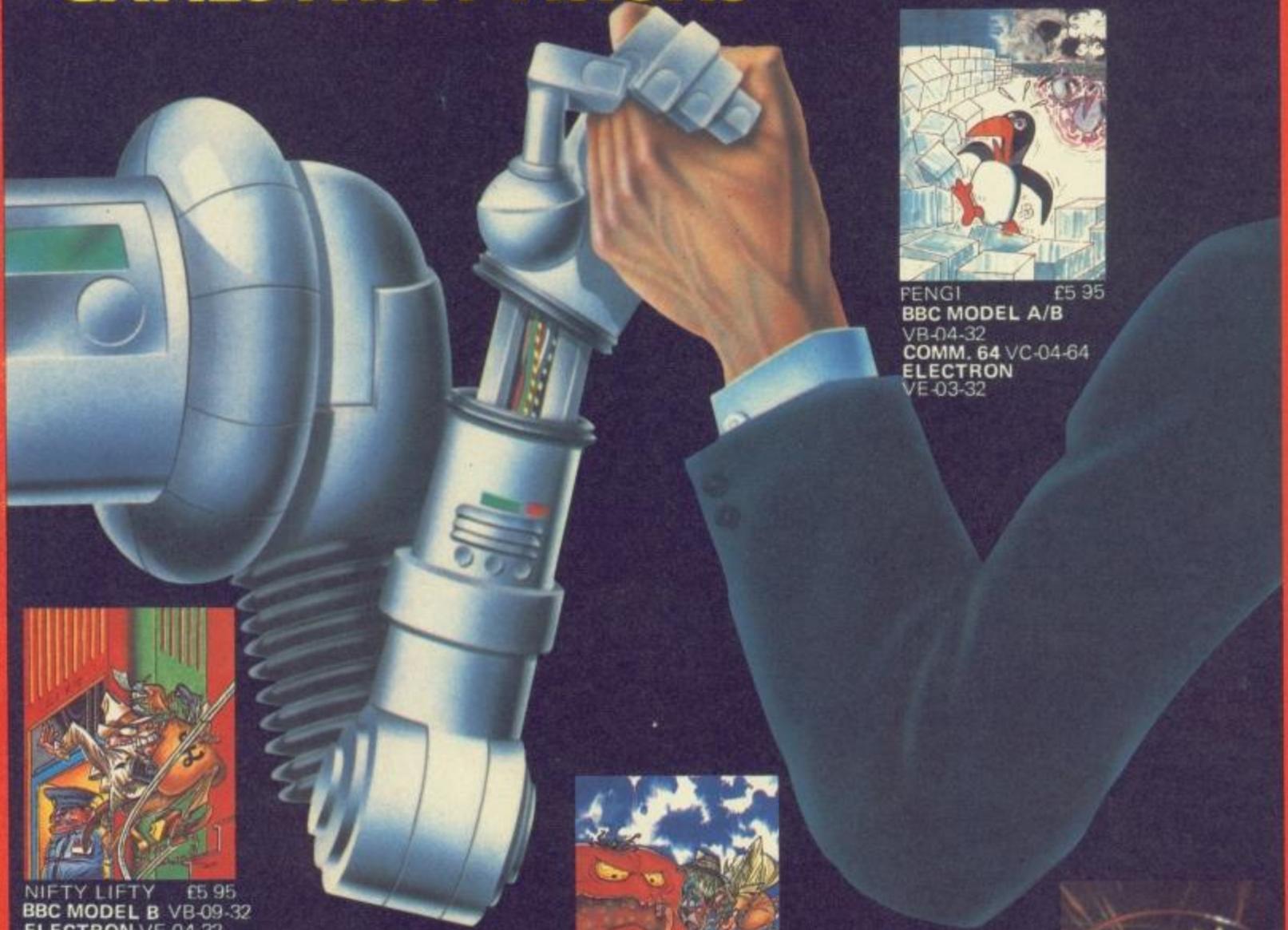


the name of the game

Available from:- W.H. Smith, Menzies, Boots, Lightning dealers and all good computer stores. Or send cheque/Postal Order for £5.50 inclusive VAT and P&P for each game, direct to Beau-Jolly, 19A New Broadway, Ealing, W5.

Allow 14 days for delivery.

YOU'LL HAVE A REAL FIGHT ON YOUR HANDS WITH THE LATEST GAMES FROM VISIONS



PENGI £5 95
 BBC MODEL A/B
 VB-04-32
 COMM. 64 VC-04-64
 ELECTRON
 VE-03-32



NIFTY FIFTY £5 95
 BBC MODEL B VB-09-32
 ELECTRON VE-04-32
 ZX SPECTRUM VS-12-48
 COMM. 64 VC-08-64



REVENGE OF THE
 KILLER TOMATOES
 £5 95
 ZX SPECTRUM VS-09-48



DIGGER £5 95
 BBC MODEL B VB-08-32



DEMOLATOR £6 95
 BBC MODEL B VB-10-32
 COMM. 64 VC-10-64



S.O.S. £5 95
 ZX SPECTRUM VS-11-48



GALAXY RAIDERS
 £5 95
 BBC MODEL B
 VB-05-32

Visions

THE NAME IN VIDEO GAMES

AVAILABLE FROM ALL GOOD SOFTWARE STORES
 VISIONS (SOFTWARE) FACTORY LIMITED 1 FELGATE MEWS STUDLAND STREET LONDON W6

SEND S.A.E. (A4)
 FOR FULL COLOUR CATALOGUE



Arcades of the future?

A British designer has put forward ideas for revolutionary new leisure complexes to replace existing amusement arcades.

Richard Porch of Cardiff believes that giant computer-resorts should be built on land or off-shore in the next ten years to cater for games freaks (plus business and educational uses).

'The people running arcades these days appear to see their interior environment on the level of a milking-shed,' he told PCG. 'I believe that the first person who designs an arcade to match the futuristic pretensions of its game programs will clean up.'

'These leisure complexes would be capable of feeding



and housing hundreds of paying guests. Such resorts would become new havens for a new leisure class, away from the stress and conflict occurring in the urban centres in the post-industrial 1990s.'

And beyond that? 'Why shouldn't shuttle technology have taken arcades into space by the year 2025?'

It sounds like a slightly expensive way of getting a game of *Space Invaders*. On the other hand, you could run an amazing, real-time version of *Lost in Space*.

But what do you think? Do arcades have a big future? Write and tell us.

● Richard Porch's design for a harbour leisure complex.

Now... OXFAM games!

Are you a computer freak who's accumulated dozens of games you no longer want? Then why not take them along to your local OXFAM shop?

The charity are appealing for thousands of cassettes for all types of computer to be handed in so that they can be used to raise money for needy people. Any manufacturers who want to help should ring 01-348 4225.



Imagine games sold off

In the latest of a series of shock developments, Imagine have sold all their currently available games to a new software house set up by a record company.

The move follows Imagine's failure to sell a series of programs to publishing house Marshall Cavendish and an unsuccessful attempt to lower the price of their games to £3.75.

All Imagine games on the market are now the property of Beau Jolly, a subsidiary of Nova Records set up by an ex-director of K-Tel, Colin Ashby.

Confirming the move, Bruce Everiss of Imagine said it would help clear the way for the company's two new supergames, *Psychapse* and *Bandersnatch*, due to be released this summer.

Other reports suggest that the company has been short of funds and needed to raise cash to meet bills and fund the development of the new games. And we understand that the deal has led to Imagine being sued for a substantial sum by another company, Nats Wholesale, who say Imagine had contracted to sell the tapes to them.

Meanwhile Imagine have warned that their new 'mega-games' will cost even more than the £30.00 originally suggested and have confirmed that some form of hardware will be included.

One important consequence of this is that software pirates will not be able to duplicate the programs. 'It's going to be literally impossible to copy them,' said programmer John Gibson.

Gremlin arrives

Tony Crowther, author of this issue's Game of the Month, has left Alligata to help form a new company called Gremlin Graphics, also based in Sheffield.

Percy Pigeon is their first program. It's for the Commodore 64 and has impressive scrolling graphics. As with *Loco*, the program took Tony just two weeks to write. It features a pigeon in the process of building his nest, but harassed by cars and other birds which will steal his twigs. A full review will appear in our next issue.

Gremlin Graphics see themselves using the same characters from one game to another. *Wanted Monty Mole* will be their next release in which a mole has to steal a sack of coal avoiding nasties such as rock-throwing picket lines.

Budget games sales soar

Cheap games from Mastertronic, priced at £1.99, are being snapped up in huge numbers, the company says.

After being in business only eight weeks, they are already claiming sales of 250,000 cassettes and have released 30 titles.

Competition in the budget

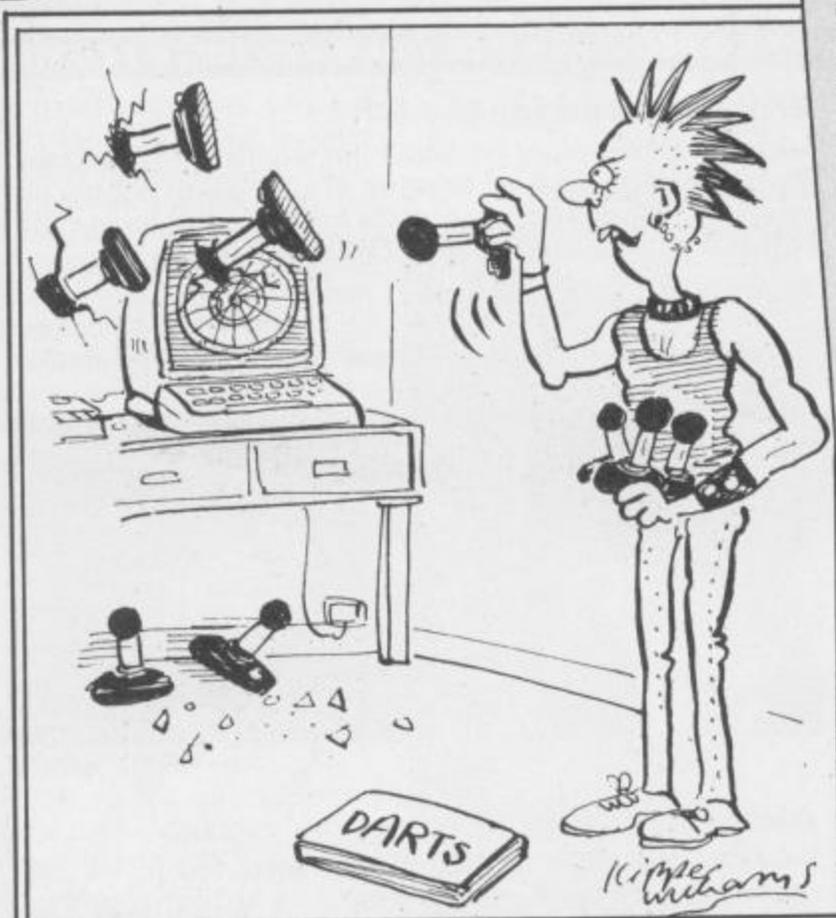
market is hotting up. Atlantis Video are launching a range of programs at £1.99 for the Spectrum, CBM 64, and Vic 20 machines. The games will be on sale in video shops at first, where falling profits have forced many retailers to look for new products.

Initially four titles will be

available, including *Monster Munch*, a *Pac-Man* derivative, and *Operation Gany-med*, a lunar module game. Atlantis plan to release four new programs every month.

Mastertronic's sales figures have provoked a cautious reaction from other software houses, but Nick Alexander,

speaking on behalf of the Guild of Software Houses, wished the budget companies good luck. 'It's a perfectly valid way of approaching the market,' he said, 'and I see no reason why the cheap games and their more expensive competitors can't co-exist side by side.'



Pros and cons of the top two micros

Who or what is the reviewer CA? He seems to be trying to start a war between CBM 64 and Spectrum owners with such statements (about the 64 game *Megahawk*, April issue) as 'it'll turn your local Spectrum owner green'. I agree that the Commodore is far better than the Spectrum, but it is also more expensive.

G Swan, Blairgowrie, Perthshire

CA happens to be me, the editor of PCG, and a proud Spectrum owner at that. At the moment, although the 64 offers games with better graphics and sound, for the really meaty games with long-term challenge, the Spectrum is still the machine to own.

Three-part key

I am writing to you about Ultimate's game *Atic Atac*. I know how to get both parts of the ACG key, and a third yellow part which I think should be the crown. However, when I tried to get through the main doors with all these parts, I could not do so and wonder where I am going wrong.

Tim Culver-Jones, Wroughton, Wilts

The 'crown' is the third part of the key. You must put all three down and pick them up in the right order to form a key on the screen. You can then escape.

Club application let-down

In December I decided to answer an advertisement appearing in a popular computer magazine about a so-called 'Computer Club International' of Stalybridge, Cheshire.

I was asked to credit their bank account by £15.00 and send them the enclosed application, this I immediately did. May I inform you that up till this very day I have not received any acknowledge-

ment whatsoever from the club. Can you please - if there was no misunderstanding on the club's part - warn any prospective members of this 'club' that it is a fake!

William Gatt, Lija, Malta

We understand that they've gone bust, despite a flood of applications. Alas, it seems that sending money by mail can still be a risky thing in the micro world.

HURG fan hits out

I have just read your review on Melbourne House's amazing *HURG* and I am absolutely furious! The review was outrageous. How long did your reviewer sit and use *HURG*? Unlike other games designers, it gives you the chance of making TOTALLY ORIGINAL games and not just 'space' ones.

Unlike other games designers it gives you the ability to make such intricate backgrounds, they would put *Jet Set Willy* to shame. The menus in *HURG* are so easy, even Oric owners would be

able to understand them. Is your reviewer a juvenile delinquent, or was he drunk at the time?

P.S. Why on earth was *Jet Set Willy* Game of the Month? I played it for two days, found every location and got totally bored with it. Lasting interest 10? Don't make me laugh.

Jason West, Orpington, Kent

Cripes, Jason, I hope you have wider support for your comments on HURG than for what you say about Jet Set Willy.



Ultimate games for 64?

Like many other computer owners, I tend to buy more than one computer magazine, and I would like to say that of all my magazines, *PCG* is by far the best.

I have been hearing rumours that Ultimate are going to begin making software for the CBM 64. Is this true?

JP McStay, Wallsend, Tyne and Wear

We think it is, but Ultimate are refusing to confirm this officially.

Kempston adaptability

A few month's back I purchased a Kempston interface for my Spectrum and more recently I bought Psion's *Chequered Flag*. With the interface there is a leaflet with small listings to MERGE with other games. There was one such listing for *Flight Simulator*, but not for *Chequered Flag*.

I wondered if any other readers had written a program to MERGE with this game to give it the use of a joystick.

Toby Lane, Northampton

**Fly the
world's
deadliest
mission!**

BLACK HAWK

Black Hawk is the world's deadliest aircraft, but this is the world's deadliest mission...

A strategically vital but vulnerable group of islands are under enemy control and you must liberate them.

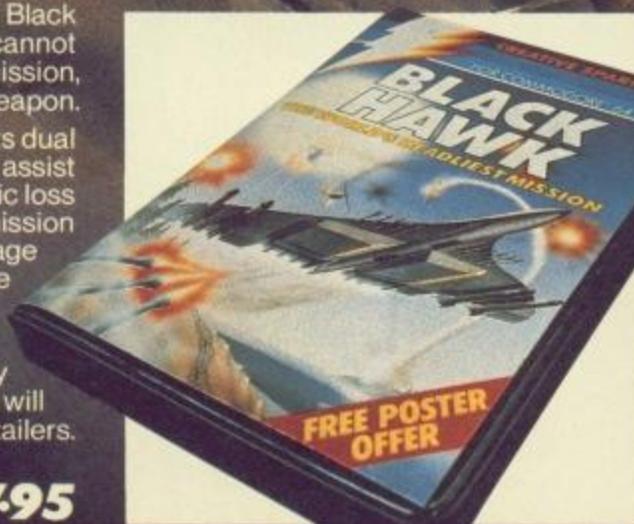
Your target is the enemy's main airfield, heavily defended by missiles, gunships and anti-aircraft guns.

Although the speed and firepower of Black Hawk are unmatched, they alone cannot help you win through. On such a mission, strategic skill is the ultimate weapon.

Your on-board computer, with its dual attack and defence screens, will assist you in increasing your strategic loss factor (SLF) and achieving the mission objective. You also have an 8 page scenario to guide you through more than 30 missions.

Black Hawk is one of the most advanced games of action and strategy written for the Commodore 64. You will find it in all major software retailers.

£7.95



FOR COMMODORE 64

CREATIVE SPARKS



A SENSATIONAL ADVANCE IN
COMPUTER GAME TECHNOLOGY

MICRO COMMAND

YOU SPEAK—
THE COMPUTER OBEYS

- Easily programmed voice control
- Sensitive to individual voice prints
- Instant response on screen
- Your attention can stay on the screen
— not on the controls

FOR USE
WITH **sinclair**
ZX Spectrum

HOME COMPUTER UNITS

MAJOR PRICE
BREAKTHROUGH ONLY
£49.95 R.R.P.



Further Distributor, Dealer and Export Enquiries Welcome
ORION DATA
3 Cavendish Street, Brighton, East Sussex
BN2 1RN
Tel: (0273) 672994

SHOCK! HORROR! SCANDAL!

SHOCK! CITYATTAK. The seven screen, all action, machine code game. Superb graphics, smooth game play, a tough challenge for even the hardened arcade action addict.
Now available on disk.

HORROR! The journey of your life . . . or death! ODYSSEY. Described by Popular Computing Weekly as: 'Addictive with superb sound effects. An arcade game worthy of Jeff Minter for its pure speed of action!' Pick of the week (12th - 18th April 1984).
Now available on disk.

SCANDAL! IT'S ONLY ROCK'N'ROLL. Your chance to succeed where millions of hopefuls fade. To make the big time in 'Showbiz' and show the world that you're a superstar, not just another dreamer.
Now available on disk.

 Software is available at:

Larger branches of John Menzies, Boots, and Computer Dealers nationwide.

K-tel Software can also be obtained by sending a cheque or postal order made payable to: - K-tel International (UK) Ltd. At 620 Western Avenue, London, W3 0TU. Allow 28 days for delivery.



TAPE £6.95
DISK £9.95
inc. VAT.

ULTIMATE



THE NOT · SO · SOFTWARE

CAN YOU HANDLE THE **ULTIMATE**?
THE MOST AMAZING PROGRAMMES, THE SMOOTHEST
ACTION, THE HIGHEST RESOLUTION GRAPHICS?
ALL **ULTIMATE** GAMES ARE ARCADE STANDARD,

FEATURE PACKED, 100% MACHINE CODE.
AND PURE ADDICTION.
SO WHICH WILL BLOW FIRST - YOUR COMPUTER OR
YOUR MIND?



Cookie 16/48K ZX Spectrum



Tranz Am 16/48K ZX Spectrum



Atic Atac 48K ZX Spectrum



Pssst 16/48K Spectrum



Lunar Jetman 48K ZX Spectrum



Jet Pac 16/48K ZX Spectrum
or 8K Expanded VIC 20

ONLY £5.50 EACH Available from: W.H. Smith, Boots, John
Menzies, Spectrum Centres, large department
stores and all good software retailers. Or send the coupon direct.
We'll pack and post your order to you absolutely free in the U.K.

Okay, I dare take my computer to the edge of meltdown. Send me the following:

- Cookie Lunar Jetman Pssst Tranz Am
 Jet Pac Jet Pac - Expanded VIC 20 Atic Atac

I enclose cheque/PO for £ _____ Name _____

Address _____

Code _____

Send to:
Ultimate Play The Game,
The Green,
Ashby de la Zouch,
Leicestershire.





NUMEROUS UK FRANCHISES
OLYMPIANIA
48K SPECTRUM £6
M/C ARCADE ACTION

CRUSOE
48K SPECTRUM M/C
GRAPHICS & TEXT
ADVENTURE £6

BARTZ
48K SPECTRUM £5
Animated Pub Game

PIBALLED
AUTOMATA 48K SPECTRUM
48K SPECTRUM £6
M/C Arcade Classic

PIEYED
48K SPECTRUM £6
M/C Comedy Arcade

GO TO JAIL
48K SPECTRUM £6
Classic Family Game

ANY SPECTRUM £6
M/C Arcade Challenge
MORRIS BIKERS

ORIGINAL WORKS OF ART FROM
AUTOMATA
(THE PIMAN'S SOFTWARE HOUSE)
27, HIGHLAND ROAD, PORTSMOUTH, PO4 9AD HANTS

24 Hour credit card HOTLINE 0705 735242 and from selected wholesalers & software shops near you.

OFFER CLOSES
17 AUGUST 1984

FREE! 500 GAMES FROM VISIONS IF YOU SUBSCRIBE TO PERSONAL COMPUTER GAMES NOW!



A Visions game worth up to £8.95 absolutely free! Yes, all you need to do is take out a year's subscription to your favourite games magazine, and we'll send you a games cassette absolutely FREE.

Just fill in the form below, stating which of the games featured above you would like free then send it with payment for your subscription to Personal Computer Games — and we'll do the rest.

If you prefer call Gill Stevens on **01-439 4242 Ext 226** with your credit card details.

Subscribe today, and be certain of getting your free Visions game and your copy of Personal Computer Games every month.

I would like to subscribe to Personal Computer Games.

- 1 year (12 issues) UK £9.00
- 1 year Europe £26.50
- 1 year rest of world Surface: £18.75
Airmail: £50.00

- I enclose my cheque made payable to Personal Computer Games.
- Please charge my Access/Visa/Diners/American Express Card (delete where not applicable)

Account No. _____

Signed _____

Name: _____

Address: _____

I would like _____ Game



Pages of reviews, ratings and screenshots in a month packed with exciting releases

SIZZLING SUMMER SOFTWARE

Here beginneth our huge collection of reviews on new games, spearheaded by a piston-pumping Game-of-the-Month for the Commodore 64. *Loco* took the prize because it's a game almost everyone will immediately fall in love with. But running it a very close second came the new Spectrum blockbuster from Beyond. *Psytron* is sure to be a big hit. Another Spectrum hit is the remarkable *Mugsy*, a game with superbly-constructed atmosphere, claiming to be the first interactive comic strip.

Dragon owners can welcome *Touchstone*, which features some of the best scrolling graphics yet seen on that machine. And for the BBC/Electron, there's *Blogger*, which we've made a hit because of the way it squeezes an incredible 20 screens into the Beeb's somewhat limited memory.

Meanwhile Oric and Atmos users are on to a good bet with *Classic Racing*, one of the best programs of its kind available on any micro.

This month's disappointments include *Alice in Videoland* on the 64, which could have been Game-of-the-Year, but turned out a bizarre mixture of glorious graphics and boring play. But 64 owners can cheer up with such programs as *Beach-Head* offering superb 3D action. And Jeff Minter fans will adore his new *Sheep in Space*.

This month's reviewers currently recovering from utter exhaustion, were Steve Cooke, Peter Connor, Stuart N Cooke, Chris Anderson and Steve Mann. Most of the ratings are a combination of different reviewers' opinions, and they're all out of a maximum of 10. Happy game-hunting, folks.

GAME	PAGE	GAME	PAGE	GAME	PAGE
------	------	------	------	------	------

GAME-OF-THE-MONTH

Loco (Commodore 64) 63

HIT GAMES

Sheep in Space (Commodore 64) 30
Son of Blogger (Commodore 64) 30
Beach-Head (Commodore 64) 33
Solo Flight (Commodore 64) 33
Psytron (Spectrum) 43
Mugsy (Spectrum) 46
Classic Racing (Oric/Atmos) 51
Blogger (BBC/Electron) 54
Touchstone (Dragon) 61

COMMODORE 64

Spider and the Fly 30
Alice in Videoland 30
Skramble 31
Gyropod 32
Cybatron 32
Troopa-Truck 34
Pigs in Space 34
Zodiac 34
Death Star 34
Cosmic Bounce 34
Burger Chase 34
Slinky 35
Ambush 35
Triad 35
Aquanaut 37
The Pyramid 37
Jungle Story 37
Planet Zeus/Insects 37

VIC 20

Computer War 38

Tower of Evil 38
Planet Zaxxon 38
Quasimodo 38
Alpha Blaster 38
Dam Busta 38

SPECTRUM

3D Luna Attack 42
Revenge of the Killer Tomatoes 42
Disco Dan 43
The Ashes 45
Olympimania 45
Thunderhawk 45
Spellbound 46
Zig-Zag 46
Airbase Invader 46
Space Warp 50
Laserwarp 50
Alien Attack 51

ORIC/ATMOS

Chess II 50
Gravitar 50
Blockbuster 51

LYNX

Roader 52

ATARI

Jungle Hunt 52
Zaxxon 52

BBC

Staircase Stampede 54
Eagles Wing 54
Screwball 54
Bed Bugs 58

Answer Back Senior Quiz 58
3D Tank Zone 58
Stock Car 58
Asteroid Miner 58
Spooks and Spiders 58
Intergalactic Trader 59
Jungle Jive 59
Omega Probe 59

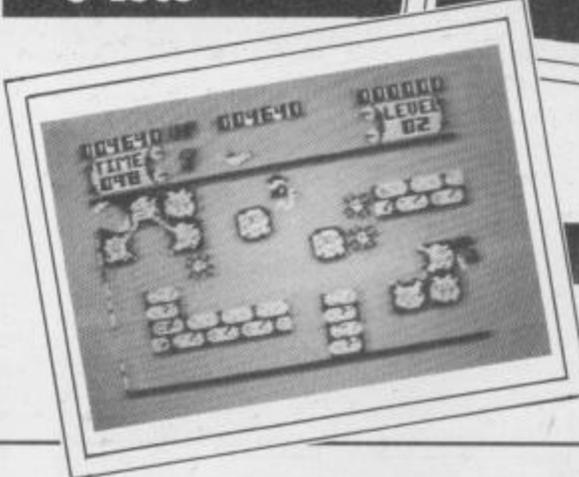
ELECTRON

Missile Control 54
Answer Back Senior Quiz 58
Intergalactic Trader 59

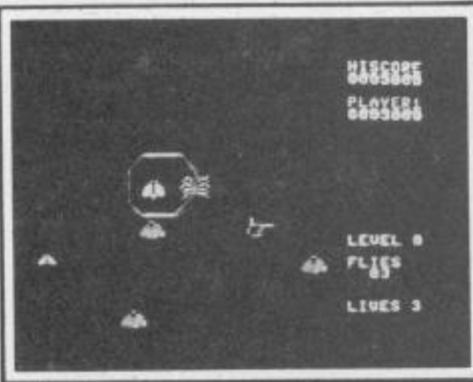
DRAGON

Sporting Decathlon 61
Crash 62
Galacticons 62
Cosmic Clones 62
Cuthbert in Space 62
Star Fighter 62

LOCO



TOUCHSTONE



GAME: SPIDER AND THE FLY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

This is a game to be avoided by anyone with an aversion to creepy-crawlies. You're a spider trying to trap flies and butterflies by encircling them with your web. The nasties you must avoid are hands and aerosol cans.

The number of nasties increases at each level, but apart from that the game remains very much the same. Webs may capture flies, but this game won't capture your interest. CA

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	4

GAME: ALICE IN VIDEO LAND
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: AUDIOGENIC, DISK £12.95

Are you sitting comfortably? Then I'll begin... A long time ago a little elf from Audiogenic arrived in Computertown with news of a Great New Program. He brought with him a magical Demo

Disk which loaded into a Commodore 64 and brought pictures of unsurpassed beauty to the screen. If we were very good boys, said the little elf, we might one day be allowed to play this Fabulous Game for ourselves.

And we were very good boys for many months. And the little elf returned with the Fabulous Game, all ready to play. And it was a complete flop.

In the first stage, the players collected objects as Alice fell down a shaft. Then

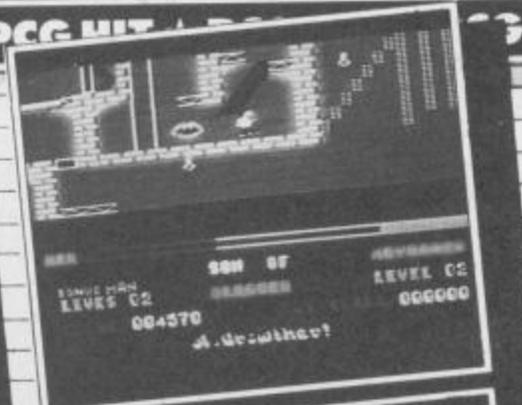
they walked around collecting more objects, changing Alice's size to get her through big doors and little doors.

In the second stage they jumped Alice up and down, helping her to catch butterflies and rocking-horses.

In the third stage they helped her across a chessboard - with the greatest of difficulty. In the fourth stage they knocked balls about the screen.

The scenes of unsurpassed beauty were still there. But so what? What was

★ PCG HIT ★



★ PCG HIT ★

GAME: SHEEP IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: LLAMASOFT, £7.50

First there were mutant camels intent on destroying everything in sight. Now the genetic engineers at Llamasoft have generated a new being to help in the battle to save the universe: the multi-shielded combat sheepoids. These sheepoids are completely different to the humble sheep that we all know. They fly around in space and fire deadly 'bonios of doom'.

Zzyaxians are intent on destroying the ecostructure of the sheepoid's planet, Sothis B. The planet has artificial gravity and due to its toroidal shape there is a surface both below and above.

The Zzyaxians have placed a number of Charge Carriers on the two surfaces. These steal charges from your power stations and dump it onto the Planet Buster. Once this charge reaches five you can wave your planet bye-bye.

In the free space between the two planets you will encounter even more nasties. These nasties will follow you and your only escape is to out-fly them or destroy them.

Since the planets have a large surface you can D-jump. This will warp you to an area with an alien. An indicator on screen tells you how many aliens remain to be destroyed before you enter the next level.

Of course all this action makes the sheepoid hungry. You must therefore watch your stomach level and keep

eating grass to prevent your sheep from dying of hunger. There are a number of patches of grass on the surfaces for you to land on. This will replenish your shields and fill the sheep's stomach. But watch out for the trees as you come into land.

Sheep in Space has the usual Llamasoft touches. Fans of Jeff Minter's style of games will probably think that this one is the best thing since roast lamb. For the rest of us it's just a very good mega-zap. SNC

GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8



MODORE 64 • COMMODORE 64

GAME: SKRAMBLE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: RABBIT, £5.99

Quite simply the best version of this timeless arcade game yet released on the 64. Colourful, chunky graphics; smooth, flicker-free scrolling; plus all the usual features – rockets, phizzers, fireballs, skyscrapers, etc. A fantastic zap. Some game-players may find the first stage a

the point of running around collecting keys to go through doors?

What was so exciting about jumping up and catching rocking horses? Why was there no strategic interest whatsoever in the chess board sequence? Why was control so difficult in the croquet game?

All very good questions, dear reader, but I'm afraid neither I nor the little elf know the answers.

Perhaps some wicked fairy put a curse

little slow, but I am assured that it proceeds at the same pace as the original arcade version.

Slow or not, I returned to it again, and again, and again... **CA**

GRAPHICS	7
SOUND	5
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	8



on the programmer after he designed the brilliant opening sequence. Or perhaps it was all a curious dream... **SC**

GRAPHICS	9
SOUND	8
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	4



★ PCG HIT ★ PCG

GAME: SON OF BLAGGER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

In January Alligata released *Blogger* for the Commodore 64, one of a number of *Manic Miner* derivatives. *Son of Blogger* takes the platform-game idea one stage further.

What makes it special is that the room through which your character is wandering is much bigger than the screen itself. The screen is simply a window on to the room which scrolls in four directions to keep the character always in the centre of the picture.

This innovation means that the rooms can contain a more complicated obstacle course than those in other platform

games. *Son of Blogger* contains a total of 12 large, interconnected rooms, making up a single giant complex.

This complex is supposed to be the National Security HQ from which Blogger's son Slippery Sid is trying to escape. He needs to collect all the keys he finds to make his way through the numerous sections of the building.

All the normal features of a platform-game are included in *Son of Blogger*. There are floors that disappear beneath your feet; conveyor belts which drag you off in the wrong direction; ladders that will move you up automatically; the ever present deadly bushes; and slides – if Sid ends up at the bottom of one of these it's not always possible to get back up. Oh, by the way, make sure that you don't bump into any of the security guards on your way down a slide.

The security guards are obviously created out of some mad scientist's nightmare. There are boots, ghosts, hearts – some of the guards are so weird that even Alligata don't have a name for them! And all are depicted in chunky, colourful graphics.

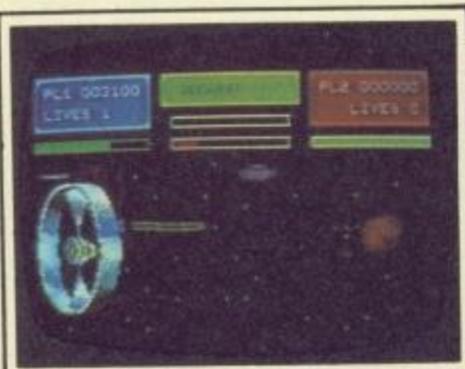
On the reverse of the instruction sheet Alligata have supplied a map of the whole complex showing all 12 rooms. Planning your route is the only way to get all of the keys.

This has got to be the best platform-type game around for the 64. **SNC**

GRAPHICS	9
SOUND	8
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	9

★ PCG HIT ★ PCG





GAME: GYROPOD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TASKSET, £6.90 CASS
 £9.99 DISK

A gigantic circle of futuristic metal is hanging in deepest space. Around its rim spins a pod firing a double cannon at the hordes of approaching alien ships.

GAME: CYBOTRON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ANIROG, £7.95

This is a very playable version of *Robotron*, an old arcade favourite where you rush about the screen blasting away at robots.

Anirog's turbo loading system is a boon for games players, and you can sit

That's the basic scenario of Taskset's new game, a space shoot-'em-up that presents you with peculiar problems.

The start of the game sees your pod zooming onto the screen and docking with the space-station, Galaxy Ranger.

Suddenly the aliens attack and you have to quickly get the hang of spinning around the rim. This is accomplished simply by moving the joystick up or down. When you run out of ammo you

down to this game in less than two minutes after hitting the 'RUN-STOP' key.

There are two control options. Using one joystick, you move and fire simultaneously in the same direction. Using two joysticks, you can move with one and fire with the other.

That means you can develop some pretty nifty tactics, running one way and shooting over your shoulder at the pursuing droids. There are four different kinds of robot, each adopting different

★ PCG HIT ★



GAME: BEACH-HEAD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £9.95

You have been put in charge of a fleet of ten ships. Your objective is to land an attack force of tanks and eventually destroy the fortress of Kuhn-Lin.

When the game starts you must decide either to move your fleet directly towards the enemy fleet or try to guide it through a hidden passage. Either way you will eventually have to battle it out with the enemy fleet.

If you choose the hidden passage, the display will show a large pool surrounded by high walls. The pool has an automatic defence system which con-

tinuously fires torpedoes and is also mined. You must guide one ship at a time through the hazards.

Next follows the air battle. This is the most realistic shoot-'em-up I've ever come across. The enemy planes take off from the carrier in the distance and scream towards you with guns blazing.

Once you've done away with the enemy aircraft the ships start shooting at you. It's hard not to dive behind a chair as the enemy shells whistle towards you.

If any of your ships survive the bombardment you can land the tanks. You are given two tanks for each of the remaining ships in your fleet. An obstacle course blocks the tanks from the castle and you must manoeuvre your way past anti-tank guns, walls and numerous other objects.

Eventually you may make it to the fortress which you must destroy by hitting with ten shells. This isn't easy as you can only get shells through 'windows' which light up when they are vulnerable. Oh, and don't forget the enemy is still firing at you.

Beach-Head's spectacular sound and graphics bring amazing realism to your 64. Load up this game, put the sound through your hi-fi and the neighbours will think World War III has started.

SNC

GRAPHICS	9
SOUND	10
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	8



MODORE 64 • COMMODORE 64

have to leave the Ranger and land on the red planet at the left of the screen.

Here the game becomes reminiscent of *Lunar Jetman*. Your pod descends as you fire the retro rockets – don't forget them or you'll end up looking like a dollop of ice-cream.

You emerge, suitably suited, from the rocket and try to collect one or more of the three ammo boxes on the surface. Unfortunately you have to watch your

oxygen level and look out for the aliens who land, emerge from their saucers and start firing at you.

You can fire back, of course, but it's wiser to get in your pod and back to the Ranger. When you've destroyed one set of aliens the planet explodes and you're confronted with a further challenge.

Gyropod is a brave attempt to inject some much-needed originality into the tired shoot-'em-up formula but, unfor-

tunately, it just falls short. Although the graphics are of a high standard and the sound is entertaining it lacks the variety of tasks that make a great game. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

tactics. Some of them fire back at you, and their missiles bounce around the screen, making life extremely hazardous.

To get a really high score you must also rescue humans as they wander around carrying suitcases. Pick them up before the droids get them and you get a large bonus, depending on how many you've already rescued on that particular screen.

What really gives this game the edge is

the size of the challenge. There are no less than 100 different stages to the game, if you include the occasional bonus screen which gives you extra humans and therefore the chance to score more bonus points.

The sound is exciting and the graphics clear if a little uninspired. Okay, so the screen gets very crowded at the higher levels – but it all adds to the fun.

Cybotron is very much an arcade player's game. Action all the way, and

real compulsion to master the necessary technique. You won't get far without losing your three lives at first, but you won't need much persuasion to have another crack at it. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

PCG HIT ★ PCG

GAME: SOLO FLIGHT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £14.95 CASS/DISK

If you've ever fancied yourself as the pilot of a light aircraft then *Solo Flight* will give you the chance.

You have the option of flying your aircraft in Kansas, Colorado or Washington. Each area has a differing degree of difficulty. Kansas is flat and boring while Colorado is full of mountains which must be avoided.

As well as choosing where you fly you can also decide on the type of game. You can have a normal 'joy' ride flying around at your leisure and practising landings and take-offs or you can choose to try your hand at the mail-run.

If you choose the mail-run you must deliver a certain amount of mail in the fastest time possible. You decide how much fuel and post to take on board.

Once you have decided where to fly and the difficulty you will be given the view of your cockpit. Probably the hardest thing to get used to with this simulation is the fact that you can see your own plane. However this does make it very easy to see exactly what it is doing. You are given all of the usual instruments – altimeter, speed indicator etc – and all are clear and easy to read.

When you are in the air you will be able to see the cities and airfields below you. In the harder maps there are also mountains to be avoided.

Only the mountains actually stand up from the ground in true 3D representation. However, the overall effect of

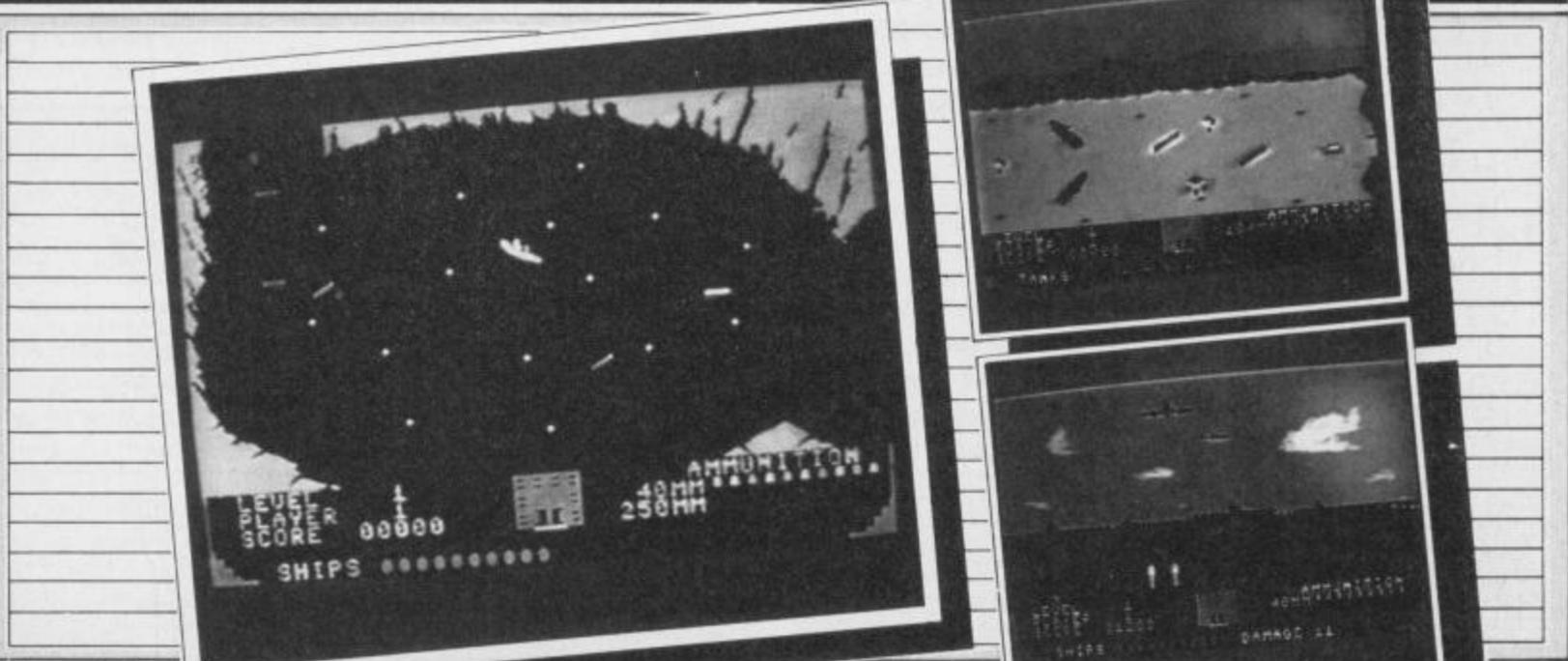
seeing the airfields pass below you is very good. A nice touch to the simulation is the ability to look through the front, rear, and two side windows.

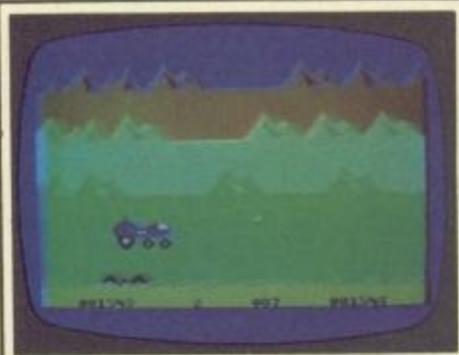
The aircraft is very easy to handle and after a few crash landings even the clumsiest pilot should manage to land without too many bumps.

Solo Flight is a very good simulation, allowing you to sit in the comfort of your own home and happily fly around the USA. At least until the wind gets up, or the cloud lowers, or your instruments decide to pack in... **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8

PCG HIT ★ PCG





GAME: TROOPA-TRUCK
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: RABBIT, £5.99

When you're 'marooned deep in space on a hostile planet' it's a relief to know you've got a reliable vehicle to get about in. In this game you're lucky enough to have a 'Multi-Terrain Amphibious Armoured Patrol Wagon'; not as easy to

park as a mini but ever so useful over the 'roughest terrain of the planet Zon'.

Troopa-Truck is, of course, one of those *Moon Buggy*-style games in which you have to jump over craters, blast obstacles and fight off hostile airborne aliens.

The blue wagon trundles across the screen from left to right on its three sets of wheels. In its path appear deep craters and large rocks – jump or blast as



GAME: PIGS IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: ACE, £2.99

This game was obviously inspired by *Poo-Yan*, a rather unusual game that made a brief appearance in the arcades and has since appeared on a number of home computers.

Poo-Yan has one of the all-time most

bizarre scenarios. Consider this as a plot and you know what I mean.

A pig travels up and down the side of the screen in a basket. Armed with a bow and arrow, it fires away at wolves who drop by parachute or balloon. If it hits them they plunge to their deaths.

In most *Poo-Yan* games the wolves are after your piglets. This time they seem to be more interested in you. When they reach the ground they rush towards



GAME: ZODIAC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ANIROG, £7.95 CASS,
 £9.95 DISK

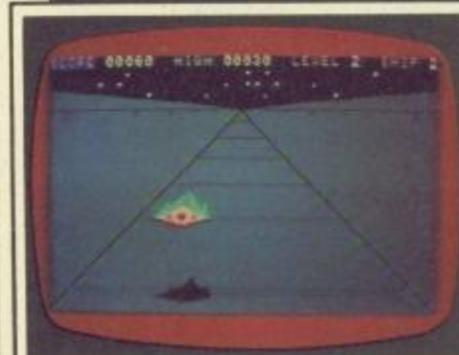
Zodiac is a version of the Atari game *Shamus*, which in turn has certain similarities to that old arcade veteran, *Berserk*.

Anirog's turbo loading system gets the

program running almost as soon as you've sat down to play. The idea of the game is to wander along corridors blasting away at hostile droids and collecting objects – in this case signs of the Zodiac.

When you reach the edge of the screen the display scrolls appropriately and brings a new stretch of corridor into view, complete with a fresh batch of opponents.

Your enemies home in on you as soon



GAME: DEATH STAR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: RABBIT SOFTWARE, £5.99

Blast aliens as they hurtle towards you in a 3D scrolling alleyway. Coloured stripes form the landscape and the aliens are chunky, if undistinguished. You saw it in *Star Wars*, you played it in

the arcades, and now you can take it home with you. Unfortunately for Rabbit there are now a number of these *Buck Rogers*-style games for the 64, and theirs is not the best by a long shot. SC

GRAPHICS	6
SOUND	4
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4



GAME: COSMIC BOUNCE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: CABLE SOFTWARE, £7.50

Single-screen space game in which you destroy aliens by firing a single indestructible plasma bolt. This keeps bouncing round the screen at high speed and you must recover it before it has a

chance collision with your power supply in the centre of the screen. Fast action, but not much else. CA

GRAPHICS	3
SOUND	4
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4



GAME: BURGER CHASE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SUPERSOFT, £6.95

Another rendering of the arcade game in which you walk over bun-halves and various other bits of food to form four burgers. This one's fun, but not as impressive as *Burger Time* reviewed in

June. The pepper is harder to use effectively. Believe me, when you've been chased by a fried egg and a couple of hot dogs, you don't want to have to worry about a faulty pepper shaker. CA

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	6
OVERALL	5



MODORE 64 • COMMODORE 64

seems best. In the background are three desert mountain ranges whose peaks scroll convincingly as you progress.

Alien opposition to your travels comes in three forms. First you're faced with the Helichargas, colourful flying-saucers which drop bombs on you or the terrain. Although your wagon is equipped only with a 'somewhat primitive PM22 ballistic blaster' this can fire both horizontally and vertically, so it's as well

to get the Helichargas before they overtake you - otherwise they will create craters and cause you lots of problems.

Lasa Slamma Tanks come next. These are far less trouble as you merely have to hop over their cannon fire.

Finally, there are the Narzon Heat-seekers which zoom at you from front and back.

Troopa-Truck is a good version of a familiar game with pleasant graphics.

The wagon moves nicely and there are good sound effects when you crash. Pressing the 'C' key restarts the game at the point where you last died. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6

the side of the screen and climb up to make a meal of you unless you get them first.

Once you've despatched 20 wolves they give you the chance to leave your basket and rush across the screen to rescue a piglet.

The little piggy doesn't seem to be in much danger, but you have to try and save it all the same.

This isn't as easy as it sounds, because

high up above you is a large spaceship from which the wolves have been jumping. As you make your mercy dash the ship drops bombs on you. They fall very fast and dodging them involves some pretty quick reactions.

Once you've shot 20 wolves, rescued your piglet, and returned to your basket, the game proceeds to the next level, which is just the same as the last one, but faster. The action is accompanied by

some rather disjointed music.

Paramount Software have already cornered the *Poo-Yan* market for the 64 with their game *Outback*. *Pigs in Space* falls very much into second place. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

as you appear, which can be fatal if they happen to be too close when you enter a new screen. Even at the highest level they don't move too fast, but they do seem to get more aggressive as the game continues.

Contact with either the walls or the opposition is fatal, and loses one of your five lives. There are four speed settings, but most arcade aficionados will find that only the fastest is really satisfying.

Selecting the slowest speed means you have to spend rather a long time trudging about the place.

Anirog claim that there are 300 stretches of corridor to explore, and I can well believe it. There isn't a great deal of variation in your enemies' tactics, however, and after a while the interest of the game begins to revolve around finding all the Zodiac signs.

Zodiac is an enjoyable shoot-'em-up,

but doesn't offer anything new. The sound is good and the graphics adequate. It all adds up to a very playable game with no surprises. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	5

GAME: SLINKY

MACHINE: COMMODORE 64

CONTROL: JOYSTICK

FROM: AUDIOGENIC, £7.90 CASS, £12.95 DISK

Q*Bert has been replaced by a slinky (one of those springs that will walk down stairs). A rectangle has replaced the pyramid but you still have to colour in the blocks. *Slinky* is probably a better

game than the original; you even get the 1812 Overture and cartoons between each level. Need I say more? A game not to be missed. **SNC**

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	8

GAME: AMBUSH

MACHINE: COMMODORE 64

CONTROL: KEYS, JOYSTICK

FROM: VIRGIN, £7.95

This is a straightforward shoot-'em-up. Keep your finger on the fire button and blast away at sprite after sprite as they descend from above and bounce about the screen. If you hit them they split into

two and move faster. Dull graphics and sound, this game's only attraction is endless, and mindless, zapping. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	4

GAME: TRIAD

MACHINE: COMMODORE 64

CONTROL: KEYS, JOYSTICK

FROM: LIVEWIRE, £8.95

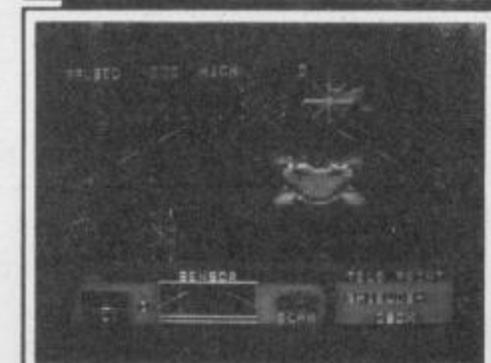
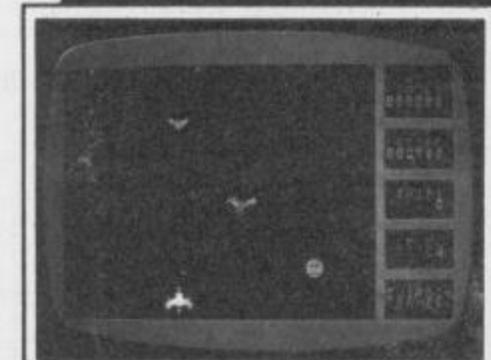
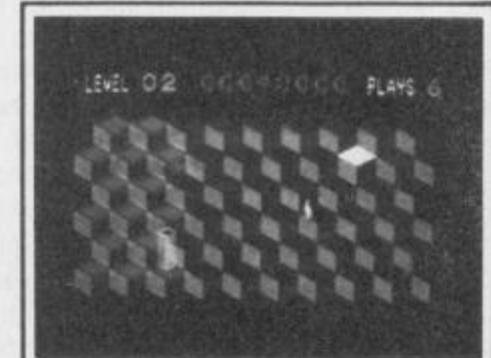
Another of the increasingly popular 3D shoot-'em-ups.

Speeding down the Tachyon tunnel come the Triads, colourful and substantial aliens. Get them in your laser sights

and give them a good zap.

Survive this and you have a deep-space meteor storm to worry about. Nine levels, reasonable graphics and good sound. **PC**

GRAPHICS	5
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	5





ODORE 64 • COMMODORE 64

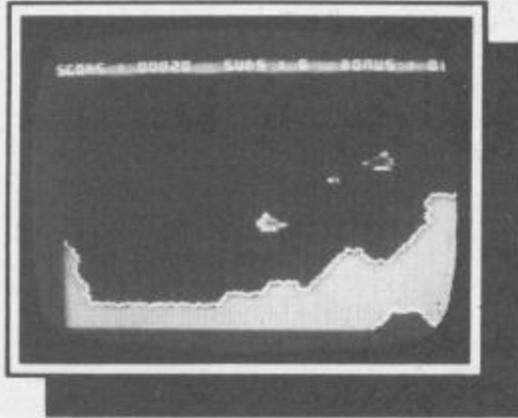
GAME: AQUANAUT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

Captain Sensible was seen to play this program at the PCG Easter Show – in return for a free Commodore 64 from Interceptor. It needs that kind of inducement to stick at the game, because it's incredibly frustrating.

You're the captain (sensible or otherwise) of a lethally armed submarine. Your mission is to guide it through a series of underwater caverns infested with deadly dangers. These include guided missiles, sea-tanks, hovering mine-layers and hunting mines.

The latter in particular you will grow to hate very deeply because they home in on you ruthlessly. If you can avoid them for about 10 seconds they self-destruct, but by then it's usually too late.

Your journey through the caverns



comes in five different stages. There's not a great deal of action in each stage, but it's still very difficult to survive.

In stage one you have to learn where and when to take shelter from heat-seeking missiles. In stage two, after inching your way through the narrowest of gaps, you encounter the dreaded homing mines and underwater rockets. Stage three features hovering mine layers, and so on. After you've com-

GRAPHICS	7
SOUND	8
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	6

pleted the mission, you start again with a lot more weapons ranged against you.

Your submarine moves slowly, but very smoothly, and the picture scrolls nicely as you enter new parts of the cavern.

The sound is good: there are some very attractive renderings of famous sea shanties to accompany the action, and your torpedoes make a satisfying 'whoosh' when fired.

What makes the game frustrating is that although there isn't all that much to do, you have to spend ages learning exactly how to do it. Once you've learnt it, the relatively slow pace of the game means you can get bored working through the stages you know. **CA**

GAME: THE PYRAMID
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: FANTASY SOFTWARE, £6.50

Many a curse is reputed to fall on those who penetrate the sanctity of a pharaoh's tomb. Yet many are willing to take the chance, for they believe that in the pyramid lies the answer to the 'Ultimate Question of Life'.

Well, you don't have to buy the mumbo-jumbo to enjoy *The Pyramid*, the popular Spectrum mega-zap now converted for the Commodore 64.

You start the game in the chamber at the apex of a pyramid containing 120 rooms. Your task is to get to the base level – the 15th level.

There are different aliens in each room, making double the number there were in the Spectrum version.

You are cast in the role of Ziggy the astronaut, who is floating around inside



this pyramid in his 'exploratory capsule with great defensive shield power and a highly effective phased plasmic laser to atomize the aliens'. Essentially, he's a spaceman in a bubble, which is a good job, because you need some protection with all these vicious aliens around.

Each room has two exits at the bottom. These are guarded by force fields which change colour as you weaken them. To do this Ziggy must capture the

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

crystals which float down from the top and deposit them on the fields.

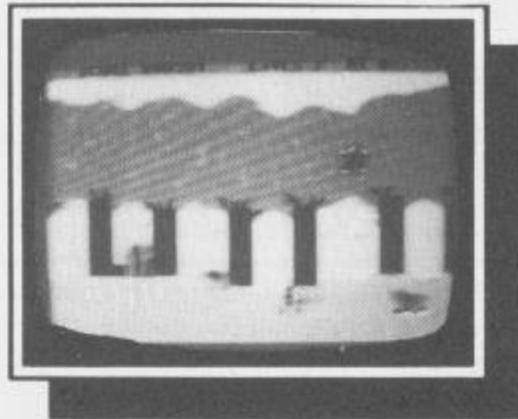
This is more or less difficult depending on the kind of aliens inhabiting the room. Elephants with wobbling trunks, giant crabs, budgies on perches and chopping guillotines are just a few of the weird opponents who come swarming up, down or across the screen.

The nasties are all colourfully and cleverly drawn and their variety is one of *The Pyramid's* greatest attractions. The other compulsive element is plotting a route down to the base and learning which of the perilous rooms to avoid. The game starts quite easily, but by the time you get to level six or seven the going gets really tough. **PC**

GAME: JUNGLE STORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MASTERTRONIC, £1.99

Surprisingly good graphics for the money. But a very simple game with a dreary background 'tune'.

You dodge snakes, elephants, spears and coconuts and shoot tigers. Then you do that some more. Then you move up a level and do the same a bit faster. Finally



you get bored and try something else.

The cassette inlay instructions describe the game quite incorrectly, implying that eventually you reach a village. You don't. On the other hand, the game only costs two quid. **CA**

GRAPHICS	7
SOUND	4
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	4

GAME: PLANET ZEUS/INSECTS
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: ENIGMA, £5.50

Another double deal from Enigma. The first is a version of *Space Invaders* with good sound but rather clumsy graphics. The second game, *Insects*, has you protecting little men at the bottom of the screen from aliens descending from above. Neither game will have you punishing your joystick for long. **SC**

GRAPHICS	3
SOUND	6
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

GAME: COMPUTER WAR
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: CREATIVE SPARKS, £5.95

As you've probably guessed this game is based on the film 'War Games'. This time you can't sit back and allow some young computer wizard to save humanity - it's up to you.

For those who haven't seen the film, a thermo-nuclear war is imminent. Some nut has broken into the North American Air Defence System computer and started a nuclear war simulation. However the computer thinks that an enemy is really attacking and is getting ready to retaliate.

You're presented with a map of North America. Placed around the map are a number of missile bases and the head-

quarters of NORAD. On this map you can see all of the attacking missiles as white dots. These are a little too small and it's possible to miss the dots as they move around the screen.

You must move your cursor over the attacking missile and press the fire button. The display then shows you the section of the USA where the missile is supposed to be and you get a chance to shoot it down. No real challenge here,

GAME: TOWER OF EVIL
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: CREATIVE SPARKS, £5.95

This game from new software house Creative Sparks should give Vic owners many hours of enjoyable alien bashing.

Playing *Tower of Evil* is a bit like playing a watered-down version of *Atic*

Atac. You move from room to room blasting the occupants and collecting treasures.

There are seven levels and you must ascend through each of these to rescue the Princess on the top floor. In each level you will find a key, a pile of gold, some cups containing magic potions, and a magic stairway.

Picking up the potions either doubles your firepower for a while, or else makes

you temporarily invincible. Adding the gold to your collection is important for extra points.

In order to move from one level to another, you must first find the key, and then find the stairway. Entering the stairway without first finding the key means you are as likely to drop down a level as you are to go up one.

You have five lives, and if you lose one while carrying a key, the program takes

GAME: PLANET ZACRON, PLANET PLAKTON
MACHINE: VIC 20 + 8K
CONTROL: KEYS, JOYSTICK
FROM: ENIGMA SOFTWARE, £5.50

Two games on one tape here. The first, *Planet Zacron*, is a straightforward bit-blaster with a horizontal scrolling display.

The aliens enter from the right and move in fixed paths across the screen. Your ship can move up, down, left, and right.

The opposition is accompanied by numerous asteroids which cannot be destroyed. You start off with four lives, and bonus lives seem to be added at fairly frequent intervals.

The sound is good enough but the graphics verge on the criminal. The

meteorites flicker terribly, explosions are reflected in other areas of the screen, and one alien even got stuck at the edge of the display and couldn't leave the game. Under the circumstances, I felt very sorry for it.

You can only fire straight ahead, so tactical play is limited to plonking your ship in the alien's flight path and pressing the fire button. Since each alien fires once only, you can soon start high-

GAME: QUASIMODO
MACHINE: VIC 20 + 8K
CONTROL: KEYS
FROM: ACE, £2.99

The bells! The bells! I must ring the bells. My Esmeralda, that pretty gypsy girl, is going to be hung by the evil Count D'Arcy for refusing his love. I must get across the battlements to rescue her.

Yes, it's *Hunchback* time, folks, and Quasimodo's got the hump again. Not surprising really. It can't be much fun being an 'ugly mute hunchback' hopelessly in love with a girl who's been abducted by a filthy aristocrat.

Just as well for him that he's an agile fellow, because negotiating the Count's guards is not easy - they have a wicked way with their spears. Quasi starts at the left-hand side of the screen and has to

hop, skip and jump to the right where he can ring Esmeralda's bell for his points. If he rings five times in succession he's awarded a 'super bonus'. Between Quasi and the lady of his dreams there are 15 levels.

The battlements have three holes in which lurk the Count's helmeted guards. When Quasi enters on level one the guards seem to be away on their tea-break so it's a reasonably simple

GAME: ALPHA BLASTER
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS, JOYSTICK
FROM: SUMLOCK, £7.95

Alpha Blaster is proof positive that an Unexpanded Vic needn't stop you from being an inter-galactic alien smasher.

This is a very simple game, but the graphics are clear and flicker-free. The

sound isn't anything to write home about, but you can't have everything in 3K, can you?

There's the usual laser base at the bottom of the screen, though this one is perhaps a little too wide for comfort. Nevertheless it moves smoothly and control is precise and responsive.

There are three attack waves to survive. In the first, the aliens move across the screen from left to right, slowly

descending and dropping bombs. You must get them all before they reach the bottom of the screen.

The second wave have obviously been slightly intimidated by your vicious firepower. They hover about the screen, descending slowly. They drop bombs too, but you can avoid them easily.

The third level is perhaps the hardest. Meteorites rain down the screen, and you must either dodge them or destroy

GAME: DAM BUSTA
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: RABBIT, £5.99

No memory expansion and a two-screen game usually spell boredom for the games-reviewer. But surprise, surprise - three hours later and I was still glued to the screen, upsetting the office with frequent howls of frustration.

Dam Busta is an underwater demolition game. A frogman has to plant three bombs in the wall of a dam and escape before they explode.

On the first screen he has to swim from top-left to the exit through the rocks at the bottom right. The water is 'barracuda infested' - if these creatures seem to resemble overgrown tadpoles more closely than fish, then you must remember that this is a program for the unexpanded machine.

Your frogman is well-animated and you can easily discern his aqualung on the back of his stylish red wetsuit. He's armed with a harpoon and is pretty nifty at pronging the barracuda. His real problem is that he only has 60 seconds of air to complete the whole mission, so he has to continually surface to stock up with the breathable.

Once through to the second screen his task becomes very difficult. Here the fish are arranged in a tight, phalanx-like



VIC 20 • VIC 20 • VIC 20 • VIC 20

just do it as fast as possible.

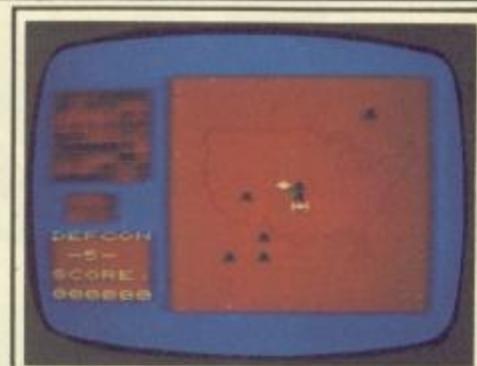
If you shoot down a missile then you must solve a computer generated puzzle. All that you have to do is to quickly find a match to the shape the computer gives you. If you fail a new missile will appear.

And on it goes. More missiles appear, the puzzles get harder, and eventually a nuclear war erupts. So much for rescuing humanity, all you appear to do is

to delay the holocaust by a few minutes.

Graphics and sound are rather weak, and without anything exciting in the game-play to hold your attention boredom rapidly sets in. **SNC**

GRAPHICS	4
SOUND	3
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	3



it from you and hides it again in one of the rooms.

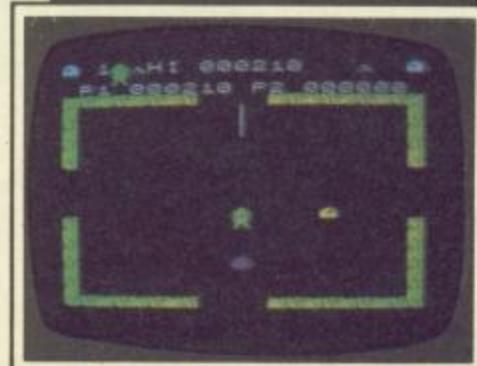
On the first level the aliens just chase you, but they get faster, more intelligent, and deadlier as you go on. After level one they start firing at you as well.

Tower of Evil is simplicity itself to play. You're liable to run out of energy at times, but picking up a treasure gets you going again.

If you're the heroic type into storming

castles and rescuing damsels in distress, then forget the Milk Tray and try *Tower of Evil* instead. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7



scoring with little fear of retribution.

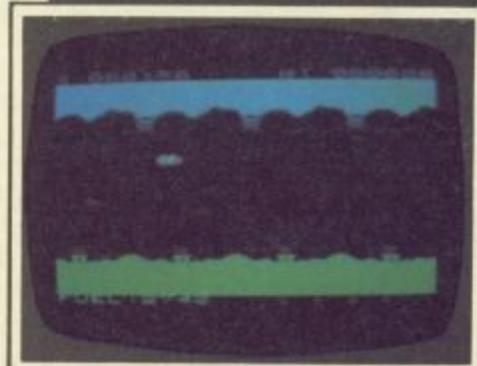
Just before you run out of fuel, you get the chance to refill your tanks by collecting pods as they rush towards you. It pays to be fairly nippy otherwise the aliens get them first. During play you face a number of different opponents, but all adopt similar tactics and none are particularly exciting to look at.

On the other side of the tape is a game called *Planet Plakton*. It's a feeble

version of *Missile Command* with the poorest of graphics.

Two games for the price of one sounds like a bargain, but in this case it isn't. **SC**

GRAPHICS	2
SOUND	6
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3



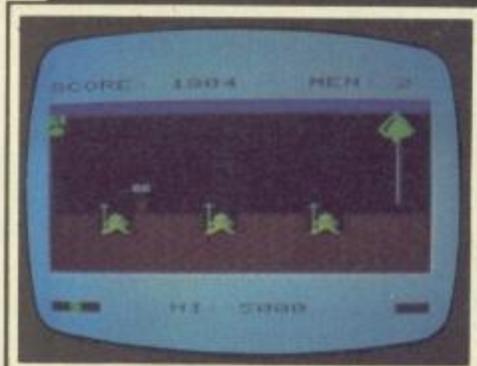
matter to get across using the jump and left/right keys.

By level two they've returned, refreshed, and Quasi has to leap over the spears. Things get more hectic on the third level with arrows whizzing towards him. On four the walls are invisible, on five the spears start to move up and down, on six fireballs zoom across at head height and by level 11 there are spears coming from both directions as

well as all the other dangers.

On the whole the graphics are rather blurry, but the colours are bright and the sound is loud, if not subtle. **PC**

GRAPHICS	4
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5



them. If you survive this level without losing all your three lives then there's a quick re-fuelling stage before starting again at the beginning.

The nice thing about *Alpha Blaster* is that although there are only three waves, there are also three graphic sets, and the graphics are redefined after each refuelling stage, so the game doesn't get too repetitious.

Alpha Blaster also gets faster the

longer you play. People seem to be squeezing more and more into the unexpanded Vic. Sumlock's game squeezes with the best of 'em. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	6

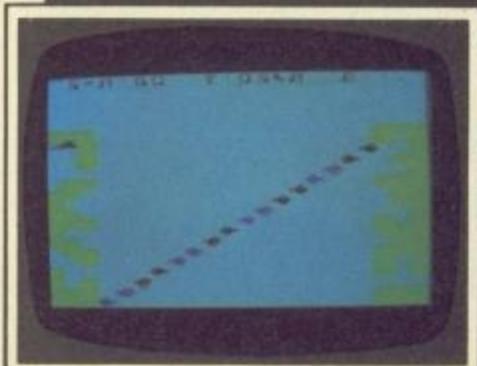


formation and fire their own harpoons. But if you can blast the boss barracuda in the third rank they become stationary and let you get on with your job.

Even more troublesome is the helicopter which comes whizzing over and bombs you - usually before you get anywhere near the dam to plant your bomb. If you do manage to leave a bomb, you still have to get back to the base before your air runs out and then do the whole business twice more.

Dam Busta is a compelling game, mainly because time is tight and the hazards are so tricky. The playability is well-supported too, with a display of quite nifty graphics and sound. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6



ALL GAMES IN
100% M/C

Solar SOFTWARE

51 Meadowcroft, Radcliffe, Manchester
M26 0JP England

QUALITY ARCADE ACTION GAMES FOR THE

COMMODORE 64 at £7.95 each

GALAXIONS

The earth is being invaded by an alien force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it.

They come in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the aliens threaten us with.



munch man 64
A fantastic version of this popular arcade game.



Robin to the Rescue

In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.



New Bizy Beezzzz

When teddy to the picnic went there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.



New Alley Cat



Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

New Bogy Men

Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.



UNEXPANDED VIC 20

<i>SuperBreakout</i>	£5.00	<i>munch man</i>	£5.00
<i>Scrambler</i>	£5.00	<i>GALAXIONS</i>	£5.00
GUN FIGHT	£5.00		
ASTEROYDS	£5.00	<i>Cavern Raider</i>	£6.00

8 & 16K EXPANDED VIC 20

COSMIC FIREBIRDS £7.95

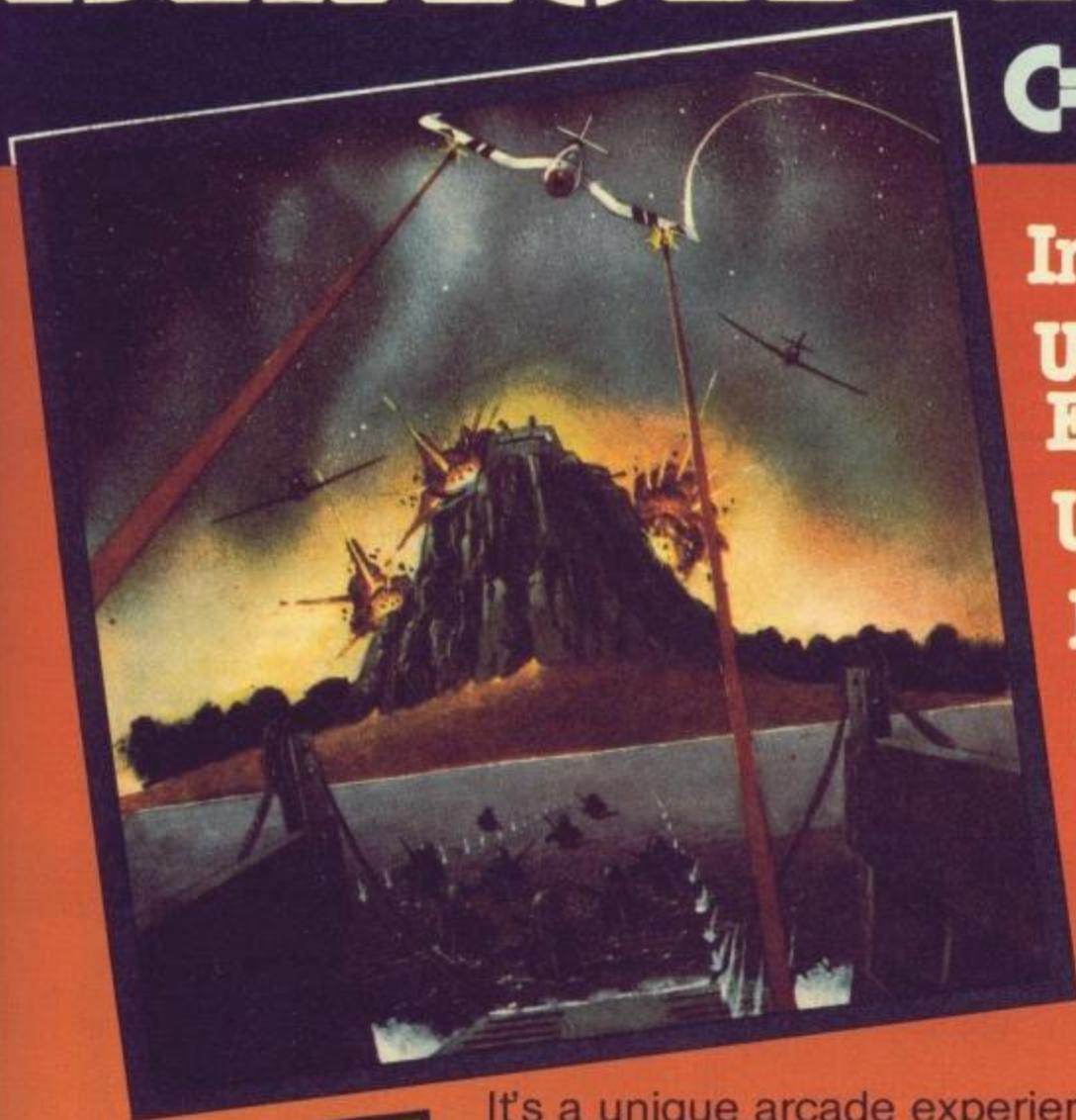
All our games are available mail order P&P included from the above address. Orders sent by return post. Also available from all good computer shops.

Distribution, P.C.S. Darwen, CENTRE SOFT West Midlands, TIGER Cheshire, LIGHTNING London, LEISURESOFT Northampton, RR COMPUTER GAMES Barnsley, FIVE D SOFTWARE East Harling, COMPUTER WORLD UK Bolton, FERRANTI & CRAIG LTD Wiltshire, VICSOFT Slough, DRAKE DISTRIBUTION Plymouth

One of America's most popular games
THE ULTIMATE IN BATTLE ACTION...

BEACH-HEAD™

commodore 64



Incredible 3-D Graphics
Unbelievable Sound Effects

Unique Games Concept

Multiple Screens

High Resolution Scenario

100% Machine Language

Voted by U.S. Billboard magazine as the best game for sound and graphics on the Commodore 64

It's a unique arcade experience in sound and vision and a stunning display of Commodore 64 capabilities.

Another quality product from **ACCESS** Software.



Available on **CASSETTE** £9.95 **DISK** £12.95

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:



WHSMITH

DEALERS! For information on how to become a U.S. Gold Stockist write to: Centresoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH. Telephone: 021-520 7591. Overseas enquiries welcome.

U.S. GOLD
All American Software

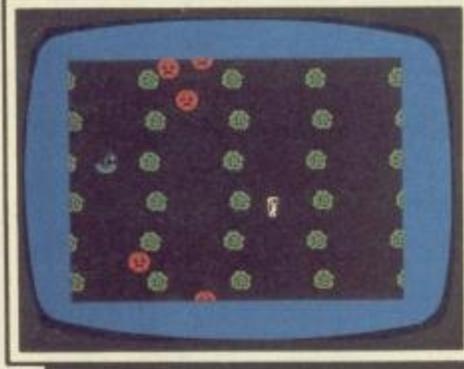


GAME: 3D LUNA ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, AGF, SINC, DATEL
FROM: HEWSON CONSULTANTS, £7.95

This is the latest in the Hewson Consultants Seiddab series and is fully compatible with the Currah Microspeech

unit. For those of us without this facility, Hewson recommends removal of the lead to the tape recorder's ear socket. This results in a 'briefing' being heard through the tape recorder speaker.

After the briefing, *3D Luna Attack* becomes fairly standard 'blobchaser' fare. The objective is to penetrate three successive Seiddab defensive zones and then to destroy the command base. Recommended tactics are to avoid wast-



GAME: REVENGE OF THE KILLER TOMATOES
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: VISIONS, £5.95

This is a game with a scenario like one of those awful old horror films that some people like to watch on TV when they're too tired to go to bed.

The cast features killer tomatoes, manic mushrooms and psycho swedes, all gunning for the hero Smiffy.

He's a humble lad who's trying to make a living by pulling up the weeds in a cabbage patch. He earns £100 per weed, but loses £25 if he accidentally uproots a cabbage.

The first screen is a display of green cabbages on a black background. Smiffy's very nicely animated figure strolls



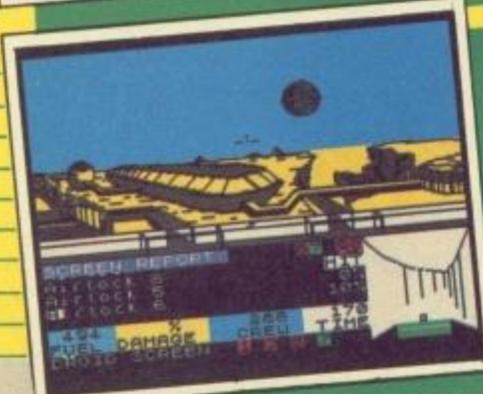
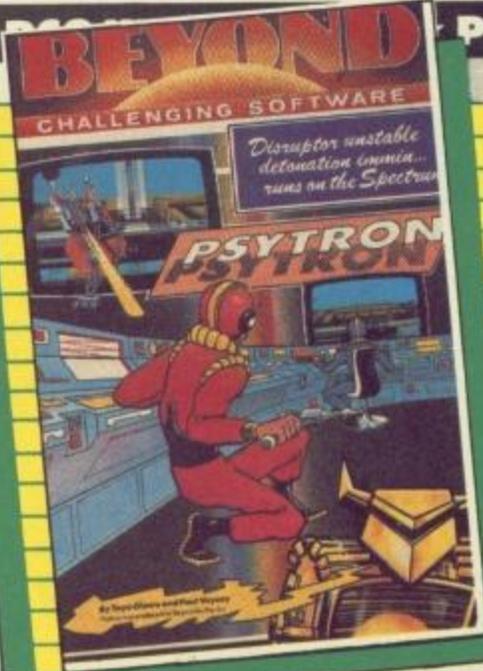
GAME: DISCO DAN
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CUR
FROM: GEM SOFTWARE, £4.95

With a name like *Disco Dan* you'll probably be expecting to find a teenage bopper going around his local discos. Well you'd be wrong. This Disco Dan is about to stop the Galaxy exploding and rescue all of its inhabitants.

A number of nuclear reactors in space have become very unstable. Dan must visit these reactors and deactivate them.

Once the patrol ship has dropped him off you find Dan in the hyper-tunnel that leads to the reactor core. Dan must run down this tunnel while avoiding potholes, lasers, and mutant pac-men. Dodge the potholes and pac-men and jump over the laser beams. The tunnel is represented in 3D with the nasties getting bigger as they come towards you.

★ PCG HIT ★ PCG HIT





RUM • SPECTRUM • SPECTRUM

ing fuel and energy attacking outer defence zones (although destroying these does add to your score).

The main objective is to reach the command base and destroy it, allowing the player to get back to his/her base for refuelling. The first zone features DAB tanks, which may be destroyed by laser fire. Next comes a mountainous zone which contains aerial mines that explode if you pass too close to them. The

third zone features self-activating missile silos. Finally, the command zone is the setting for you to make strafing runs on the Seiddab base.

Other hazards are enemy hoverfighters, which may appear at any time and will tempt you to waste energy by dodging them.

I found this game somewhat over-complicated to play using the keyboard, but selection of the joystick option

results in a fast-moving arcade game. Graphics are good, and I suspect that the Currah unit will add a lot to the enjoyment. **SM**

GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

round the scrolling landscape trying to get the weeds which sporadically appear.

But he also has to avoid the grim-looking tomatoes who'll chew him up given half a chance. It's not too difficult as they are pretty dumb fruit. When Smiffy's first day's work is done he goes back to face the additional problem of those psycho swedes. These are of a similar rotund shape but are yellow and

look much happier with their lot in life.

However, they're no more intelligent and don't pose too much of a problem. Neither do the purple manic mushrooms which are the next hazard, although they do seem to have a little more grey matter.

Revenge is graphically very attractive and the scrolling is exceptionally smooth. Control is easy with the user-defined keys. There are ten skill levels

and some good sound effects.

But the game is disappointing because there is not enough for you to do. Even at the fastest levels you're still waiting to be excited. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Once you've reached the Beam room Dan is kitted out with a laser and a radiation suit before being beamed down into the reactor.

The reactor consists of a number of coloured discs. Each of the discs has a number between 0 and 6 marked on it. A 6 means that the disc is about to explode, and a 0 means that the disc is stable. By jumping around the discs he can reduce the numbers on them. The numbers eventually reach zero and stability.

To make life difficult for Dan a number of mutant atoms appear in the reactor. If these touch Dan his energy is reduced. A shot from Dan's laser will blast the atoms away from him.

At later levels Dan can expect visits from Ron the Robot. If Dan comes into contact with Ron he loses one of his lives. So Dan must use his laser to stop him moving around.

All of the graphics in this section move very well, the atoms spin and Dan

rotates in response to the control keys. *Disco Dan* has obviously been derived from *Q*Bert*. However, enough new touches have been added to make it original and fun to play. **SNC**

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

★ PCG HIT ★

GAME: PSYTRON
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: BEYOND, £9.95

The two engineers who programmed this game are said to have spent 7 months full-time work on it. It shows. *Psytron* is one of the most ambitious and intricate games yet seen on a micro.

The *Psytron* is a super-computer which you use to run an advanced space station. The first thing you'll like about the game is the way the colony is drawn. From your position in the centre of it, you can look out in ten different directions (just press a key 0-9). Each of these ten views is an imaginative, high-resolution drawing showing such things as fuel tanks, the medical unit, the pleasure dome, etc.

The colony of course is under attack, your job is to save it. But the eventual skills required are so complex that the program sensibly introduces them to you one element at a time, by taking you through five training levels before you can begin the real battle.

In level one you have to destroy alien saboteurs which are being dropped into the colony. This involves using a service droid to chase them through the main

circular corridor. A small panel on the bottom right of the screen gives you a nice 3D view of the action.

Level two is a good deal more difficult. It's a 3D shoot-'em-up in which your aim is to destroy the spinning alien ships as they zoom in to drop bombs on your base. What makes it difficult is that you have to keep them at bay on all ten different screens at once. Your only hope of avoiding serious damage is to learn which of the attackers are most dangerous and concentrate on them. The programme documentation, which takes the form of a large, beautifully produced booklet, could have been more helpful on this point.

In level three you must both do the shooting and chase the saboteurs. In levels four and five the strategy element of the game is realized. You can halt the action by going into 'freeze-time' and begin allocating men to carry out repairs and ordering fresh supplies from your mothership.

To get from one level to the next, you must achieve a sequence of five separate scores which average higher than the prescribed pass mark. Once you've done this however, you can save your 'service record' on tape and hence continue from where you left off when you reload the game. Nevertheless it's likely to

take many hours of play before you can reach the real battle where your goal is simply to survive as long as possible.

Most games which try to combine arcade action with intricate strategy fail dismally. What makes *Psytron* special is the fact that its many elements are all linked to each other in a convincing way.

For example, damage to the supply port will hold up supplies, damaged airlocks will hold up the rate of repairs, a bombed freeze-time generator could prevent you entering freeze-time and a hit oxygen or fuel supply would jeopardize the entire colony. You must constantly decide priorities.

The effort needed to take on such a detailed simulation may not appeal to everyone. Players who like a game which gets straight down to furious mega-zapping are unlikely to have the patience for such a complex program. But for those who want a really meaty, long-term challenge, *Psytron* is out of this world. **CA**

GRAPHICS	9
SOUND	5
ORIGINALITY	8
LASTING INTEREST	10
OVERALL	9



AD ASTRA

TO THE STARS!
FOR THE 48K SPECTRUM FROM GARGOYLE GAMES
“SPACE IS DEEPER THAN YOU THINK...”
ONLY £5.95 EACH

100% MACHINE CODE
 ARCADE ACTION, FEATURING
 GARGOYLE'S STUNNING
 CARTOON GRAPHICS.

AVAILABLE AT SELECTED
 RETAILERS OR SEND COUPON
 DIRECT TO GARGOYLE.

DEALER ENQUIRIES WELCOME.
 TEL: 021-236 2593.

Available at  and selected outlets

PLEASE RUSH ME _____ COPY/COPIES OF AD ASTRA,
 I ENCLOSE CHEQUE/P.O. FOR £ _____ @ £5.95 EACH
 POST AND PACKAGING FREE

Send this coupon to:
GARGOYLE GAMES,
4 NORTH WESTERN ARCADE,
BIRMINGHAM,
B2 5LH.





AM • SPECTRUM • SPECTRUM

GAME: THE ASHES
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99

This computer simulation of a cricket test series between England and Australia allows the user an unusual amount of control over the game. One of the ten different venues (five in England, five in Australia) may be selected, and the choice of ground dictates the tactics used when selecting teams.

The player has the option of using the (pre-Packer) teams already held in memory or selecting his/her favourite players. The game itself is essentially a more complex, computerised version of *Owzat!* but the refinements make for compelling play.

Bowlers may choose from a total of nine options governing line and length, and the batsman must respond with an appropriate stroke before the ball reaches the wicket. Fielding positions



may be set and changed as needed, and there are full facilities for declarations and follow-on enforcement.

Weather will often play a major part, just as in the real thing, with a sudden downpour turning a docile batting strip into a 'sticky dog'.

The cassette inlay instructions manage to omit a couple of important batting strokes – notably the cut – but full details are contained within the

GRAPHICS	5
SOUND	3
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

program itself. Before any ball is bowled, a facilities menu may be accessed, giving full details of play to date.

All in all, *The Ashes* fulfils its functions admirably. Graphics and movement are, as you'd expect from a Basic program, a bit on the jerky side but are certainly adequate for the task, and the game itself can prove surprisingly compulsive to play.

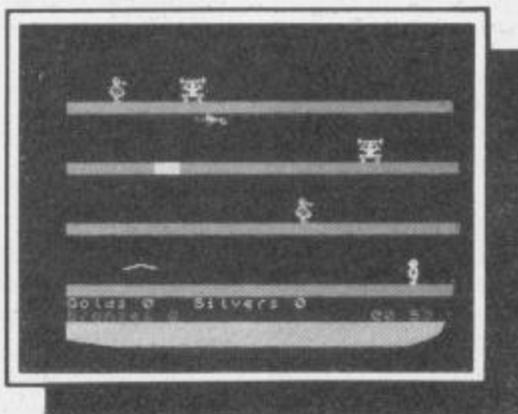
As it stands, it is really a one-player game, with the same person taking the part of both batting and bowling sides. But the Interface 1 networking capability could enable some really enthralling two-player contests to take place. I found it one of the more enjoyable games I've seen for quite a while. Recommended. **SM**

GAME: OLYMPIAMANIA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: AUTOMATA, £6.00

Even if only half the world competes at Los Angeles in this year's Olympics, Automata's latest offering will enable you to control that little cult figure the Pi-Man in his search for gold and glory in five Olympic events.

Now sober and fit, the Pi-Man is bidding for glory in the Pi Jump, Alpi Skiing, the Steepchase, the Pitathlon and the Butterpi.

As ever with the Pi-Man, things do not always go smoothly, and hazards to watch out for include Lurch the office parrot dropping steroids on the track, alligators and octopuses in the swimming pool, treacherous foreign competitors with no sense of fair play – in fact,



just about everything you'd expect from the weirdos at Automata.

Controls are kept very simple – just S to start, 0 to make the Pi-Man run or swim faster, 6 to slow him down and 8 to make him jump or dive. There's a Kempston joystick option – but really in a game of this kind a 'stick is more of a hindrance than a help.

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

Scoring is kept very simple – each event gives the Pi-Man the chance to win gold, silver or bronze or to finish unplaced, and there is a 'world record' to set: this is an accumulated time for all five events.

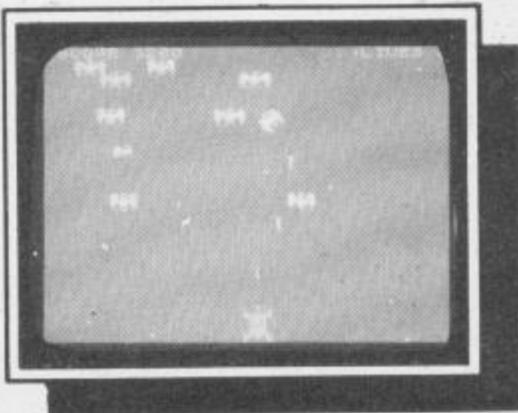
The Currah Microspeech unit may be connected for better sound effects and, as always in a Pi-Man game, there is a free piece of 'music' on the flipside of the cassette. It's as excruciating as you'd expect.

It's certainly a novel enough game, and the simplicity of it means that its appeal is instant – but I doubt if I'll still be playing *Olympimania* when the real thing's on TV. **SM**

GAME: THUNDERHAWK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: LYVERSOFT, £5.95

Just stop me if you've heard this before ...in this arcade game you are in command of the Thunderhawk, and you are the planet's last line of defence against the fiendish Glaxons who are swooping down on your home planet in the 'almost indestructible' Birdcraft.

To succeed in your task and to make the world safe for democracy and xenophobic, alien-destroying software manufacturers, you have to fight through five waves of attacking craft before attempting to destroy the command ship, which is impervious to assault anywhere except its centre.



Points are scored on the basis of 100 for each enemy vessel shot before it breaks out of the ranks and 500 for the faster, free-moving aliens, with the occasional mystery bonus.

It's not the fastest version of *Phoenix*

GRAPHICS	4
SOUND	2
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

I've seen, but the comparatively large size of your defending vessel means that it's all too easy to lose one of your five lives before you've even found the controls. The Kempston joystick option does make control easier, however. The use of colour is somewhat limited, although movement is smooth enough, and the sound is virtually non-existent.

Overall, I found *Thunderhawk* to be a rather drab and unexciting game. But hardened *Phoenix* addicts should get a kick out of it. **SM**

GAME: SPELLBOUND
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, KEMP, AGF,
 DOWNSWAY
FROM: BEYOND, £5.95

It's no joke being transformed into a slimy toad, so there's a lot of incentive to succeed in this *Q*Bert* spin-off. The wicked old witch who's been

messing around with your body chemistry is Griselda the Necromancer. She appears on screen, in hideous detail, to the left of the castle steps which are your escape route. She has a luminous green face, a nasty pointed chin and an evil grin as well as a bubbling cauldron containing the spells she casts onto the steps. To the right of this 3D pyramid is the web of Manfred, Griselda's pet spider,

where you are imprisoned if caught. The whole business makes escaping from Colditz seem child's play. The game has 12 levels. On the first you begin at the top and have to colour all the steps, as in *Q*Bert*. Chasing after you are horned, yellow devils who move far too quickly for comfort. Practice and a few prayers should see you through this – it's the next level that'll have you tearing your hair out.

GAME: ZIG-ZAG
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: DK'TRONICS, £6.95

Yet another 3D maze game, but this one has some very nice touches. You must patrol the corridors hunting down defenceless Scarabags, whose only hope of escape from your Electron

Pulse Interrogator is to keep one step ahead of you. Sooner or later, however, the poor creatures end up in a dead-end, at which point you give it to them between the eyes while they stand there with their teeth chattering. Fire once and they will give you essential information on how to enter the next sector of the maze. Fire twice and you send the poor things to where-

ver Scarabags go to at the end of their brief and tragic lives. The program is compatible with the Currah speech unit, with amusing results. As you wander round the maze it offers taunting remarks ('Coward') and if you corner a Scarabag it calls – understandably – for help. However the real point of the game is to map out the entire maze in the limited time available. As you cover new

GAME: ANTICS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: BUG-BYTE, £5.95

It's a tough life being a bee. In this game's predecessor, *The Birds and the Bees*, you had to laboriously collect pollen from flowers while under constant attack from ferocious birds. This

time it's even worse. Your mate's been stolen by ants and you have to wander around underground trying to rescue him. What lies underground is in fact a string of inter-connected mazes populated by some nasty creatures and, surprisingly, a fair number of flowers. These flowers are important because your stamina is continually on the wane so you need to visit them for refreshment.

Contact with nasty insects, especially certain spiderish ants, will draw heavily on your stamina, and once it runs out, you're finished and must start the game again. *Antics* is basically another attempt at deepening the challenge of an arcade game by giving you a complex task to solve. You cannot simply take it one maze at a time, because to get from A to B on a single maze, you may have to go

GAME: AIRBASE INVADER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CUR
FROM: CP SOFTWARE, £5.95

Instead of all that mindless killing of little green aliens, how about trying your hand at what CP Software claim is a 'non-sexist, non-violent, satirical, arcade adventure'. Clones of 'President Raygun' are on

the loose in the bunkers beneath Greenham Common. They are all set on pressing the red nuclear attack button, which would be the end of the world. Just in the nick of time our heroine Peace Woman Annie arrives on the scene. She has worked her way through the barbed wire and sneaked past the guards. You take control of her just as she has entered the complex of underground bunkers and must help her to find the President and stop him from

pressing the button by 'using her feminine charms on him'. At this stage you'll probably think that you're in for a new kind of arcade game. Well you'd be wrong, all you get is an extremely good version of *Robotron*. Each of the rooms in the complex contains a number of guards, ranging from a photographer called Harry Hardnose who follows Annie around, to Old Bill who just happens to be a bright blue colour.

★ PCG HIT ★ PCG HIT

GAME: MUGSY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MELBOURNE HOUSE, £6.95

Word is out on the streets of a new game from Melbourne 'The Hobbit' House. Stunning graphics, unusual game concept, superb animation – *Mugsy* is definitely the Godfather of all strategy games. Don't let the word strategy put you off, though. Whoever saw a strategy game with graphics like these? The scenes of downtown Manhattan – or is it the Bronx? – are simply superb. Some of the screens come to life before your very eyes, and the detail of the animation is extraordinary. There are arcade elements as well in

this excellent game as you struggle to stay alive in a battle with rival gangs, corrupt policemen, and even your own men (most of whom are distinctly untrustworthy). Each year you must divide your bank-balance between armaments, protection rackets, buying up 'clients', and police corruption. You may also have to buy off assassination attempts by both your own men and the opposing Rocco's mob. Should your followers become dissatisfied (which they do with predictable and sometimes unjustifiable regularity) you will be plunged into a brief arcade sequence in which you must get the better of a hired assassin. If you fail, that's the end of the game. Otherwise you can proceed to yet new

heights of glorious infamy. At the end of the year you are treated to one of two stunning graphic interludes featuring an animated shoot-out sequence. My only quibble with *Mugsy* is that the interludes become a little repetitive after a while, but the printed responses to your inputs are superb and often very funny. This game had me at gun-point for hours on end. In the end I copped it in the saloon with a score of 48%. But what a way to go! SC

GRAPHICS	10
SOUND	2
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8



RUM • SPECTRUM • SPECTRUM

Here the devils are supported by a gangling skeleton whose skull still seems to contain a number of brain cells. He (or she – it's difficult to sex a skeleton) will chase you into a corner if you're not very careful.

And now I have a confession to make; I couldn't get any further. Believe me, I tried. I suppose I'll just have to learn to love life as a toad.

Spellbound is a wonderfully innova-

tive development of the *Q*Bert* theme with excellent graphics. It boggles the mind to think what Griselda's got cooking in her pot for the higher levels. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7



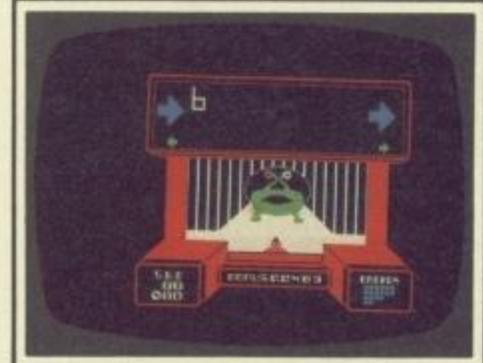
ground, the program draws a diagram of the maze in the upper half of the screen. You can use this diagram to navigate more efficiently and as a help in hunting down Scarabags.

You have a limited amount of energy available, and this is drained by killing Scarabags, by moving around too much, and by being attacked by the Hoverdroids who also patrol the maze.

Zig-Zag is attractively presented and

very playable, though how long it will hold your interest depends more on your patience than on the challenge of the game. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6



through several other mazes – each maze being a different screen.

Unfortunately, the game doesn't appear to map as straightforwardly as, say, *Jet Set Willy*. For example, if you keep going west, you end up in a maze which should have been way to the east.

Another trouble is that once you've solved the game it's unlikely to hold much further interest. But you won't solve it in a hurry. Even when you've

found your mate you've got to guide him back to the surface, flying very slowly. With well over 20 mazes to negotiate, that'll take some doing. **CA**

GRAPHICS	5
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7



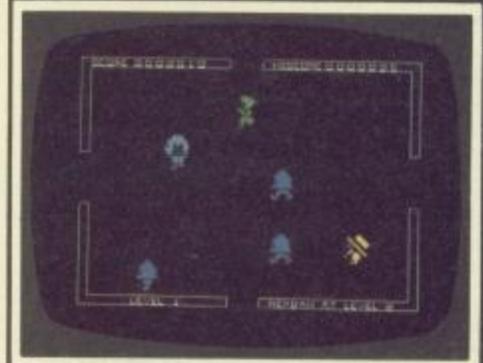
Of course dear old Annie isn't powerless against them, she's able to blow kisses at them – with devastating effect. Watch out for the nasty Iron Lady though, she's impervious to Annie's smackers.

An indicator at the bottom of the screen tells Annie where she'll find President Raygun. Travel between floors is by ladders that are situated around the complex.

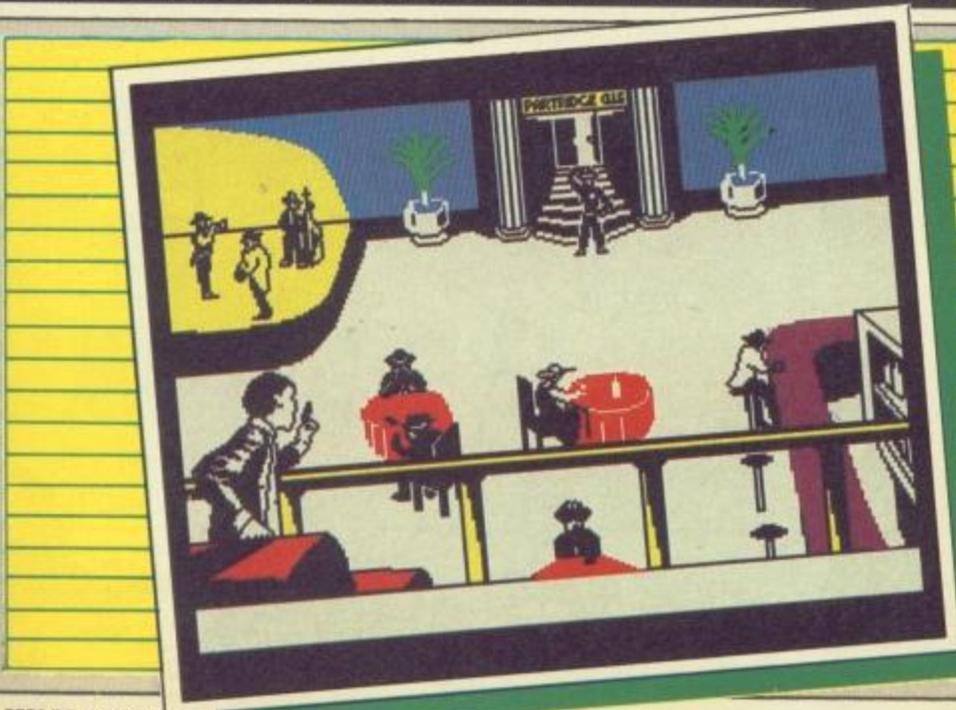
A game that should appeal to just

about everyone. If you happen to be a fan of the *Robotron* style of game then this is probably the best around for the Spectrum. Go and raid an airbase today, just don't let Old Bill catch you. **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8



CG HIT ★ PCG HIT



Taskset & commodore 64

We're only writing games, and we're only writing for the 64. Rely on us to bring you the greatest games, the greatest concepts and the greatest value.

GYROPOD

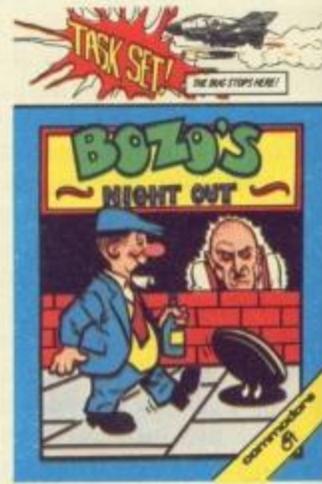
The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hi-score table to set new standards in hi-tech slaughter.



BOZO'S NIGHT OUT



A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline - and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.

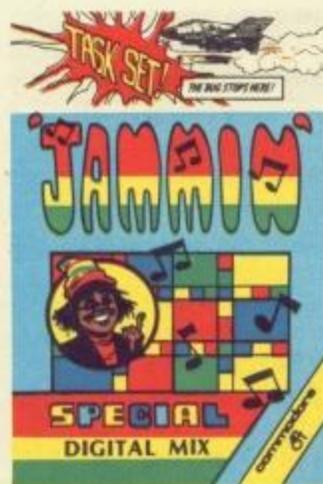
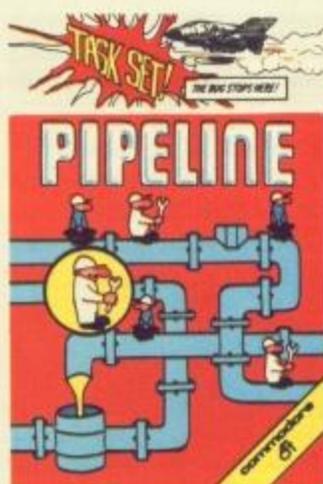
JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes - each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect - distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.

COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the

All available now on cassette or disk.



entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

TASKSET LTD - The Specialists

Naturally, everything we've written for the 64 is available on either cassette or disk.

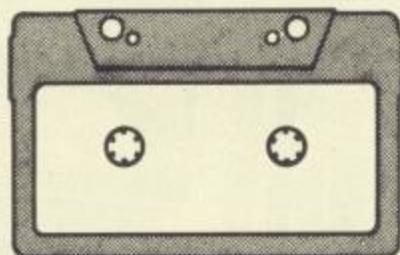
Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

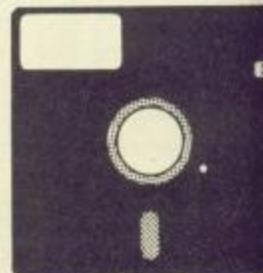
All games are the exclusive copyright of Taskset Limited. All rights are reserved. Be warned, infringement of those rights is an offence.

© MCMLXXXIV TASKSET LTD

cassette



disk



£6.90

each

each

£9.99

13 HIGH ST., BRIDLINGTON YO16 4PR TEL: 0262 73798

Taskset Ltd

13 HIGH STREET BRIDLINGTON YO16 4PR

ACCESS ORDERS (0262) 73798 24 HOURS

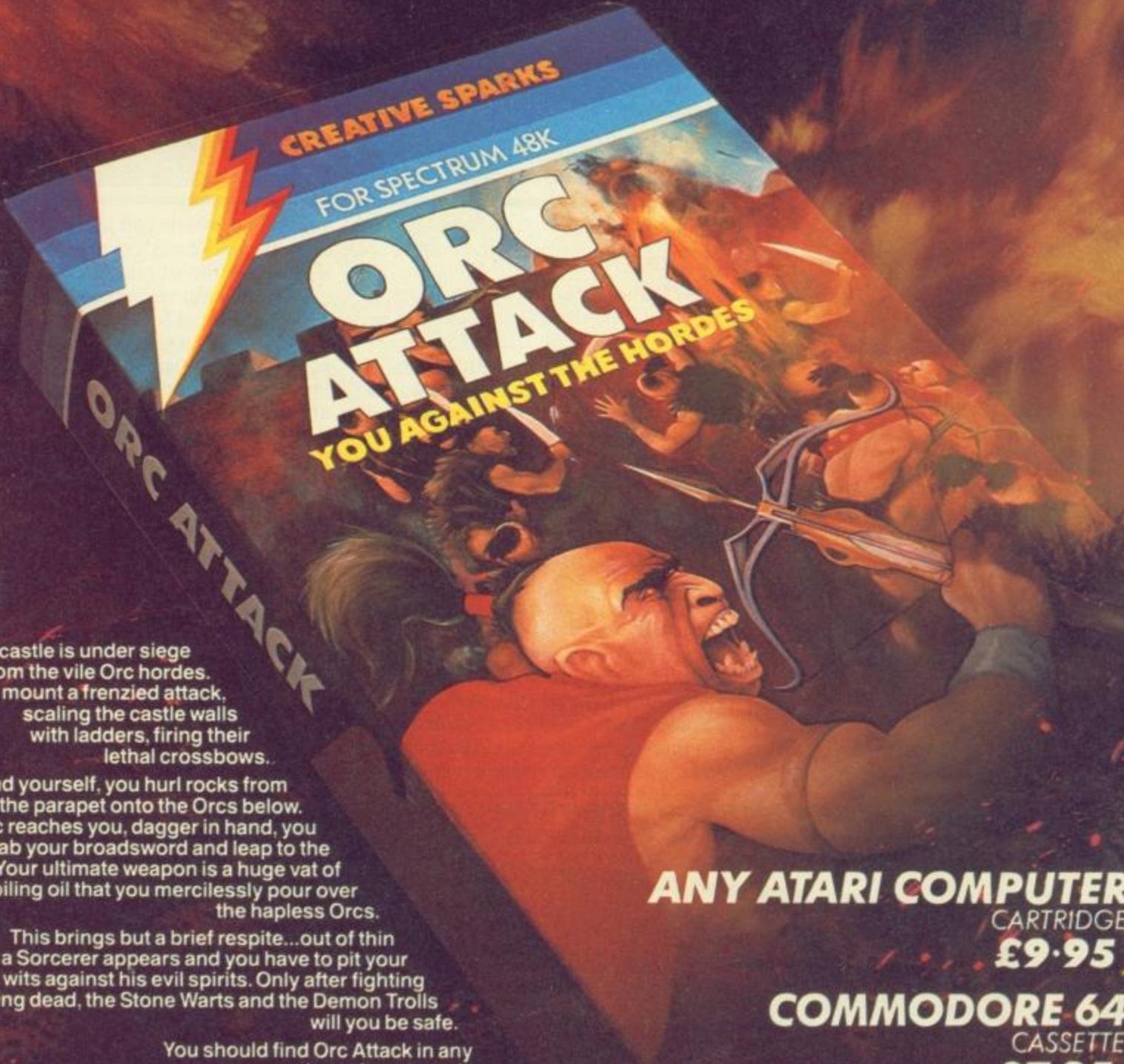
Dealer enquiries welcome (0262) 602668



NOW AVAILABLE ON C64

ORC ATTACK

Can you survive...?



Your castle is under siege from the vile Orc hordes. They mount a frenzied attack, scaling the castle walls with ladders, firing their lethal crossbows.

To defend yourself, you hurl rocks from the parapet onto the Orcs below. If an Orc reaches you, dagger in hand, you grab your broadsword and leap to the attack. Your ultimate weapon is a huge vat of boiling oil that you mercilessly pour over the hapless Orcs.

This brings but a brief respite...out of thin air a Sorcerer appears and you have to pit your wits against his evil spirits. Only after fighting the living dead, the Stone Warts and the Demon Trolls will you be safe.

You should find Orc Attack in any major software retailer.

FREE POSTER OFFER

A free poster is available of the original oil painting featured on the pack.

ANY ATARI COMPUTER
CARTRIDGE 
£9.95

COMMODORE 64
CASSETTE 
£7.95

SPECTRUM 48K
CASSETTE 
£6.95



CREATIVE SPARKS



GAME: SPACE WARP
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ACE, £2.99

This game would rate pretty low on a 16K machine. On a 48K machine it hardly rates at all.

Flickery graphics as aliens descend dropping bombs. You must dodge these

and falling meteorites to preserve your one life. It amazes me that there are still programs like this trying to survive on the Spectrum market. **SC**

GRAPHICS	3
SOUND	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	2



GAME: LASERWARP
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: MIKRO-GEN, £6.95

The Master is trying to take over our 'pathetic universe'. As a 'supposedly competent fighter pilot' you have to defeat this megalomaniac. Basically, it's *Galaxians* with the twist that there are

also objects to avoid as well as kill. Nine attack waves, colourful graphics and tolerable sound. And a £100 per month high-score competition. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5



GAME: CHESS II
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS
FROM: TANSOFT, £9.99

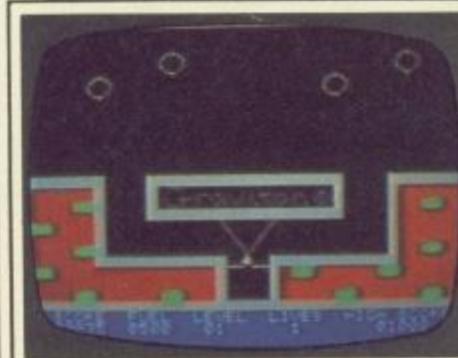
This is a chess program with a gimmick and the gimmick is...speech! You can barely understand it, but it's certainly there.

If you enter an illegal move it will utter

something which you might just recognize as 'You can't do that!' If a Dalek with a sore throat played chess it would probably sound rather similar.

It's a good job the game has something to intrigue you, because as a chess program it's no great shakes. It has five levels, but none of them takes a sensible amount of time to move.

What the player wants from a computer chess game is an intelligent and



GAME: GRAVITOR
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: SEVERN SOFTWARE, £7.50

Cross *Asteroids* with *Lunar Lander* and the hybrid offspring will probably be something like this game.

Your mission is to destroy alien satellites and so prevent that alien takeover we've all been so worried about. To

carry out your task you will have to complete three screens of difficult, but not very thrilling, action.

Your triangular ship begins in a narrow tunnel at the bottom of the screen. Using the rotate left and right and the thrust controls you must manoeuvre your way out and get to the four 'fuel-rich satellites' at the top of the screen.

This could take you some considerable time as the controls are tricky and none too responsive. Thrusting is al-

★ PCG HIT ★





SPECTRUM • ORIC • SPECTRUM

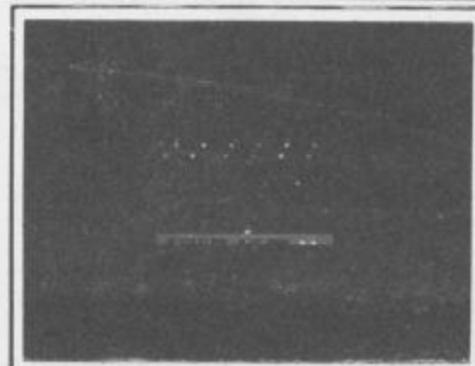
GAME: ALIEN ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CRSR
FROM: ACE, £2.99

Space Invaders with minor variations. You can't move and fire at the same time. Which is good for the aliens but bad for you.

The action is slow and jerky. The

sound is Spectrum standard. The programmer can't spell. Three lives and five levels of play to choose from; but you should save yourself the bother. **SC**

GRAPHICS	3
SOUND	4
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	2



GAME: BLOCKBUSTER
MACHINE: ORIC 16/48K
CONTROL: KEYS
FROM: DREAM, £5.95

Excellent version of *Breakout* with eight different walls, good play options, and up to five balls in the air at once.

Breakout may be very old hat, but it's still a hypnotically playable game, and

this version does a lot to re-establish its reputation. Especially recommended for 16K machine owners. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	5



reasonably quick reply. In general a response time of about 2 minutes plays a pretty strong game.

What you get here is a choice of 5 seconds, 40 seconds, 15 minutes, 50 minutes or 5 hours. If you've got any sense you choose 40 seconds but, unfortunately, you get a rather unsatisfactory game.

As White it played a game in which aggression bordered on the reckless

blithely advancing and sacrificing pawns. As Black it showed ignorance of even the most rudimentary tactics by neglecting to castle, thus leaving itself open to an easy mate.

The program has all the usual facilities and has a clear display in yellow and black. Moves are entered using algebraic notation.

If the game had a sensible level it might have been good value. But unless

you're prepared to do battle for several hours you're unlikely to get much satisfaction. **PC**

GRAPHICS	5
SOUND	5
STRENGTH OF PLAY	3
OVERALL	3

ways rather awkward in games like this. Sometimes you don't press hard enough and just drop like a stone; at other times you get your finger down and speed off to a fragmented death.

After much crashing into walls you will eventually reach the wide open spaces where those satellites are hanging. You avoid the UFO zooming across and touch a satellite.

Upon contact you are transported to the second screen, one of four jagged

planetary landscapes. On the surface are four red fuel cells. You must position the ship above them and, using the tractor beam, collect them. This is none too easy since the screen is swarming with various hostile projectiles and that pesky UFO is still around.

Should you ever complete this stage you will then have to negotiate 'the spiral negative universe tunnel' before reaching another satellite system.

This game has some good ideas, but

the quality of graphics and sound does not compensate for the difficulty of play. Growing frustration is all too likely to terminate your interest in the future of the universe. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

PCG HIT ★ PCG H

GAME: CLASSIC RACING
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS
FROM: SALAMANDER, £7.95

Fancy a day at the races? Then gallop down to the shops for a copy of this game - it's an odds-on favourite.

This excellent program takes you and up to five of your friends through an entire season of between four and 16 meetings. Each meeting consists of six races.

Each player manages his/her own stable of 16 horses. By entering horses for different races, carrying different weights, over varying distances, and on different ground, you slowly build up a

picture of your animals' strengths and weaknesses.

By the end of season you should be able to enter your best mounts for the great classic races, with enormous prizes at stake. Your object is to make more money than anyone else from a combination of bets and race winnings.

Classic Racing is essentially a strategy game, but it is one of the best I've played. There are many different factors to take into account, for once, you really do have to think hard and make some fine judgements.

People who aren't actually playing can join in on the sidelines, analysing the form as the game progresses and perhaps even placing bets on the side. You can play on your own if you prefer,

with the computer managing all the other stables.

Apart from the many menu screens giving you full information on the state of play, there's also a highly amusing and well-animated race sequence for each race. You'll leap to your feet as the leaders thunder to the finish.

A real thoroughbred, this. Beautiful to watch, a joy to ride, and strongly tipped to take first place in the Grand Oric National. Go for it. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8



GAME: JUNGLE HUNT

MACHINE: ATARI 400,600,XL

CONTROL: JOYSTICK

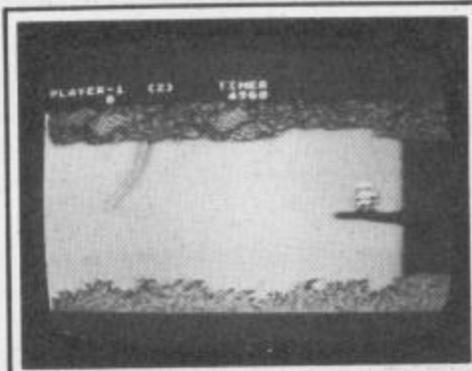
FROM: ATARI, CART. £24.99

Cannibalism is alive and well and living in the computer games jungle. In this game your lovely travelling companion has been captured by savages and is about to be turned into a tasty stew.

To save her you'll have to swing through a forest like Tarzan, brave a crocodile-infested river, leap tumbling boulders and pull her from the cannibals' clutches.

Your quest begins deep in the jungle as, wearing your smartest safari-suit and pith helmet, you leap off a tree and grab the first of the swaying ropes which carry you to the river.

Two ropes are displayed at any one time: the one you're on and another swinging to and fro at the edge of the screen. Mastering the right moment to jump takes time – time you can't afford



to waste since your sweetheart goes on the menu in 8 minutes. The animation here is excellent: the intrepid explorer flies through the air, sometimes only catching the last inches of the ropes. If you miss completely you plummet to the jungle floor – with a ghastly 'thud' shaking the whole screen.

When you reach the last rope you dive off into the river, doing a fast costume-change into a red wet-suit. You can swim underwater but must occasionally

GRAPHICS	8
SOUND	5
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7

surface to breathe. You have a dagger to stab the crocs in their 'soft, white underbellies' but, frankly, it's not worth the bother of turning them into handbags. You save time – and lives – by simply avoiding them.

On the far side it's *Donkey Kong* time as you hop over the rocks those cannibals have sent rolling down.

Finally you must jump over the hungry cannibals themselves and grab the lady before she's dropped in the pot. Bad timing here results in an unpleasant dinner for two.

This cartridge game is a high-quality version of the arcade original and cannot fail to please if you like energetic pastimes and exotic locations. Graphics and colour are excellent, but the sound effects are not so hot. **PC**

GAME: ZAXXON

MACHINE: ATARI 400,600,XL

CONTROL: JOYSTICK

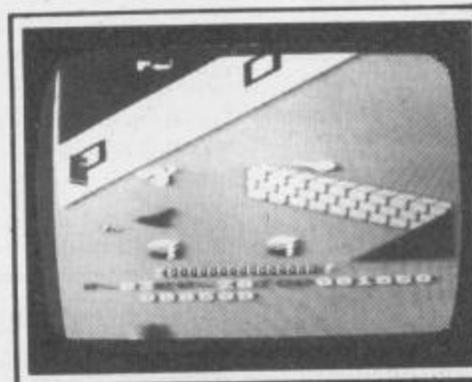
FROM: DATA/CENTRESOFT, £14.95

This is the official version of Sega's classic 3D arcade game, manufactured in the states by Datasoft and imported into Britain by Centresoft in their US Gold series.

It's a very faithful conversion that plays with great smoothness and has, even in the 16K version under review here, nearly all the features that you battled through in the arcades.

You control an extremely manoeuvrable aircraft and must penetrate two space fortresses and two expanses of outer space before getting the chance to destroy the Zaxxon robot.

These fortresses are peculiar and dangerous places with weaponry that is a mixture of the futuristic and the remains of a World War Two destroyer.



You begin in space. A meter at the side of the screen shows your altitude. Suddenly you encounter a wall, the first of many. You climb and then swoop down to destroy the gun emplacements. To maintain fuel levels destroy the red fuel tanks.

So you weave from side to side, climb and dive – all the time blasting away and dodging enemy fire. Eventually you reach the end of this blue corridor.

GRAPHICS	9
SOUND	7
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	8

One last wall to climb over and you're in outer space. Here, blue enemy fighters zoom out of the darkness. Destroy as many as you can.

Now you reach the second fortress. It's similar to the first, but much more difficult because all the walls now have a force field at the top – there's only the narrowest of gaps to squeeze through.

This takes a lot of practice. If you succeed you will encounter the Zaxxon Robot whose destruction is your ultimate goal. Kill it and you can go through the whole business again – at a higher level of difficulty.

Zaxxon is a very classy shoot'-em-up. It provides a real challenge, is beautifully smooth to play and should keep you busy for hours. **PC**

GAME: ROADER

MACHINE: LYNX 48/96

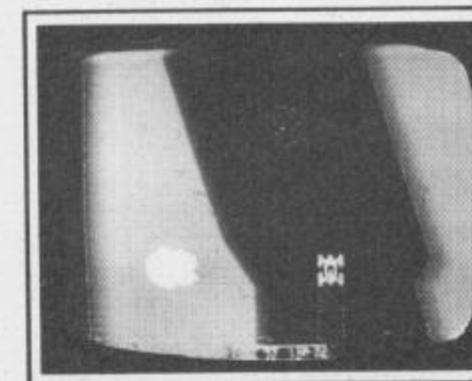
CONTROL: KEYS

FROM: FL SOFTWARE, £5.95

Roader is a straightforward racing game where you control a car as it speeds along a track avoiding obstacles and other vehicles.

The road scrolls vertically down the screen, twisting from side to side. At times – and especially in the later stages of the game – it narrows right down to single-track width, making careful driving essential.

Houses and trees scroll down the border of the display. Rocks and oil slicks threaten the unwary driver. Driv-



ing over an oil slick causes you to lose control of your car temporarily.

Sensibly placed keys enable you to steer right and left, accelerate, and brake. There appear to be only three

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

speed settings but the fastest should satisfy even the most demanding champions.

You only have one life, but you don't lose it by going off the road, unless you collide with a house or tree. The occasional petrol pump enables you to refuel if you're running low.

Roader is a rather ordinary game by comparison with the software available on other machines but it should give Lynx owners a good ride. **SC**

GAME: MISSILE CONTROL
MACHINE: ELECTRON
CONTROL: KEYS, JOYSTICK
FROM: GEMINI, £9.95

This is an inspired version of that arcade champion mega-blast, *Missile Command*.

And when I say inspired, I mean inspired. As a long-standing fan of the arcade game, I was very impressed with

Gemini's version. The graphics are almost as good as the original, the sound is adequate, and the action is excitingly and sizzingly fast.

Just in case I'm preaching to the unconverted, let me point out that in *Missile Command* – sorry, *Control* – you move a cross-sight about the sky, blasting the enemy missiles that threaten to destroy your cities below.

You have three missile bases, each

with a limited number of missiles. You can choose which base to fire from. At the end of each round you get bonus points depending on how many missiles are left unused, and how many cities you've saved. You must also contend with bombers and 'smart bombs'.

I have but one complaint about this version. The control keys. Okay, so I'm used to using a track-ball, but even so the keys on offer here are pretty abys-

GAME: STAIRCASE STAMPEDE
MACHINE: BBC
CONTROL: KEYS
FROM: COMSOFT, £7.95 CASS,
 £10.95 DISK

This program just goes to show that you don't have to be original to turn out a decent game. If you've played *Q*Bert*, MRM's *3D Munchy*, or Virgin's *Crun-*

cher then Comsoft's game will hold no surprises for you.

Here's the plot. On a colourful grid a little man (that's you) must move from cube to cube. As he does so the cubes change colour. As soon as he's coloured the lot he's on to the next of nine screens.

Right from the start you're pursued by Horrible Harry, whose presence on the same cube as you has a serious effect on

your health. You only have three lives and Harry's pretty nimble, but his wanderings are fairly predictable so you're in with a good chance.

In the third screen Harry is joined by Helpful Horace. This unpleasant looking character lives up to his name by changing your carefully painted squares back to their original colour. Bumping into him is fatal, and his movements are wildly erratic.

GAME: EAGLES WING
MACHINE: BBC
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Eagles Wing gives you a scrolling aerial view of a river above which you fly in your strike plane, *Scramble* fashion.

Enemy gun emplacements, dams, patrol ships, planes, and missile bases all

appear on the screen. You must destroy them using missiles, or shells from your cannons.

In play the main problem is in getting used to firing controls. There are no less than three different buttons to press, depending on what you want to hit. Missiles will destroy ships, shells will destroy most other things, but if you want to hit an enemy plane then you have to use the button for air-to-air

cannon fire. All rather confusing when you're under attack.

Other controls include accelerate/decelerate, sound on/off, and 'escape' to quite game. There is a demo mode at the beginning which you can skip if you want to.

As the game progresses, a status display at the top of the screen tells you your score and how much ammunition and fuel you have left. Damage inflicted

GAME: SCREWBALL
MACHINE: BBC
CONTROL: KEYS
FROM: MRM, £5.70

This is an aptly named game, since you're likely to be driven bananas by the infuriating challenge it presents.

Screwball is essentially a spin-off from *Q*Bert*. In that game you had to colour the squares on a 3D pyramid

while avoiding various fiendishly bouncing opponents (principally Coily the spring).

In this program the squares are arranged in a rectangular pattern so that the screen looks more like an Aztec than an Egyptian structure. But enough of architecture.

'You are Screwball: you have 60 seconds to change the colour of all the squares that surround you.' Simple enough, if it weren't for those pesky

Black Bugs. These are little black creatures with startling red hairstyles, reminiscent of Denis the Menace's dog, Gnasher. They move very quickly from their perches at the four corners of the rectangle and jump on you if you find yourself adjacent to them.

However, *Screwball* is not defenceless, for he is half man, half corkscrew. A swift press on the space bar and he has dug a hole into which a Black Bug can tumble. Pausing to drill, of course, takes

★ PCG HIT ★

GAME: BLAGGER
MACHINE: BBC/ELECTRON
CONTROL: KEYS
FROM: ALLIGATA, £7.95

Already available on the 64, this has to be THE *Manic Miner* game for the Beeb. Alligata have squeezed no less than 20 screens of tortuous action into this game, making it a real challenge. Conquering every level will take you a long, long time.

Blogger – in case you didn't know – is East End slang for 'Burglar'. You must live up to your name by collecting keys to open a safe and move on to the next level.

There are four keys on each screen, and getting them isn't at all easy. The

display is broken up by platforms, conveyor belts, and moving ladders. You must climb or jump from one level to another to collect the keys.

Some platforms collapse once you've crossed them and cannot be used for a return journey. Worst of all, each screen is patrolled by sprites of various shapes and sizes. They may look harmless enough – after all, who's afraid of a toffee? – but they kill on contact. Timing is crucial to get past them without losing one of your four lives.

As you work your way through the different levels, you'll encounter model trains, flying saucers, mad night-watchmen, and other hazards. To make things even more difficult, there is a time-limit on each screen.

My only gripe with *Blogger* is that every time you lose a life you have to start all over again on the first screen. There's also no way of turning off the sound effects, which get a bit irritating after a few hours play.

But as one of the very few multi-screen games available on the BBC machine these minor negative points aren't worth too much fuss: this is a great game.

Definitely a best buy for the Beeb. A game to beg, borrow or blag. **SC**

GRAPHICS	8
SOUND	4
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8



ELECTRON • BBC • ELECTRON

mal. Luckily there's a joystick option, but if you're stickless you may well end up fingerless as well – YOU try playing a game that uses CAPS LOCK, A Z, SPACE, /, and the horizontal cursor keys!

Gemini have included an option that enables you to fire missiles from whichever base is closest to the target. Fine for novices, but not much use at the higher levels.

There are four levels of play to choose

from. If only you could choose your own keys as well. The joystick play though will give you magnificent zapping. *Missile Command* fans should definitely set their sights on this one. **SC**

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	8
OVERALL	7

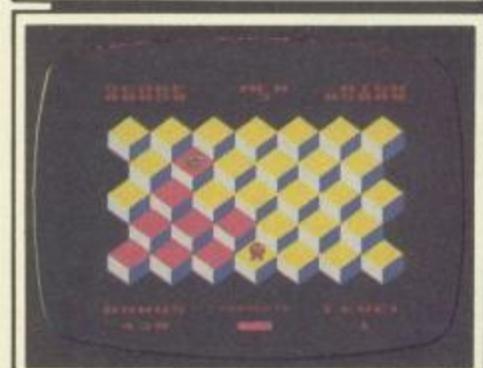


You'll also have to cope with bombs, which you must defuse as quickly as possible by treading on them, and in the later stages you'll be pursued by an intelligent boot.

The graphics and sound in *Staircase Stampede* are truly excellent. You can pause the game, or turn off the sound if you wish. Another nice feature is that you can choose which level you want to start on.

Like many simple games, *Staircase Stampede* is a great entertainer. You won't get anything startling but you will get a game to keep you on the hop. **SC**

GRAPHICS	7
SOUND	7
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7



by the enemy is also indicated, and once you have amassed 99 damage points your plane explodes.

The game also finishes if you fly into the walls of the canyon that borders the river. Running out of fuel is fatal as well, and in *Eagles Wing* the only way to get a refill is to score 10,000 points, whereupon another plane edges towards you. Dock with it and you can refuel your tanks. You get a chance to redock every

10,000 points for the first 100,000 points, and every 20,000 after that.

Eagles Wing is eminently playable but don't expect any surprises. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6



time, so you have to be careful when you do it.

There are several levels in the game; from the second one large gaps appear in the structure, making your task rather more difficult. There is, though, a hyperspace button – but this should be used sparingly.

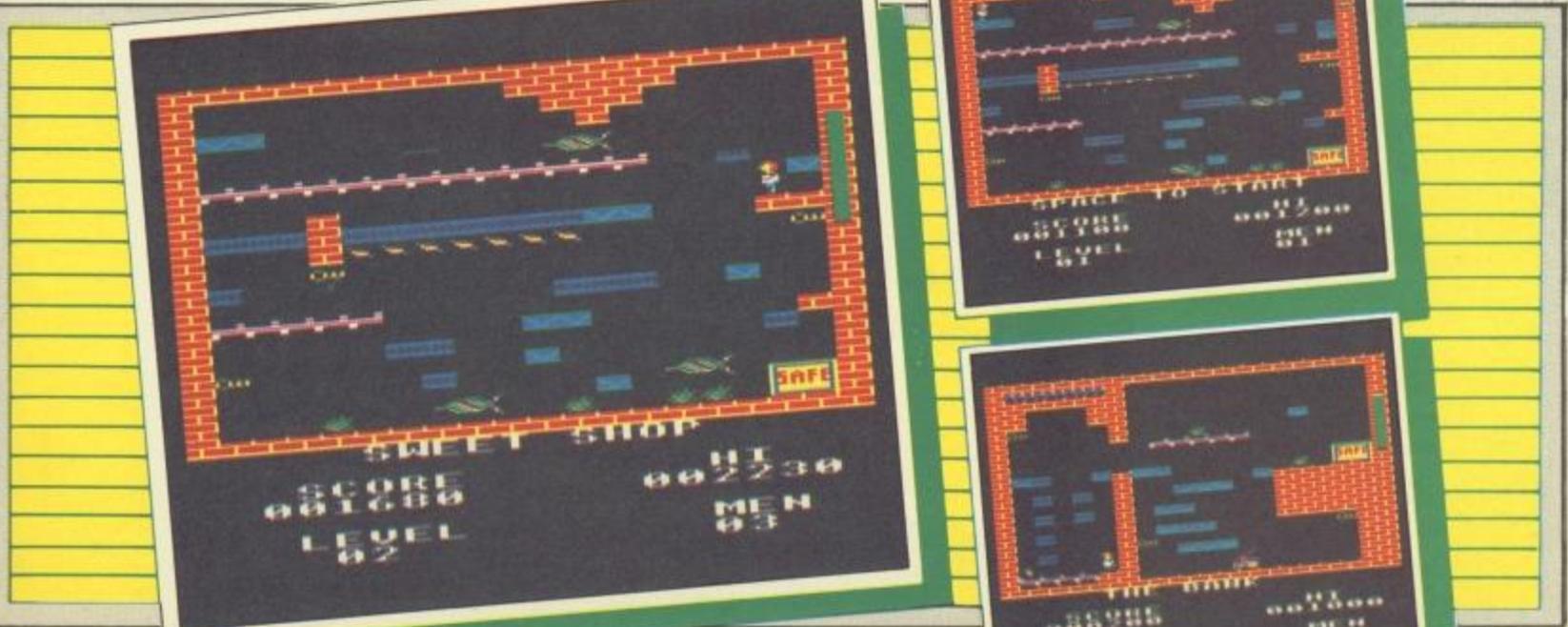
Instead of leaping around free as the wind, you can just as easily end up trapped by bugs in a corner, or even falling down one of the holes you've

previously drilled. As with *Q*Bert* key control takes some getting used to – all movement is diagonal. But once this problem is overcome the game can become hectic and compulsive. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7



PCG HIT ★ PCG HIT ★



To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES.

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING.

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW.

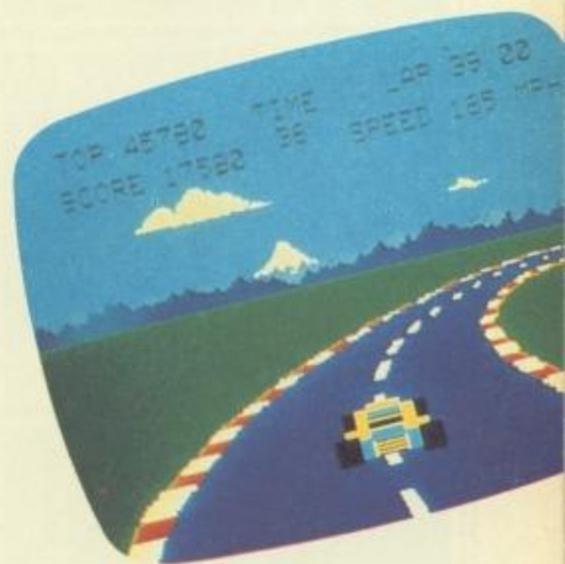
...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.

What can we say?



We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

POLE POSITION
from **ATARISOFT™**



GAME: BED BUGS
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: OPTIMA SOFTWARE,
 CASS. £6.95, DISK £8.95

Optima have been trying to spread rumours that Mary Whitehouse is investigating this game. I can't imagine why. Squalid it may be, 'dirty' it isn't.

The display shows a large, apparently empty bed. Beside it are arranged a telephone, a sponge, a jam sandwich and a set of dentures. Suddenly things come to life a bit, with fleas appearing and hopping around on the blankets, and the occupant's foot shuffling around at the bottom end.

The mess and clutter of your possessions then becomes an 'armoury' for fighting the pests. The jam sandwich is



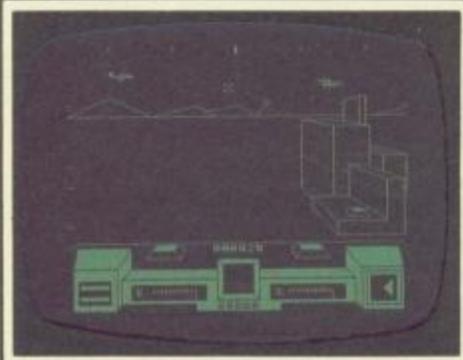
GAME: ANSWER BACK SENIOR QUIZ
MACHINE: BBC/ELECTRON
CONTROL: KEYS
FROM: KOSMOS, £10.95

Computer quizzes are usually unsatisfactory, mainly because you never seem to get enough questions to make up for the trouble of loading it. You end up wishing you'd bought a book.

But this one is rather different. It contains 15 different files, each with 50 questions. That makes a total of ... 750. Which isn't at all bad.

The program styles itself 'The ultimate educational quiz for ages 12 and over.' Well, I'm not sure about that 'ultimate', but it's certainly difficult enough to stretch anyone's general knowledge.

For example, do you know what realgar is? I do now, but I certainly

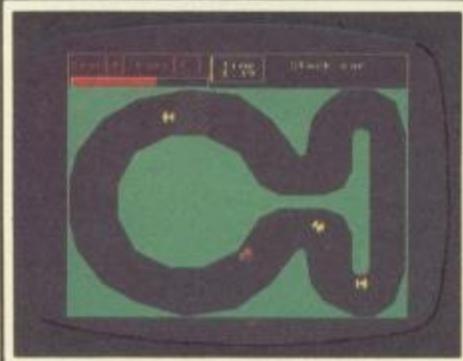


GAME: 3D TANK ZONE
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: DYNABYTE, £8.95

You'd be forgiven for thinking that this was a version of *Battlezone*. There are similarities, but *3D Tank Zone* isn't nearly as good a game as its arcade predecessor.

To start with, you're not in a tank, you're in a gun emplacement, so you can't move about - you can only rotate. The display doesn't scroll, it merely offers you four different view-points. Your task is to blast away at the tanks and planes which cross your field of view and take pot-shots at you.

There are four indicators at the bottom of the display. One shows you which direction you're facing in, two



GAME: STOCK CAR
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: MICRO POWER, £7.95

An enjoyable, if not very sophisticated, game for one or two players. The modern version of the chariot race allows you to bash other cars in your bid for glory. Oil patches provide hazards and

you must change through four gears to alter speed. Six tracks are on offer. Graphics and sound are clear but rudimentary. PC

GRAPHICS	4
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5



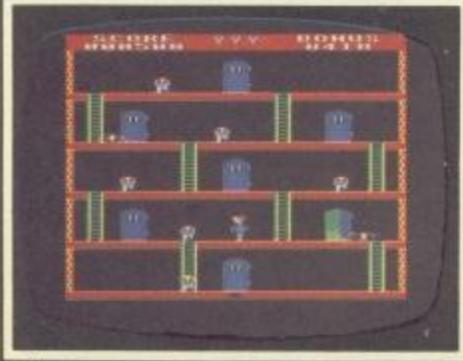
GAME: ASTEROID MINER
MACHINE: BBC
CONTROL: KEYS
FROM: OPTIMA SOFTWARE, £8.95

A slow, flickery, uninspired version of *Asteroids* where you collect meteors rather than shoot them.

My uncle Billy produces programs like this at parties, boasting that he

'wrote them all himself using Basic'. They're embarrassingly awful, and this one's not much better. SC

GRAPHICS	2
SOUND	2
ORIGINALITY	4
LASTING INTEREST	1
OVERALL	2



GAME: SPOOKS AND SPIDERS
MACHINE: BBC
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Another ladders-and-platforms game, but this one rates higher than most. Move up and down the screen avoiding ghosts and spiders while rescuing captive princesses from dungeons. Quite

tricky, especially at the higher levels, with strong graphics and frantic action.

There are lots of games like this for the BBC, but this is one of the best. SC

GRAPHICS	7
SOUND	4
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7



BBC • BBC • BBC • BBC • BBC • BBC

used for swatting fleas, but leaves blobs of jam on the bed. These can be wiped up with the sponge. The dentures will dispose of bed bugs, which turn up later, and the telephone is for calling for help.

Having selected your instrument you then move it around squashing the pests. Swatting the fleas isn't too difficult, but you must be careful not to fall out of bed and must avoid the jam patches. You must also avoid swatting

your own feet. Any one of these misdemeanours costs you one of your three lives. If the fleas get in eight bites the game finishes. The bed bugs appear later on, and one bite from these ends the game.

If you get into trouble, you can use the 'phone. You'll get either a wrong number, all your bites cured, or all pests on the bed destroyed. You can do this as often as you like.

The trouble with *Bed Bugs* is that, although it's highly original it doesn't have the compulsive, habit-forming quality that makes a good game. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	5

didn't before. And what sport used to be known as 'sphairstike'? You get a bit of help here because it's one of those questions where you have to fill in missing letters to get the answer.

Another feature which makes the quiz more fun than others is the display. The questions are written by a robot standing on a blue planet with three craters. If you get a correct answer an alien craft takes off from the left. By pressing the

space bar the robot will shoot it down with his laser - but you must hit it so it lands exactly in the middle of the central crater.

Other good points about the program are that you can add or delete your own questions and even create entirely new quizzes. The game comes attractively packaged and with clear instructions.

Subjects offered include Know Your Language, Sport, History, Films, TV and

Theatre; there's something for just about everybody. And some of the questions are truly obscure, I mean: what on Earth is an orfe? **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

others show you the firepower and shields you have left, and another gives you a long-range scan (on which only the tanks show up).

The tanks are your worst enemy. Their firepower is greater than the planes, and you have to expend more energy blasting them. Hitting them isn't easy at first while you get used to the perspective of the display. After a while though you can pick them off with ease.

One good feature of the game is that you can choose whether to be attacked by tanks, planes, or both. That means you can get in some practice against the different enemies before taking on everything at once.

Actually playing *3D Tank Zone* isn't much of a thrill however. You just sit there shooting tanks and hitting the occasional plane.

There isn't anywhere to go, and what

there is to do doesn't get the adrenalin running. A game that looks good, but won't have you gripping the edge of your seat. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	5

GAME: INTERGALACTIC TRADER

MACHINE: BBC

CONTROL: KEYS

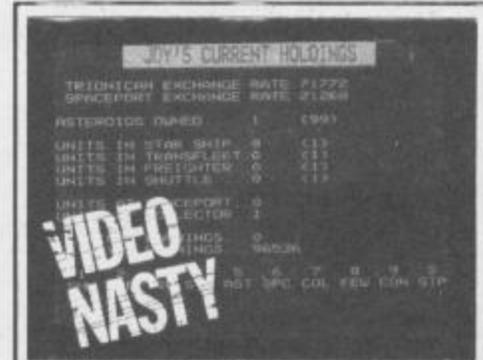
FROM: PROGRAM POWER, £8.95

Sci-fi trading game that sells out to poor presentation, limited policy options, and dull, repetitive scenario. Big business has got to be more fun than this.

Up to nine players must hire transport and mine asteroids in an attempt to

build up bank reserves totalling 2,500,000 Trignons. It's a mystery as to what you can actually spend them on. As strategy games go, this one went. **SC**

GRAPHICS	NONE
SOUND	1
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2



GAME: JUNGLE JIVE

MACHINE: BBC

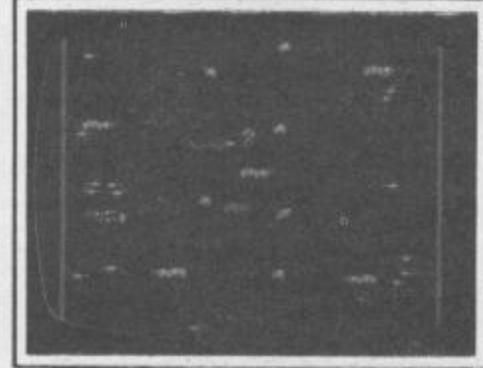
CONTROL: KEYS

FROM: VIRGIN, £7.95

Rush up and down the centre of the screen blasting animals as they wander about from side to side. The graphics aren't anything to write home about, and the sound is only average.

If you enjoy wholesale slaughter then you'll probably have a good time. If you're in favour of conservation then leave well alone. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



GAME: OMEGA PROBE

MACHINE: BBC

CONTROL: KEYS, JOYSTICK

FROM: OPTIMA SOFTWARE, CASS. £6.95, DISK £8.95

Shoot-'em-up with good graphics and zappy sound. Your ship sits in the centre of the screen while the universe scrolls about you in all directions. It's mind-blowing man.

Blast saucers, ships, and photon bolts to stay alive as long as your shields hold out. Completely mindless, compulsive and playable. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	7



SOFTWARE PROGRAMMERS

£20,000 PA. + UNLIMITED BONUS

We're looking for the best games machine code programmers in the country to join our young exciting development team.

The rewards are exceptional for the right people who show a high degree of creativity plus a full knowledge of machine code programming for Commodore 64, BBC, Electron, MSX and Amstrad systems.

If you would like to earn £20,000 plus per annum write with details to: Mr. M. Mahony, Alligata Software Ltd., 178 West Street, Sheffield S1 4ET. Tel: (0742) 755796.



Alligata
Software Limited

NEW ORIGINAL GAMES FOR THE COMMODORE 64

● **NIGHTMARE PARK** is in fact a compendium of 14 games. The task of the user is to gain as many points as possible travelling through a maze beset by obstacles at every turn. These infuriating obstacles are overcome by a combination of skill, sharp reflexes or by sheer good luck making Nightmare Park a suitable game for all ages. **PRICE £7.99**

● **DOTS & BOXES** is an intelligent game where the user and the computer take turns in completing boxes by drawing a line between two dots. The aim of the game is to win the most boxes whilst skillfully minimising the number of boxes given away to the computer. **PRICE £6.95**

● **HEXAPAWN** For strategic and persistent play. The opponent (computer) has no initial strategy but is programmed to learn from the user's wins to improve its own strategy. **PRICE £5.95**

● **CHOPPER LAND** Your chopper is chartered to transfer goods from your base and land SAFELY. An exciting new game full of surprises. **PRICE £7.99**

SEND CHEQUES/PO
A.R. SOFTWARE
86 Avonbrae Crescent
Hamilton, Scotland
Tel. 0698 282036
DEALER ENQUIRIES WELCOME

1 VOUCHER

Present this coupon when purchasing NIGHTMARE, DOTS & BOXES or CHOPPERLAND and get HEXAPAWN completely FREE.

NEW FROM BELLFLOWER SOFTWARE FOR THE 48K SPECTRUM

IF YOU THINK YOU KNOW YOUR POP MUSIC, STUART HENRY'S READY WITH A CHALLENGE!

FEATURES

- More than 750 questions verified by Radio Luxembourg DJ Stuart Henry
- Personalised scoreboard
- 1 or 2 player option
- Random mystery tunes
- 6 rounds per game

£5.75 NOW AVAILABLE AT SELECTED BRANCHES OF W.H. SMITH

ALSO AVAILABLE BY MAIL ORDER FROM:
BELLFLOWER SOFTWARE,
6 ROSEWOOD AVENUE, GREENFORD,
MIDDLESEX 01-903 1816

Stuart Henry's POP QUIZ

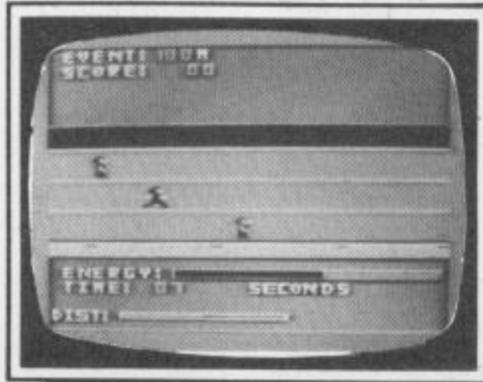


◇ The Stuart Henry Multiple Sclerosis Research Fund receives a donation for every copy sold ◇



AGON • DRAGON • DRAGON

GAME: SPORTING DECATHLON
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: PARAMOUNT, £6.50



GRAPHICS	3
SOUND	4
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	2

In this Olympic year a program that offers you the chance of competing in ten different events ought to be a medal winner. Emulate the feats of Daley Thompson without even raising a sweat.

Unfortunately, this program is unlikely to win even a plastic medal on school sports day. It appears to be mostly in Basic, has a dull display and gives the 'armchair athlete' it claims to be written for very little in the way of a challenge or test of skill.

First event in your far from gruelling day is the hurdles. The track is blue – obviously some sort of synthetic surface.

You anxiously await the start. A touch on the joystick and you're off. But what's this? Good grief! The hurdles are coming towards you! It's disturbing, to say the least – like running a race on a conveyor belt.

At the bottom of the screen is your strength indicator. Go too fast and the message is displayed: 'You have run out

of energy...no points'.

Well, better luck in the 100 metres perhaps. Here you have two opponents, but it's very easy to leave them standing. Careful not to use up your strength though – keep just in front of them.

And now for the first field event, the javelin. All you do here is try and release the joystick button when the flashing strength indicator is longest. It's more a matter of luck than judgement.

And so it goes on through the ten events. The game is ludicrously dull, the graphics are jerky and it's enough to put you off sport for the rest of your life. PC

★ PCG HIT ★

GAME: TOUCHSTONE
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

levels before you see the whole bestiary.

When things get too hot, or there's no route through the maze, you can enter a 'zoom' chamber and you'll be teleported vertically. The monsters will be left behind, fuming – they can't use them.

Another way of beating the monsters is to freeze them by pressing the 'space' bar. For 5 seconds they're sitting ducks while you scurry off to a safer spot. Of course, your power to freeze the nasties is limited – to three times – you get one replacement freeze spell every 50,000 points. Some players may feel this facility is a cheat, but it'll appeal to the ruthless and the cowardly.

Of course the maze is abundant with the obligatory treasures. And don't forget to pick up the keys which you will need to get out of the mazes.

All action in the game is very smooth. The monsters wriggle and roll as they chase you and when you reach the edge of the screen even the maze scrolls

GRAPHICS	9
SOUND	6
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	8

Once loaded you'll find your man inside a maze. OK, so there's nothing new with that, but have you ever been in a maze when you've been equipped with a ray of light that shoots from your eyes killing everything in its path?

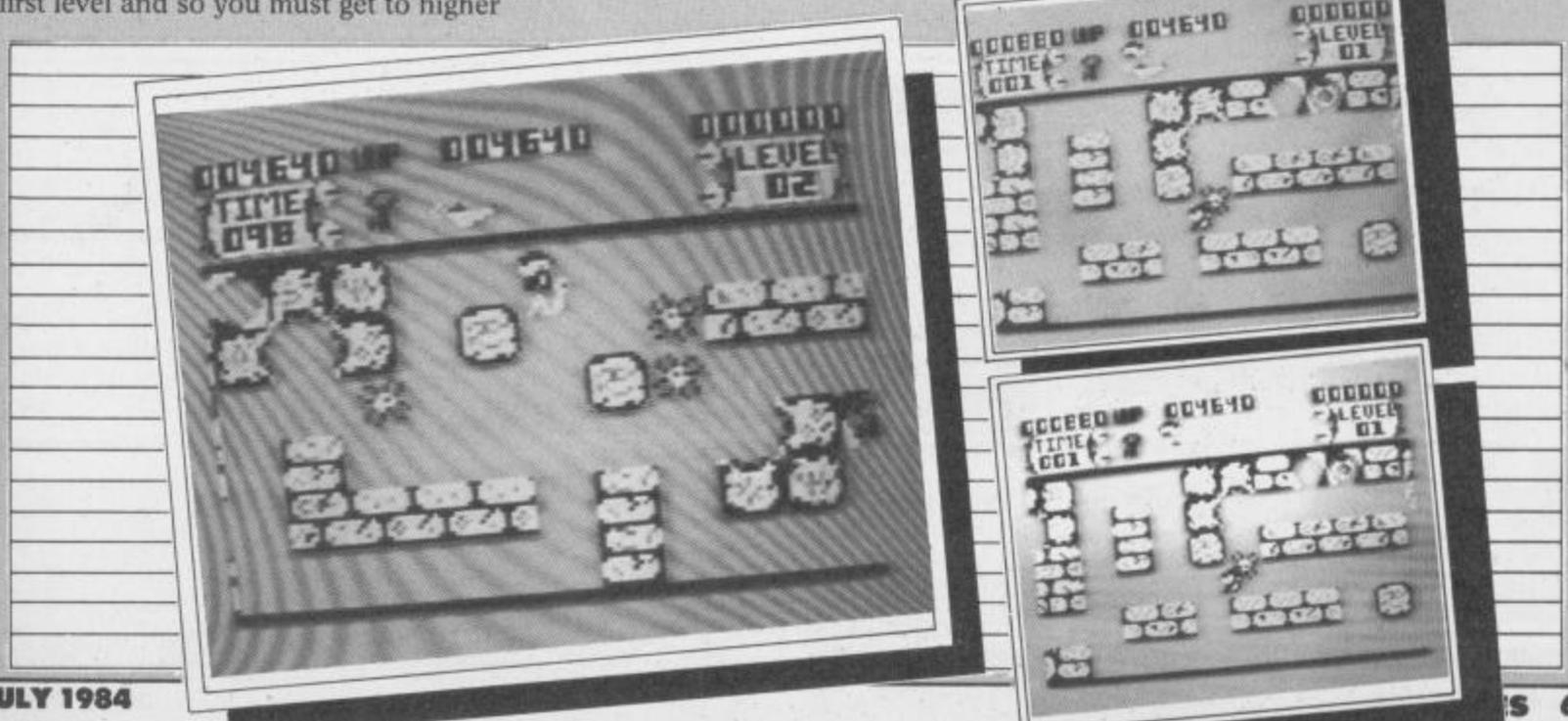
As your man moves around the maze, monsters appear from the 'poof chambers' which are situated at different points in the maze, usually right in your way. Never mind, don't forget about your light-firing eyes.

There are five different monsters in the maze and all of them are well animated. The nasties are a squirming snake, a creeping spider, a rolling ball, a fluttering butterfly and a 'spastic spark'. Not all of the monsters appear on the first level and so you must get to higher

smoothly along with you. In fact the quality of the graphics in this game is very high and you'd probably have great difficulty finding a game on the Dragon with graphics to match.

You will have to travel through 11 different levels of the game before you see the touchstone mentioned in the title, a pleasure I have yet to enjoy.

Probably one of the best games around for the Dragon. And an excellent arcade-adventure by any standards. It's good to see that this machine has the same games potential as other popular micros. Well done, Microdeal. SNC





Screen Test

DRAGON • DRAGON • DRAGON

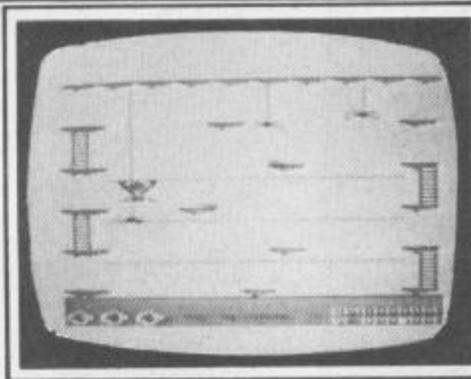
GAME: CRASH
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

The title of this game doesn't refer to any little problems you might have in loading it - in fact, it loads easily - but to an unfortunate accident that a certain Mario has while flying over the Amazonian jungle.

Mario may be an old friend to those who have played Microdeal's *Donkey King* and in this game his task is rather similar; to escape through various combinations of ladders, levels and monsters.

The game begins with a pretty organ tune and Mario baling out in his parachute. The player can then select one of the four screens or play them in sequence.

The first is made up of ladders and small fragments of cliffs. Mario must



work his way across and up by using the ropes which appear on pressing the joystick button. Spiders bounce up and down on threads and venomous coily snails spring around unpredictably.

Screen two is similar, but this time the ladders are connected by platforms. These are infested with nasty frogs over which Mario must jump.

The next screen is the most interesting. At the left is a large tree with a branch protruding. Mario is stuck on

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

the top and has to leap off, open his parachute and land in the boat floating in the waters below. If he times his jump wrong he either gets tangled in the branch or gobbled by the Amazonian bird of prey fluttering around in the sky.

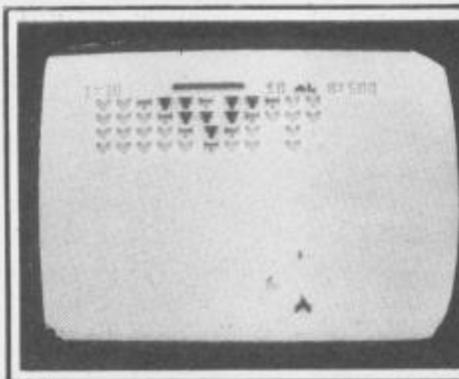
The last screen is yet another levels and ladders display where Mario must jump - now over monkeys and spiders.

Crash has a choice of screen backgrounds and if you choose buff you will get some pretty graphics. But the hero himself is undistinguished and looks a bit like the frogs he has to avoid. Sound is a series of blips and bleeps. It won't drive you wild with excitement but may prove enjoyable for graduates of the *Donkey Kong* school. **PC**

GAME: GALACTICANS
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: SOFTEK, £6.95

At least no-one will be deceived by the name of this game: you ought to know that you'll be getting a version of *Galaxians* - and that's just what you get.

A pretty poor one too. Red, green and yellow aliens are in rows at the top of the



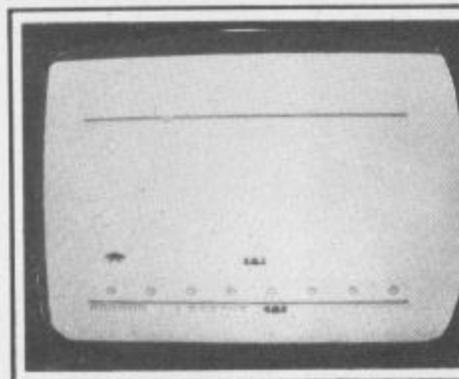
GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

screen. You'd expect them to have a virulent hatred of the human race. But they don't seem to have their hearts in it. Occasionally one peels off, loops the loop and attacks your laser base. Need I say more? No. **PC**

GAME: COSMIC CLONES
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: DRAGON DATA, £7.95

Not a game about interstellar genetic engineering, but rather a clone of the *Invaders/Galaxians* theme.

A Clonial Death Layer starts at the top of the screen and slowly descends with each attack wave. You shoot the aliens, who sometimes mutate into dou-

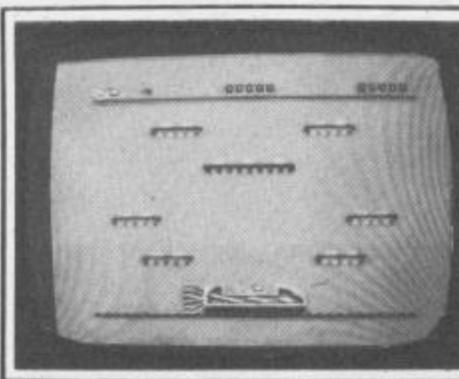


GRAPHICS	4
SOUND	5
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

ble bombs. The graphics are colourful and varied but not very original. Lots of things to blast, lots of things to avoid in this really quite reasonable shoot-'em-up. **PC**

GAME: CUTHBERT IN SPACE
MACHINE: DRAGON 32
CONTROL: JOYSTICK, KEYS
FROM: MICRODEAL, £8.00

Boy wonder Cuthbert makes it to space in his latest adventure. Landing on various strangely-named planets - all rather similar - he has to fly around collecting fuel and return it to his mother ship. There's some noisy and



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

satisfying zapping to be done here. Next job is looting the planet while dodging the Intergalactic Police Force. Plenty of whirling aliens to blast in this fast but none too varied game. **PC**

GAME: STAR FIGHTER
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

This is a very smooth-moving, but pretty

dull version of *Scramble*. You pilot your ship over the bumpy terrain trying to shoot the enemy craft.

This is not so easy since your laser has an extremely limited range. Aliens are of only three types. **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4



MONTH • GAME OF THE MONTH

GAME: LOCO
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

Once upon a time people used to buy clockwork Hornby trains to while away their evenings. Then, just as they were getting bored with winding them up, along came the sleek electric models. Now engine-lovers everywhere can return to the age of steam with the most delightful railway entertainment yet: *Loco*.

The hero of this new, computer-generated drama is a stunningly beautiful, steam-powered locomotive. The moment it begins rolling forward, pistons pumping, you're guaranteed to fall in love with it.

You'll also be heart-broken when, a few seconds later it gets blown up. Yes your loco is under attack. Biplanes, zeppelins and track-cars are out to destroy it. You must use puffs of smoke and spurts of steam to blow them out of the sky or off the rails.

The action is displayed using an attractive split-screen format. The bottom half of the screen shows an overhead view of the network of tracks your engine is moving through, the loco being depicted in miniature in the middle. The top half is a close-up view of your train from the side complete with a colourful, scrolling background, drawn in attractive detail.

The approach of danger is first indicated on the bottom picture. You see planes zooming in on you from behind, or balloons approaching ahead. You can't do anything about them until they appear in close-up. Then you must act quickly. Your loco can destroy them



● Puffs of smoke blast the biplanes and airships

with smoke, but only by puffing it to the correct height. This is varied according to how long you hold down the fire button before releasing.

Should you fail to hit these aircraft, they begin to drop huge bombs which will blow your loco to smithereens.

The skill of the game lies in keeping track of several things at once. While aiming at balloons and aircraft on the top screen, you must also keep an eye out for the head-on approach of hand-pumped track-cars on the bottom screen. These move quickly and must either be avoided by choosing the right path through the rail network, or blown up by spurts of steam from the front of

the hurtling loco.

Meanwhile, to keep your nerves from cracking, your entire journey is accompanied by a virtuoso rendering of part of Jean-Michel Jarre's LP 'Equinox'. Although the ethics of ripping off the work of living musicians is questionable, the result is some of the most attractive computer music ever. It gives the game a bubbling, zestful atmosphere. And the further you are through the piece of music the nearer you are to your goal: which is to steam by a total of eight stations.

Once you've done this, you move up a level and have to cope with squadrons of planes, increasing numbers of airships and more deadly track-cars.

Although the game feels different from anything else on a micro, it isn't in fact any more original than its music. *Loco* had a previous existence in the arcades and has simply been copied (with great skill) by programmer Tony Crowther. Still, if you accept that arcade games are a year or two ahead of computer games in quality, Alligata can take credit for being the first company to make this particular conversion.

The only reservation I have is that the game may not offer as much of a long-term challenge as some recent releases.

On the other hand you can get tired of complicated games. This one's simple, dazzlingly entertaining, and immediately lovable. So climb aboard – and go steamin', rollin' ... and blastin'! CA

GRAPHICS	10
SOUND	10
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	9

'Cheating's more fun!'

How long would it take YOU to program a game like *Loco*? A year? Six months? Eighteen-year-old Tony Crowther polished it off in two weeks flat. He first saw the game in the arcades. 'I liked the sound so much I was dancing while I played,' he said 'and then six months later I was sitting in the car with a friend when we turned on the radio and heard this music...suddenly I remembered where I'd heard it before.'

Tony decided on the spot to produce his own version of the game and went to work straight away. 'I work on the floor of my bedroom – where I keep falling asleep. I usually start at six in the afternoon and often go on until six the next morning.'

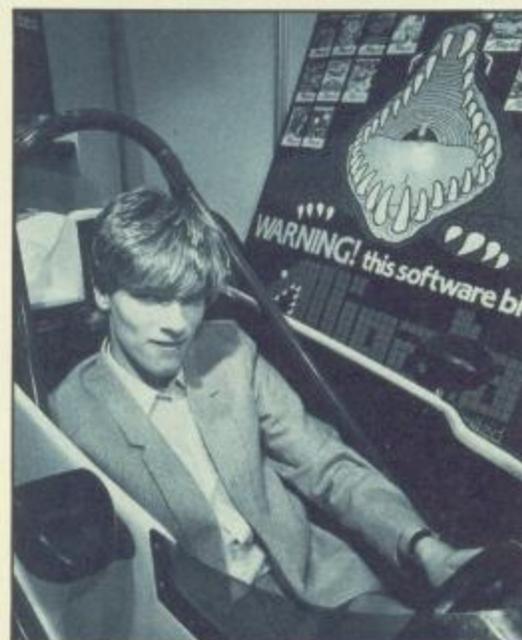
'I'm actually rubbish at playing games,' he admits, 'When *Manic Miner* came out the first thing I did was break into the program and give myself more lives. I think cheating's much more fun!'

Meanwhile the future's certainly looking bright for Tony, who postponed entry into art college to concentrate on

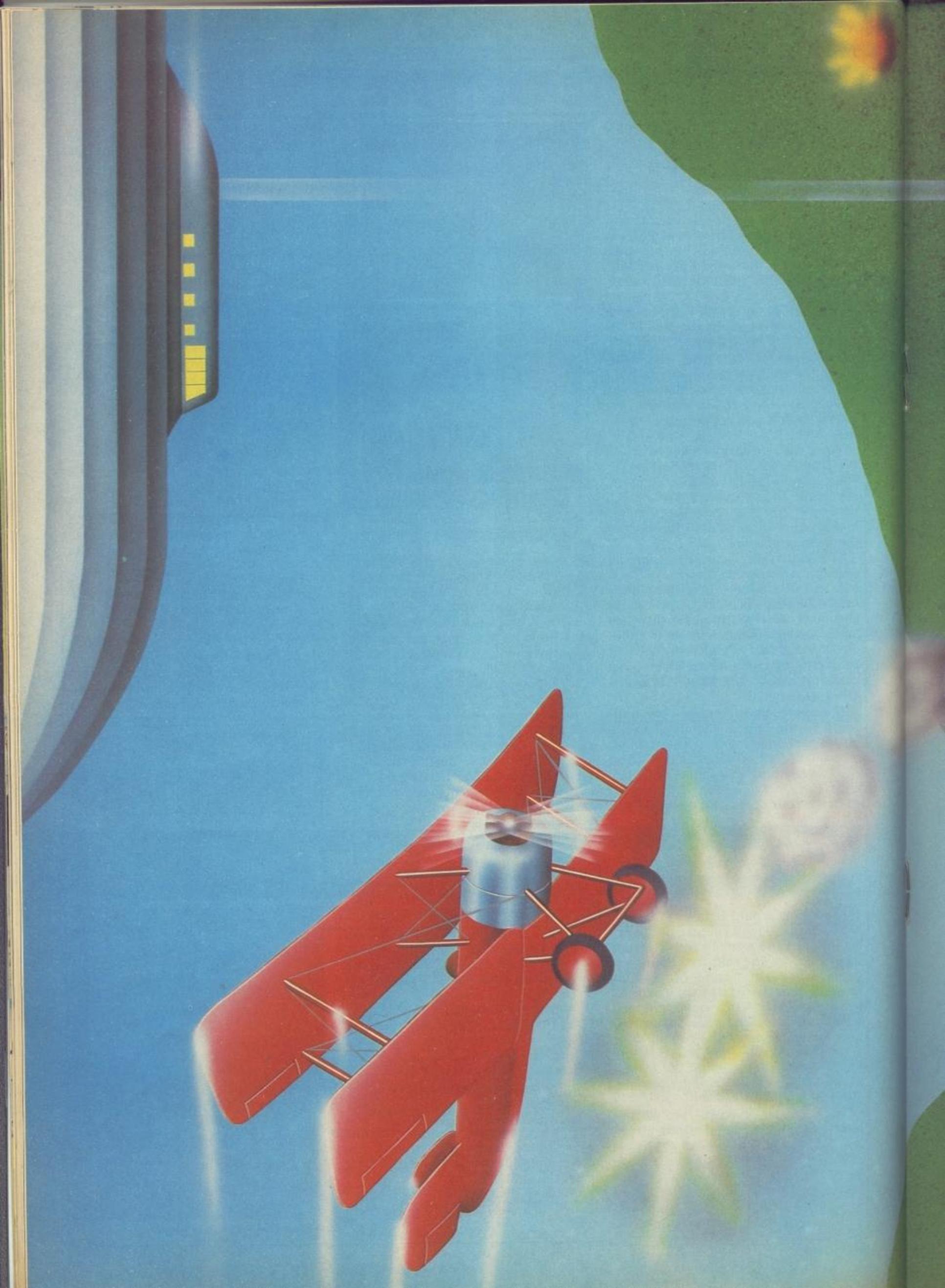
programming. Like many programmers, he started on a Vic 20 and then graduated to a 64. Over the course of just a few months he's turned out a string of successful games for Alligata, including *Blogger* and *Son of Blogger* as well as *Loco*.

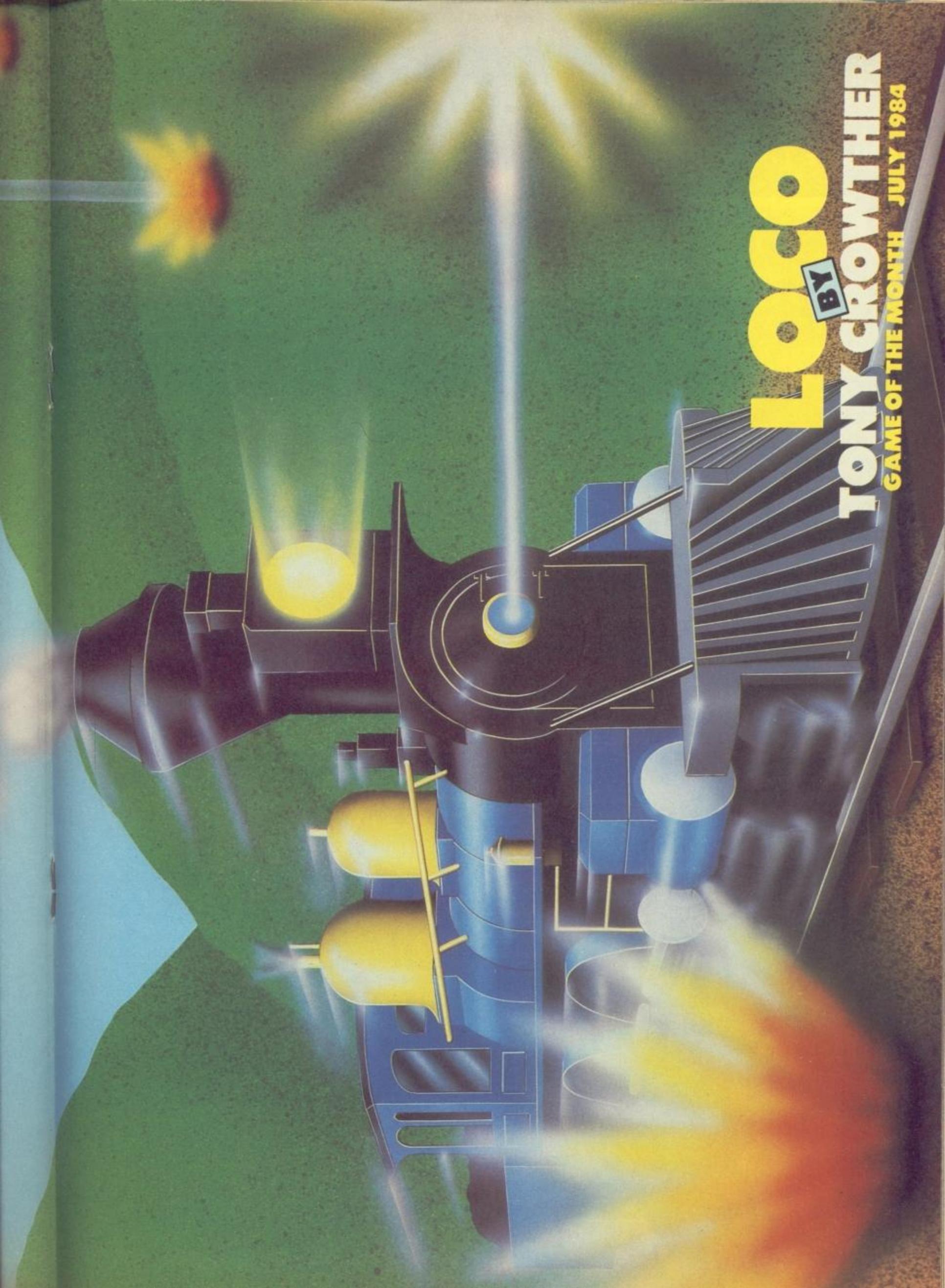
'My parents thought it was all a joke, but then suddenly everything fell into place. I used to earn £5.00 a week, but now I enjoy life, doing what I like. I just make the most of it ...'

From student to star programmer, Tony's definitely a man on the right track.



● Tony Crowther – a bright future





LOCO

BY

TONY CROWTHER

GAME OF THE MONTH JULY 1984

At £9.99 our games were a bargain...

At £6.99 they're a STEAL!!

COMPLETE THE ARCADE GAME

~FLIP THE CASSETTE~

SOLVE THE ADVENTURE

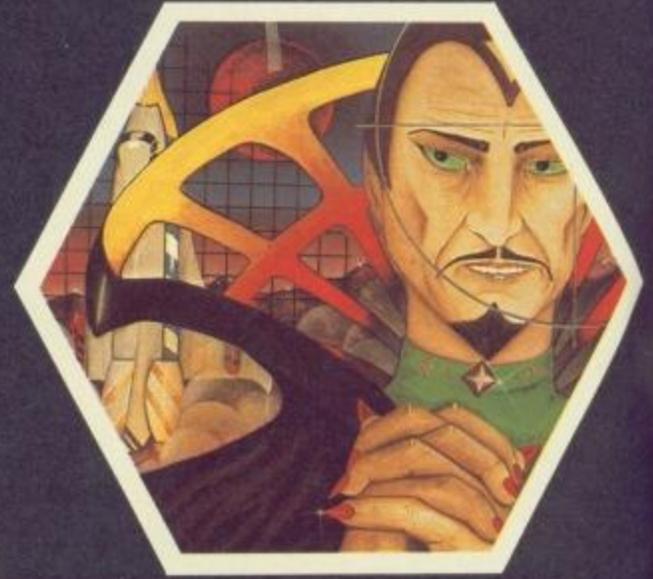


CBM 64

Quest For the Garden of Eden. Travel back through time to stop Adam eating that apple! By Brandon James

SPECTRUM 16/48

Jokers Wild. Enemy aliens are capturing our souls with hypnotic cards. Stop them and save the human race! By Nic Ford



DRAGON

The Emperor Must Die. The corrupt Emperor must be eliminated and you have been chosen! By Tyrone Howe



At £9.99 the critics were unanimous in their applause for our concept of arcade and adventure. "A splendid idea..." HOME COMPUTING WEEKLY.

"Superb..." POPULAR COMPUTING WEEKLY.

"Great!" COMPUTER & VIDEO GAMES.

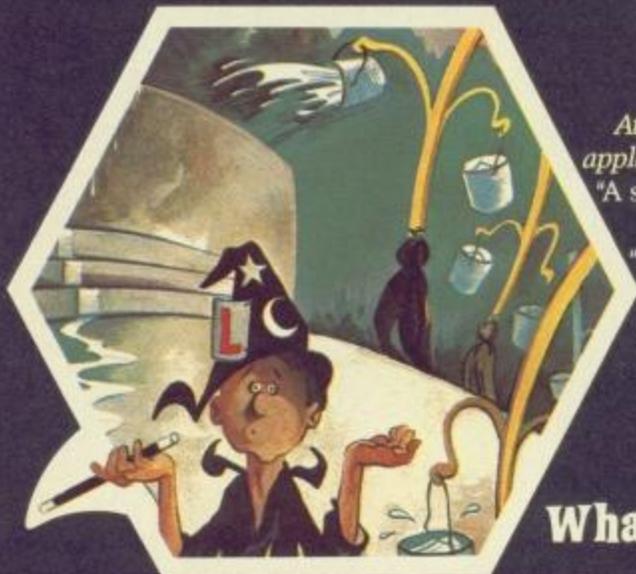
"Engrossing..." COMPUTER CHOICE.

"An absolute gem!" SOFTWARE TODAY.

What will the critics say now?

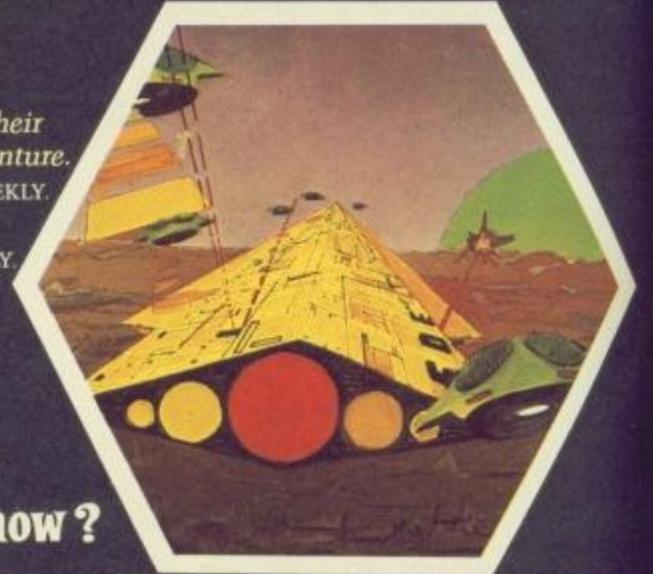
All at £6.99

Available from Boots and all good Computer Stores



CBM 64

The Sorcerer's Apprentice. Find the right spell to halt the mischievous brooms! By Stuart Barnes



VIC 20

Four Gates. Rescue the humans from the catacombs of the Xzinon Ants! By Simon Wickes

PHOENIX



..Now there isn't a CHOICE

Please supply:

Quest For the Garden of Eden Jokers Wild

The Emperor Must Die The Sorcerer's Apprentice Four Gates

I enclose a cheque/P.O. for:

Name

Address

PROGRAMMERS! Have you written any good software? Send it to us for assessment and details of our super royalty scheme.

Phoenix Software Ltd., Spangles House, 116 Marsh Road, Pinner, Middx. 01-868 3353

Trade Enquires Welcome

Available on the
COMMODORE 64
TRASHMAN £7.95 • 3D TUNNEL £7.95 • ESCAPE £7.95
Exclusively from
QUICKSILVA
QUICKSILVA MAIL ORDER
P.O. Box 6 Wimborne, Dorset BH21 7PY.
Tel: (0202) 891744.

Trashman

**It's the fun game of
the year – Trashman.**

From the moment you sit
down to play you'll be thrilled by
this exciting, original, laugh a
minute game.

Your job may look easy to the rest
of the world, but you know the hazards –
speeding cars and pavement cyclists can
both shake you up. Let's face it cars can
be fatal.

But if that isn't enough you've got the
other problems of vicious dogs, the after
effects of overeating in the transport cafe or one
too many in the boozier.

Not only will you be gripped by the action
you'll be amazed and amused by the high quality
graphics.

With seven levels of play featuring three
attempts to finish the game (assuming you are not
run over by a car) Trashman will provide even the
most experienced games player with a thrilling
challenge. 1 or 2 player option, Hall of Fame and
joystick compatibility* ensure this game has all the
best arcade features.

Trashman is available **NOW** for the 48K
Spectrum. Ask for it today at your local
computer store!

Only £5.95

**Kempston, Sinclair Interface 2,
Protek or equivalent.*



Some Quicksilver products are
available in their own
at retail and computer stores.

Available from selected branches of:

WHSMITH

John Menzies

WOOLWORTH

spectrum



And all good computer stores.

**New
Generation
Software**

FREE POST
Bath BA2 4TD
Tel: 0225 316924

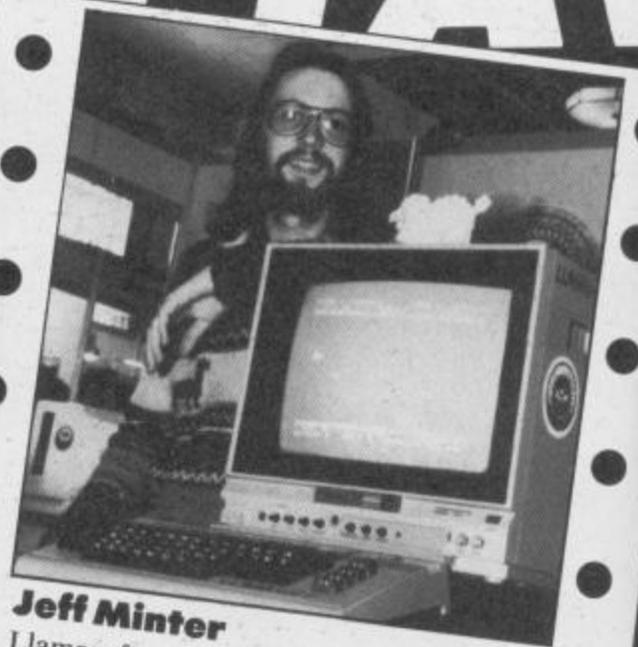
MY FAVORITE



Henry Smithson
Audiogenic director

Favourite game:
Hunchback (Ocean)

'I can't think of anything that's really zapped me that isn't one of ours, but I must admit I do like Ocean's *Hunchback*. I think it's very playable and I like the way it's presented on the screen. As far as I'm concerned the important thing is clear-cut graphics, and of course sound is important too, to complement what you're seeing. A lot of these so-called mega-games don't appeal to me. I like something that's immediate and doesn't require any effort. Maybe it's because I'm a jaded cynic!'



Jeff Minter

Llamasoft owner and programmer

Favourite game: *Star Raiders* (Atari)

'That game is ace. It's brilliant, it's the only one of these 3D so-called games which actually works.'

'Basically, it's a *Star Trek* game in real time. You've got an out-of-the-window cockpit display with the stars streaming past you. There's also a galactic map, long and short-range scanners and damage control status display. You're battling against enemy fighters which are out to surround your bases.'

'The action is amazing. It's got elements of strategy and arcade play. There's also nice touches of humour at the end when you're awarded a rating. My highest is warrior class on a commander mission. One time I would have got commander class one, but I had to break off to go to the dentist!'

'The incredible thing about *Star Raiders* is that it was written in 1979 when everyone else was playing *Space Invaders*. It's crammed into 8K - I don't know how they did it.'

'Everyone's starting doing 3D games now, but the attempts to copy *Star Raiders* on the Spectrum don't compare. Although it's four years old, I still play it quite a lot. I haven't seen a game to top it.'



Andy Walker
Taskset supremo

Favourite game: *Loco* (Alligata)

'My favourite game? Oooh! That's difficult. My Godfathers! Well ... I like *Loco*. It's extremely pretty, but it's also clever and the screen handling is very good. As far as playing games is concerned, I've probably played *Atic Atac* more than most, but that's not a very original choice, is it? It's certainly very playable, but I've never got out and I don't know anyone who has. But *Loco*'s definitely my favourite as far as looks go. It's a very good version of an arcade original. The arcade version never got off the ground, though I can't think why - it had excellent graphics and sound.'





the programs they enjoy most

YOUR FAVOURITE GAME

You know what your favourite game is. We know what ours is. But what about the leading lights of the micro games world? What do they think? We asked eight different software stars to tell us, with one provision: they weren't allowed to name a game written by them or released by their company. This is what they said.



John Gibson

Imagine, programmer of *Zzoom*

Favourite game: Mule

'I don't play games a great deal, and I don't like arcade games. I don't even enjoy playing *Zzoom*, though I had lots of fun programming it. I prefer competing with other people rather than with a machine, so I think my favourite game is probably *Mule* for the Atari. (*Mule* is an American strategy game - Ed)

'What I liked about it was that it was in real time and you've got to think carefully about what you're doing. It's a bit like space-age Monopoly, running these mines on a planet and collecting money. Yes, I definitely prefer programming games to playing them. I'm 37 now - one of the oldest here. They call me Grandad and my car's been nicknamed The Wheelchair.'

Kevin Toms

Head of Addictive Games and author of *Football Manager*

Favourite game: Arcadia (Imagine)

'Although I write strategy games, I very rarely find any by other people that I enjoy, so I play arcade games. I like *Arcadia* because it's simple and effective. I think the furthest I've got is about level 14. The interesting thing is that I actually managed to damage the Spectrum keyboard playing it. I find the game very strenuous. I was playing for an hour or so and by the end of it, the keyboard had received such a battering it had to go back for repair.'

'There's not many new games that impress me now. They're more difficult and take more work to learn to play them. I haven't got the dexterity of a young child. I like games nice and simple - I play them for relaxation. If they get too difficult and stressful they're not relaxing.'

Sandy White

Author of Quicksilver's *3D Ant Attack*

Favourite game: Attack of the Mutant Camels

(Llamasoft)

'I've had to have a good think about this one because I don't really play a lot of games.'

'The only game I've bothered with recently is *Attack of the Mutant Camels* - I like it much better than *Revenge*. I can't play that. The graphics are good but the reason I like it is that it's a really good zap. You get lots of chances to shoot your laser.'

'But, you know, I'm not really an arcade fan at all. It's only since I wrote *Ant Attack* that I've had a look at the competition.'

Rod Swift

Programmer of Digital Integration's *Night Gunner*

Favourite game: Atic Atac

(Atari)

'*Atic Atac*, I suppose, because it's really different. It was the first real graphic adventure and provides a really challenging game. It's one of the few games I'd actually go out to buy and then play.'

Nigel Alderton

Programmer of A&F's *Chuckie Egg*

Favourite game: Manic Miner

(Software Projects)

'I'm not sure I've got one. *Manic Miner* I suppose. People rabbit on about it but when I saw it I thought it was a bit slow. It's probably the best game out, but I don't really enjoy it. Once you've learnt how to do a screen that's it.'



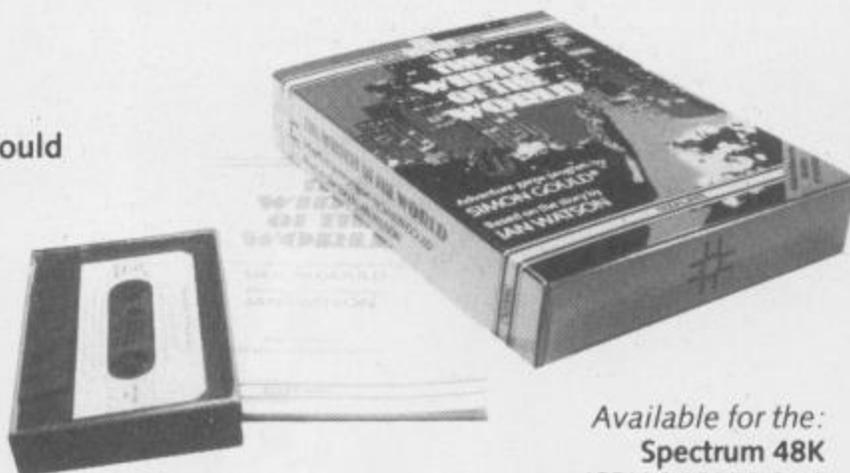
Are you ready to step beyond the arcade?

THE WIDTH OF THE WORLD

Illustrated adventure game program by Simon Gould with the SF story by Ian Watson

The world was expanding . . . people were disappearing . . . Ian Watson's dramatic story leaves a riddle that only you can solve.

You are Alan Roxbury, husband of the 'late' Sarah Roxbury who vanished ten years ago. All that time you have been waiting for the world to widen again. That time has now come. You must discover an exit point, find Sarah and bring her home



Available for the:
Spectrum 48K
ISBN 946855 01 3
£9.95 BOOK/CASSETTE PACK

IN THE BEGINNING

Program by Humphrey Walwyn

Starting life as a humble molecule in the Pre-Cambrian age, you progress through this exciting ten-level game to the Dawn of Early Man – if you are clever enough! Create the ideal fish, play a new kind of 'Snap', judge climates for your gradually evolving creature. An original combination of puzzles, arcade action and computerized board games.

Available for the: Commodore 64
ISBN 946855 00 5



£6.95 CASSETTE

BEYOND THE ARCADE

Adventures and Wargames on your Computer

Nicholas Palmer

Tired of zapping aliens?
Bored by avoiding blobs?

You're ready for more advanced computer games, ready to step *Beyond the Arcade*. This is a critical guide to the growing world of adventure games, wargames, games of strategy, games to play at home and games to play by mail.

Covers games available for all the most popular home computers.

ISBN 946855 03 X



£6.95 BOOK

Published by Mosaic Publishing Ltd

 Marketed by John Wiley & Sons Limited

Available from your bookseller/computer dealer

Or order from: John Wiley & Sons, Dept PM, Baffins Lane, Chichester, Sussex PO19 1UD

Please send: The Width of the World Spectrum 48K £9.95 Beyond the Arcade pb book £6.95
In the Beginning Commodore 64 £6.95 More information on Mosaic titles

To: (name & address)

Payment enclosed (postage and packing free) or please charge to my

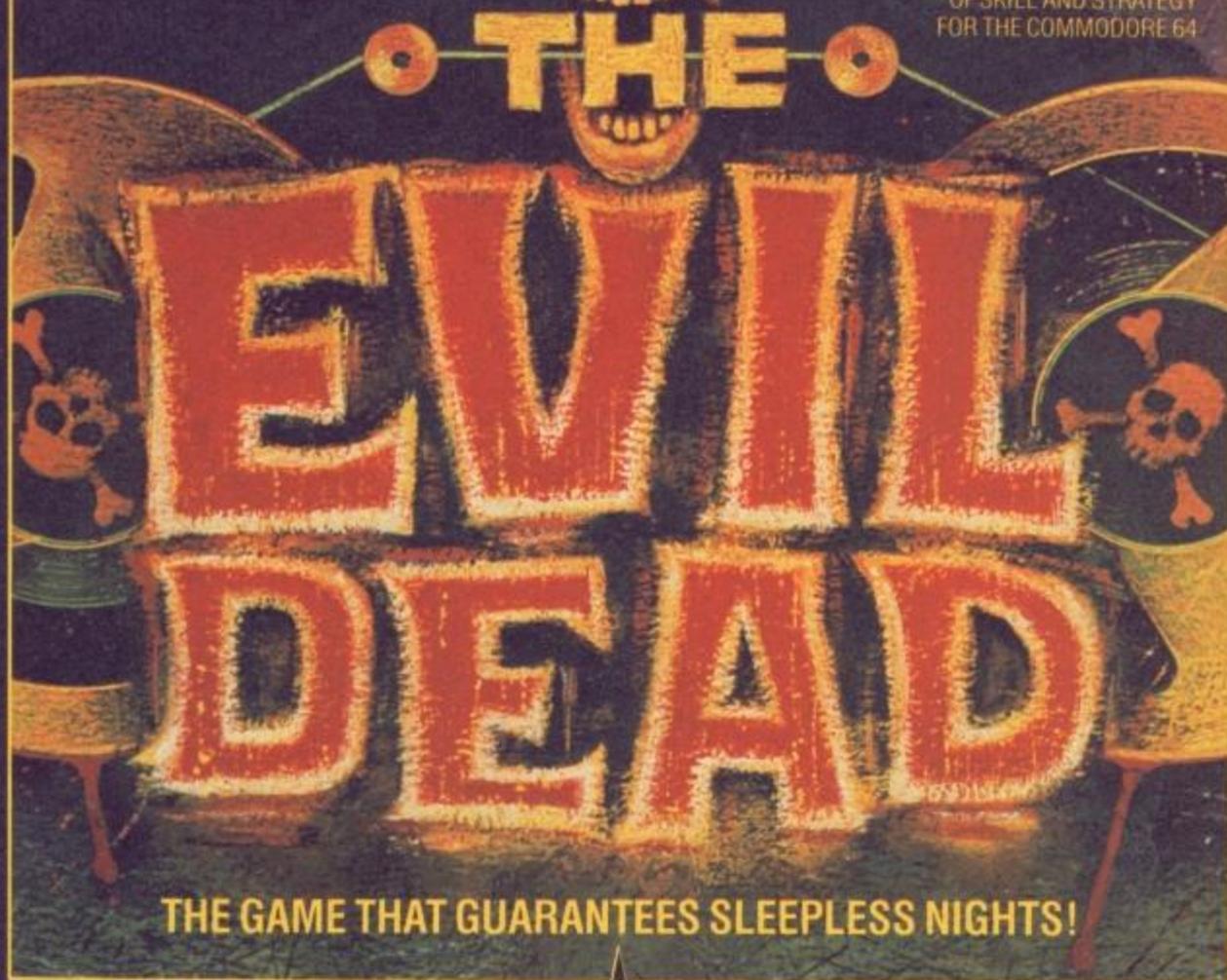
Credit Card No: American Express/Diners Club/Barclaycard/Access/

Expiry date Please allow 14 days for delivery

WHO WILL JOIN THE
EVIL DEAD
NEXT?

FROM BRITAIN'S MOST
POPULAR HORROR FILM
COMES A MOST
EXCITING COMPUTER GAME

A FAST MOVING GAME
OF SKILL AND STRATEGY
FOR THE COMMODORE 64



THE GAME THAT GUARANTEES SLEEPLESS NIGHTS!

AVAILABLE FROM
ALL GOOD COMPUTER
GAMES STOCKISTS INCLUDING
THE VIDEO PALACE
100 OXFORD STREET, LONDON W1.



PALACE
software

275 PENTONVILLE ROAD, LONDON N1 9RL

DISTRIBUTED BY
PALACE VIRGIN GOLD
69 FLEMPTON ROAD,
LONDON E70 7NL
TELEPHONE: 01-539 5566



• BBC • BBC • BBC • BBC • BBC • BBC

INVASION

By John Spradbery



```

10REM *****
20REM INSECT INVASION
30REM *****
40REM by John Spradbery
50REM
60REM CONTROL PROGRAM
70MODE 2
90PROCInstructions
95 FOR N=100 TO 250
97 NEXT N
100 REM SET UP SCREEN
110 PROCsetup
160REM START/RESTART
170PROCstart
180REM MOVE/FIRE
190PROCmovefire
200REM CHECK FOR HIT
210PROCcheck
220REM EXPLOSION
230IF HIT THEN PROCexplode
235 IF YA=0 THEN PROCland
240REM SCORING
250 PROCscore
260REM STATUS DISPLAY
270PROCstatus
280REM END OF GAME
290PROCfinish
300REM ROUND AGAIN
310IF NOT FINISH THEN !90
320REM GAME OVER
330PROCgameover

```

Illustration by Jeff Riddle

ANIROG



BONGO

Flight Path 737



Space Pilot

Bongo

Enjoy the hilarious antics of the comical mouse as he collects the lost diamonds. He climbs ladders, slides down chutes, use transporter and trampolines to jump across the divide. Multi screen game with three levels of difficulty.

Commodore 64 £7.95 — Vic 20 £7.95 — Spectrum £5.50

Space Pilot

Realise your dreams of being king of the open skies. Fly your aircraft into unrelenting dog fights with enemy fighters. Prove how well you can handle your craft. Five stages of tough engagements.
Commodore 64 £7.95 — Spectrum £5.50

Flight Path 737

An advanced Pilot Trainer. Written by a flight simulator instructor and pilot. Panoramic Pilot's eye view.
Commodore 64 £7.95 — Vic 20 £7.95

Also available on Disk at £9.95

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING £2.00 OVERSEAS



BBC • BBC • BBC • BBC • BBC • BBC

```

340REM START AGAIN
350GOTO 90
360DEF PROC:instructions
361 SOUND 1,-15,97,10
362 SOUND 1,-15,105,10
365 SOUND 1,-15,89,10
367 SOUND 1,-15,41,10
369 SOUND 1,-15,69,20
370COLOUR 132 : COLOUR 7 : CLG
380LEFT=FALSE : RIGHT=FALSE
390FIRE=FALSE : KEY=FALSE
400VDU 5
405 GCOL 0,0
410 MOVE 150,900 : PRINT "INSECT INVAS
ION"
415 GCOL 0,7
420 MOVE 150,890 : PRINT "
"
430MOVE 100,800 : PRINT "BY JOHN SPRAD
BERRY"
435 GCOL 0,10
440MOVE 200,700 : PRINT "INSTRUCTIONS"
450MOVE 200,690 : PRINT "
"
455 GCOL 0,3
460MOVE 0,500 : PRINT "USE Z TO MOVE L
EFT" : LEFT=TRUE
470MOVE 0,400 : PRINT "USE X TO MOVE R
IGHT" : RIGHT=TRUE
480MOVE 0,300 : PRINT "USE 'SPACE' TO
SPRAY" : FIRE=TRUE
485 GCOL 0,15
490MOVE 0,100 : PRINT "PRESS A KEY TO
START"
500A#=GET#
501 SOUND 0,-15,7,150
504 FOR P= 100 TO 250
506 SOUND 1,-1,P,1
508 NEXT P
510ENDPROC
520 DEF PROC:setup
530BACK=4 : GCOL 0,128+BACK : CLG
540VDU 23,125, 2,132,72,49,146,84,56,1

```

```

1060 XA=XA-30+RND(5)*10
1070IF XA>1248 THEN XA=1248
1080IF XA<0 THEN XA=0
1090IF LEFT AND INKEY(-99) THEN YF=YP-2
+25
1100IF RIGHT AND INKEY (-87) THEN XF=XF
+25
1110IF XF<0 THEN XF=0
1120IF XF>1248 THEN XF=1248
1150IF OXF=XF AND OYP=YF THEN HIT=0
1155 GCOL 3,4
1160 MOVE OXF,OYP : VDU 133
1180MOVE XF,YF : VDU 133
1190 OXF=XF : OYP=YF
1200IF INKEY (-99) THEN KEY=TRUE ELSE K
EY=FALSE
1210ENDPROC
1210DEF PROC:check
1270 HIT=FALSE : IF NOT KEY THEN 1300
1240 SOUND 1,-15,0,1
1250 BX=XP : BY=YP+61
1260 GCOL 3,11:MOVE BX,BY :PRINT"*"
1270 REPEAT
1275 BY=BY+10:MOVE BX,BY:PRINT"*":MOV
E BX,BY-10:PRINT"*"
1280 IF ABS(XA-BX)<62 AND ABS(YA-BY)
<10 THEN HIT=TRUE
1285 UNTIL HIT OR BY=900
1290 MOVE BX,BY:PRINT"*"
1300ENDPROC
1310DEF PROC:explode
1320SOUND 1,0,90,6:SOUND 1,0,100,6
1330SOUND 0,-15,3,10
1350GCOL 3,1 : MOVE OXA,YA+25 : VDU 130
1360DEAD=TRUE
1362 ENDPROC
1365 DEF PROC:land
1366 FOR I=1 TO 16
1367 VDU 19,0,1,0,0,0: SOUND 0,-15,I,
1368 NEXT I
1369 ENDPROC

```

```

550GCOL 0,2
560FOR I=1 TO 35
570 MOVE RND(1280),RND(900) : PRINT CH
R$(125)
580NEXT I
590 VDU 23,128, 84,184,146,146,146,84,
56,215
600 VDU 23,129, 16,144,82,85,52,20,24,
247
610 GCOL 0,1 : MOVE 0,31
625 FOR I=1 TO 10
630 VDU 128,129
635 NEXT I
690DEF:faller
700VDU 23,130, 65,34,85,93,62,30,42,65
760DEF :player
770VDU 23,133, 16,57,57,18,126,80,40,1
08
780ENDPROC
790DEF PROC:start
810SCORE=0
820YP=91 : YF=640
830 MOVE XP,YF : GCOL 0,0 : VDU 133
840OXF=XF
850DEAD=TRUE
860 OYP=YF
870 HISCORE=400
880PAST=0
890FINISH=FALSE
900ENDPROC
910DEF PROC:movefire
920IF NOT DEAD THEN 980
950YA=900 : XA=RND(1248) : OXA=XA
940DEAD=FALSE
950GCOL 3,1 : MOVE XA,YA+25 : VDU 130
980 GCOL 3,1
990 MOVE OXA,YA+25 : VDU 130 : MOVE XA
,YA : VDU 130 : OXA=XA
1020YA=YA-25 : IF YA=0 THEN DEAD=TRUE :
PAST=PAST+1
1030IF DEAD THEN MOVE OXA,YA+25 : VDU 1
30

```

```

1370 DEF PROC:score
1380IF NOT HIT THEN 1420
1385 IF BY>700 AND HIT=TRUE THEN SCORE=
SCORE+20
1390 SCORE=SCORE+10
1420ENDPROC
1430DEF PROC:status
1440VDU 4 : COLOUR 128+BACK : COLOUR 7-
BACK
1450PRINT TAB(5,0);"SCORE :";SCORE
1460PRINT TAB(3,1);"HISCORE :";HISCORE
1470VDU 5 : ENDPROC
1480DEF PROC:finish
1490IF PAST=3 THEN FINISH=TRUE
1500IF SCORE > HISCORE THEN LET HISCORE=SC
ORE
1510ENDPROC
1520DEF PROC:gameover
1522 ENVELOPE 1,1,-76,-36,-45,150,150,1
50,127,0,0,-127,126,0
1524 SOUND 1,1,150,150
1525GCOL 0,132 : GCOL 0,14 : CLG
1527IF HISCORE=SCORE THEN MOVE 140,750
: PRINT "CONGRATULATIONS!"
1528 IF SCORE<100 THEN MOVE 380,750 : P
RINT "RUBBISH!"
1530GCOL 0,10
1540MOVE 100,650 : PRINT "YOUR SCORE WA
S ";SCORE
1545GCOL 0,15
1550MOVE 300,500 : PRINT "ANOTHER GO ?"
1560IF INKEY(-69) THEN 1590
1570IF NOT INKEY(-86) THEN 1560
1580VDU 4,20,12 : END
1590ENDPROC

```

BERTIE BU

Guide Bertie Bug through your garden without hitting the mutant cabbages, spray cans or the wall. Use keys: 1 - LEFT, 0 - RIGHT.

Program Structure

5-22 Instructions Y/N
 40-120 Main game loop
 150-180 Death sequence
 190-210 Completion sequence
 250-360 Graphic data
 400-450 Instructions
 460-500 Tune
 510-530 Starting routine
 550-660 Comments on performance
 670-680 Death tune

Variables

Line	Variable	Function
30	f	Counts no. of steps
30	a	Position of caterpillar
210	f	Counter
250-340	f	Used to poke data into memory
520	n	Print 32 spaces
560	x	Print border around paper





RUM • SPECTRUM • SPECTRUM

BUG

For the 16K Spectrum

By Tim Lacey and Andrew Hockaday



```

1 GO TO 250
5 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
10 PRINT AT 10,0;"Do you want
instructions ? (Y/N)"; IF INKEY$
="y" THEN RUN 400
20 IF INKEY$="n" THEN GO TO 51
22 GO TO 10
30 LET f=0: LET a=12: PAPER 0:
BORDER 1: CLS
40 PRINT BRIGHT 1; INK 3; AT 21
INT (RND*31);"C": PRINT BRIGHT
1; INK 4; AT 21, INT (RND*31);"B":
REM The C is a Graphic C & The
B is a Graphic B
50 POKE 23692,0: PRINT INK 0;P
EEK 23692
60 IF SCREEN$(8,a) <> " " THEN
GO TO 150
70 IF INKEY$="1" THEN LET a=a-
1
80 IF INKEY$="0" THEN LET a=a+
1
90 PRINT INK 7; BRIGHT 1; AT 8,
a;"A": REM This A is a Graphic A
100 PRINT INK 2; PAPER 6; AT 21,
0;"D": PRINT INK 2; PAPER 6; AT 2
1;31;"D": REM These D's are Grap
hic D's
110 LET f=f+1: IF f=700 THEN GO
TO 190
120 GO TO 40
150 PAPER 0: BORDER 4: CLS : FO
R t=0 TO 10
160 FOR n=1 TO 7: INK n: BRIGHT
1: PRINT " + You wally you hit a
obstacle +": POKE 23692,255
165 IF t >=10 THEN GO TO 550
170 NEXT n: NEXT t
180 GO TO 150
190 PAPER 1: INK 6: PAPER 0: BR
IGHT 1: CLS: PRINT AT 10,3;"WEL
L DONE YOU HAVE GOT HOME"
210 FOR f=0 TO 700: BORDER 2: 0
UT 34300,20: BORDER 3: OUT 34300
,20: BORDER 6: NEXT f: GO TO 550
250 FOR f=0 TO 7: READ x: POKE
USR "A"+f,x: REM This A is a gra
phic A
250 DATA BIN 00111100,BIN 01111
110,BIN 01000010,BIN 10000001,BI
N 10100101,BIN 01011010,BIN 0110
0110,BIN 00011000
270 NEXT f
280 FOR f=0 TO 7: READ x: POKE
USR "D"+f,x: REM This D is a Gra
phic D
    
```



```

290 DATA BIN 1111111, BIN 11000
011, BIN 10100101, BIN 10011001, BI
N 10011001, BIN 10100101, BIN 1100
310 NEXT f
320 FOR f=0 TO 7: READ x: POKE
USR "C"+f,x: REM This C is a Gra
phic C
330 DATA BIN 00000011, BIN 00000
011, BIN 00011100, BIN 00111100, BI
N 01101100, BIN 11011000, BIN 0111
0000, BIN 00100000
330 NEXT f
340 FOR f=0 TO 7: READ x: POKE
USR "B"+f,x: REM This B is a Gra
phic B
350 DATA BIN 00111100, BIN 00101
N 100, BIN 01100110, BIN 10100101, BI
N 00011001, BIN 01010010, BIN 0111
0000, BIN 00111000
360 NEXT f
370 GO TO 5: PAPER 0: CLS: PR
380 BORDER 0: INK 3: AT 0,9:
400 BORDER 1: INK 6: AT 1,
INT BRIGHT 1: INK 3: AT 2,
410 PRINT "BRIGHT 1; INK 3; AT 2,"
420 PRINT "BUG"
430 PRINT INK 7: BRIGHT 1: AT 4,
1: "By Tim Lacey & Andrew Hockada"
440 PRINT INK 5: BRIGHT 1: AT 6,
0: "You (Bertie the caterpillar) h
ave just made your daily raid on
the local cabbage patch. You are ju
st on your way home, and you see
what is this friends' cabbage pa
tch and all his friends including
Simon BOY find they are after
ally, and you keep eating all o
f you because you keep eating all o
f their friends for tea. You de
cide you had better move fast...."

```

```

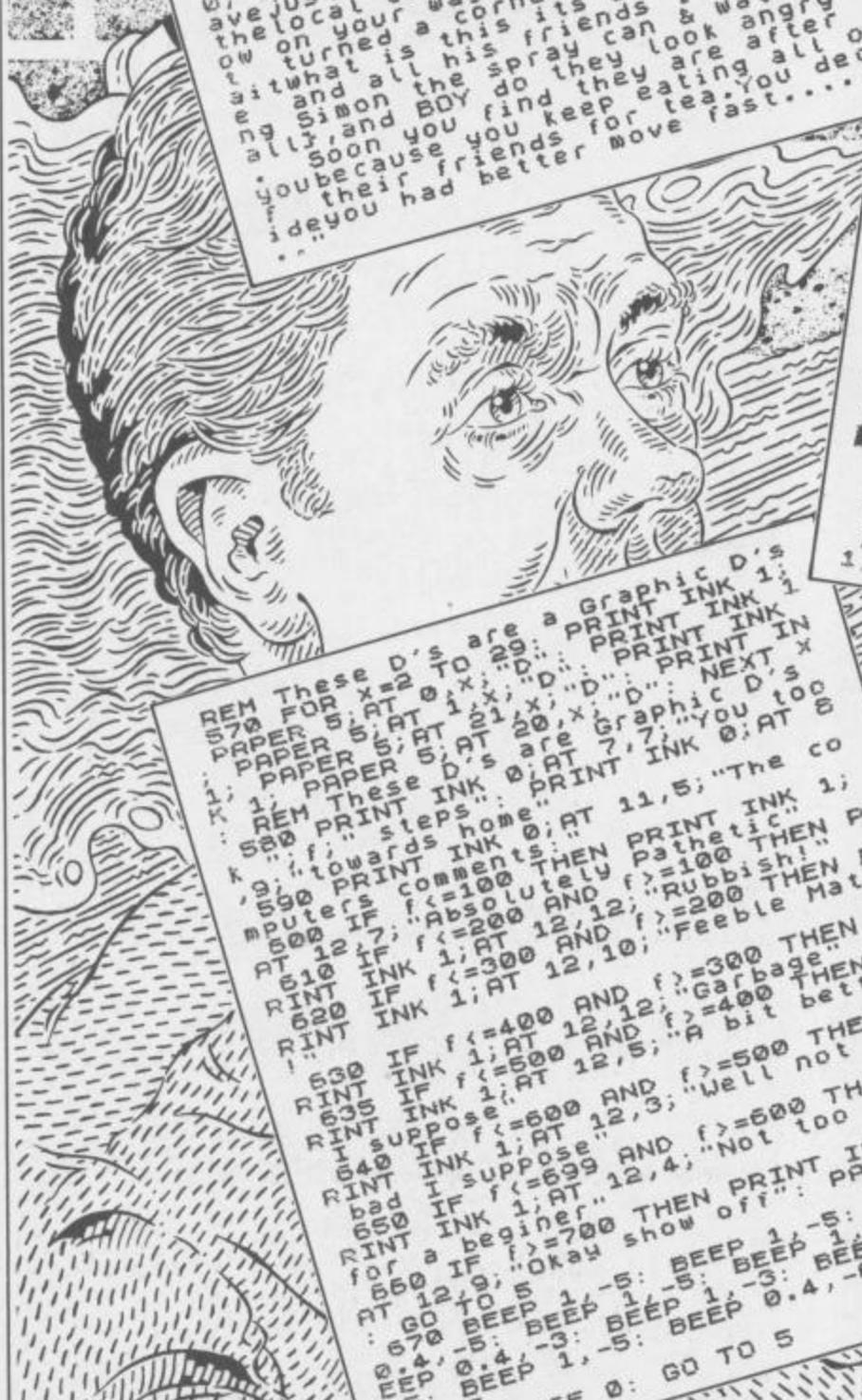
450 PRINT FLASH 1: INK 2: PAPER
P 0.4, 4: BEEP 0.1, 5: BEEP 0.1, 4: BEE
BEEP 0.4, 4: BEEP 0.1, 5: BEEP 0.1, 4:
1.4: BEEP 0.4, 4: BEEP 0.1, 5: BEEP 0.1, 4:
0.4: BEEP 0.1, 12: 0.4, 4: BEEP 0.1, 5: BEE
BEEP 0.4, 5: BEEP 0.9: BEEP 0.1, 11: BEEP 0.
P 4.70 BEEP 2: BEEP 5: BEEP 0.1, 7: BEEP
0.4: BEEP 2: BEEP 4: BEEP 0.4: BEEP
1.2: BEEP 2: BEEP 4: BEEP 0.1, 2: BEE
0.1, 11: BEEP 0.4: BEEP 4: BEEP 0.1, 2:
0.4: BEEP 0.1, 7: BEEP 0.1, 9: BEEP 0.4
480 BEEP 0: BEEP 1, 4: BEEP 0.1, 2: B
0.3: BEEP 11: BEEP 0.3, 4: 0
1.12: BEEP 0.3, 11: BEEP 0.3, 14: BEEP 0.5
0.3, 4: BEEP 0.3, 11: BEEP 0.3, 12: 0.5
1.12: BEEP 0.3, 11: BEEP 0.3, 14: 0.1
0.1, 9: BEEP 0.3, 12: BEEP 0.3, 14: 0.3
4: BEEP 1, 4: BEEP 1, 7: BEEP 0.1, 11: B
0.5, 5: BEEP 0.5, 5: BEEP 1, 3: BEEP 0.1
S10 PAUSE 0.8, 4
L50 BORDER 0: INK 0: PAPER 5: C
520 FOR n=0 TO 21: PRINT AT n, 0
530 PAUSE 5: NEXT n
540 GO TO 30
550 BORDER 1: PAPER 5: CLS
560 FOR x=0 TO 21: PRINT INK 1:
1: PAPER 5: AT x, 0: "DD": PRINT INK
1: PAPER 5: AT x, 30: "DD": NEXT x:

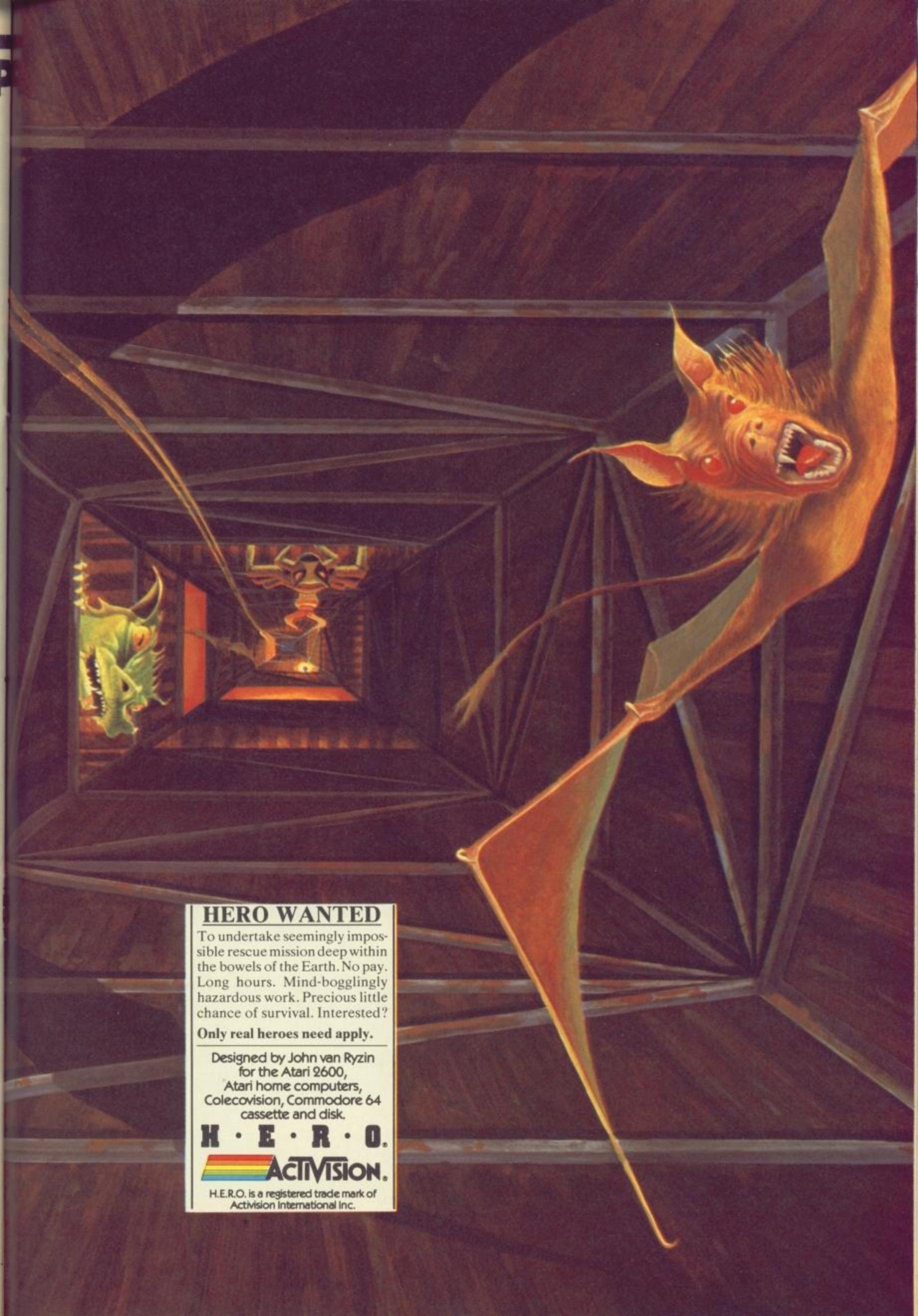
```

```

REM These D's are a Graphic D's
570 FOR x=2 TO 29: PRINT INK 1:
PAPER 5: AT x, "D": PRINT INK
PAPER 5: AT 1, x: "D": PRINT INK
PAPER 5: AT 21, x: "D": PRINT INK
PAPER 5: AT 20, x: "D": NEXT x
580 PRINT INK 0: AT 7, 7: "you too
1: "steps": PRINT INK 0: AT 8
590 PRINT INK 0: AT 11, 5: "The co
x: "towards home"
600 PRINT INK 0: AT 11, 5: "The co
mputers comments: "Then Pathetic"
610 IF f(<=100 THEN PRINT INK P
620 IF f(<=200 AND f)=100 THEN P
PRINT INK 1: AT 12, 12: "Rubbish!"
630 IF f(<=300 AND f)=200 THEN P
PRINT INK 1: AT 12, 10: "Feeble Mate"
640 IF f(<=400 AND f)=300 THEN P
PRINT INK 1: AT 12, 12: "Garbage"
650 IF f(<=500 AND f)=400 THEN P
PRINT INK 1: AT 12, 5: "A bit better
it's suppose"
660 IF f(<=600 AND f)=500 THEN P
PRINT INK 1: AT 12, 3: "Well not too
bad I suppose"
670 IF f(<=699 AND f)=600 THEN P
PRINT INK 1: AT 12, 4: "Not too bad
for a beginner"
680 IF f(>=700 THEN PRINT INK 1:
AT 12, 9: "Okay show off": BEEP
0.4, -5: BEEP 1, -5: BEEP 1, -2: B
0.4, -3: BEEP 1, -3: BEEP 0.4, -6: BEEP
-5: BEEP 1, -5: BEEP 0.4, -6: BEEP
690 PAUSE 0: GO TO 5

```





HERO WANTED

To undertake seemingly impossible rescue mission deep within the bowels of the Earth. No pay. Long hours. Mind-bogglingly hazardous work. Precious little chance of survival. Interested?

Only real heroes need apply.

Designed by John van Ryzin
for the Atari 2600,
Atari home computers,
Colecovision, Commodore 64
cassette and disk.

H · E · R · O ·

 **ACTIVISION.**

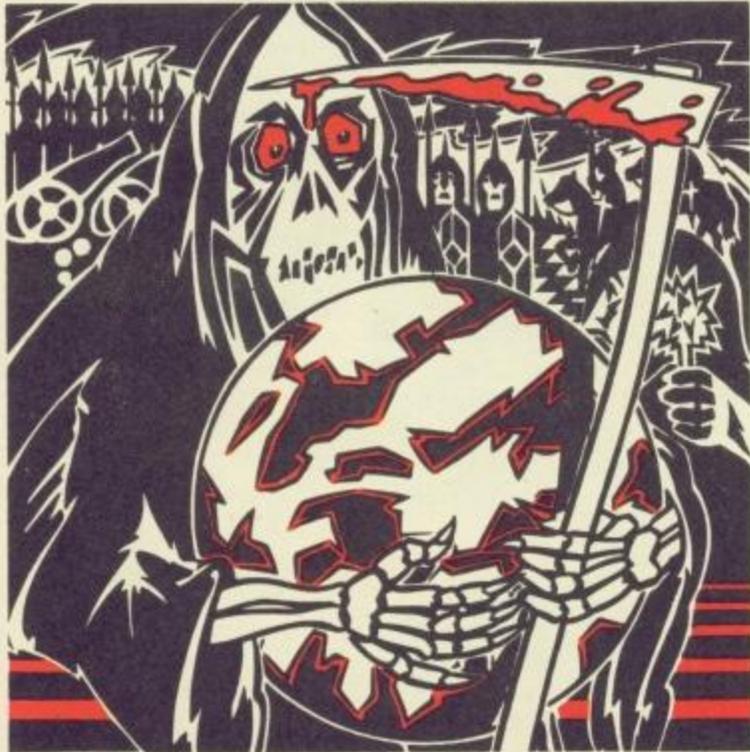
H.E.R.O. is a registered trade mark of
Activision International Inc.

CheetahSoft



Soft we're not

FOR SPECTRUM 48K



CONQUEST

CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter-attacks, plagues, civil war and rival Emperors.

5 levels of skill, plus a continuous 'Conquest' game where all the difficulty levels are thrown in together.

3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

4 levels of skill. At each level the game gets faster and more complicated, and the vampires more dangerous.

CheetahSoft



Soft we're not

FOR SPECTRUM 48K



3D BAT ATTACK

AFTER THESE, THE REST IS KIDS STUFF.

Are you ready for CheetahSoft?

There's only one way to find out.

But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years of experience ...

CheetahSoft



Soft we're not

So don't play unless you're ready to play the game for real. Because you'll find there's one sure thing about CheetahSoft: Soft we're not.

£6.95 at all good stores.

Also available by sending cheque/postal order for £6.95 to Cheetah Soft Ltd, 24 Ray Street, London EC1. Tel 01-833 4733

CATCH THE LATEST SOFTWARE SPECIAL FROM ALLIGATA

COMMODORE 64

COMMODORE 64



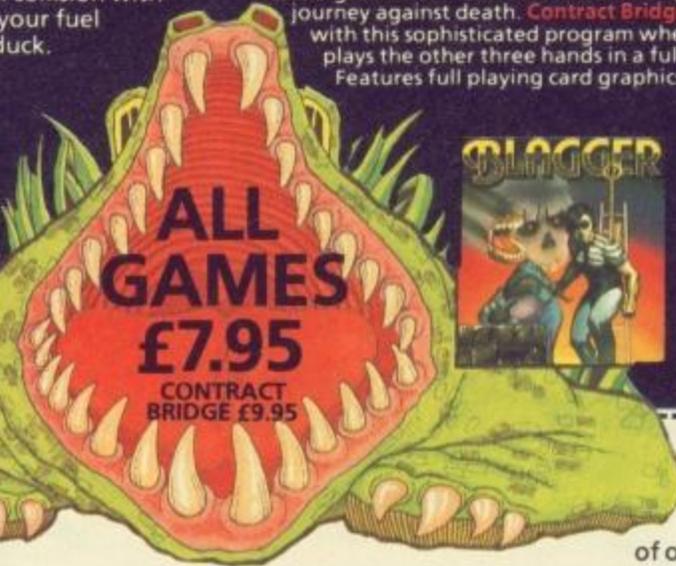
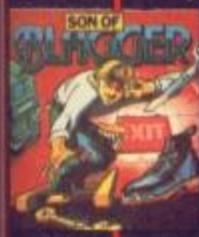
Game of the month
PCG-July

LOCO

The latest in the line of Alligata classics – fast machine code action and high resolution graphics combine to put your concentration and agility to the ultimate tests.

Loco, a unique split screen feature combines immediate action viewing with a master plan image of the rail system and impending dangers. Skillfully manoeuvre this six track railway, dodging a constant aerial bombardment from airships and planes, precisely timing the release of your lethal smoke screen to bring them to grief. Carefully avoid a fatal collision with the explosive handcars and keep an eye on your fuel level – once you've stopped you're a sitting duck.

Son of Bagger. Not many sequels live up to reputation, but in this drama of one, long continuous screen action the antics of Slippery Sid will keep you enthralled for days on end. **Guardian**. A classic battle spectacular encountering landers, mutants, pods, swarms, bombers and baiters. **Eagle Empire**. Five screen arcade spectacular in a head on clash with the deadly phoenix and battle armed eagles. **Bagger**. Platform programming at its best, 30 nerve racking screens featuring Roger the Dodger and his cat burglar exploits. **Panic Planet**. How fast are you with a shovel when your life depends on digging the alien monsters into the ground? **Killer Watt**. Pull out the plug on this underground darkness and smash the light bulbs in this hazardous journey against death. **Contract Bridge**. Improve your technique with this sophisticated program where the computer bids and plays the other three hands in a full rubber plus scoring. Features full playing card graphics.



Please indicate programs required

- Loco
- Son of Bagger
- Guardian
- Bugblaster
- Bagger
- Panic Planet
- Eagle Empire
- Contract Bridge

I enclose a cheque/PO _____ Payable to Alligata Software (Allow 75p for post and packaging)

Charge my Access/Visa £ _____ Card No. _____

Name _____ Signature _____

Address _____

Alligata Software Ltd.,
178 West Street, Sheffield S1 4ET
Tel: (0742) 755796

Despatch is normally made on receipt of order and should reach you within 7 days



BEYOND

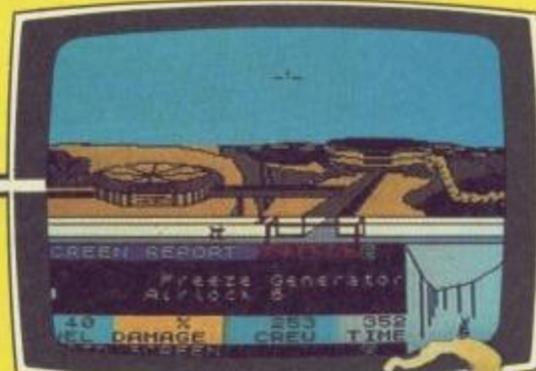
CHALLENGING SOFTWARE



NEW

PSYTRON

Matter Disruptor complex report terminated:
Estimate 75 personnel unaccounted for:
Repair and medi-crews alerted: Defence circuits detect



responsible alien craft now locked onto new target: Saboteur sighted in central corridor Sector 7: Pursuit Droid activated: Switching to visual::

Spectrum

From the Necromancer's Cauldron...

...Were conjured the ghouls, ghosts and outraged spirits of centuries of sacrifices to the occult.

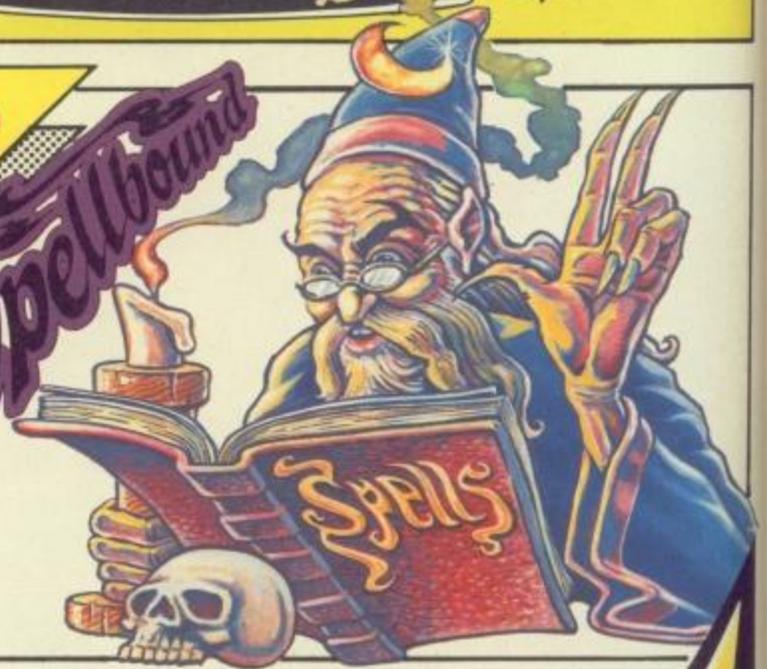
Hurled forth from who-knew-when to thwart your escape down the perilous fortress steps. An ill-timed move will plunge you into his waiting spider's tangled web. 12 levels of haunting action.

Spectrum



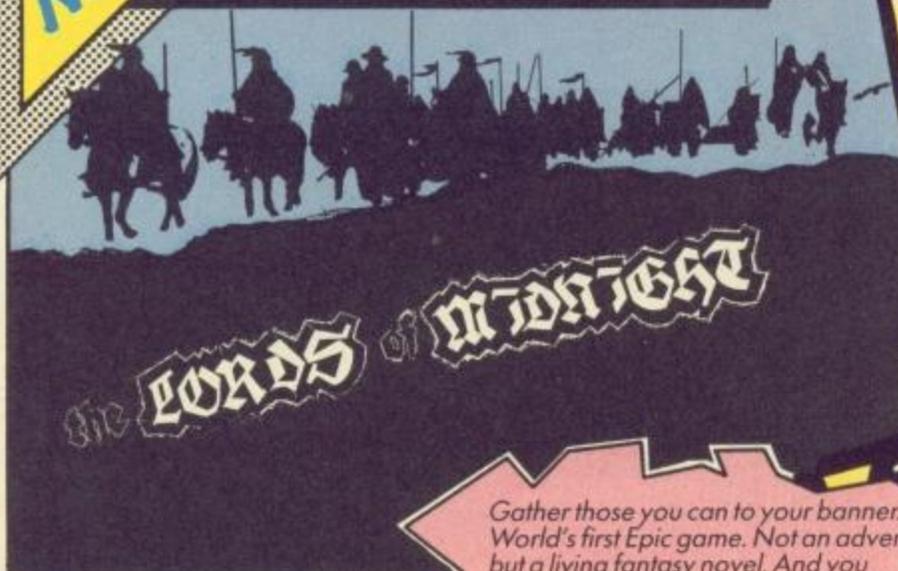
NEW

Spellbound



NEW

The War of the Solstice will commence!



Spectrum

Gather those you can to your banner. The World's first Epic game. Not an adventure but a living fantasy novel. And you are the author of the action.

GAMES . . . GAMES . . . GAMES

THE VIRGIN COMPUTER GAMES SERIES

£££££'s of Entertaining Games for only £2.95

Each book contains more than 20 quality games programmes, each one specially written for the series and unavailable elsewhere. Moving graphic games, arcade games, reflex flexers and brain stretchers are all here and guaranteed to provide hours of entertainment.

Only £2.95 each



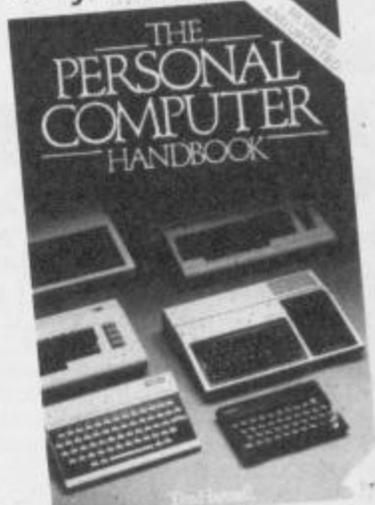
- GAMES FOR YOUR ZX 81
- MORE GAMES FOR YOUR ZX 81 (£3.50)
- GAMES FOR YOUR ZX SPECTRUM
- MORE GAMES FOR YOUR ZX SPECTRUM (£3.50)
- GAMES FOR YOUR VIC 20
- MORE GAMES FOR YOUR VIC 20
- GAMES FOR YOUR BBC MICRO
- MORE GAMES FOR YOUR BBC MICRO
- GAMES FOR YOUR DRAGON
- MORE GAMES FOR YOUR DRAGON
- GAMES FOR YOUR ATARI
- GAMES FOR YOUR ATARI 600XL
- GAMES FOR YOUR TRS 80
- GAMES FOR YOUR ORIC
- MORE GAMES FOR YOUR ORIC
- GAMES FOR YOUR COMMODORE 64
- MORE GAMES FOR YOUR COMMODORE 64
- GAMES FOR YOUR ACORN ELECTRON
- GAMES FOR YOUR TI 99/4A

THE PERSONAL COMPUTER HANDBOOK

TIM HARTNELL

The complete guide to selecting and using small computers, including an explanation of how they work and what they can do for you, a detailed analysis of the available systems on the market and how to buy them, and how to get the most from your computer with an extended step-by-step guide to programming.

Only £3.95



SPECTRUM MACHINE CODE

STEVE WEBB

BASIC has its limitations. Machine Code programmes are written in the Spectrum's own language, facilitating access to the most sophisticated programming and stretching both the ZX SPECTRUM and it's user to new horizons in computer programming. This book fully explains what Machine Code is and how it works, before exploring the incredible versatility of the ZX SPECTRUM.

Only £3.95



Available from all good bookshops, or direct from the publishers adding 12½% to the price of each book ordered to cover our postage and packing. Please make cheques/P.O's payable to Virgin Books and send to: Computer Books Offer 2, Virgin Books, 61-63 Portobello Road, London W11 3DD

BEYOND



To . . . Beyond Competition House, Farndon Road, Market Harborough, Leicestershire LE19 9NR

Please send me . . . Qty Total Price

PSYTRON £7.95

SPELLBOUND £5.95

THE LORDS OF MIDNIGHT £9.95

BEYOND ORDER HOTLINE 0858 34567



GRAND TOTAL

BEYOND ENQUIRY HOTLINE 01-251 8496

all prices include p&p

I enclose a Postal Order/Cheque payable to Beyond, or charge my credit card.

Card Number _____
Access/Visa (Delete as necessary)

Name _____

Address _____

Post code _____

Signature _____

PCG 7

Please rush me details of the 'Enter the Beyond' Software Club.

GAMES!
SPECTRUM
ORIC
ATARI
ZX81

GAMES!
CBM 64
CBM VIC 20
DRAGON
ELECTRON
BBC MICRO

Amazing Savings on Computer Software and Hardware when you order from L.R.C.S. Businesses. We are a newly formed British Mail Order Business with wonderful and amazing savings for your home computer. Send now for details of your special introductory offer and our concise and complete catalogue of Games Cassettes, Disks and marvellous Books published by leading Companies.

Always remember our Major Priorities are: You, Your Computer, Service and Efficient Reliable Goods. All goods are tried and tested before leaving our office for maximum Efficiency, creating Reliability and time saving.

PLEASE COMPLETE AND DETACH

Please send me details of my Special Introductory Offer and my concise and complete Catalogue.

My Micro is _____ with a _____ memory size

Mr/Mrs/Miss _____

Address _____

Post Code _____

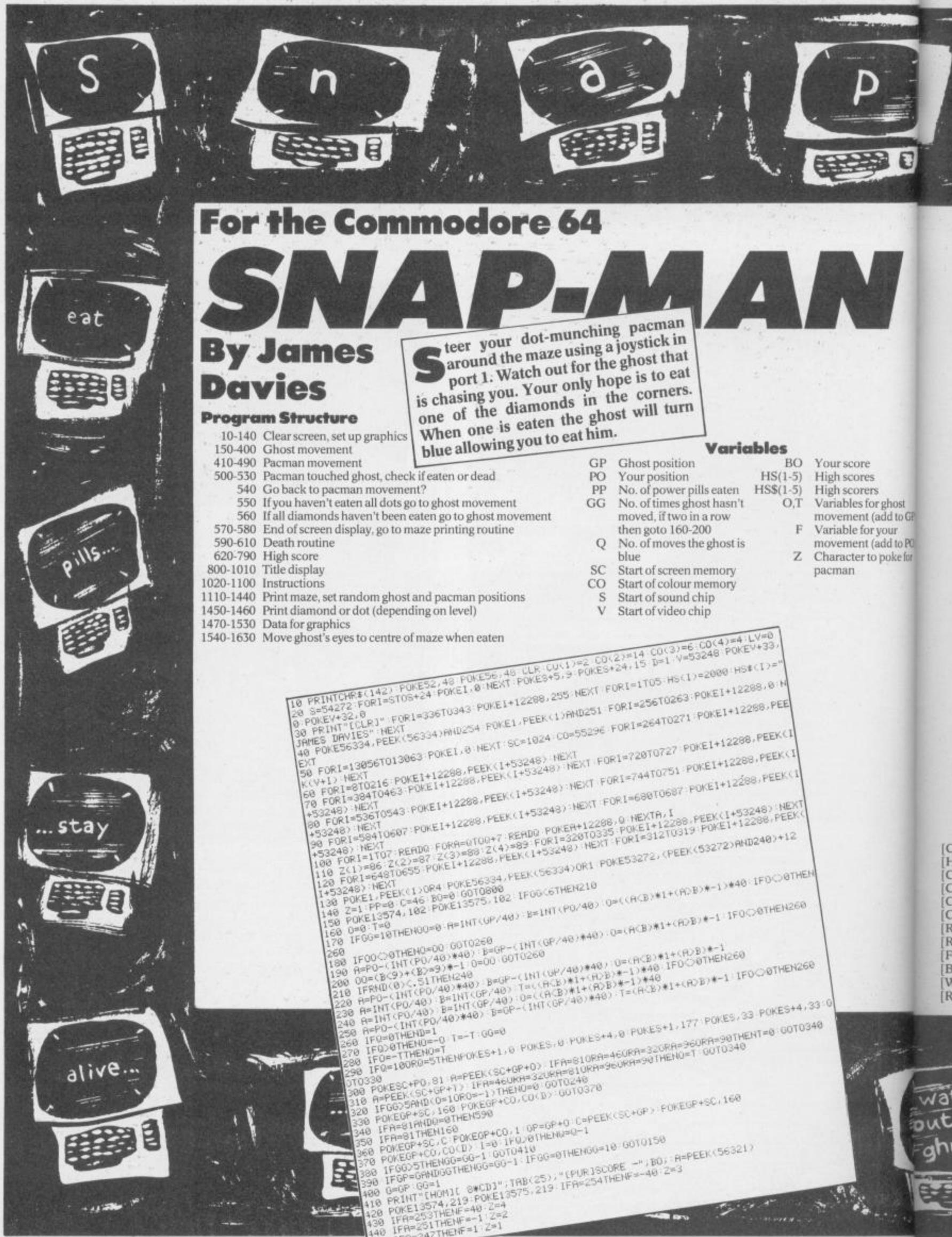
If under 18 years, please state age

Signature _____

Parent/Guardian

Please send to

L.R.C.S. Businesses,
15 Eastern Avenue, Milton, Portsmouth, Hampshire PO4 8QL
or Telephone your details on (0705) 736314 for immediate attention.



For the Commodore 64

SNAP-MAN

By James Davies

Steer your dot-munching pacman around the maze using a joystick in port 1. Watch out for the ghost that is chasing you. Your only hope is to eat one of the diamonds in the corners. When one is eaten the ghost will turn blue allowing you to eat him.

Program Structure

- 10-140 Clear screen, set up graphics
- 150-400 Ghost movement
- 410-490 Pacman movement
- 500-530 Pacman touched ghost, check if eaten or dead
- 540 Go back to pacman movement?
- 550 If you haven't eaten all dots go to ghost movement
- 560 If all diamonds haven't been eaten go to ghost movement
- 570-580 End of screen display, go to maze printing routine
- 590-610 Death routine
- 620-790 High score
- 800-1010 Title display
- 1020-1100 Instructions
- 1110-1440 Print maze, set random ghost and pacman positions
- 1450-1460 Print diamond or dot (depending on level)
- 1470-1530 Data for graphics
- 1540-1630 Move ghost's eyes to centre of maze when eaten

Variables

- GP Ghost position
- PO Your position
- PP No. of power pills eaten
- GG No. of times ghost hasn't moved, if two in a row then goto 160-200
- Q No. of moves the ghost is blue
- SC Start of screen memory
- CO Start of colour memory
- S Start of sound chip
- V Start of video chip
- BO Your score
- HS(1-5) High scores
- HSS(1-5) High scorers
- O,T Variables for ghost movement (add to PP)
- F Variable for your movement (add to PP)
- Z Character to poke for pacman

```

10 PRINTCHR$(142):POKE52,48:POKE56,48:CLR:CU(1)=2:CO(2)=14:CO(3)=6:CO(4)=4:LV=0
20 S=54272:FORI=STOS+24:POKEI,8:NEXT:POKE5+5,9:POKE5+24,15:D=1:V=53248:POKEV+33,
0:POKEY+32,0
30 PRINT"[CLR]":FORI=336T0343:POKEI+12288,255:NEXT:FORI=1T05:HS(1)=2000:HS(1)=
JAMES DAVIES":NEXT
40 POKE56334,PEEK(56334)AND254:POKEI,PEEK(1)AND251:FORI=256T0263:POKEI+12288,0+N
EXT
50 FORI=13056T013063:POKEI,0:NEXT:SC=1024:CO=55296:FORI=264T0271:POKEI+12288,PEE
K(V+1):NEXT
60 FORI=0T0216:POKEI+12288,PEEK(I+53248):NEXT
70 FORI=384T0463:POKEI+12288,PEEK(I+53248):NEXT:FORI=720T0727:POKEI+12288,PEEK(I
+53248):NEXT
80 FORI=536T0543:POKEI+12288,PEEK(I+53248):NEXT:FORI=688T0687:POKEI+12288,PEEK(I
+53248):NEXT
90 FORI=584T0607:POKEI+12288,PEEK(I+53248):NEXT:FORI=720T0727:POKEI+12288,PEEK(I
+53248):NEXT
100 FORI=1T07:READQ:FORA=0T00+7:READQ:POKER+12288,0:NEXTR,I
110 Z(1)=96:Z(2)=87:Z(3)=88:Z(4)=89:FORI=320T0335:POKEI+12288,PEEK(I+53248):NEXT
120 FORI=648T0655:POKEI+12288,PEEK(I+53248):NEXT:FORI=312T0319:POKEI+12288,PEEK(I
+53248):NEXT
130 POKEI,PEEK(1)OR4:POKE56334,PEEK(56334)OR1:POKE53272,(PEEK(53272)AND240)+12
140 Z=1:PP=0:C=46:BO=0:GOTO800
150 POKEI3574,102:POKEI3575,102:IFGG<6THEN210
160 O=0:T=0
170 IFGG=10THENO=0:A=INT(OP/40):B=INT(PO/40):O=((ACB)*1+(ADB)*-1)*40:IFCO<8THEN
260
180 IFCO<8THENO=00:GOTO260
190 A=PO-(INT(PO/40)*40):B=GP-(INT(OP/40)*40):O=((ACB)*1+(ADB)*-1)
200 O=((BC9)+(B)*9)*-1:O=00:GOTO260
210 IFRND(O)*C,51THEN240
220 A=PO-(INT(PO/40)*40):B=GP-(INT(OP/40)*40):O=((ACB)*1+(ADB)*-1)*40:IFCO<8THEN260
230 A=INT(PO/40):B=INT(OP/40):O=((ACB)*1+(ADB)*-1)*40
240 A=INT(PO/40):B=INT(OP/40):O=((ACB)*1+(ADB)*-1)*40
250 A=PO-(INT(PO/40)*40):B=GP-(INT(OP/40)*40):T=((ACB)*1+(ADB)*-1):IFCO<8THEN260
260 IFQ=0THENQ=1
270 IFQ=0THENO=0:T=-T:GG=0
280 IFQ=1THENO=5THENPP=1,6:PP=0:PP=4,0:PP=5,1,177:PP=6,33:PP=7,33:0
290 IFQ=1000=5THENPP=1,6:PP=0:PP=4,0:PP=5,1,177:PP=6,33:PP=7,33:0
GOTO330
300 POKESC+PO,81:A=PEEK(SC+GP+0):IFA=810RA=460RA=320RA=810RA=960RA=90THEN=0:GOTO340
310 A=PEEK(SC+GP+1):IFA=46UKA=32UKA=81UKA=96UKA=90THEN=0:GOTO340
320 IFGG<5AND(O=1ORO=-1)THENO=0:GOTO240
330 POKEGP+SC,160:POKEGP+CO,CO(D):GOTO370
340 IFA=81ANDQ=0THEN590
350 IFA=81THEN160
360 POKEGP+SC,C:POKEGP+CO,1:OP=GP+0:C=PEEK(SC+GP):POKEGP+SC,160
370 POKEGP+CO,CO(D):I=0:IFQ=0THENQ=0-1
380 IFGG<5THENGG=GG-1:GOTO410
390 IFGG=GRNDGGTHENGG=GG-1:IFGG=0THENGG=10:GOTO150
400 G=GP:GG=1
410 PRINT"[HOME] 0*CDJ":TAB(25),"[PUR]SCORE -",BO:A=PEEK(56321)
420 POKEI3574,219:POKEI3575,219:IFA=254THENF=-40:Z=3
430 IFA=253THENF=40:Z=4
440 IFA=251THENF=-1:Z=2
450 IFA=247THENF=1:Z=1
    
```



COMMODORE 64 • COMMODORE 64

```

460 R=PEEK(CD+SC+P) IF A<46 AND H<30 AND H<32 AND H<35 AND H<36 AND H<160 THEN 550
470 IFA=46 THEN B0=B0+10: P=PP+1: POKES,0: POKES+1,0: POKES+4,0: POKES+1,33: POKES,135
POKES+4,33
480 IFA=90 THEN G=20: B0=B0+50: B=2: POKES+1,0: POKES,0: POKES+4,0: POKES+1,33: POKES,135
POKES+4,33
490 IFA<160 THEN POKEPO+SC,96: PO=PO+P: POKEPO+SC,2(Z): POKEPO+CO,7: GO TO 540
500 IFA=1 THEN 590
510 POKES+1,0: POKE S,0: POKES+4,0: POKES+1,4: POKES,48: POKES+4,33: POKEPO+SC,96
520 PO=PO+P: POKEPO+SC,81: POKEPO+CO,7: BU=BU+100: IFC=46 THEN PP=PP+1
530 GO TO 1540
540 IF D=0 AND I=0 THEN I=1: GO TO 410
550 IFFP<159+LV THEN 150
560 IF PEEK(SC+81)=900RPEEK(SC+90)=900RPEEK(SC+901)=900RPEEK(SC+818)=900 THEN 200
570 POKES+4,0: POKES,0: POKES+1,0: POKES+5,0: POKES+6,240: POKES+4,33: FOR L=2 TO 16
580 POKEV+32,L: FOR L1=1 TO 15: POKES+1,L*L1: NEXT L1: L: POKES+5,9: POKES+4,0: POKES+6,0: L
V=LV+1: GO TO 1110
590 A=12960+240: FOR I=0 TO 7: POKE I*3016+1,PEEK(A+1): NEXT I: POKEPO+SC,91: FOR X=1 TO 700: NE
XT
600 FOR I=1 TO 7: FOR X=13024 TO 13016 STEP -1: POKE X,PEEK(X-1): NEXT X: LV=0
610 POKES+5,12: POKES+4,32: POKES+4,33: POKES,177: POKES+1,14: I: FOR H=1 TO 250: NEXT H: I
620 FOR I=631 TO 640: POKE I,0: NEXT I
630 PRINT "CLR": POKEV+32,0: POKEV+33,0
640 IF B<CHS(5) THEN 770
650 FOR I=1 TO 500
660 PRINT "[BLU]HIGH-SCORE " TAB(27) "[LTBL]HIGH-SCORE "
670 PRINT "[LTBL]HIGH-SCORE " TAB(27) "[LBU]HIGH-SCORE " NEXT
680 PRINT "[HOM] 10*CD] TAB(14) "[GRN]ENTER NAME [LTGR]"
690 PRINT TAB(12)
700 GET A: IFA=" " THEN 700
710 A=ASC(A): IFA<32 AND A<20 AND A<13 AND A<65 AND A<90 THEN 700
720 IFA=20 AND LEN(CH$)=0 THEN 700
730 IFA=20 THEN PRINT "[CL] [CL]": HS=L*LEN(CH$)-1: GO TO 700
740 IFA=13 THEN 770
750 PRINT CHR$(A): HS=HS+CHR$(A): IF LEN(CH$)<14 THEN 700
760 IF LEN(CH$)>13 THEN HS="": GO TO 630
770 FOR I=1 TO 5: IF B0=HS(I) THEN 790
780 NEXT I: GO TO 800
790 FOR A=5 TO 1 STEP -1: HS(A)=HS(A-1): HS(5)=HS(4): HS(4)=HS(3): HS(3)=HS(2): HS(2)=HS(1): HS(1)=HS(5)
800 PRINT "[CLR]": FOR I=631 TO 640: POKE I,0: NEXT I
810 R=R+1: IFR=5 THEN R=1
820 POKES+6,CO(R): PRINT "[HOM]":

```

Listings key

In order to make this listing clearer, control characters have been replaced by an expression in square brackets, according to the key below. For example [CU] means: press the cursor up key, while [15°CD] means press the cursor down key 15 times. Doing this will produce graphics characters on your screen.

- | | | | |
|--------|----------------|--------|-------------|
| [CLR] | = CLR key | [CYN] | = CTRL+4 |
| [HOME] | = HOME key | [PUR] | = CTRL+5 |
| [CD] | = cursor down | [GRN] | = CTRL+6 |
| [CU] | = cursor up | [BLU] | = CTRL+7 |
| [CR] | = cursor right | [YEL] | = CTRL+8 |
| [CL] | = cursor left | [ORA] | = CBM key+1 |
| [REV] | = RVS ON key | [BRN] | = CBM key+2 |
| [ROFF] | = RVS OFF key | [LTRD] | = CBM key+3 |
| [F1] | = F1 key | [CRY1] | = CBM key+4 |
| [BLK] | = CTRL+1 | [GRY2] | = CBM key+5 |
| [WHT] | = CTRL+2 | [LTGR] | = CBM key+6 |
| [RED] | = CTRL+3 | [LTBL] | = CBM key+7 |
| | | [GRY3] | = CBM key+8 |

```

930 PRINT "[3*CD] [CYN]": PRINT HS(1), TAB(20), HS(1): PRINT "[GRN]
940 FOR I=2 TO 5: PRINT HS(I), TAB(20), HS(I): NEXT I
950 IF B<CHS(5) THEN PRINT TAB(13) "[LTGR]YOUR SCORE [ORA] " B0
960 PRINT PRINT TAB(11) "[YEL]PRESS "FIRE" TO START": PRINT TAB(11) "[ORA] UP
FOR INSTRUCTIONS"
965 LET B0=0
970 FOR I=600 TO 615: POKE CO+I,2: IF PEEK(56321)=239 THEN 1110
980 IF PEEK(56321)=254 THEN 1020
990 NEXT FOR I=600 TO 615: POKE CO+I,10: IF PEEK(56321)=239 THEN 1110
1000 IF PEEK(56321)=254 THEN 1020
1010 NEXT: GO TO 810
1020 PRINT "[CLR] [BLU]": TAB(14) "INSTRUCTIONS": PRINT TAB(14)
1030 PRINT PRINT TAB(13) "[ORA]YOU ARE THE [YEL]X" PRINT PRINT TAB(14) "[ORA]
AVOID THE [RED] [REV] "
1040 PRINT PRINT PRINT PRINT PRINT "[YEL]X" PRINT PRINT TAB(14) "[ORA]
1050 PRINT "[CD] EATING THE [WHT] [GRN] THE OBJECT IS TOO MOVE AROUND THE MAZE"
1060 PRINT "[CD] EATING A [PUR] [GRN] WHILE AVOIDING THE GHOST"
1070 PRINT "[CD] METAMORPHOSIS ENABLING YOU TO EAT HIM."
1080 PRINT PRINT PRINT TAB(9) "[YEL]PRESS "UP" TO RETURN."
1090 R=PEEK(56321): IFA<254 THEN 1090
1100 GO TO 800
1110 PRINT "[CLR]": L=LV-(INT(LV/5)*5)
1120 PRINT "[HOM] [BLU]
1130 PRINT "[WHT]
1140 PRINT "": GOSUB 1450: PRINT "[BLU]
1450 PRINT "[BLU]
1150 PRINT "[WHT] [BLU]
1160 PRINT "[WHT] [BLU]
1170 PRINT "[WHT] [BLU]
1180 PRINT "[WHT] [BLU]
1190 PRINT "[WHT] [BLU]
1200 PRINT "[WHT] [BLU]
1210 PRINT "[WHT] [BLU]
1220 PRINT "[WHT] [BLU]
1230 PRINT "[WHT] [BLU]
1240 PRINT "[WHT] [BLU]
1250 PRINT "[WHT] [BLU]
1260 PRINT "[WHT] [BLU]
1270 PRINT "[WHT] [BLU]
1280 PRINT "[WHT] [BLU]
1290 PRINT "[WHT] [BLU]
1300 PRINT "[WHT] [BLU]
1310 PRINT "[WHT] [BLU]
1320 PRINT "[WHT] [BLU]
1330 PRINT "[WHT] [BLU]
1340 PRINT "[WHT] [BLU]
1350 PRINT "[WHT] [BLU]
1360 PRINT "[WHT] [BLU]
1370 PRINT "[WHT] [BLU]
1380 FOR I=1 TO 2000: NEXT I
1390 PRINT "[HOM] [3*CD] TAB(26) "
1400 PRINT "[HOM] [3*CD] TAB(26) "
1410 PO=INT(RND(0)*20)+1: PRINT "[CD] TAB(28) "
1420 GP=(INT(RND(0)*20)+1)+(INT(RND(0)*20)+1)*40: IF PEEK(CD+SC) < 46 THEN 1410
1430 POKES+GP,160: POKE CO+GP,CO(1): PRINT "[HOM]": POKEPO+SC,81: POKEPO+CO,7: 0=0
1440 PP=0: POKES+5,9: GO TO 150
1450 IFL<0 THEN PRINT "[WHT]": L=L-1: RETURN
1460 PRINT "[PUR] "
1470 DATA 360,0,0,0,60,60,0,0,0
1480 DATA 60,0,60,124,240,224,240,124,60
1490 DATA 704,0,99,99,119,127,62,60,0
1500 DATA 128,0,60,62,127,119,99,99,0
1510 DATA 200,0,0,255,219,219,255,219,219
1520 DATA 200,0,0,255,219,219,255,0,0
1530 D=0: T=0: C=PEEK(SC+GP): B=PEEK(CD+GP): POKES+5,31
1540 NEXT A=GP-(INT(GP/40)*40): IFA<9 THEN 0
1550 IFA=9 THEN 40
1560 IFA<11 THEN 50
1570 IFA=0 AND T=0 THEN 0: U=0: POKES+5,9: GO TO 160
1580 POKES+GP,C: POKE CO+GP,C
1590 GP=GP+0: C=PEEK(SC+GP): B=PEEK(CD+GP): POKES+5,31: GO TO 1550
1600 NEXT: POKES+GP,C: POKE CO+GP,C: GP=GP+1: GO TO 1550

```

ghost
dd to GP)
our
dd to PO)
oke for



Bylo



DIAMOND MINE For the Dragon 32 By Alan Heywood

Program Structure

- 80 Skill level delay
- 100-130 Joystick scan
- 140-210 Checking and positioning of man
- 220-380 Checking and positioning of the snake
- 390-450 You are dead
- 480-540 Instructions and skill level
- 550-570 Variables
- 580-700 Draw screen

Variables

- XT,YT,V Your position
- XZ,YZ,U Snake's position
- C Skill level
- G Number of diamonds
- M Diamonds to be collected

```

10 *****MINE*BY*ALAN*HEYWOOD*****
20 *****MINE*BY*ALAN*HEYWOOD*****
30 *****MINE*BY*ALAN*HEYWOOD*****
40 CLEAR200
50 GOTO 480
60 XS=XT:YS=YT
70 P=XT:Q=YT
80 FOR N=1 TO C*15:NEXT N
90 LK=YT*32+XT
100 FX=JOYSTK(0):FY=JOYSTK(1)
110 XT=XT+(FX<18)-(FX>44)
120 YT=YT+(FY<18)-(FY>44)
130 V=YT*32+XT
140 IF PEEK(1024+V)=159 THEN XT=P:YT=Q:G
    OT0130
150 IF PEEK(1024+V)=191 THEN GOTO 390
160 IF PEEK(1024+LK)=191 THEN 390
170 IF PEEK(1024+V)=42 THEN PLAY"V31":FO
    RR=1 TO 7:PLAY"V-V-V-T40L404CG":NEXT:5
    C=SC+RND(3)+19:M=M+1
180 IF M=6 THEN GOTO 460
190 Z=Q*32+P
200 POKE 1024+Z,128
210 POKE 1024+V,143
220 XU=YZ:YU=YZ
230 P2=XU:Q2=XZ
240 F=YZ*32+XZ
250 ON SGN(XU-XT)+2 GOSUB 320,330,340
260 ON SGN(YU-YT)+2 GOSUB 350,360,370
270 U=YU*32+XU
280 IF PEEK(1024+U)=159 OR PEEK(1024+U)=
    42 THEN XS=P:YS=Q:GOTO60
290 POKE 1024+U,191
300 XZ=XU:YZ=YU
310 GOTO60
320 XU=XU+1:RETURN
330 RETURN
340 XU=XU-1:RETURN
350 YU=YU+1:RETURN
360 RETURN
370 YU=YU-1:RETURN
380 GOTO 60
390 FOR V=1 TO 20:SOUND1,1:NEXTY:CLS
400 FOR R=30 TO 15STEP-1:PRINT@226,"YOU W
    ERE KILLED BY THE SNAKE":SOUND R*8,1:CL
    SR/4:NEXT
410 CLS:PRINT"YOU SCORED"SC"POINTS"
420 PRINT,"ANOTHER GO (Y/N)?"
430 A$=INKEY$:IF A$="" THEN 430
440 IF A$<>"Y" AND A$<>"N" THEN 430
450 IF A$="Y" THEN RUN ELSE END

```

```

460 PLAY OA#+OA#
470 GOTO 560
480 CLS:PRINT@10,"DIAMOND MINE"
490 PRINT"USE THE RIGHT JOYSTICK TO GET
    ALL THEN DIAMONDS. IF THE SNAKE TOUCHE
    S YOU THEN YOU DIE.",,"FIVE MORE DIAMON
    DS ARE ADDED TO THE AMOUNT YOU HAVE TO C
    OLLECT EVERY TIME YOU CLEAR A SCREEN."
500 PRINT,"PRESS ANY KEY TO START."
510 IF INKEY#="" THEN 510
520 CLS:PRINT" ENTER SKILL LEVEL (1-9
    )"
530 A$=INKEY$:IF A$="" THEN 530
540 C=VAL(A$):IF C=0 THEN 530
550 G=5:C=9-C
560 TL=0:XT=1:YT=7:XZ=31:YZ=7:M=0:G=6+5
570 OA#="V31T401L4ALBELBEL4FEL4EP4L4GEL2
    A"
580 CLS0
590 FORT=1024 TO 1054
600 POKE T,159
610 POKE T+480,159
620 FOR I=1 TO 3
630 POKE T+RND(14)*32,159:NEXT I,T
640 FORT=0 TO 15:POKE Y*32+1024,159:POKE
    Y*32+1055,159:NEXT Y
650 A$=STRING$(5,128):PRINT@225,A$;:PRIN
    T@250,A$;
660 FORT=1 TO G
670 BB=RND((13)+1)*32+RND(28)+1
680 IF PEEK(1024+BB)<>128 THEN 670
690 POKE 1024+BB,42:NEXT
700 GOTO60

```

From English Software. The supreme Atari challenge. Only £9.95.

Atari 400, 800 & XL COMPATIBLE

For Atari owners, English Software programs are the finest. Our large and unique range of titles will stretch your imagination to the limit and beyond.

The needle-sharp graphics, vibrant colours and super-smooth action will really test your skills.

English Software is the leading independent for Atari—nobody does it better.

And we're fast making our programs compatible for Commodore 64.

Order direct by using the coupon (or telephone the Sales Hot Line on 061-835 1356, quoting your Access or Visa number).



Find us at Boots, Laskys, Greens and all good software dealers.

(All English Software programs are sold according to the English Software Terms of Trading, copies of which are available on request.)



DIAMONDS 16K Cassette/Disk by Simon Hunt. Chase the Great White Diamond in ENGLISH SOFTWARE'S best-selling mining game! 16 levels of play make life very difficult indeed!



JET-BOOT JACK 32K Cassette/Disk by Jon Williams. JET-BOOT JACK, space-age jogger, takes you on a chase through the vinyl vaults of the PRESSING PLANT!



DAN STRIKES BACK 16K Cassette/Disk by Simon Hunt. In the first sequel to the top-selling DIAMONDS, Brian the Blob has stolen the GREAT DIAMOND and hidden it in the deepest vault.



BATTY BUILDERS 16K Cassette/Disk by Manuel D Caballero. Play BATTY BUILDERS and indulge yourself in one of the best non-violent constructive computer game programs ever written.



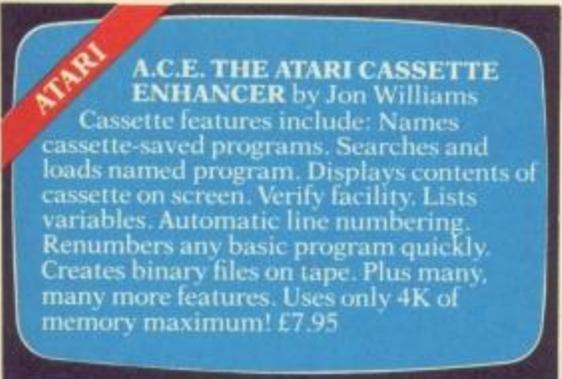
THE ADVENTURES OF ROBIN HOOD 16K Cassette/Disk by Tim Huntington. Join ROBIN HOOD in his efforts to thwart the SHERIFF'S MEN, rescue the bags of silver and plant kisses on the lips of the beautiful MAID MARIAN!



CITADEL WARRIOR 32K Cassette/Disk by Jon Mayers and Ken Farnen. The nations of the world are at the mercy of D-E-A-T-H (Dastardly Earthwide Anarchists and Terrorists against Happiness.) They are out to destroy the security CITADELS with their CYCLOTRON BOMBS!



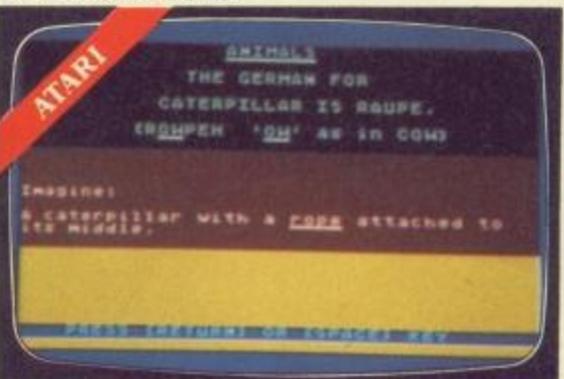
NEPTUNE'S DAUGHTERS 16K Cassette/Disk by Mark J Taylor and Michael Hedley. Designed by Ralph Frumin. Our 1st multi-screen arcade adventure takes you beneath the ocean's waves in search of NEPTUNE'S DAUGHTERS, held captive by the evil Sea Serpent!



A.C.E. THE ATARI CASSETTE ENHANCER by Jon Williams
Cassette features include: Names cassette-saved programs. Searches and loads named program. Displays contents of cassette on screen. Verify facility. Lists variables. Automatic line numbering. Renumbers any basic program quickly. Creates binary files on tape. Plus many, many more features. Uses only 4K of memory maximum! £7.95

PROGRAMMERS WANTED

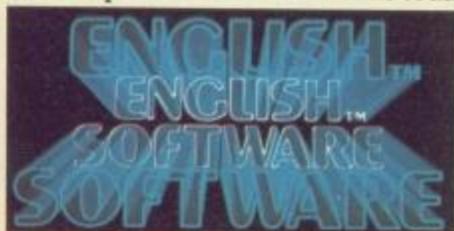
We're always on the lookout for new programmers. If you can work to the English Software standard of quality, we'll reward you by marketing your programs across Europe and USA! Contact us today.



GRUNEBERG LINKWORD LANGUAGE SYSTEM: GERMAN 32K Cassette/Disk Designed by Dr Michael M Gruneberg. Program by Steven A Riding. With the use of a unique blend of visual imagery and psychology, it will teach you the basic grammar and more than 350 German words in only 10 hours! Supplied complete with separate audio pronunciation tape. £12.95



THE ATARI GRAPHICS WIZARD! 16K Cassette/32K Disk by Steven A Riding. THE ATARI GRAPHICS WIZARD introduces you to the wonderful world of ATARI PLAYER (SPRITE) and CHARACTER GRAPHICS! Written totally in Machine Code, it contains: PLAYER EDITOR (SPRITEMAKER); CHARACTER EDITOR, MULTICOLOUR CHARACTER EDITOR.



THE POWER OF EXCITEMENT

The English Software Company, Box 43, Manchester M60 3AD Trade Enquiries Tel: 061-835 1358

To English Software Company, Box 43, Manchester M60 3AD.
Please rush me the following on cassette/disk. Tick box
I enclose cheque/PO/Cash for £_____ (post-free) or please
debit my Access / Visa No _____

Name _____

Address _____

PCG 7-84

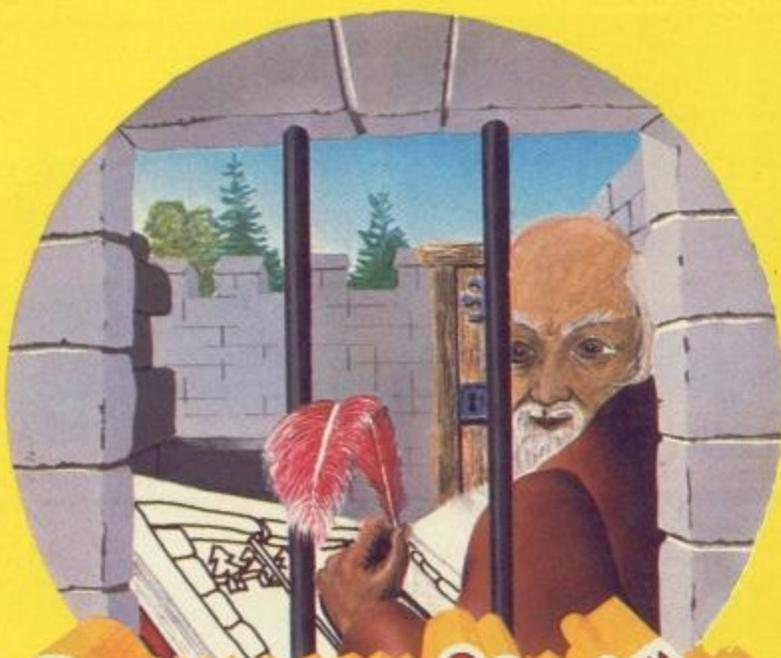


The Adventures of Robin Hood	<input type="checkbox"/>	£ 9.95
A.C.E.	<input type="checkbox"/>	£ 7.95
Diamonds	<input type="checkbox"/>	£ 9.95
Dan Strikes Back	<input type="checkbox"/>	£ 9.95
Citadel Warrior	<input type="checkbox"/>	£ 9.95
Gruneberg German	<input type="checkbox"/>	£12.95
Jet-Boot Jack	<input type="checkbox"/>	£ 9.95
Batty Builders	<input type="checkbox"/>	£ 9.95
Neptune's Daughters Atari	<input type="checkbox"/>	£ 9.95
Neptune's Daughters CBM 64	<input type="checkbox"/>	£ 7.95
The Atari Graphics Wizard	<input type="checkbox"/>	£ 9.95

GREAT PROGRAMS FOR ADVENTURERS

Selected programs available from larger branches of Boots, Lightning Records & Tapes, and good computer shops.

GRAPHIC ADVENTURE SYSTEM SPECTRUM 48K



Dungeon Builder

the GRAPHIC adventure writer

The Dungeon Builder is a highly sophisticated program enabling machine-code graphic adventures to be written quickly and easily, even by those who have no programming experience at all. When creating your adventure you can choose from 1600 possible locations which are visually displayed on an octagonal lattice. The program gives you the facility to illustrate your chosen locations if you wish. A separate "game-maker" program is provided which enables stand-alone games to be made that will run on Spectrums without "The Dungeon Builder" being present.

There are two versions

1. Cassette (now available). This will give you hours of enjoyment writing games for your family and friends.
2. Microdrive (coming soon). This will enable you to write really large adventures. A fully illustrated 100 page instruction book is provided with both versions.

Price £9.95

(CASSETTE)

Author: Richard Parratt

DREAM SOFTWARE LTD, P.O. Box 64, Basingstoke, RG21 2LB.

Dealer enquiries welcome
Please 'phone (0256) 25107



DREAM

PROGRAMMERS—We will give you a first class deal on HIGH QUALITY programs for the SPECTRUM, COMMODORE 64 and ATARI.

Commodore 64



A massive real time adventure. Can you pay your bill in time? Will you avoid the traffic - survive the stinking sewers, the rats, snakes, and lethal gases - will you befriend the tramp and win through??!!

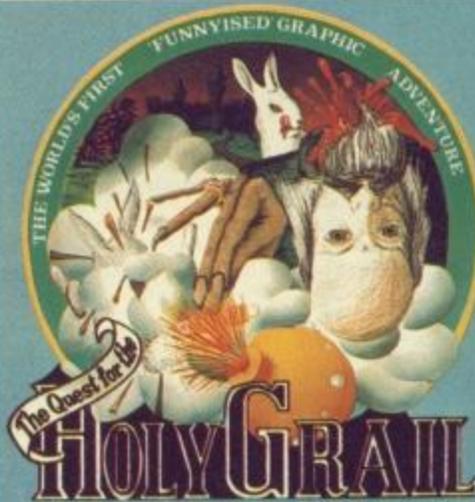
Price £5.95

Author: Christian Shrigley

"The quest to end all quests...fun but as hard as the ground under the apple tree...well worth it"

Computer and Video Games, June 1984

Spectrum 48K/Commodore 64



The funniest, zaniest GRAPHIC adventure yet. Will you avoid the knights who say ...?? Will you be devastated by the French Guard — How will you cope with the Holy Hand Grenade — are you good with animals? This adventure will make you think a bit - but more importantly it will make you laugh!

Spectrum 48K £5.95 / CBM 64 £6.95

Author: Chris Newcombe

"...it certainly is funny, and it does have graphics that are very good"
"Unusual, amusing, and good value for money"

CRASH Magazine May 1984

OR DIRECT FROM DREAM send P.O., Cheque or Access No. (also by 'phone)

Please send me:- Pub Quest
Dungeon Builder (Cassette)
Holy Grail Spectrum CBM

Name _____

Address _____

'Stranded' by English Software. The challenge that's light years ahead.

Special Agent Sid's First Graphic Adventure

Imagine you're Special Agent Sid of the SAS. The year is 2510 AD and you're marooned on a strange planet.

Getting home is the challenge to you from English Software! And 'STRANDED' is the name of the game.

It's Sid's aim to find his starship and return home safely. But not before he's encountered and defeated all the hazards of this lonely, unfriendly planet. And with over 35 graphic screens, that's quite a tall order.

It could be a long mission - but we know you'll want to test your skills against everything that 'STRANDED' can throw at you.

Written in machine code, game progress can be saved to cassette or disk.

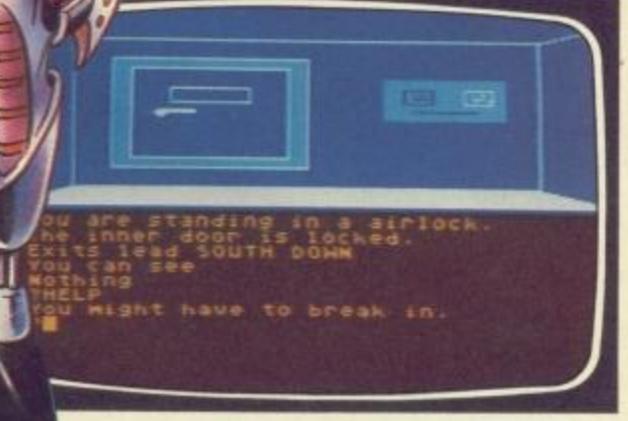
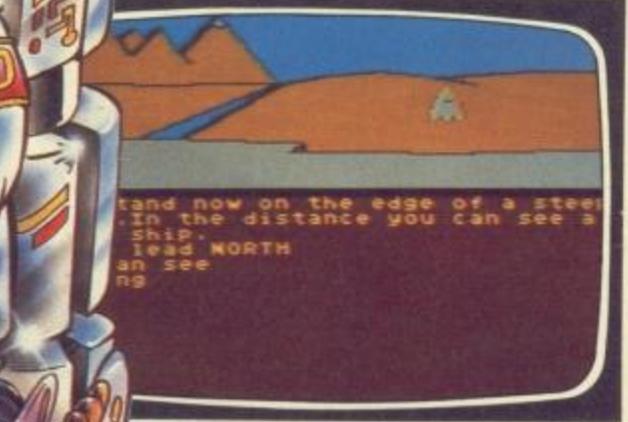
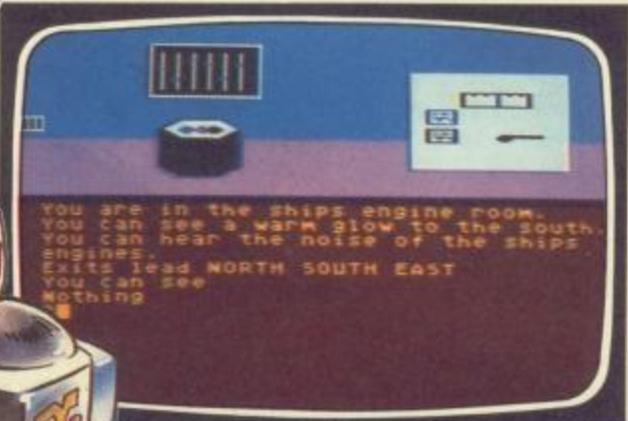
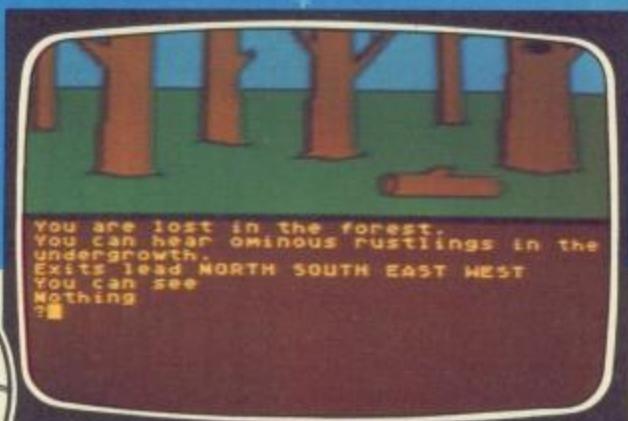
To make things even simpler, send us the completed coupon below together with your cheque or postal order OR use our

Telephone Sales Hot Line

061-835 1356

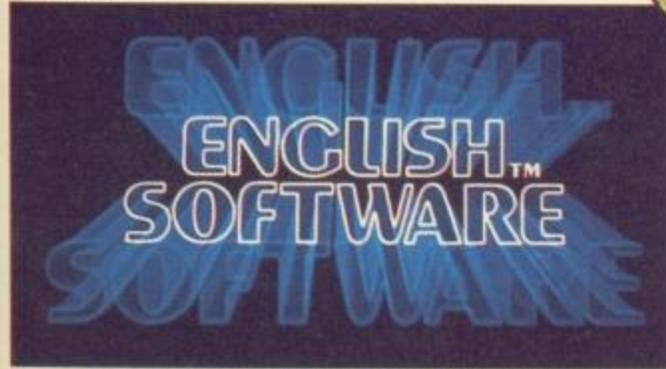
(for immediate Access/Visa service).

COMMODORE
64
ATARI 400/800
600XL/800XL
32K



COMMODORE 64
Cassette £7.95
(Speedload)
ATARI 32K Cassette
or Disk £9.95

'STRANDED' written by C. Hughes and D. Woodhouse
All English Software Programs are sold according to the English Software Terms of Trading, copies of which are available on request.



THE POWER OF EXCITEMENT
The English Software Company Box 43,
Manchester M60 3AD Trade Enquiries Tel: 061-835 1358.



Find us at Boots,
Laskys, Greens
and all good
software dealers.

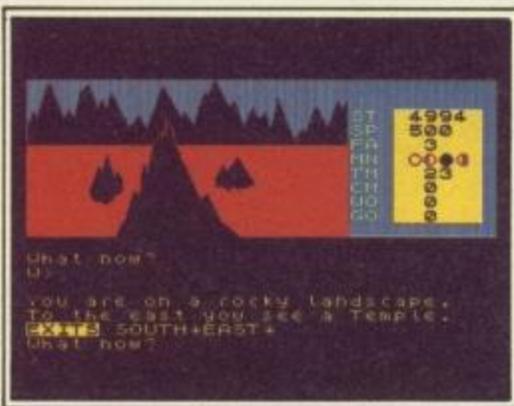
To: The English Software Company,
Box 43, Manchester. M60 3AD.
Please rush me cassette/disk* of 'STRANDED'
for Commodore 64/Atari.*

I enclose cheque/PO* for £ _____ (post-free) or debit
my Access/Visa Card No _____ *Delete as applicable.

NAME _____

ADDRESS _____





● **The Wrath of Magra**

The White Wizard, PCG's resident sorcerer, gets the better of the wicked witch Magra, transforms himself into the Incredible Hulk and brings you all the latest news, reviews and hints from the magical world of Adventures.



● **The Incredible Hulk**



● **The Mystery of Munroe Manor**

you've dug your way right to the centre of the Earth! I leave the rest to your imagination, which will certainly be kindled by this very enjoyable game.

THE MAGIC OF MAGRA

It's been a long and tiring month for the White Wizard. As a result of a number of powerful spells, mostly involving British Telecom, I was at last able to get hold of Carnell Software's *The Wrath of Magra*, a massive 120K program for the Spectrum that had me glued to the keyboard for hours.

Magra comes excellently packaged with two tapes, full instructions, and a 158-page book that details the history of the Third Continent and makes very enjoyable reading.

As a mythic hero your destiny is to seek out and destroy the evil Magra, using whatever resources you can lay your hands on. The program comes in three parts. In the first you must explore the Valley below the Black Mountains and gather as many objects as you can to help you in your task.

In the second part you explore the caverns beneath the Mountains, battling with all manner of monsters and practising your spell-casting. As a professional wizard I can't tell you how important it is to practice those spells. After all, you never know when you're going to bump into a Balrog, do you?

In the final part you explore Magra's fortress, defeating her monstrous guardians and seeking out the evil witch herself in an attempt to fulfil your mission.

Carnell's program has a small vocabulary, but the scale of the undertaking is so enormous that it soon becomes an absorbing task. Some of the graphics are very nicely done, and there's a status panel in the top right-hand corner that tells you the time of day, phase of the moon, your strength, and other useful bits of information. Despite the simple commands this is a complex game that rewards careful play.

My only quibbles are that the response times are very slow and that you have to reload part of the tape (admittedly a very small part) every time you die, rather than just pressing a key to start again.

Apart from these minor reservations, I can wholeheartedly recommend the program, and will be reporting on my progress in the next couple of issues. Drop me a line if you're also playing the

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTEREST	VALUE
WRATH OF MAGRA	SPECTRUM 48K	£12.95	9	8	5	8
HULK	COMMODORE 64	£9.95	7	7	5	7
	SPECTRUM 48K	£9.95				
	ATARI	£9.95				
	BBC	£19.95 DISK				
	APPLE	£7.95 £19.95				
MYSTERY OF MUNROE MANOR	COMMODORE 64	£8.50	6	7	4	6
WAXWORKS	SPECTRUM	£9.95	7	6	5	6
	BBC					
	ORIC					
	ATARI DRAGON					
GREEDY DWARF	BBC	£9.95	7	6	7	7

game and we can compare notes.

*

Meanwhile *The Incredible Hulk* bursts onto your screens, courtesy of Scott Adams and Adventure International. This is one of a new line of graphic adventures that look very promising, and versions are available for the Spectrum, Commodore 64, Atari and Apple machines. There's also a text-only version for the BBC.

Scott Adams' games are intriguing. They are at best rather primitive – no complex sentence input, rather limited vocabularies, and very brief location descriptions. However for some reason they are all furiously addictive. *The Hulk* is no exception and I struggled with it for hours.

The graphics are excellent, but thankfully you can turn them off as they take a while to load from disk. I haven't tried the cassette versions yet, but don't see how they could be any faster.

Your task is to collect a number of jewels or die in the attempt – which you will almost certainly do over and over again. As with other Scott Adams games, however, dying isn't much of a problem – you end up in limbo, but don't lose the things you're carrying and can re-enter the game with ease.

The Hulk's super powers give you possibilities that take a while to explore. Try digging a hole and you soon find

tion keys for most of the common commands to save you unnecessary typing. The vocabulary is unusually large and some complex commands can be entered. Your task is to explore the caverns beneath a castle and retrieve three games – or have your head cut off. It's not an easy task.

Goldstar are new on the adventure scene and offer good customer support if you send off the registration card. *The Greedy Dwarf* is a tricky, text-only game that compares very well with other Beeb adventures. The only tip the White Wizard will give you on this one is to proceed with *extreme* caution.

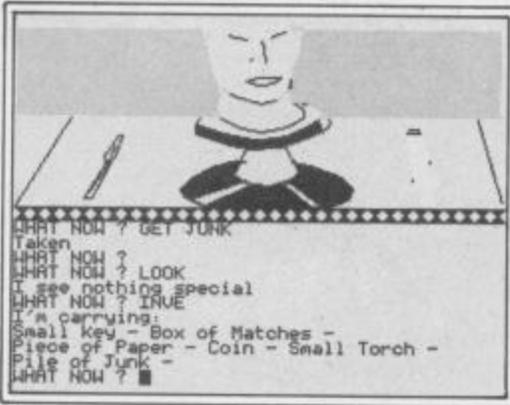
*

Severn Software's latest release is *The Mystery of Munroe Manor* for the Commodore 64 (£8.50). Some excellent graphics make this an attractive game with tricky puzzles, though unfortunately some of the trickiest are to do with the limited vocabulary. There are 70 locations to explore as you attempt to solve the mystery of Lord Munroe's disappearance.

Disadvantages include slow responses and a routine that erases your instructions from the screen every time you enter them. The program doesn't understand 'Examine' so you must 'Look (object name)' instead. White Wizard's tip for this one? Make sure that you 'Look' more than once at each



Do-it-yourself wizardry



● Waxworks

object - more is often revealed.

*

Waxworks is the new mysterious adventure distributed by Digital Fantasia and Channel 8, and available on most machines for £9.95. It's the latest in a long series that includes *Arrow of Death*, *Circus*, and *The Wizard Akyrz*. In *Waxworks*, you wake up to find yourself locked inside the building - but you are not alone!

Good graphics which you can skip if you want to - just as well because they take a while to draw. Your commands are entered on a scrolling text window as in *The Hobbit*, and the responses are nice and fast.

Waxworks looks like becoming as much of a favourite as the other titles in the series. There are a couple of tricky mazes to negotiate, so the White Wizard advises you to stock up with as many useless items as possible. You can then drop them in the mazes and use them as landmarks to find your way about.

*

Finally, a brief mention of *Klartz and the Dark Forces*, a Dragon adventure I reviewed a couple of months back. Following some timely hints from Mike Meineck (the author), it appears that there may be more to this game than meets the eye. I'll be taking another look at it next month, and if anyone else out there has tried it I'd be interested to hear how you got on.

Fed up with rip-off games? Has life in other universes lost its sparkle? The answer's simple - write your own adventures and refresh the parts of your imagination other games cannot reach.

Up till now you couldn't do this without a good knowledge of programming - preferably in machine code - and a few months to spare into the bargain. Now you can turn out a competent machine code adventure (even one with graphics) in less than a day - without having to poke a single byte.

Programs that enable you to do this are called 'adventure generators' and there are now two of these on the market. At the moment you'll need either a Spectrum or Commodore 64 to run them, but versions are being considered for other machines.

Gilsoft's *Quill* is probably the best known. It costs £14.95 on either the Spectrum or Commodore 64 (£19.95 on disk for the 64) with BBC, Atari, and (possibly) Oric versions available later this year. It comes with an excellent 40-page manual and although it's text-only has a number of useful features.

The first is that it leaves you with 30,553 bytes of spare memory (Spectrum version). This means you can produce a very decent-sized adventure on it without running out of space.

Other useful options include easy control of colour when printing your text on screen, and the option to list your adventure on a printer if required.

Having designed your game, you then work your way through the locations in order, typing in the description for each one, adding objects, traps, monsters etc. as you go along. One very useful feature is a set of 'status flags' which allows you to test for certain conditions and alter the game accordingly.

For example, you may decide to include a snake in your game which bites

the player. However, you don't want him/her killed straight away, and decide that the adventurer should be given five moves to find an antidote. Using the 'status flags' you can test for the number of moves made and act accordingly.

The Quill is a very professional product that will enable you to produce first-class text-adventures. Gilsoft will even help you put them on the market if they're good enough, and you'll find a game written using *The Quill* reviewed elsewhere on these pages.

Dream's *Dungeon Builder* works in a rather different way to Gilsoft's program. Instead of typing in your location descriptions one by one, the screen displays a huge grid of octagonal shapes, each one representing a location.

Using a keyboard you manoeuvre a cursor from one octagon to the next, and follow the different instructions presented to either enter text, remove walls (to create doors and passages), or edit locations.

The main advantages of this are first that you have a useful visual representation of your adventure 'map', and secondly that you don't have to enter the locations in any particular order. This does mean, however, that you have to be very disciplined in the way you make your entries, otherwise you can

92▶

This month's helpful hints

Following numerous cries for help, the White Wizard offers the following three clues to bewildered adventurers.

Use the Clue Code at the end of each problem to identify a square on the grid. Starting from that square, read every second letter until you have a complete sentence.

When you reach the end of a row, go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again from the top.

1. Can't open the acoustic doors in Alligata's *Here Comes the Sun*? You'll kick yourself when you see how easy it is. (Clue Code H4)

2. Having trouble finding the leg-pieces in *Quest of Merravid*? Try this for size. (Clue Code A1)

3. Can't get past the dinosaur in *The Time Machine*? You'll need to explore some of the other dimensions before trying this solution. (Clue Code A2)

	1	2	3	4	5	6	7	8	9	10
A	C	D	L	I	I	N	M	O	B	S
B	D	A	O	U	W	R	N	S	R	L
C	O	I	P	K	E	E	A	B	N	I
D	D	S	I	C	F	U	I	I	T	T
E	S	S	N	J	A	S	P	A	S	T
F	K	E	E	P	E	S	P	I	T	S
G	R	O	Y	S	I	N	N	A	G	E
H	T	O	P	S	Y	A	R	Y	N	O
I	P	P	R	E	I	N	I	P	L	T
J	S	G	T	R	O	M	P	A	C	E

ADVENTURE NEWS · ADVENTURE NEWS ·

African epic

Severn Software are bringing out *King Solomon's Mines*, a two-part adventure based on the famous book by H. Rider Haggard. Available on the 64 only, the first episode should be in the shops in August. Price to be announced.

Heavenly game

Level 9's latest blockbuster, *Return to Eden*, should be on sale by the end of July. This is the sequel to their extremely complex best-seller, *Snowball*, and if it lives up to Level 9's usual high

standard it should be a winner. Available for most popular machines at £9.90, there's also a microdrive version planned for the Spectrum, and disk editions for the 64 and BBC.

Life after the bomb

Artic are bringing out *Ground Zero*, in which you'll find out how likely you are to survive a nuclear holocaust. Artic claim the game has been well-researched, and is 'not a joke by any means'. I should think not. Text-only: £6.95 for

your 48K Spectrum.

Slowcoach Sherlock

Melbourne House have announced yet another delay in the production of *Sherlock Holmes*. Release is now planned for September.

Midnight Epic

Beyond Software have just released *Lords of Midnight*, an adventure of truly epic proportions, for the Spectrum at £9.95. The graphics are very original and Beyond claim there are 32,000 possible views.



lose track of which rooms you put where.

The disadvantages of Dream's program compared to *The Quill* are the lack of available memory space on the Spectrum (only 10,000 bytes) and the slightly confusing manual which needs to be worked through very carefully to get the best from the program.

The memory won't be such a problem for 64 owners, however. What's more, there's a microdrive version coming out for the Spectrum that will enable you to get round the lack of space by saving different sections of your game onto tape.

However it's the graphics that are the biggest attraction of Dream's program. You can include a picture for any location if you wish, and since each line you draw takes up only 3 bytes of memory you can fit in a surprising amount. There's a special drawing aid included in the program, that allows you to draw line and 'fill' different areas with colour.

Even if you're not interested in draw-

ing pictures, this is an important facility that will enable you to include maps, diagrams, and other visual elements in your game.

Once I'd mastered the manual, I found *Dungeon Builder* a joy to use. It doesn't have as many features as *The Quill* - no 'status flags', for example - but if you're clever you can use the facility for 'conditional commands' to get round this.

At £9.95 it's considerably cheaper than its main rival, and the added attraction of graphics makes it a very tempting package, especially if you can get hold of a Commodore 64 or microdrive version. If you want to market your games, Dream won't charge you any royalties providing you credit them on the packaging and in the program.

Gilsoft's *Quill* offers the Spectrum owner more space and more facilities, but no graphics. *Dungeon Builder* has graphics and is £5.00 cheaper. Both of these programs are excellent products and offer exciting possibilities to the imaginative adventurer.



Books for Atari, Dragon and Acorn

Sunshine Books have recently brought out three new titles which should be of interest to adventurers on the Atari, Dragon, BBC, and Electron machines.

'Atari Adventures' is written by Tony Bridge, a man very well-versed in adventuring who has regular columns in a number of micro-magazines. As is to be expected, his book is very readable with a wealth of information for the would-be adventurer.

The book falls into two parts, an introduction to adventuring, with chapters on Scott Adams, D&D, and elements of adventure programs currently available. The second part deals with the rather more tricky subject of programming your own game.

Tony gives the reader a full Basic listing of an adventure called 'The Eye of the Star Warrior', and takes the reader through it section by section, passing on some useful tips as he goes.

'Artificial Intelligence on the Dragon Computer' is a different sort of animal altogether. Written by Keith and Steven Brain, it takes the reader through various simple A.I. techniques, including word recognition, 'expert systems', and programs that 'learn' from their mistakes.

The same book (but with different programming examples) is also available under the title 'Artificial Intelligence on the BBC and Electron' for Acorn owners.

You may wonder why I mention this book on these pages, but an understanding of A.I. is essential for anyone seriously interested in writing their own adventures. The programming examples are all in Basic, well-documented, and should help you to make your own programs more concise, and more impressive.

These books are, like other titles in the Sunshine range, well-produced and attractively designed. 'Atari Adventures' will set you back a reasonable £5.95, but you'll have to pay an extra pound for the A.I. books, which makes them a little on the expensive side.

Sunshine Books
12-13 Little Newport Street
London WC2R 3LD

The Wizard's Mailbag

The White Wizard spent a long time pondering over a note from Andrew McSomeone, address unknown. I almost broke my staff casting a powerful 'reveal' spell over your signature, Andrew, but it seems that your pen is mightier than my wand.

Andrew suggests that we start an adventure helpline, where readers who get stuck could write in and get their name and address published along with their problems. Other readers who know the solution could then get in touch with them direct.

Excellent idea, Andrew. To get the column started, here's a query from Mark Grzywacz (and it took a very powerful spell to unravel THAT one). Mark is stuck in Quicksilver's *Velnor's Lair*, and is unable to get past a pool of hungry looking sharks. If any fellow adventurers can help him out, drop him a line at 28 Bullens Green Lane, Colneyheath, St Albans.

Keep the queries coming in. We'll follow Andrew's advice and institute a regular column if there's enough demand.

Paul Sellers (who I mentioned last month) writes in to point out that his name is not Paul Sellers, but Paul Sellen, and gives a very detailed account of how he mastered *The Hobbit*. He also mentions that 'your second task is to bring back Thorin alive to the tunnel'. Personally I always found Thorin a bit of a nuisance in the second half of the game, but I might have second thoughts from now on, Paul.

R. Samuel writes in bemoaning the lack of graphic adventures for the Electron. In answer to your query, Mr Samuel, yes Bug Byte's *Twin Kingdom*



Valley does have graphics on the Electron version, and no, I'm afraid I don't know of any other graphic adventures for your machine. No doubt as volume sales increase, so will the number of games available.

Finally, after a very busy month, the White Wizard has to announce that he is unable to give solutions over the 'phone. If you've got a query, drop me a line and I'll do my best to squeeze you into these columns, or include you in the new adventure 'helpline'. Alternatively you could give Commander Chance a ring on 01-636 5911 and leave a message.

See you next month. In the meantime, best of luck, and if you meet a troll, make sure you offer him a light.

MILES BETTER SOFTWARE

HARDWARE

Commodore 64 + cassette unit	£229
I 520 Printer Plotter	£99
I 541 Disc Drive	£199
I 701 Monitor	£210
MPS 801 Dot Matrix Printer	£210
Blank Disks SS/DD Lifetime Guarantee	£2.85

SOFTWARE

	Cass	Disk
BEACH HEAD	9.00	12.00
Solo Flight	9.00	12.00
Forbidden Forest	8.00	12.00
Pooyan	9.00	12.00
Aztec Challenge	8.00	12.00
Pegasus	—	12.00
Caverns of Khafka	—	12.00
Cuthbert in the Jungle	7.00	9.00
Cuthbert in Space	7.00	9.00
Cuthbert Goes Walkabout	7.00	9.00

All Software is Post Free. Please add £3.00 for Hardware
All goods despatched within 24 hrs (where possible). Open six days a week

**221 CANNOCK ROAD, CHADSMOOR,
CANNOCK. STAFFS WS11 2DD**

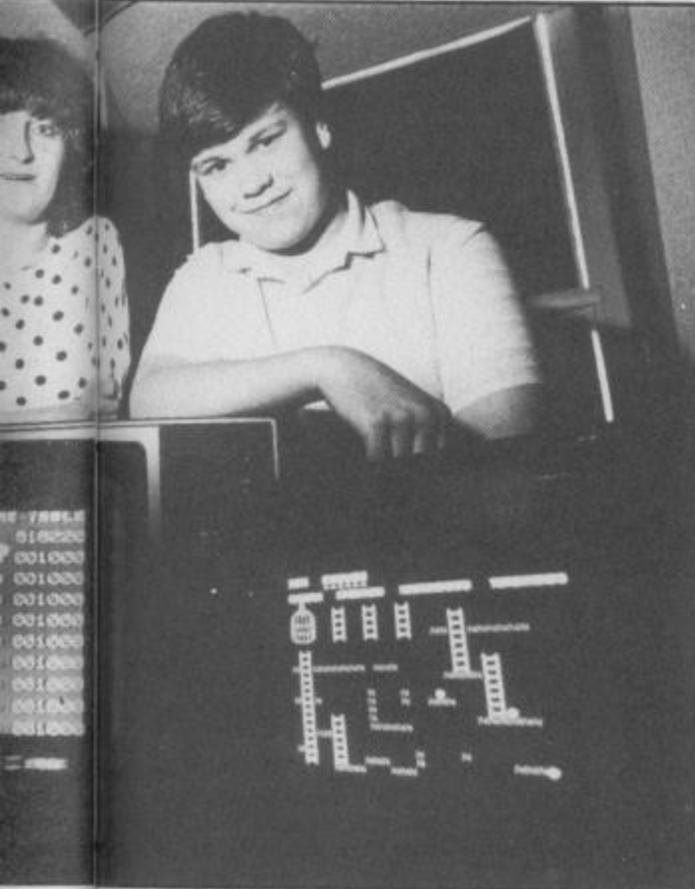
 **(05435) 3577**

Phone or send for comprehensive catalogue



the **Chuckie Egg** challenge!

IG WITH THE LY DUCKS



● Both contestants displayed intense concentration in this marathon challenge. Stuart Brewer beat the million mark to win, but Jean Goddard also scored a personal best.

High-score strategies and cryptic tips

Those poor postmen. This month even more of them staggered to the Chamber Master's door bearing even heavier sacks bulging with your entries. *Chuckie Egg* continues to obsess the nation's gamers and the magnificent contest described here should spur them on to ever greater achievements.

Entrants' tips for this game do not usually offer very useful advice; 'Practice makes perfect' is the most common suggestion. The Chamber Master is becoming increasingly dissatisfied with this line. If you haven't got room on the form, then write a letter. The Master likes to get letters.

Neil Watson of Dundee, though, did have some original, if mystifying, advice. 'Learn pattern of ducks and keep moving!' he says. Straightforward enough. But what about this? 'Listen to Thompson Twins and U2.' Well, it may be worth trying since it got Neil a score of 355,190 on his Spectrum version.

Some people will stop at nothing, it seems, in their search for a high score. They lose all sympathy for their fellow human beings. C.E. Walker of Aylesbury gives this tip for *Zzoom*: 'Don't worry too much about the hostages, concentrate on not being killed'. The Master is all for self-preservation, but he did think that the point of *Zzoom* was to save the stranded figures from death. Have you no heart, Mr Walker?

Two interesting approaches to *Jetpac*

on the Spectrum are on offer in entries from Anthony Quansah of Wakefield and Matthew Smith of that mystical town Glastonbury. There was nothing mystical about Matthew's tip. In fact, it couldn't have been more down to earth; 'Smash the hell out of 'em', he urges us, without adding how to do it. Matthew's scored 131,100 as opposed to 349,905 for Anthony, who enclosed a lengthy and detailed letter of strategies for each level.

An intriguing entry for *Lunar Jetman* has come the Master's way from Birmingham. This is the first ever joint application for admission to the Challenge Chamber. Nicholas Clifford and Leroy Vyse, both aged twelve, have clocked up an impressive 152,160. Nicholas writes: 'My friend takes care of his section of buttons on his side of the keyboard and I do the working of my buttons.' This is an exciting development, but the Master is not sure if he can accept an entry from two people and is still considering their eligibility.

A cryptic tip accompanied Geoff

The scores to beat

REVENGE OF THE MUTANT CAMELS COMMODORE 64

- ★ 1,680,000 Tom Burton, Sweffling, Suffolk
- ★ 1,420,000 Steven Finlay, Kircaldy, Scotland
- ★ 1,185,176 Alan Bilsborough, Glasgow

HUNCHBACK SPECTRUM

- ★ 8,692,100 Henry Featherstone, Prestatyn, Wales
- ★ 4,830,400 Richard Skerrit, Nottingham
- ★ 4,037,400 Keith Brunton, Peebles, Scotland

GRIDRUNNER VIC 20

- ★ 309,820 Graham Fox, Manchester
- ★ 240,990 Peter Stanford, Manchester
- ★ 170,740 Simon MacCutchan, Southbourne, Dorset

MANIC MINER SPECTRUM

- ★ 11,310,613 Russell Owens, Malvern, Worcestershire
- ★ 7,500,214 Daryl Unwin, Camberley, Surrey

CHUCKIE EGG SPECTRUM

- ★ 1,070,450 Stuart Brewer, Manchester
- ★ 918,220 Jean Goddard, Leiston, Suffolk
- ★ 560,680 Alan Taylor, Aberdeen

PYRAMID SPECTRUM

- ★ 138,372 J.A. Wood, Edgware, London
- ★ 138,031 Alastair Douglas, Belfast
- ★ 137,924 Andrew Follows, Scunthorpe

JET PAC VIC 20

- ★ 135,660 M. Edwards, Bakewell, Derbyshire
- ★ 116,490 Andrew Anderson, Bath
- ★ 102,165 Jason Mahoney, Sandigate, Kent

LUNAR JETMAN SPECTRUM

- ★ 299,680 John Elliot, Falkirk, Scotland
- ★ 202,720 Paul Reed, Hull
- ★ 173,530 Mark Johnston, Arbroath, Scotland

3D ANT ATTACK SPECTRUM

- ★ 47,860 Andrew Ley, London
- ★ 44,285 Robert Kidd, Ipswich
- ★ 40,595 Andrew Critchley, Suffolk

PSST! SPECTRUM

- ★ 411,440 Simon Greetham, Barnstaple
- ★ 258,480 Mark Graham, Edinburgh
- ★ 174,435 R. Snaith, Oxford

Seal's huge score - 1,229,460 - on *Zalaga* for the BBC. 'Move from side to side' he says. Come on Geoff, you can give us a bit more help than that.

David Alexander's score of 5680 on the Spectrum game *Android 2* came with a letter full of good tips but ended with a cry for help; 'Can anyone help me with the Paradox Zone?' David asks. If you can, then put pen to paper and drop the Chamber Master a line.

The more people who write letters giving tips the better. There isn't much room on the form so if you have anything to say an extra sheet is essential. And don't worry about the postmen - they can take it.

fantasy

SOFTWARE

We're sorry you've had to wait so long for our first new release of 1984 but your patience will be well rewarded.

From Bob Hamilton, author of 'The Pyramid' and 'Doomsday Castle' we present BEAKY AND THE EGGSNATCHERS and introduce Beaky, our new star of the video-game screen.

(Ziggy is having a well earned rest!)

Beaky belongs to the family of Andromedan Armed Condors, the rare goggled variety.



The numbers of his species are dwindling fast because of their rather foolish choice of breeding ground, on the planet of Crackit. This unfortunately happens to be the home of a particularly evil band of creatures known collectively as the Eggsnatchers. Their sole malicious intent in life is to extinctify Beaky's species by stealing or destroying the eggs by any foul means available.

for
Spectrum 48K
and
Commodore 64

BEAKY and the Egg Snatchers

Your objective is to try and brood, hatch out and rear as many little Beakys as possible through 12 different screens of formidable but delightful arcade action.

FANTASY SOFTWARE is available from **W.H.SMITHS, JOHN MENZIES, BOOTS, WOOLWORTHS, LASKYS, GREENS, RUMBELLOWS, SPECTRUM GROUP** and all other good software retailers.
Beaky and the Eggsnatchers is available for 48K Spectrum and Commodore 64 at £6.50 on cassette or on disk for the Commodore 64 at £9.50 from

FANTASY SOFTWARE, FAUCONBERG LODGE, 27A ST GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT
despatched by return first class post together with free membership of the Fantasy Micro Club.
Trade Enquiries welcome - telephone 0242-583661.

Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imaginative colour and graphics, and lure buyers into the store.

Sadly, some who have bought have found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the pack. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with

dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

Relax. Help is at hand. Logic 3, publishers of the most effective self pacing programming tutorials, have selected The Best Games for Britain's top home computers.

So buy only the best. Send today for your free copy of The Best Games from Logic 3, and learn how you could save £2.00 when you buy your next computer game. If you're a dealer, we won't hold it against you — trade enquiries are welcome.

Do it. Now.

Send the coupon.

Have a good game without being had.

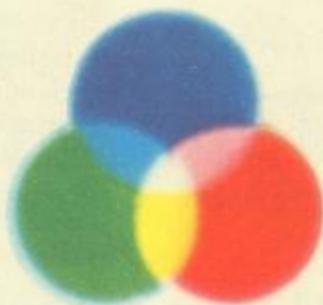
Please rush me my free copy of The Best Games. I already have/am thinking of getting a _____ home computer.

Name _____

Address _____

County _____ Postcode _____

PCG 8/84

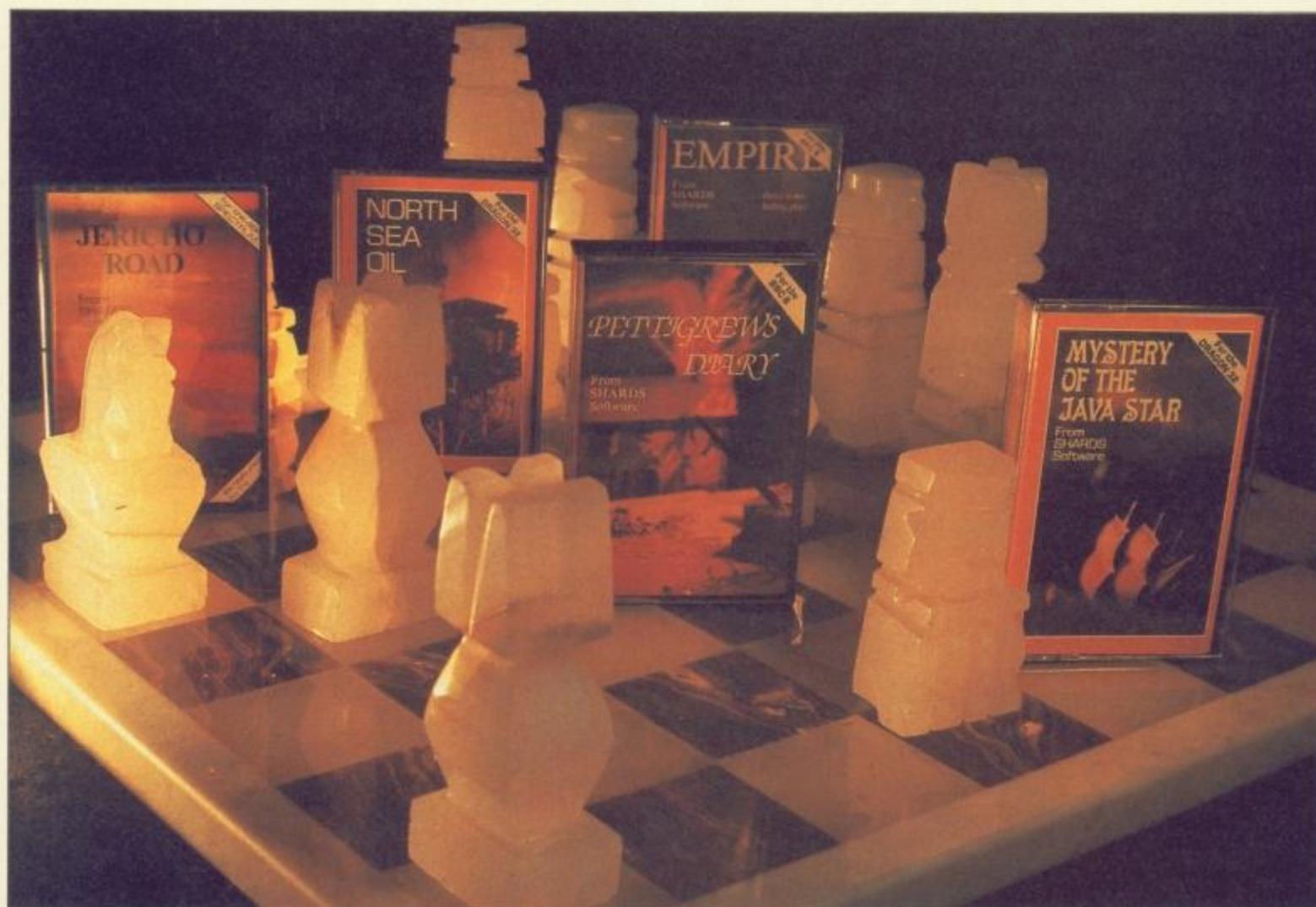


LOGIC 3

— THE KEY TO THE WORLD OF TOMORROW.

Logic 3 Ltd, Mountbatten House, Victoria Street, Windsor SL4 1HE

MIND GAMES



PETTIGREWS DIARY £7.95
(Dragon, BBC, Electron)

Three Part 90K adventure taking you from the serene Oxfordshire countryside through bustling London streets, to an epic journey through Europe. Superb family entertainment filled with intrigue, action and suspense. "Pride of place for the most original and entertaining Adventure — it's got to be value for money" *Computer and Video Games* (adventure supplement).

EMPIRE £6.95
(Dragon, BBC, Electron)

Exciting game of strategy with eight levels of difficulty. Destroy the evil Empire before it conquers the world — Played on a world map. "This is a terrific game — visually attractive and highly addictive" *Home Computing Weekly*.

MYSTERY OF THE JAVA STAR £7.95
(Dragon, BBC, Electron)

Enormous four part adventure with 3 playing levels. Mount an expedition to the South Seas to discover the secrets of the 18th century shipwreck. Absorbing family fun with puzzles, challenges and interesting facts.

NORTH SEA OIL £5.75
(Dragon)

Equip and run your own North Sea Oil rig — allocate your resources, then navigate your supply vehicle, supervise drilling operations, and operate the platform until you have collected 100 million dollars.

JERICHO ROAD £5.75
(Spectrum 48K)

A challenging adventure set in biblical times with two levels of play. Set in Southern Israel in the 1st century, the player must survive the vigours of Roman occupation and cope with the perils of religious persecution. Ideal family entertainment.

DEALERS! Phone us now
on 01-514 4871 for our
comprehensive catalogue

SHARDS
Software

AVAILABLE NOW AT ALL GOOD STOCKISTS (Selected titles available at W H Smith and larger branches of Boots) or by MAIL ORDER (send cheque/PO) from SHARDS SOFTWARE, 189 Eton Road, Ilford, Essex IG1 2UQ, or telephone through your Access/Visa order to 01-514 4871.



The Commander comes back on a mixed bag of readers' phone-ins



CALLING COMMANDER CHANCE

GREETINGS, once again folks. How do you like the guy on the cover this month? That's my uncle - a real good looker if ever I saw one. And as handy with a gun as a I am with an automatic telephone. Gee, you've been keeping me busy. The hot-line's been humming like a hornet with your outbursts of anger about crummy games (and other things) and my super-powerful brain has been burning up working out replies.

Here's just a small selection of the action. But keep the calls rolling in on 01-636-5911. And this month why not tell me about the most hilarious moments you've experienced while playing computer games? After all this news of awful software, I could do with a laugh.

Key question

'Why is it that only a few of the keys in *Atic Atac* are randomly placed?'
John Buck, Southampton

That's easy. If all the keys were dumped at random you just might end up with, say, a yellow key locked in the attic behind a yellow door where it would be impossible to reach.

Load of problems

'I'd like to complain about Microdeal's *Space War*. Frankly, I think it's a load of rubbish! I bought the game and it said it was a high speed arcade game. I don't know whether it was very good, but it just won't load. I just had to give up in the end. If you can do anything about it, I would be pleased.'

Stuart Bourne, Kingston.

Just take back the tape and ask for another copy of the same game. They gotta give you one. But don't try asking for a different game instead, or they'll think you're one of those pirates who makes a copy of a game and then spoils the tape to get a refund.

Hellishly difficult

'I have got *Jet Set Willy* for the Spectrum and I can't get into the passage entrance to Hades - have you got any ideas how to do it?'

Robin McPherson

I've stayed a couple of nights in Willy's mansion, and believe me, it's a weird place. Entrance to Hades especially is a deadly bore, very deadly. But if you must go there, you could try a little trip starting at the bottom of the wine cellar. Or, if you're clever you can do a jump to the left from a certain point in *The Security Guard*.

Oric Lament

'My problem is, I have an Oric 1, but it won't load programs. Could you tell me how to load it.'

Peter Boyce, Aylesbury, Bucks

Takes a lot of patience, sometimes, Peter. My Oric doesn't like cassettes too much either, but it'll load most of them eventually.

Wrong Kong

'I want to tell all the readers about *Crazy Kong* by C-TECH for the Spectrum. It says it's got three screens, but it's only two, and the animation is very flickery - it says it's all machine code, but it can't be.'

John Whiteling, Mortimer, Berks.

Juggling keys

'I've found two mistakes in *Chinese Juggler* by Ocean. It says on the Commodore 64 version you need a joystick to play the game, not so. You can use the arrows, the 1,2 and control keys and the space bar. Also it says that the white plate spins the longest. Well, this is not so, because I timed all the different colours and in fact they stay on for 1 minute 15 seconds each.'

Kirk Sands, Surrey

Arcadia critic

'I have just phoned to complain about *Arcadia* by Imagine for the unexpanded Vic 20. Everybody said so much about it, but when you actually play it, it's not brilliant after all. The scrolling is pretty diabolical. It's still quite a good game, but when you compare it to things like *Metagalactic Llamas* and *Gridrunner*, those are superb games and yet they just don't seem to get recognition.'

Andrew Philpot, Hertford

Gee, Andrew, you gotta remember that *Arcadia's* a couple of years old now. And with all those screens to work through, it still gives plenty of action.



Pirate swappers

'About the pirates, is it really doing the damage the companies say it is doing? Loads of people at our school all have the same computers and some people are just swapping tapes like people, things like that. And what's the harm in that? It's not as if it's doing them out of loads and loads of money.'

Paul Erne, Uxbridge, Middx

Something tells me the software houses might disagree with you there. They reckon there are about eight pirated copies in existence for every genuine one. That's one load of money, believe me.

Matthew Who?

'Hello? Hello? Commander Chance? This is Matthew Smith, you know, the one who invented *Manic Miner* and *Jet Set Willy* - you there? Hello?'

Anon

Who are you trying to kid, wiseguy...

Cruise Snooze

'I'd like to complain about *Cruising on Broadway*. The company said it was a high interest game, but when you play it all the graphics are cursor squares and lines and the music is not too good.'

Stuart Innard, Durham

THE FINAL CONFLICT



The galaxy's most unusual war-game has got off to an intriguing start with five countries changing hands. The Union and the Commune now each control six countries, one more than the other two powers.

The most interesting battle took place near the centre of the continent – the attack by Lorilon on Olgrish helped the Dominion to capture that country, but simultaneously left Lorilon vulnerable to an attack from Bikonia, allowing the Union to recover its losses.

Other high points were the Commune's capture of Balyria and the takeover of two neutral countries by the Federation and the Union. However indecision among Federation voters led to the month's biggest blunder: the unsupported attack by Upland on neutral Knephet resulting in the loss of six armies.

Some voters appear to have forgotten that for an attack to be successful, not only do you need to outnumber the defenders by almost 2 to 1, you must also allow for the extra armies which may be produced in the defending country – one for each of its factories.

Here are the moves carried out by each power. An explanation of the two-letter codes is given under 'How to Vote'. To see exactly what happened, you may find it helpful to refer to last month's map, and mark arrows to indicate the various attacks.

THE DOMINION

Elmet BA, Iskrand AO, Jorlon BA, Lorilon AO, Warish BS.

The Dominion majority showed pretty good sense with these moves, with one exception. Instead of building armies in Jorlon, the country should have supplied or reinforced Lorilon – this would have prevented the latter's capture by Bikonia. Most

How the game works

Four superpowers are at war:
 The Union of Golathic States
 The Rorkian Federation
 The Commune of Margrand
 The Lorkonist Dominion
 Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more countries – any power which can control more than half – ie 17 countries – has won.

Individual players are all allocated to one of the four sides. They must then decide how each of their side's countries should move and vote accordingly. The possible moves are:

- BUILD ARMIES
- BUILD MISSILES
- BUILD SHELTERS
- BUILD FACTORIES
- SUPPLY
- REINFORCE
- LAUNCH (missiles)
- ATTACK (using armies)

After the votes have been received our computer will tot them up. For each power the move which gets the most votes is acted on.

Once all four powers' moves have been worked out, the computer will use the game's detailed rules to calculate what happens. This will be revealed in our next issue.

But a key feature is that having worked out the most popular moves, the computer then goes back and studies each individual's votes to see what would have happened if his team had moved as he suggested. The ten players for each team who submitted the moves which would have been most successful will gain extra votes, ranging from 100 for the most successful to 10 for the 10th most successful.

of the 10 players who have become the Dominion's first war-lords spotted this possibility.

THE UNION

Bikonia AL, Charg BA, Olgrish LA, Quithlin AP, Yinkan AP.

Overall, this was a very successful set of moves. Nothing could be done to prevent the loss of Olgrish – at least it went out with a bang! And to compensate, there was the delightful, back-door capture of Lorilon. Meanwhile Yinkan and Quithlan clubbed together to take Pugrosh which, as things turned out, was the only other country up for capture. The Union can count itself fortunate the way the votes turned out, because only eight of its members (now war-lords) voted to ensure both captures.

THE COMMUNE

Aberstrof BA, Borgonia AC, Droom AC, Norland AO, Zorg BA.

There was an important success in the west with the two-pronged seizure of Balyria. But Norland's attack on Olgrish failed in the face of a combined Dominion onslaught. The shrewder Commune players (including most



	DOMINION		FEDERATION		NEUTRAL
	COMMUNE		UNION		SHELTERS
	MISSILES		ARMIES		NEWLY CONQUERED

of the war-lords) voted for Norland to attack Rorgia instead.

THE FEDERATION

Calyria BA, Dweria AT, Fargrim AT, Upland AK, Vindrish BA.

These moves show the confusion democracy can cause. Thankfully, Tigrion was captured in the far east. But Upland's attack was sheer waste. What's more an important opportunity was missed in the West. Upland and Balyria could have combined to take Grarg if Upland had directed its missiles there.

With the build up of large numbers of armies in some countries and the continued presence of unprotected missiles in others, the scene is set for an even more dramatic second turn. Get voting quickly!

WAR-LORDS

These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

THE DOMINION

Brian Stewart, Dumfriesshire (100); Paul Gilber, London (90); R B Williams, Surrey (80); David Phillips, Manchester (70); K R Morris, Cornwall (60); Cliff Joseph, London (50); Jeffrey Sloneem, London (40); Dave Dickinson, Cumbria (30); A R Tolmie, Inverness (20); Paul Hobbs, Southampton (10).

THE UNION

Rae Holton, Bristol (100); A B Rawcliffe, Hants (90); Paul Edmondson, Liverpool (80); Simon Lincoln, Bucks (70); Paul McNamee, Birmingham (60); D P Glennister, Devon (50); Paul Hellawell, Leeds (40); Andrew Whitehead, Huddersfield (30); Gary Savage, Suffolk (20); Paul Wray, HV5 (10).

THE FEDERATION

Paul Johnson, Tyne and Wear (100); Stephen J Chatwin, Birmingham (90); Iain Smith, Forfar (80); N Wilson-Wright, Kent (70); Daman Kirby, Nuneaton (60); Mark West, Walsall (50); Barry Skingle, Hemel Hempstead (40); Matt Robinson, Surrey (30); Brian Hughes, Gwynedd (20); Steven Joice, Sunderland (10).

THE COMMUNE

Stefan Lipiec, London (100); B J C Smith, Milton Keynes (90); Andrew Clarke, Essex (80); John Greig Logie, Aberdeenshire (70); M S Rogers, Bristol (60); Steven Gray, Birmingham (50); Steven Ogilvie, Northumberland (40); Donald McGowan, Dundee (30); Jason Hall, Hampshire (20); Adrian Crofts, Kent (10).



everyone's talking about



● How to enter

You simply complete this form and send it to us. You **MUST** enclose a stamped, addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name.....

Address.....

.....

● How to vote

You must enter one vote for every country your power controls. So Federation and Dominion members will have to leave the bottom line of the voting form blank. First of all write down the list of your countries **ALPHABETICALLY** in the voting form. Then make your votes.

Each vote is made up of just **TWO** letters. For the Attack, Launch missiles, Reinforce and Supply orders, you use the letters A, L, R or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Xengria, you should write AX. The other possible votes are: Build Armies = BA, Build Missiles = BM, Build Factories = BF, Build Shelters = BS.

Name

Address

.....

Membership code

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	

Post this form to The Final Conflict, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **June 29th** to allow us time to process them.

SOPHISTICATED GAMES FOR THE VIC 20 AND COMMODORE 64

VIC/64 CRICKET – a realistic game of tactical skill and luck. Ball by ball commentary with full scoreboard and all the major rules of cricket correctly interpreted. Printer/game save facility. Vic cricket-Vic 20 plus 16K £5.99
New 64 Cricket with extra features £6.99

LEAGUE SOCCER – league title game for 2 to 24 players. With automatic fixtures, action commentary, results check, scorers, league table, cup draw etc. Printer/game save facility. League Soccer for Vic 20 plus 16K £5.99
New 64 League Soccer with many extra features still £6.99

WHODUNNIT? – Twelve guests have gathered for drinks at Murder Manor, but one of them has more than drinks on his mind. Addictive and thrilling detective game for one to six players. With genuinely different games each time. Whodunnit? Vic 20 plus 8K or any CBM 64 (state which) £4.99

TOP OF THE POPS – Easy to learn game about the music business. For one to ten players. Including printer and game save facility. TOTP Vic 20 plus 8K £4.99
New 64 TOTP even bigger and better £5.99

NEW! ADULTS ONLY – Fun games for two to ten broad minded players. Lots of cuddling, kissing and many other rewards and forfeits. You never know what you'll end up doing or with whom! Nothing offensive, but you must be broad minded. Adults Only Vic 20 plus 16K £5.99
64 Adults only coming soon.

Available from

SOPHISTICATED GAMES,
Dept. PCG, 27 Queens Road, Keynsham,
Avon BS18 2NQ. Tel 02756-3427

WRITE FOR DETAILS OF OUR FULL RANGE

*P&P free (U.K.) only. All games sold subject to our conditions of sale, which are available on request



MEGASAVE

Buy any tape from the recommended retail price list and you can then buy any tape from the fantastically low DOUBLE SAVERS list. To ensure REAL VALUE for the money you may purchase as many pairs of tapes (one from each list) as you wish.

SPECTRUM 48K DOUBLE SAVERS LIST

MILLIONAIRE	INC	£1.75
JOHNNY REB	MCL	£1.75
ANY 5.50 INCENTIVE		£1.75
ANY 5.50 IMAGINE		£1.75
3D LUNA ATTACK	HEW	£1.99
BLADE ALLEY	PSS	£1.99
TRASHMAN	NEW	£1.99
KRAKATOA	ABB	£1.99
GLUG GLUG	CRL	£1.99
BLUE THUNDER	R.W.	£2.50
JET SET WILLY	SWP	£2.50
ANY 5.50 ULTIMATE		£2.50
ANY 5.95 SOFTWARE POR		£2.50
CODE NAME MAT	NMA	£2.75
HOBBIT	MEL	£8.99
THE QUILL	GIL	£8.99
H.U.R.G.	MEL	£8.99
VALHALLA	LEG	£9.50
MOON ALERT	OCE	£3.00
JACK & THE BEANSTALK		£2.50

COMMODORE 64 DOUBLE SAVERS LIST

GRIDRUNNER	LLA	£1.99
HELLGATE	LLA	£1.99
SPEED DUEL	DKT	£1.99
SUPER PIPELINE	TAS	£2.50
MEGAHAWK	BIG	£2.75
WHEELIN WALLY	INT	£3.00
ANY 6.99 BUBBLE BUS		£3.00
ANY 7.00 INTERCEPTOR		£3.00
FIRE ANT	MCL	£3.50
STAR COMMANDO	TER	£3.50
ANY 7.95 ANIROG		£3.75
ANY 7.50 LLAMASOFT		£4.00
COLLOSSUS CHESS	CDS	£5.00
HOBBIT	MEL	£8.99
SOLO FLIGHT	U.S.	£9.95
VALHALLA	LEG	£9.50
MEGAWARZ	PAR	£3.50
CAVELON	OCE	£2.95
MR MEPHISTO	EUR	£3.00
BATH TIME	PSS	£3.50

RECOMMENDED RETAIL PRICE LIST

ANY 5.50 IMAGINE	£5.50	
ANY 5.50 INCENTIVE	£5.50	
ANY 5.50 ULTIMATE	£5.50	
ANY 5.95 SOFTWARE POR	£5.95	
TRASHMAN	NEW	£5.95
BLADE ALLEY	PSS	£5.95
3D LUNA ATTACK	HEW	£5.95
WHEELIE	MSP	£5.95
ANDROID 11	VOR	£5.95
CAVERN FIGHTER	BUG	£5.95
3D SEIDABB ATTACK	HEW	£5.95
3D COMBAT ZONE	ART	£5.95
CODE NAME MAT	MMA	£6.95
FRED	QUI	£6.95
NIGHT GUNNER	DIG	£6.95
MUGGY	MEL	£6.95
PSYTRON	BEY	£7.95
CAESAR THE CAT	MIR	£8.95
KOSMIC KANGO	MMA	£5.95
AD ASTRA	GRA	£5.95
3D BAT ATTACK	CHE	£6.95
ORC ATTACK	CRE	£6.95
ANDROMEDA	INT	£6.00

RECOMMENDED RETAIL PRICE LIST

BEAKY	FAN	£6.50
PYRAMID	FAN	£6.50
CHINESE JUGGLER	OCE	£6.90
HUNCHBACK	OCE	£6.90
ANY 6.99 BUBBLE BUS		£6.99
ANY 7.00 INTERCEPTOR		£7.00
ANY 7.50 LLAMASOFT		£7.50
FLIGHT PATH 737	ANI	£7.95
ANY 7.95 ANIROG		£7.95
PLUMB CRAZY	TER	£7.95
BLACK HAWK	CRE	£7.95
OMEGA RUN	CRL	£7.95
AZTEC CHALLENGE	U.S.	£8.95
CAESAR THE CAT	MIR	£8.95
BEACH HEAD	U.S.	£9.95
GYRO POD	TAS	£6.90
BOZO'S NIGHT OUT	TAS	£6.90
ODESSEY/CITY ATTACK	K.T.	£6.95
EAGLE EMPIRE	ALL	£7.95
SLURPY	CRE	£7.95
KILLER WATT	ALL	£7.95
VOODOO CASTLE	ADI	£9.95
SLINKY	U.S.	£8.95

50p PER tape post and packing must be added. Fast delivery assured, purchasers will receive comprehensive list of games and programs to suit your micro at MEGASAVES rock bottom VALUE for money price, plus the next

FANTASTIC DOUBLE SAVERS list.

Please state Spectrum or Commodore when ordering. Send cheque/PO to:

MEGASAVE dept C
76 WESTBOURNE TERRACE, LONDON W2

DRAGON/TANDY - £11.50
SPECTRUM - £17.25 inclusive

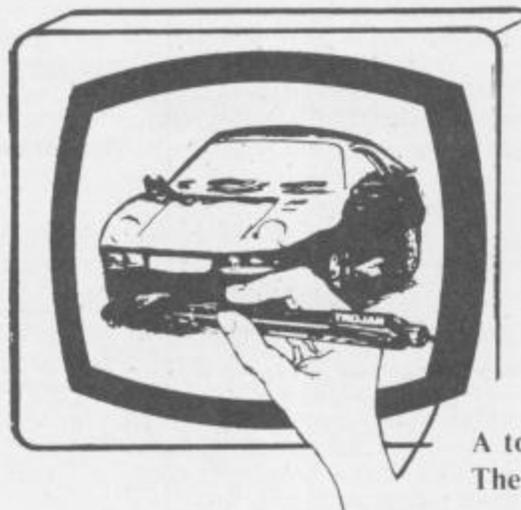
TOP VALUE LIGHT PEN DRAGON 32/64 TANDY COLOUR 32K/SPECTRUM 48K

THE NEW ADVANCED PROGRAM

for the Trojan light pens include the following facilities-

- * DRAW BOX
- * DRAW CIRCLE
- * DRAW LINE
- * DRAW PICTURES FREEHAND
- * COLOUR FILL DESIGNATED AREAS
- * SAVE AND LOAD PICTURES TO AND FROM TAPE
- * FULL ERASE FACILITIES

All in Hi-Res screen in any of 4 colours for the Dragon/Tandy, and 8 colours for the Spectrum.

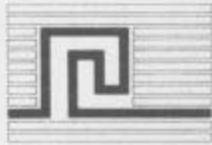


- * DATA ENTRY AND PROCESSING
- * MENU SELECTION AND CONTROL
- * GAMES PLAYING

This is a first class program which gives hints and tips on how to write programs for the pen. Ideal for many educational uses.

A top quality pen plus a first-class program. The best value pen package available.

Send cheques/P.O. to:
TROJAN PRODUCTS
166 Derlwyn, Dunvant, Swansea SA2 7PF
Tel: (0792) 205491

TROJAN 
Micro Computer Software & Accessories

ALSO AVAILABLE FROM GOOD COMPUTER DEALERS

BORING SOFTWARE HAS
FINALLY HAD ITS CHIPS!
CAPTAIN K - THE SOFTWARE
SENTINEL, ARRIVES LADEN
WITH MICROPOWERS
COMMODORE 64 TAPES



COMPUTER DUNGEON

UK'S LARGEST SELECTION OF SOFTWARE — FREE FAST MAIL ORDER SERVICE

PLEASE PHONE FOR AVAILABILITY ON HUNDREDS OF OTHER TITLES

SPECTRUM	COMMODORE	BBC	ORIC	ZX 81
Codename Mat £6.95	Valhalla £14.95	Fortress £7.95	Harrier At £6.95	Krazy Kong £3.95
Defenda £5.95	Neoclyps £6.95	Penguin £7.95	Scuba Dive £6.95	Hopper £3.95
Mugsy £6.50	Sheep in Space £6.45	Twin K Valley £9.50	Xenon-1 £8.00	49.er £5.95
Cyber Zone £5.95	Flight 737 £6.95	Pinball £7.95	Zorgons Rev £8.00	Sea Wolf £3.95
It's the Wooluf £5.95	Revelation £7.45	Challenger £7.95	Loki £6.45	Mcoder II £6.95
Tribble Trouble £5.95	Pinball Wizard £6.45	Frenzy £7.25	Delta 4 £8.95	OS Invaders £3.95
Jet Set Willie £5.95	Falcon Patrol £7.00	Hunchback £7.95	Hunchback £6.90	Blackstar £3.95
Fighter Pilot £7.95	Blogger £7.95	Crazy Painter £7.95	Mr Wimpy £6.90	Breakout £3.95
Night Gunner £6.95	Chuckie Egg £7.45	Froggy £7.95	Centipede £4.95	Brickstop £3.95
Blue Thunder £5.95	Killerwatt £7.95	The Mine £7.95	Hopper £4.95	Zaraks £4.95
Trashman £5.95	Loco £7.95	Jet Power Jack £7.95	Ultra £4.95	Galactic Patrol £4.95
Thunderhawk £5.95	Solo Flight £12.95	Ghouls £7.95	Light Cycle £4.95	3D Defender £4.95
3D Lunattack £7.50	Slinky £7.95	Battle Tank £7.45	Invaders £4.95	3D Monster Maze £4.95
Blade Alley £5.50	Aztec Chall £7.95	Overdrive £7.45	M A R C £5.50	The Gauntlet £3.95
Les Flics £5.95	Forbidden For £7.95	747 £7.95	Oricmon £4.95	Croaka-Crawla £3.95
Moon Alert £5.50	Bozo's Night Out £6.50	Aviator £13.95	Electrostorm £5.50	Maze Death Race £3.45
Scrabble £12.95	Bathtime £5.95	A Maze in Space £7.95	Lone Raider £7.95	
Eskimo Eddie £5.90	Cavalon £6.90	Vortex £7.95	Super Meteors £6.95	
Pogo £5.90	China Miner £7.00	Stock Car £7.25	Gravitor £6.95	ELECTRON
Cavern Fighter £5.95	Dinky Doo £7.95	Rubbie Trouble £7.25	Quack A Jack £6.95	Chuckie Egg £7.90
Pinball Wizard £5.95	Harrier Attack £7.00	Snooker £8.95	Pasta Wars £5.50	Kamakazi £7.90
Zig Zag £5.95	Space Pilot £7.95	Dare Devil Dennis £7.95	Rat Splat £6.95	Snooker £7.95
Micromouse £5.95	Omega Run £7.95	Blockbuster £7.25		Dare Devil Denis £7.95
Tasword II £13.90	Super Pipeline £6.95	Dambusters £7.95	DRAGON	Twin K Valley £9.50
Krakatoa £5.95	Bugaboo £7.95	Bug-Blaster £7.95	Pedro £4.95	Alien Dropout £7.95
Scuba Dive £5.50	Black Hawk £7.95	Eagle Empire £7.95	Hungry Horace £5.95	Guardian £7.95
Starblitz £5.95	Int Soccer £8.95	Webrunner £7.95	Ugh £7.95	Fruit Machine £7.95
Beaky £5.50	Scope 64 £16.95	Chuckie Egg £7.90	Leggit £3.95	Centipede £7.95
Glug Glug £5.95	Colossus Chess £9.95	Cylon Attack £7.90	Trace Race £6.25	Super Golf £7.50
PSI-Spy £6.95	Twin K Valley £9.50	Missile Control £7.95	Maurice Minor £6.95	Gorph £7.95
Ad Astar £5.95	Beach Head £8.95	Mr Wimpy £7.95	Bonka £6.95	Chess £7.95
Dustman £5.95	Gyropod £6.95	Spooks and Spiders £7.95	Chess £7.95	Moonraider £7.95
Sabre Wulf £9.95	Zodiac £7.95	Eagles Wing £7.95	Attack £7.00	Swoop £7.95
Orc Attack £6.95	Aquanaut £6.95	Blogger £7.95	Golf £7.00	Croaker £7.95
Forth £13.95	Eagle Empire £7.95	Omega Probe £7.95	Flight Simul £7.00	Cylon Attack £7.95
Psytron £7.95	Wheelin Wallie £6.95	Bed Bugs £7.95	UXB £6.95	Pedro £5.50
Dungeon Builder £9.95	Son of Blogger £7.95	Saloon Saly £4.95	Castle Adv £6.95	Blogger £7.95
Jack & the Bnstlk £5.95	Cybotron £7.95	Jungle Jive £7.95	Voyager £6.95	Vortex £7.95
				Cybotron Mission £7.95
				Pinball £5.95

DISCOUNTS! 2 or more games 5% off 4 or more games 10% off

Please phone for prices on full range of Joysticks and Interfaces

★ Postage and packing free ★

★ Goods sent — same day as order received ★

Please send postal order or cheque with order to 130 London Rd, St. Albans, Herts. AL1 1PQ. (St Albans) 56351

For Commodore 64
 Solo play/joystick optional
 Turbo-cassette
 New from HesWare

Battle through to the Balrog!

HesWare 'role-play' action
 FOR you in this fantasy adventure: 3 wizard and warrior characters you name, arm and activate. AGAINST you: 40 kinds of murderous monsters, dark corridors, secret and one-way doors and the riddle of the Balrog. BEFORE you: either failure within minutes of play or hours gaining gold and power through 5 levels of dungeons, 3 levels of difficulty. PLAY POWER: 3D graphics and super sound.



HesWare

Maze Master

By Michael Cranford

Maze Master is a 3-D fantasy adventure through the dark corridors of BALROG's dungeon. Your expedition must protect the liege lord and his domain from the vicious BALROG and his band of blackguards. You and your party have to be clever and courageous to overcome BALROG's treachery.

Joystick optional.

Turbotape for Commodore 64

HesWare Turbotape
 All the speed of a disk-drive, but not the cost. This program will load at - amazingly - in under a minute.

For your copy of 'Maze Master'

(Cat. No. HSEE 123). Available from all good computer software stockists.

Send me (tick as required)

- My local stockist's address
- Your full list of games
- _____ copy/ies of this game

at £9.95 each £ : p
 + single P&P sum : 30p
 Total to send £ : p

Method of payment

By cheque or PO (no cash) made payable to **TECS**



- By Access or
- Barclaycard

Enter card no. Sign below:

Credit card sales: UK buyers only.
 Response within 21 days.

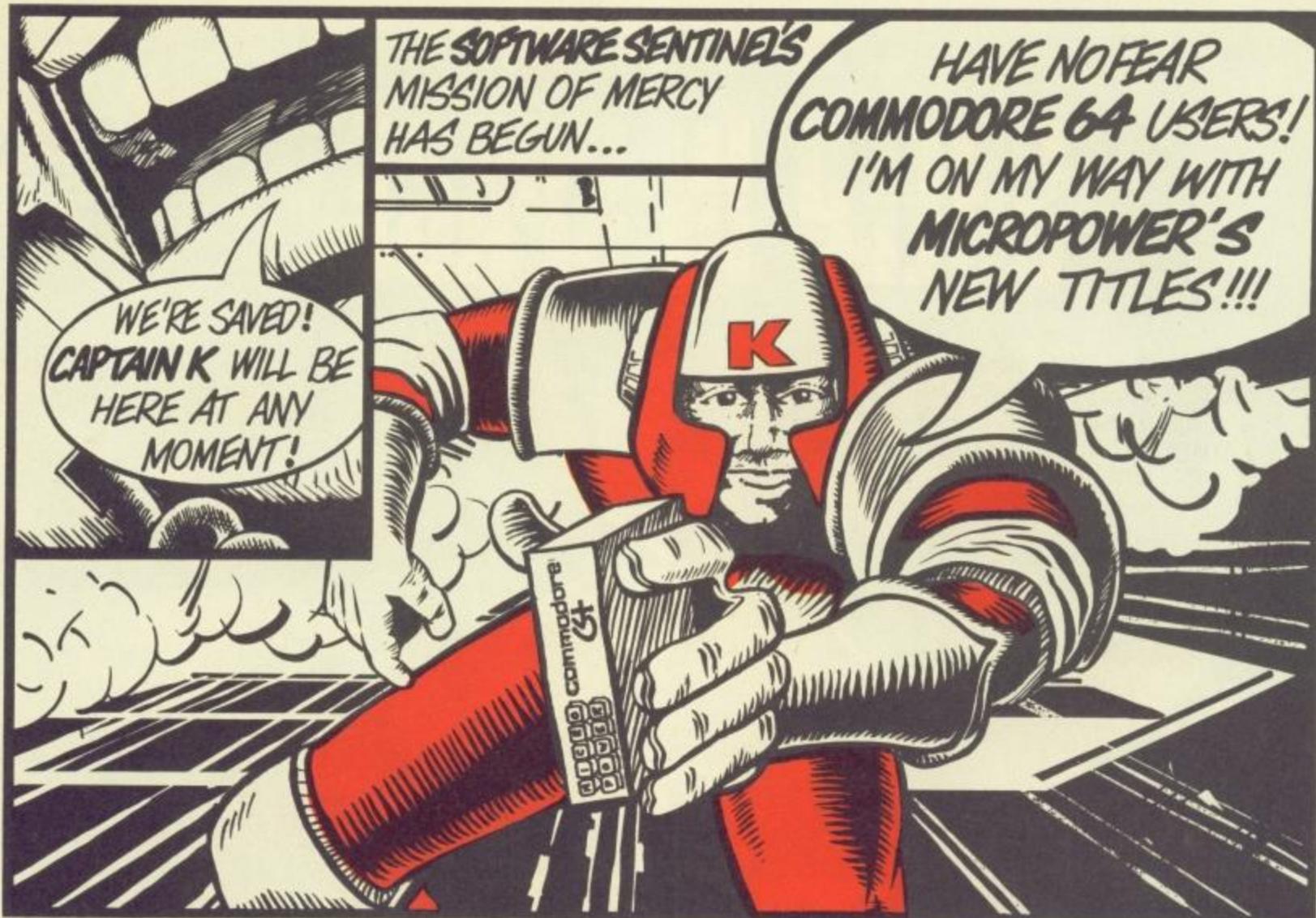
To: Thorn EMI Computer Software Distributors, 296 Farnborough Road, Farnborough, Hants., GU14 7NF.
 Phone: (0252) 518364.

Name _____
 Address _____

APCG1



THORN EMI
 Computer Software Distributors



THE SOFTWARE SENTINEL'S MISSION OF MERCY HAS BEGUN...

HAVE NO FEAR COMMODORE 64 USERS! I'M ON MY WAY WITH MICROPOWER'S NEW TITLES!!!

WE'RE SAVED! CAPTAIN K WILL BE HERE AT ANY MOMENT!

Frak!
--- from better Dealers everywhere

Aardvark's aartful graphics game on the Beeb.
Aardvark Software, 100 Ardleigh Green Road, Hornchurch, Essex RM11 2LG

Brainteasing Games LCL

SIR FRANCIS DRAKE
ADVENTURE GAME

Fight the Spanish...
Collect the Treasure

**ZX Spectrum
BBC Micro
Electron
Commodore 64**

NEW

SIR FRANCIS DRAKE ADVENTURE GAME, authentic, historical, graphics adventure game. Good reviews. £7.95

BRAINTEASERS (for above computers also VIC and Dragon). Unique book of IQ tests and puzzles. £5.95

MICRO MATHS (for above also ZX81, VIC). 24 program O-level self-tuition or revision course. £24.50 (except ZX81 £12)

"...ambitious, interesting program... excellent..."
EDUCATIONAL COMPUTING

IMMEDIATE DISPATCH of Micro Maths. Send orders or requests for free catalogue (300 programs) to:

LCL
26 Avondale Ave,
Staines, Middx.
Tel: (0784) 58771
24 hrs. orders

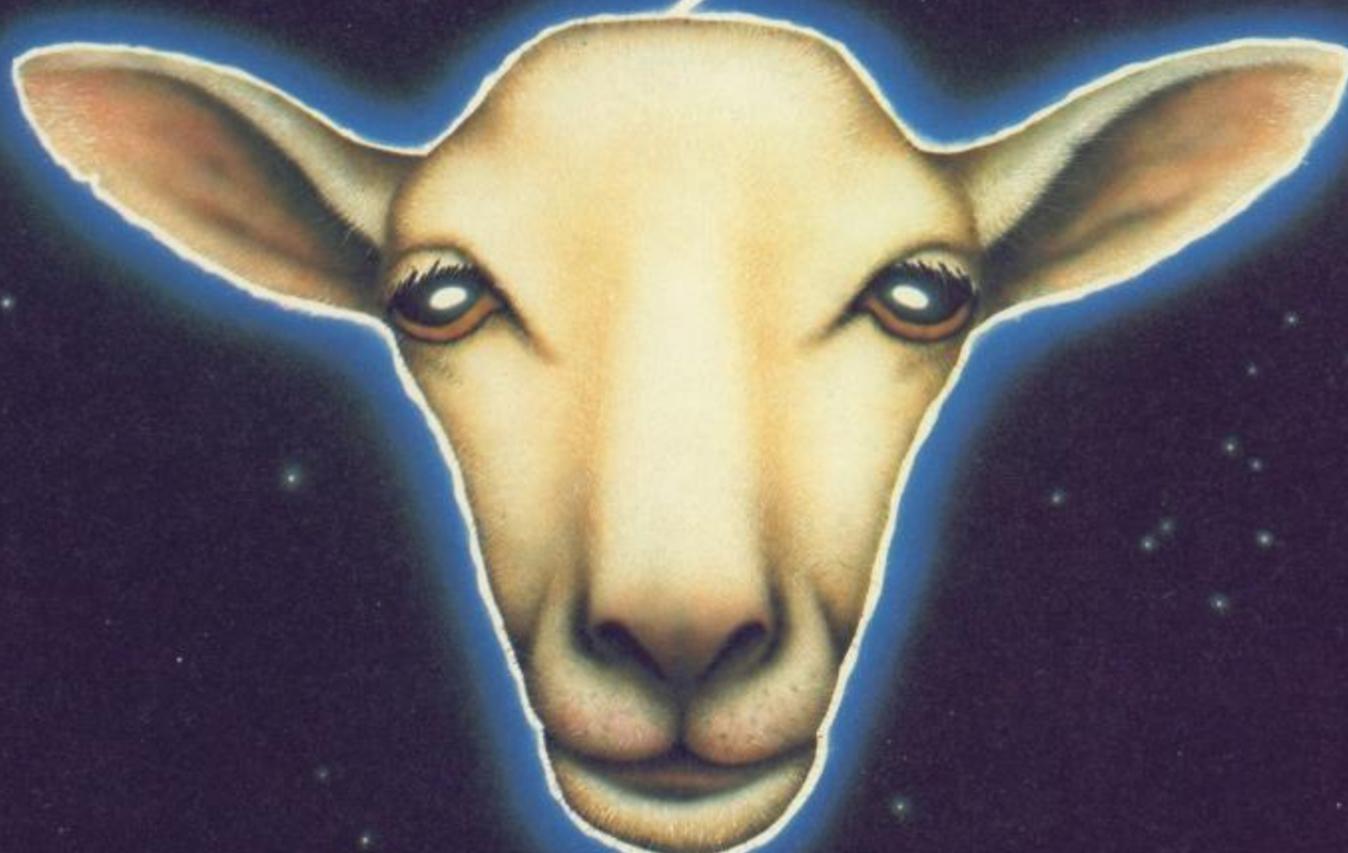
* As seen on TV *

World leaders in educational software (in 24 countries).
Generous trade discounts.

HOVER BOVVER, REVENGE

AND NOW

SHEEP IN SPACE



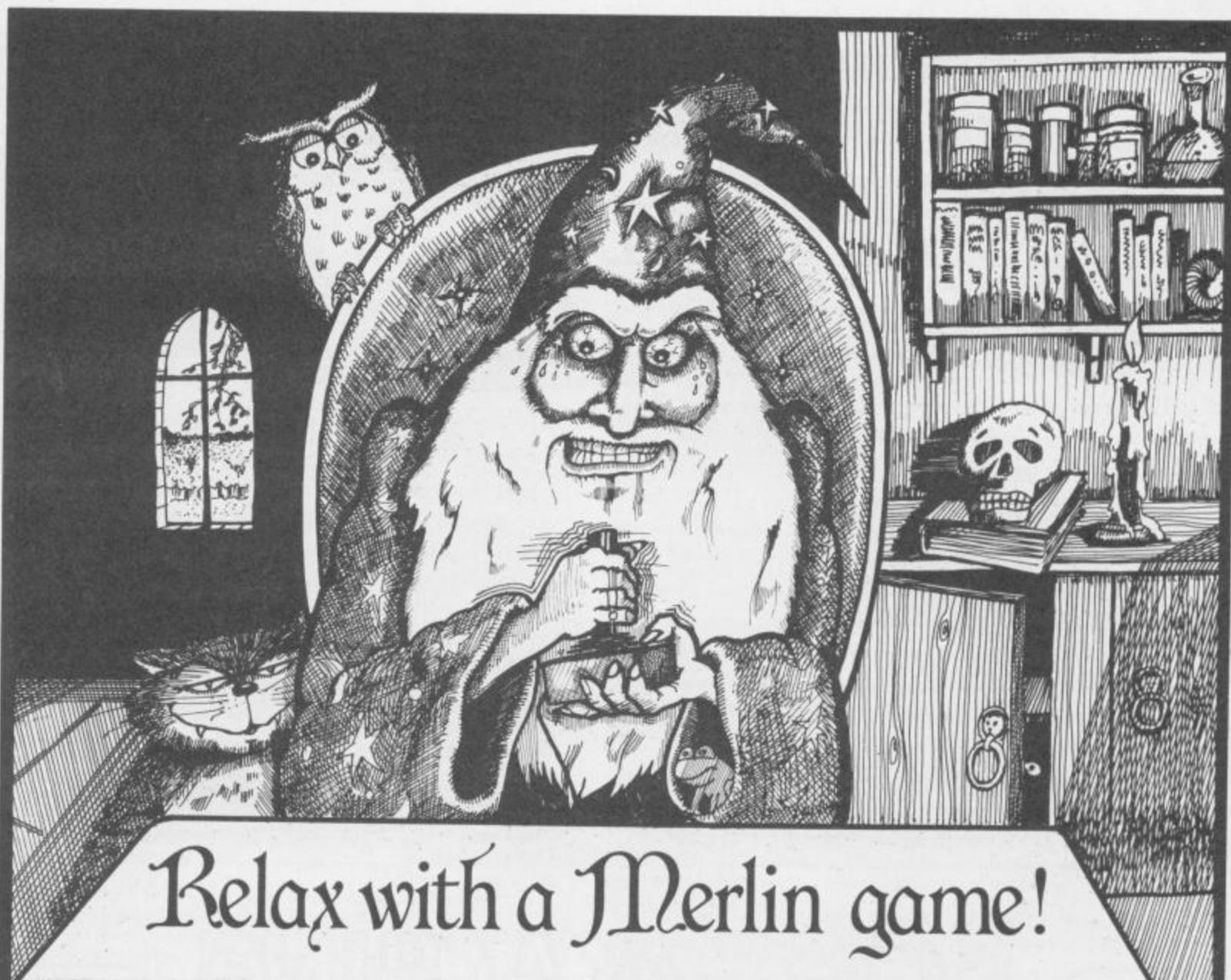
Llamasoft

AWESOME GAMES SOFTWARE

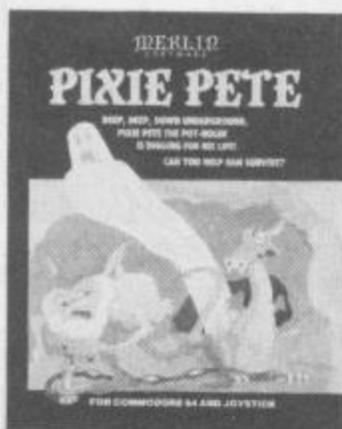
THE LATEST CBM 64 WORK BY JEFF MINTER AVAILABLE FROM LLAMASOFT

LLAMASOFT SOFTWARE, 49 MOUNT PLEASANT, TADLEY, HANTS, ENGLAND.

SL



Relax with a Merlin game!



PIXIE PETE
 Deep, deep down underground, Pixie Pete the Pot-Holer is digging for his life! Can you help him survive?



ORANGE SQUASH
 Are you skilful and fast enough to avoid being turned into orange juice, or will you be pipped at the post?



BLUE MOON
 Piloting your spaceship on a daring rescue mission requires skill and courage if you are to return to base.



CRAZY CAVEMAN
 Prepare to face the many dangers of prehistoric times in a frantic race for safety.

SEE US ON STAND 132 AT THE COMMODORE SHOW • 7-9th JUNE

ALL GAMES AVAILABLE FOR COMMODORE 64
 ON CASSETTE OR DISK



£6.95



£8.95

AVAILABLE SOON

*The ultimate in
 mega-slaughter!*

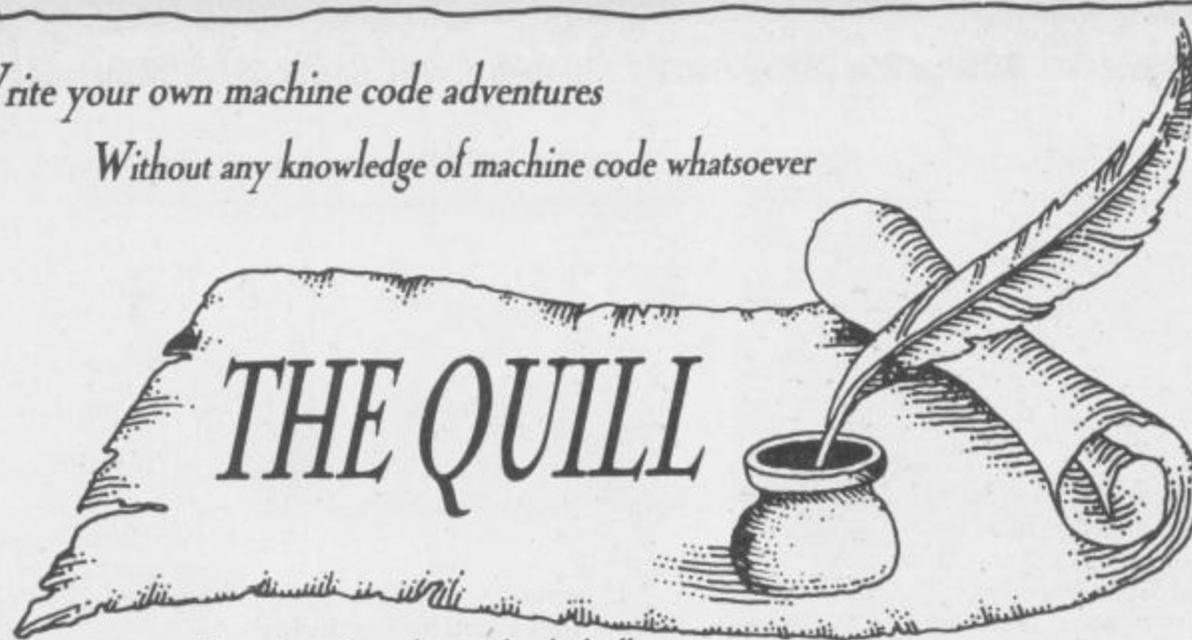


MERLIN
 SOFTWARE

BUSINESS AND TECHNOLOGY CENTRE,
 BESSEMER DRIVE,
 STEVENAGE, HERTS. SG1 2DX.
 TELEPHONE (0438) 316561

Write your own machine code adventures

Without any knowledge of machine code whatsoever



THE QUILL is a major new utility written in machine code which allows even the novice programmer to produce high-speed machine code adventures of superior quality to many available at the moment without any knowledge of machine code whatsoever.

Using a menu selection system you may create well over 200 locations, describe them and connect routes between them. You may then fill them with objects and problems of your choice. Having tested your adventure you may alter and experiment with any section with the greatest of ease. A part formed adventure may be saved to tape for later completion. When you have done so *THE QUILL* will allow you to produce a copy of your adventure which will run independently of the main *QUILL* editor, so that you may give copies away to your friends.

THE QUILL is provided with a detailed tutorial manual which covers every aspect of its use in writing adventures.

NOW AVAILABLE FOR COMMODORE 64

Cassette version £14.95

Disc version £19.95

FOR THE 48K SPECTRUM AT £14.95

Now available in W H Smith, and from many computer shops nationwide, or direct from us by post or telephone. Dealer enquires welcome.

SAE for full details of our range.

GILSOFT

30 Hawthorn Road
Barry
South Glamorgan
CF6 8LE
☎(0446) 732765

Credit Card Order line
Personally manned for 24 hours
☎0222 41361 Ext430



SOFT MACHINE

P.O. BOX B1 · HEBDEN BRIDGE · W. YORKSHIRE HX7 6LG

Tel: (0422) 845378

HUNDREDS OF TITLES AVAILABLE. SEND SAE FOR LISTS & DETAILS OF SPECIAL OFFERS. STATE COMPUTER

SPECTRUM

Chuckie Egg
Cassette 50
Hunter Killer
Dungeon Master
Rommels Revenge
Quill
Birds & Bees
Android Two
Grand Prix Driver
Pyramid
Doomsday Castle
German Master A or B
French Mistress A or B
Fighter Pilot
Night Gunner
Jet Set Willie
Tutankhamun
Blue Thunder
Urban Upstart
Blade Alley
Database
Harrier Attack

	OUR RRP	OUR PRICES
A & F	6.90	5.95
Cascade	9.95	8.50
Protek	7.95	6.75
Crystal	7.50	6.50
Gilsoft	14.95	11.95
Bug-Byte	5.95	4.95
Vortex	5.95	4.95
Brittania	6.95	5.95
Fantasy	5.50	4.75
Kosmos	6.50	5.75
Digital	7.95	6.75
S/Project	6.95	5.95
Micromania	5.95	4.95
Wilcox	5.95	4.95
Shepherd	6.50	5.50
P.S.S.	5.95	4.95
Gemini	19.95	16.95
Durell	5.95	4.95

Scuba Diver
Black Crystal
Apocalypse
Millionaire
Temples of Vran
Titanic
COMMODORE 64
Damsel in Distress
Brands
Blagger
Bug Blaster
Aztecomb Adventure
Haunted House
Squash a Frog
Grid Trap
Jumpin Jack
Triad
Twin Kingdom Valley
Quasar
Hustler
Pyramid
Splat
Colossus Chess

Durell	5.95	4.95
Carnell	7.50	6.50
Redshift	9.95	8.50
Incentive	5.50	4.50
Incentive	5.50	4.50
R & R	7.95	6.75
Alligata	7.95	6.75
Livewire	8.95	7.50
Bug-Byte	9.50	7.95
Voyager	5.99	4.95
Bubble Bus	6.99	5.95
Fantasy	6.50	5.50
Incentive	6.50	5.50
C.D.S.	9.95	8.50

Super Pipeline
Golden Baton
Olympic Skier
Red Alert
Outback
Omega Run
The Hobbit
BBC
Dambusters
Lunar Rescue
Fruit Machine
Monaco
Cassette 50
Horserace
Pool
Corporate Climber
Lemming Syndrome
Spanish Tutor A or B
Twin Kingdom Valley

Task Set	6.90	5.95
Ch. 8	9.95	8.50
Mr Chip	6.00	5.00
Mr Chip	5.50	4.50
Paramount	7.50	6.50
C.L.R.	7.50	6.50
Melbourne	14.95	11.75
Alligata	7.95	6.75
Cascade	9.95	8.75
Dynabyte	6.95	5.95
Dynabyte	7.95	6.75
Cosmos	9.95	8.75
Bug-Byte	9.50	7.95

TO SOFT MACHINE: Please rush me the following tapes:

1 2 3
4 5 6

I enclose CQ/PO No. for £.

SOFT Machine . P.O. Box B1 . Hebden Bridge
West Yorkshire . HX7 6LG

Name:

Address:

Soft Machine is the trading name of Fabstar Computers Ltd.



Looking for a new game? Check out this list of PCG-approved titles

PCG RECOMMENDED GAMES

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast

number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

Also each month we take a game from these lists and give it special treatment as our 'Screen Classic'. It gets a page to itself so that we can wax lyrical about why it's a good game.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such as finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac*, *Jet Set Willy*.

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a cen-

tipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game - gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
<i>Android 2</i>	48K	5.95	Vortex	Very difficult 3D version of <i>Robotron</i>
<i>Ant Attack</i>	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the girl from the killer ants
<i>Apocalypse</i>	48K	9.95	Red Shift	Complex strategy war game
<i>Atic Atac</i>	48K	5.50	Ultimate	Brilliant and inventive arcade adventure
<i>Bugaboo</i>	48K	6.95	Quicksilva	Help the stranded flea escape from the bizarre underground world
<i>Cavern Fighter</i>	48K	5.95	Bug-Byte	Best Spectrum version of <i>Scramble</i>
<i>Chequered Flag</i>	48K	6.95	Psion	Superb motor-racing simulation
<i>Chuckie Egg</i>	48K	7.90	A&F	A frantic multi-level game featuring deadly ducks
<i>Deathchase</i>	48K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
<i>Fighter Pilot</i>	48K	7.95	Digital Integration	Marvellous flight simulator with combat features
<i>Halls of the Things</i>	48K	7.50	Crystal	Very fast and very difficult arcade adventure
<i>Jet Pac</i>	16K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
<i>Jet Set Willy</i>	48K	5.95	Software Projects	Explore the huge mansion in brilliant arcade adventure
<i>Jumpin' Jack</i>	16K	5.50	Imagine	A simple, but incredibly addictive game

COMMODORE 64 GAMES A-I

TITLE	PRICE	SUPPLIER	COMMENT
<i>Aztec Challenge</i>	8.95	Augiogenic/Centresoft	Dodge spears, rocks and other hazards in a perilous fight for survival
<i>Booga-Boo</i>	7.95	Quicksilva	Brilliant graphics as your flea tries to escape from his underground prison
<i>Bumping Buggies</i>	6.99	Bubble Bus	Frantic road-race with strange obstacles
<i>China Miner</i>	7.00	Interceptor	Frenetic multi-level, multi-screen platform game with great sound and graphics
<i>Chinese Juggler</i>	6.90	Ocean	Exciting game with lovely graphics in which you have to keep the plates spinning
<i>Falcon Patrol</i>	8.00	Virgin	Excellent fighter simulation with a scrolling 3D landscape
<i>Fire Ant</i>	7.95	Mogul	Unusual maze-game with good graphics in which you have to rescue a Queen Ant
<i>Forbidden Forest</i>	8.95	Audiogenic/Centresoft	Fight your way through a chilling monster-infested forest. Terrific atmosphere
<i>Hovver Bovver</i>	8.00	Llamasoft	Suburban gardeners run riot with their mowers in this fast and witty game
<i>International Soccer</i>	9.95	Commodore	Superb soccer simulation on cartridge

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
<i>Blogger</i>	7.95	Alligata	Multi-level game with a multitude of objects and obstacles
<i>Chuckie Egg</i>	7.90	A&F	A frantic multi-level game featuring deadly ducks
<i>Colossal Adventure</i>	9.90	Level 9	First of a series of text adventures with 200 locations
<i>Fortress</i>	8.95	Pace	A brilliant version of the 3D space-game <i>Zaxxon</i>
<i>Hopper</i>	10.00	Acornsoft	Superb version of <i>Frogger</i>
<i>Killer Gorilla</i>	7.95	Micro Power	Excellent <i>Donkey Kong</i> game with beautiful graphics
<i>Meteors</i>	10.00	Acornsoft	The best version of <i>Asteroids</i> for the Beeb

VIC 20 GAMES A-L

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
<i>Bongo</i>	16K	7.95	Anirog	Multi-level game with ladders and girders
<i>Chariot Race</i>	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
<i>Choplifter</i>	Std	25.00	Audiogenic	Rescue hostages in exciting helicopter game
<i>Defender</i>	Std	19.99	Atarisoft	Good and faithful version of the arcade classic
<i>Gorf</i>	Std	10.00	Vicsoft	Four-screens of action with elements from several popular games
<i>Jet Pac</i>	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
<i>Lazerzone</i>	8K	6.50	Llamasoft	Fast moving mega-zap with guns on x and y axes

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
<i>Airstrike 2</i>	9.95	English	Excellent version of <i>Scramble</i>
<i>Caverns of Mars</i>	30.00	Atari	Smooth vertical version of <i>Scramble</i>
<i>Choplifter</i>	30.00	Broderbund	Rescue hostages in exciting helicopter game
<i>Defender</i>	30.00	Atari	Authentic arcade action in the classic game
<i>Donkey Kong</i>	30.00	Atari	Rescue your girl from the nasty gorilla in superb arcade copy
<i>Miner 2049'er</i>	30.00	Big Five	A <i>Donkey Kong</i> derivative with novel elements
<i>Missile Command</i>	30.00	Atari	The best and meanest version of the original

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
<i>Black Crystal</i>	5.95	Carnell	Multi-part graphic adventure
<i>Cassette 4</i>	6.00	Orwin Software	8 games including excellent <i>Scramble</i> and <i>Defender</i>
<i>Forty Niner</i>	5.95	Software Farm	Tunnelling game with superb high-res graphics
<i>3D Defender</i>	4.95	New Generation	Blast alien craft as they zoom towards you
<i>3D Monster Maze</i>	4.95	New Generation	Fight your way through the maze while avoiding T-Rex

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
<i>Backgammon</i>	7.95	Camssoft	Wins often enough to convince you it cheats
<i>Colossal Adventure</i>	9.90	Level 9	One of the many excellent Level 9 adventures
<i>Gobble De Spook</i>	9.90	Camssoft	Good version of <i>Pac-Man</i>
<i>Power Blaster</i>	9.99	Romik	Simple graphics but sizzling action in this maze shoot-out
<i>Treasure Island</i>	7.95	Camssoft	Simple but quirky adventure with nice graphics

ORIC GAMES

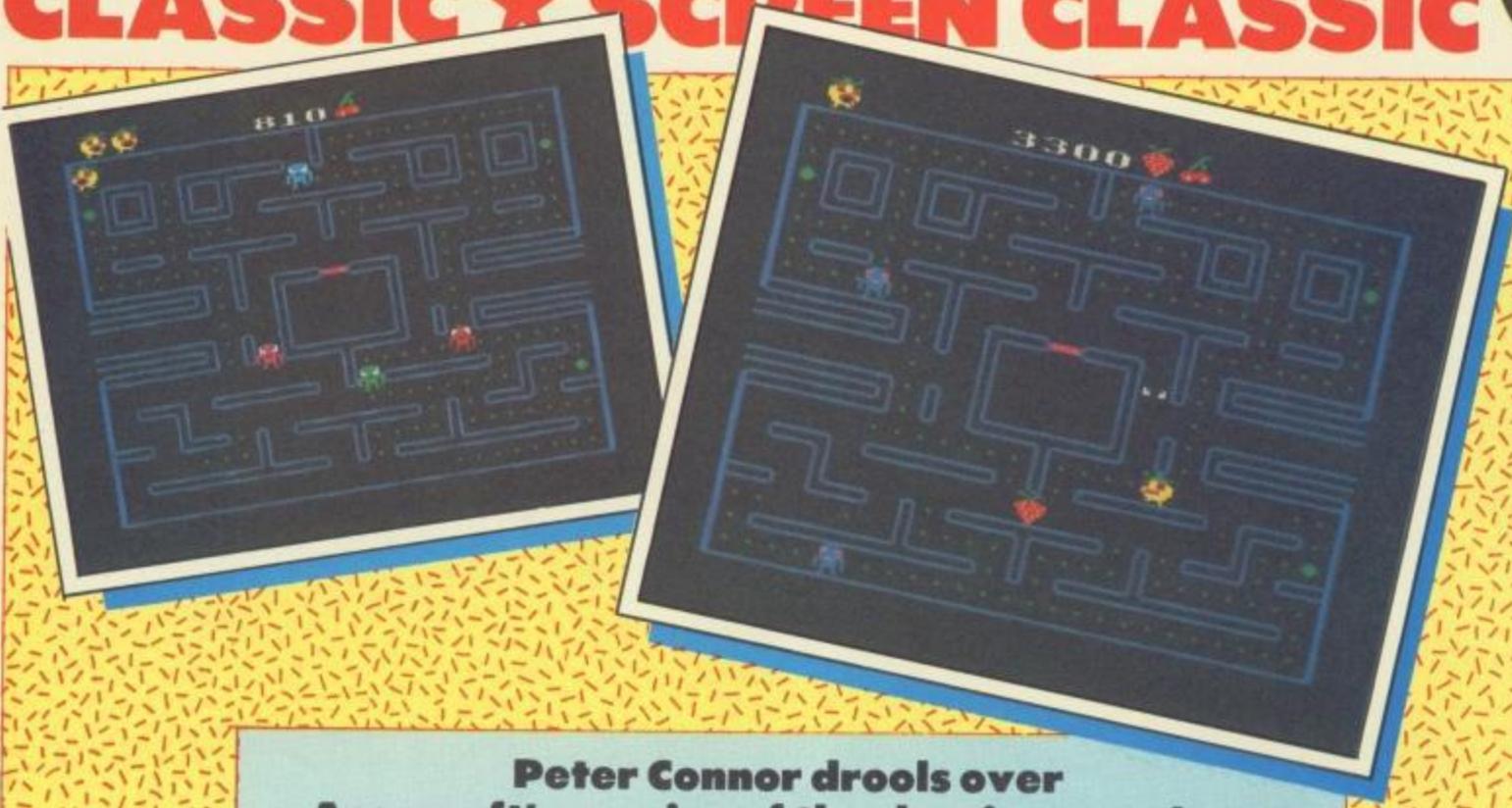
TITLE	PRICE	SUPPLIER	COMMENT
<i>Classic Racing</i>	7.95	Salamander	Management simulation with great animation in the races
<i>Colossal Adventure</i>	9.50	Level 9	First of a series of complex text adventures
<i>M.A.R.C.</i>	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
<i>Mushroom Mania</i>	5.50	Arcadia	Smooth version of <i>Centipede</i>
<i>The Hobbit</i>	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
<i>The Ultra</i>	6.95	PSS	Classic multi-stage space game
<i>Xenon</i>	8.50	IJK	Gripping space shoot-'em-up
<i>Zorgon's Revenge</i>	8.50	IJK	Interesting game with the flavour of the Spectrum classic <i>Manic Miner</i>

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
<i>Bloc-Head</i>	7.95	Dragon Data	<i>Q*Bert</i> clone on rectangular pile of blocks
<i>Chuckie Egg</i>	7.90	A&F	Addictive multi-level game with deadly ducks
<i>Crusader</i>	6.95	J. B. Morrison Micros	Rescue the damsel in distress
<i>Cuthbert in the Jungle</i>	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure
<i>Danger Ranger</i>	8.00	Microdeal	Arcade adventure with <i>Kong</i> -style elements
<i>Empire</i>	6.95	Shards	Computer version of the board game <i>Risk</i>
<i>Franklin's Tomb</i>	7.50	Salamander	An eventful text adventure
<i>Frogger</i>	8.00	Microdeal	Nice version of that familiar arcade game
<i>Kriegspiel</i>	6.95	Beyond	Excellent war-game with scrolling map
<i>The King</i>	8.00	Microdeal	Good version of <i>Donkey Kong</i>
<i>Touchstone</i>	8.00	Microdeal	Exciting game in large underground scrolling maze
<i>Ugh!</i>	6.95	Softek	Enjoy stealing the pterodactyl's eggs
<i>Wizard War</i>	6.50	Salamander	Two player game of battling wizards



CLASSIC ★ SCREEN CLASSIC



Peter Connor drools over
Acornsoft's version of the classic maze chase

PAC-MAN

Snapper. The very name casts a spell that draws me helplessly back to the keyboard, to another contest of dexterity and ingenuity with those mean monsters of the maze. For this is the best BBC version of that all-time classic *Pac-Man*.

The idea is simplicity itself. The screen displays a maze divided into quadrants in the centre of which is the den of the four monsters. The paths of the maze are littered with dots to be snapped and in each of the quadrants is a flashing green power pill.

When Snapper swallows these, the monsters turn blue and can be consumed – one gulp and all that's left is their eyes fleeing back to the den.

Your Snapper is a rotund yellow creature with a green hat and a voracious blue mouth. A perky tune, a call to arms for all Snapperites, sets you off. Using the four direction keys you hungrily speed off, devouring all the dots in your path.

But these monsters are not idle. Pretty soon they're out of their den, off to patrol their respective sectors. Pretty soon, too, they gobble you up and you will have learned the first fact of Snapper life – strict sector discipline must be maintained. Study the monsters' pattern, learn the best route and stick to it. Deviation from the true path is always punished.

On the first two sheets the monsters' predictability allows you to master key control and tot up lots of points. The

delicious fruit which appears in the centre of the bottom half is yours for eating: cherries on the first screen, then a resplendent strawberry followed by crispy russet apples, glistening sweet plums and much, much more. It's like the greengrocers of your dreams packed with irresistible goodies.

In the early stages you should also be able to consume all four monsters in their blue and vulnerable state. Listen for the warbling notes as they return to normal and be careful not to chase them too long. You'll find that snapping all four monsters is an exceptionally satisfying experience.

But it's after the third screen that things start to get really frenetic. The monsters develop minds of their own and rush around causing you all sorts of problems.

The different coloured monsters develop individual characteristics. Pinky, in particular, has to be watched because he's a bit of a psychopath: you just can't tell what he's going to do next.

Now you'll find yourself in a frenzy to get through to the next screen, to the next luscious fruit. Monsters will be on your tail in hot pursuit, and now you'll have to use the tunnels at the sides in order to survive – but don't enter them too often or Pinky will be on to you.

To spur you on to even greater heights there is the lure of the Golden Bell, and, finally, the Giant Acorn – the prize that Snapperites dream of. But you'll have to get through 12 screens to see it.

TERMINAL SOFTWARE

The illustration depicts a futuristic space command center. A central, large, 3D metallic title 'STAR COMMANDO' is the focal point. Surrounding it are various computer monitors and control panels, each displaying different game screens: a star map, a tactical overview, a mission briefing, a combat scene with alien ships, and a score multiplier display. A hand in a green glove is shown pressing a red button on a control panel. The background is a dark space with a planet, a comet, and various alien spacecraft.

Win Your Wings

The Galaxy is under attack! You must destroy hostile forces such as Cosmic Kamikazes and Sausonic Raiders, and hazards like Space Minefields and Meteor Storms. Reach the top rank of "Star Commando" and we'll send you a special "Star Commando" wings metal badge. A fantastic 3-D perspective fast action game for the Commodore 64. Written by Reg Stevens. £7.95.

Terminal Software Games are available from -

International

Tial - Sweden
 Aashima - Netherlands
 ZXAfrica - S. Africa
 Ozisoft - Australia
 Alpine - New Zealand

Retail

John Menzies
 Dixons Software Express
 Makro
 Selected Lewis's & Co-op Stores

Distributors

Bulldog
 Centresoft
 ESD Electronics
 Gordon Howson
 Lightning

Micro Dealer
 PCS

Prism
 SDL
 Softshop International
 Solomon & Peres
 Stage One
 Tiger Distribution
 Twang

TERMINAL

NEW



GET A GRIP OF A&F SOFTWARE

*Commodore CM64
Chuckie Egg
BBC 32K Haunted Abbey*

AVAILABLE FROM ALL GOOD
COMPUTER SHOPS

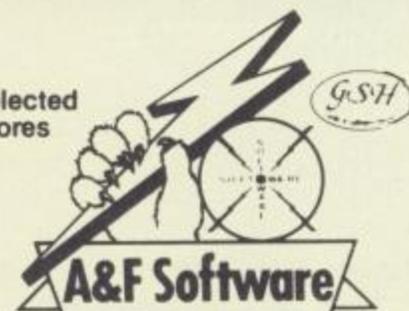
John Menzies



Selected
Stores

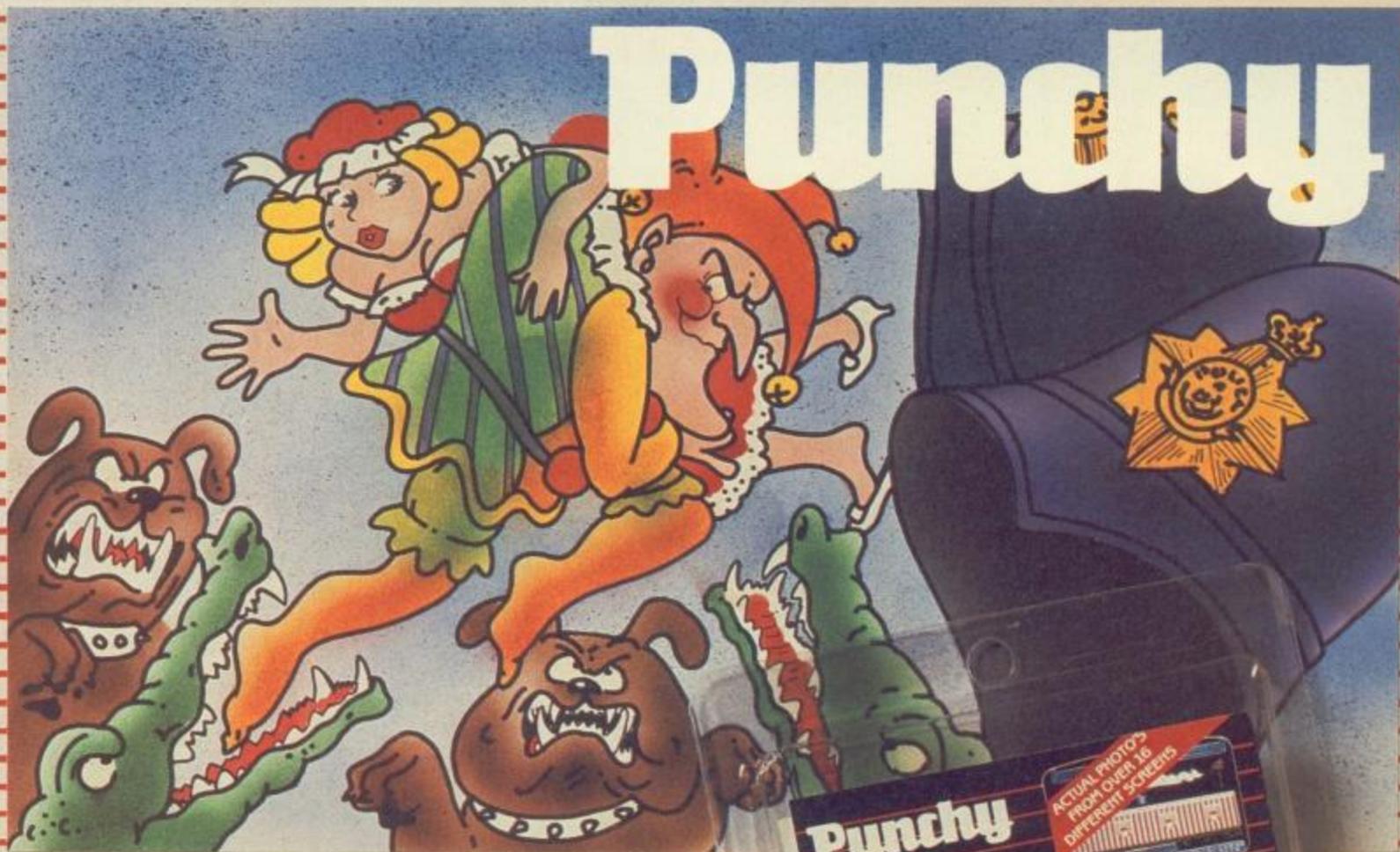
	CM64	BBC	ELECTRON	DRAGON	SPECTRUM
CHUCKIE EGG	£7.90	£7.90	£7.90	£7.90	£6.90
CYLON ATTACK		£7.90	£7.90		
HAUNTED ABBEY		£6.90			
PHARAOH'S TOMB		£7.90	£7.90		

Sold subject to A&F Software Ltd.
Full terms and conditions available on request



Unit 8, Canalside Industrial Estate,
Woodbine Street East, Rochdale, Lancs.
OL16 5LB. Tel: 0706 341111

Punchy



Punchy Now Runs & Jumps On:-

VIC 20 +16K

CBM 64 (Distributed by Commodore)

SPECTRUM 48K

SPECTRAVIDEO 318/328

AMSTRAD CPC 464
(Distributed by AMSOFT)

M.S.X. version available in June.

Punchy

- Full graphic display
- Multi screen
- Demands high skill
- Includes speech output

ACTUAL PHOTOS FROM OVER 16 DIFFERENT SCREENS

The Game

NASTY PUNCH has locked JUDY away in the Punch & Judy booth. You must rescue her by guiding brave BOBBY the policeman across the stage.

To achieve success you must, amongst other challenges, make BOBBY leap the obstacles, land on a flying carpet and ROCK THE BABY.

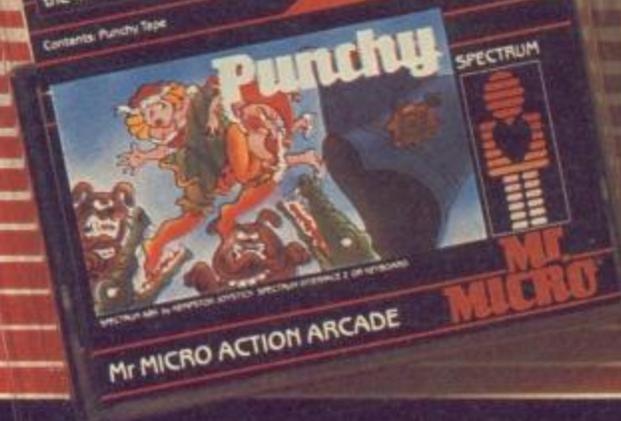
All the well known characters from the traditional Punch & Judy show make an appearance in this unique game.

The graphics and speech combine to produce one of the best programs available for the 48K Spectrum.



USE WITH KEYBOARD JOYSTICK SPECTRUM INTERFACE 2 OR KEYBOARD

Contents: Punchy Tape



PUNCHY (VIC +16K) . . . £6.90

OTHER MR. MICRO TITLES AVAILABLE NOW:-

GOLD RUSH (VIC 20) £6.90
INVINCIBLE (VIC 20) £6.90
HUMPHREY (VIC + 16K) £6.90
MYSTERIOUS ISLAND (VIC + 16K) £9.90

DIGGER (VIC +16K) £6.90
BENGO (VIC 20) £6.90
AMIGO (VIC +16K) £6.90
HUMPHREY (BBC B) £6.90
PUNCHY (SPECTRUM 48) £6.90
CRAZY GOLF (SPECTRUM 48) £6.90
DRACULA (ORIC) £6.90
RAM DAM (VIC) £13.90

£6.90 SPECIAL TRADE PACKAGE AVAILABLE.

DRAGON TAMER (DRAGON) £9.90
SCORE STORE (ALL) £1.95
HARLEQUIN (SPECTRUM 48) £6.90
LIGHTNING ASSEMBLIS (ORIC) £13.90



MR. MICRO



ACCESS & VISA. TEL: 061-728 2282

AVAILABLE FROM ALL GOOD STOCKISTS OR ORDER DIRECT FROM:-

MR. MICRO LTD., 69 PARTINGTON LANE, SWINTON, MANCHESTER M27 3AL, ENGLAND.

CYGNUS TWO COMPUTER GAMES

WE SELL ONLY THE BEST
FAST, EFFICIENT AND FRIENDLY SERVICE!
ORDER TODAY AND WE DELIVER TOMORROW

SPECTRUM

PSYTRON (Beyond) 48K £7.95

A combination of 'Space Age' Arcade action skill and strategy. Beyond are featuring a competition to win a Q.L. with this one.

NIGHT GUNNER (Digital) 48K £5.95

Defend your plane against enemy attack. 30 different ground missions. Not a simulation.

BLUE THUNDER (R. Wilcox) 48K £4.85

Fly your chopper over heavily defended islands and try to blow up the core of a nuclear reactor. It's difficult and addictive.

FIGHT PILOT (Digital) 48K £7.95

Feel the power of an F15 Eagle Jet Fighter in this excellent flight simulation.

CODENAME MAT (Micromega) 48K £6.95

Pilot the USS Centurion through space and save the Universe in this great game. It's difficult and requires a good deal of thought.

THE OMEGA RUN (CRL) 48K £5.50

A Doomsday Device is already set to explode. Pilot your fighter bomber to save the world.

TRASHMAN (New Generation) 48K £5.95

It's just like the real thing, emptying the dustbins into the dustcart. Trying to keep off the grass is very frustrating.

THE SKULL (Games Machine) 48K £6.25

A 3D maze game with arcade action. The giant skulls are very spectacular. The game is fast.

MILLIONAIRE (Incentive) 48K £5.50

You have written your first computer program and with successful management you could become a millionaire. Fun to play.

SNOWBALL (Level 9) 48K £9.50

A great Colony Starship is heading for the sun. Prevent its destruction in this very complex adventure.

THE QUILL (Gilsoft) 48K £13.95

Designed to help you write your own adventure programs. You write the story and The Quill will handle the coding.

H.U.R.G. (Melbourne) 48K £13.45

The Games Designer program which will help you write your own arcade games.

BBC

FORTRESS (Pace) £8.45

A superb 3D Space game. You have never experienced anything so fast and exciting.

GHOULS (Program Power) £7.25

As the title implies, there are plenty of Spookies around in this exciting fast action game. It's good fun.

VORTEX (Soft. Invasion) £7.25

This is fast and furious with super 3D effects. The asteroid storms are something you should experience.

FOOTBALL MANAGER (Addictive) £7.25

An excellent game of skill and strategy. Work your way up from 4th division to win the F.A. Cup.

SPITFIRE (Alligata) £7.95

Learn to fly the Mark XIV Spitfire in this great simulation game. It's realistic and needs skilful handling.

EAGLES WING (Soft. Invasion) £7.95

Prepare to do battle along a heavily defended river canyon. It is not an easy mission.

ELECTRON

DARE DEVIL DENNIS (Visions) £7.95

It isn't an easy life being a stunt man as you will find out in this very funny game.

BLAGGER (Alligata) £7.25

Is your burglar clever enough to collect all the keys to all the safes? It is something you ought to find out for yourself.

KILLER GORILLA (Program Power) £7.95

There's no need to describe this one. We all know that it's a great game.

TWIN KINGDOM VALLEY (BugByte) £8.95

A superb graphic adventure with every location showing full screen colour. Very enjoyable.

SNOOKER (Visions) £7.50

There are lots of features in this game, for 1 or 2 players. You can enjoy playing snooker sitting down.

SPECTRUM SUPER SAVERS

Jetpac 16K	£4.25	Hunchback 48K	£5.25
Lunar Jetman 48K	£4.25	Kong 16K	£4.50

Write or phone for our new brochure: All games reviewed.
Don't forget to state your machine

Please send me

Name

Address

I enclose cheque/P.O. for £..... (P&P Free, Add £1 for overseas)

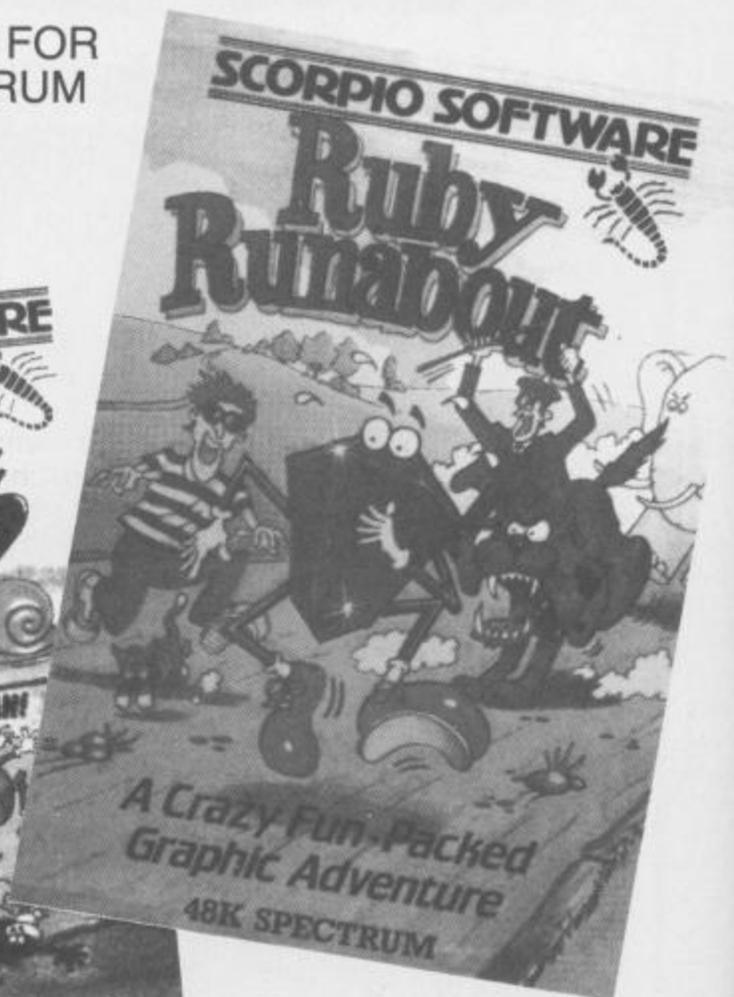
To: 62 WOODLAND ROAD, CHINGFORD, LONDON E4 7EU
TEL: 01-529 1891

PCG

A STEAL AT THE PRICE!

3 GREAT GAMES FOR
THE 48K SPECTRUM

£1.99
EACH!



"It's a gem" ... said *Popular Computing Weekly* when it reviewed Ruby Runabout.

AND ALL OTHER TITLES ARE GREAT VALUE TOO!

TEXAS T199/4A: £6.95

TOMB OF MYCLOPS (Ext Basic) Ingenious Adventure

MINEFIELD Arcade Action

DRAGON 32: £5.50

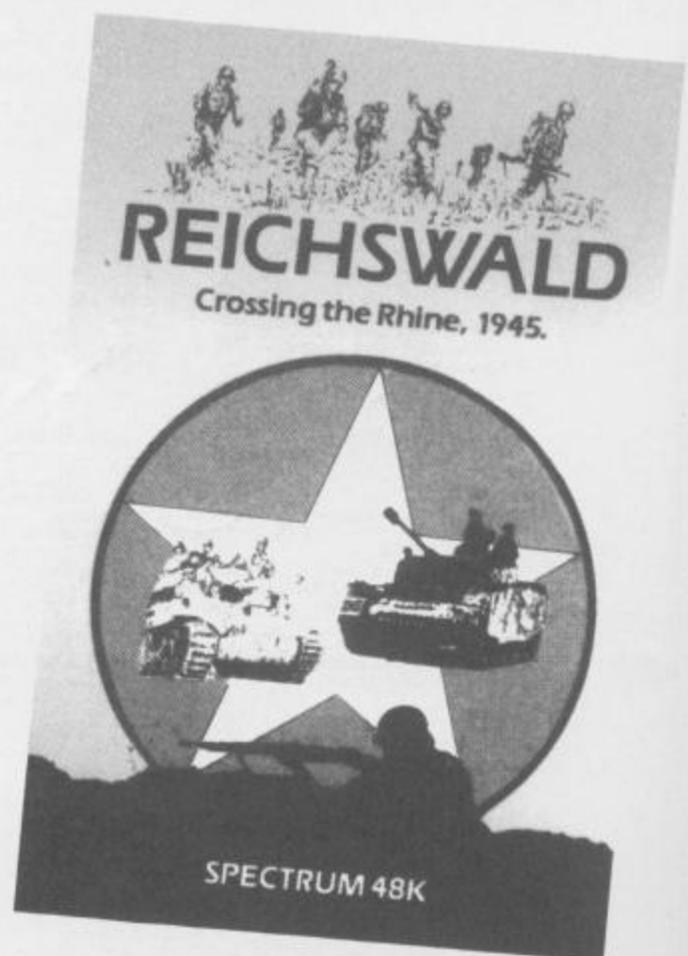
PRATEFALL PEARLY Graphic Adventure

STAR CARGO Space Arcade Action

SPECTRUM 48K: £5.50

REICHSWALD – The American offensive on the Rhine – March 1945. Superb strategy game from MW GAMESWORLD. Easy to learn, impossible to master!

ASK FOR OUR GAMES AT YOUR LOCAL COMPUTER SHOP OR DIRECT FROM:



SCORPIO SOFTWARE 11 FENNEL STREET, MANCHESTER M4 3DU
Telephone 061-834 2292.

Available from: Bradley's Records, Arndale Centre, Manchester

Distributor & Trade Enquiries Welcome

We welcome high quality programs for any computer

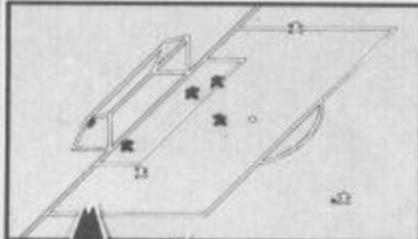
The No.1* Football Game

Football Manager

Designed by Kevin Toms

Some of the features of the game:

- ★ Matches in 3D graphics
- ★ Transfer market ★ Promotion and relegation ★ F.A. Cup matches ★ Injury problems ★ Full league tables ★ Four Divisions



- ★ Pick your own team for each match. ★ As many seasons as you like ★ Managerial rating ★ 7 skill levels ★ Save game facility.

*ZX81 Chart
Home Computing
Weekly
21/2/84



Addictive

Comments about the game from press and our customers.
"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro. To the ordinary person it is an excellent view of what can be done in the field of computer games. The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring. It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could. The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing - August 1983)

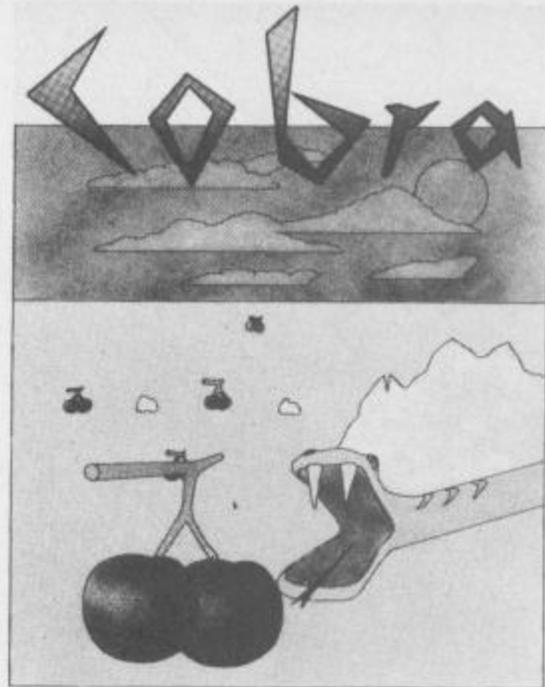
From software stockists nationwide. inc

Prices: Spectrum 48K £6.95
ZX81 16K £5.95
IN 8 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION!
Overseas orders add £1.50

To order by mail (p&h fees extra - cheques or postal orders ok)
Addictive Games
7A RICHMOND HILL
BOURNEMOUTH BH2 5HE

Dealers! For urgent stocks send your headed notepaper direct to our address.

MEMOTECH H



MTX 500 or 512

Can you eat your way through 12 levels consuming cherries, apples and strawberries

£6.50

Available from your MTX dealer

Xaviersine Audio Products
46 High Street
Midsomer Norton
Bath Avon Postage free



ATTENTION ALL DRAGON OWNERS!



FED YOUR DRAGON LATELY?

THEN TEMPT HIS TASTEBUDS WITH THE MEATIER MORSELS FROM **Active Software!**
OUR POLICY IS 100% CUSTOMER SATISFACTION - TRY US!

8 CHALLENGING GAMES ON ONE CASSETTE - EACH GAME INCORPORATING THE SPECTACULAR FEATURES OF THE **DRAGON 32**:
• BRILLIANT COLOUR • IMPRESSIVE HI-RES GRAPHICS • EXCITING SOUND EFFECTS

- 1) Interplanetary Trader — 20k+!
The year 2283. Occupation: - Space Trader. Tour the Solar System in this real time game. Very challenging and feature packed.
- 3) Wumpus Mansion — 20k+!
Incredible Fun!! Outwit the Wumpus (if you can....) and raid the treasures of the Mansion. But don't trigger the TIME BOMB!
- 5) Hi-Lo — 20k+!
Is it skill or is it luck?? Turn £50 into £1,000,000 with this simple, yet highly entertaining game. Super sound. Brilliant colour, and graphics.
- 7) Atom Hunt
Full colour, sound, and graphics add to the excitement of this addictive game of deduction. Features: - 1 to 4 players: Individual scores and ratings.
- 2) Execution — 20k+!
A hangman style game with a difference. Play the computer or an opponent. Lots of extra features. Good graphics and sound.
- 4) Wipeout
Compulsive, exciting, challenging game of fast reaction. Begins easy but gets progressively harder. With sound and graphics.
- 6) Snail Pace
Announcing: - SNAIL DERBY-1 Super entertainment! Computer calculated odds and form. 2 - 8 snails per race. Beat the bookie! Full Graphics.
- 8) Air Assault
Blast the skyscrapers with ultra-high explosive bombs and clear a space to land your crippled aircraft before crashing. Hi-res graphics and sound.

AMAZING VALUE ONLY

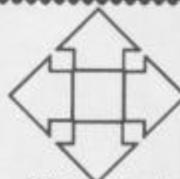
£7.25

POST COUPON NOW TO: -

I enclose a cheque/P.O. for £ _____

ACTIVE SOFTWARE
30 EDGEMOND CLOSE, WINYATES WEST,
REDDITCH, WORCS. B98 0JG.

NAME _____
ADDRESS _____



THE CURSOR KEYS

Home Computer Centre,
Unit 92, The Keillor Centre,
Dundee. Tel: (0382) 28729

When your head has been turned by other prices turn round again and look at ours.

COMMODORE 64
Normal Price £229.00
OUR PRICE £199.50

AQUARIUS STARTER PACK
Normal Price £122.85
OUR PRICE £106.00

DK'TRONICS KEYBOARD
(Microdrive compatible) with Space Bar (Spectrum)
Normal Price £45.00
OUR PRICE £41.30

DK'TRONICS LIGHT PEN
(Spectrum)
Normal Price £19.95
OUR PRICE £18.99

AGF PROGRAMMABLE JOYSTICK INTERFACE
(Spectrum)
Normal Price £26.95
OUR PRICE £25.00

VIC 20 3K RAM CARTRIDGE
Normal Price £19.95
OUR PRICE £19.00

VIC 20 16K SWITCHED RAM PACK
Normal Price £35.95
OUR PRICE £34.00

SPECTRUM COMPUTER
£129.95

Plus £20.00 Software Free.

ACCESS/VISA/AMERICAN EXPRESS CARDS WELCOME
POST AND PACKING FREE

NEW GAMES RELEASED FOR SPECTRUM

Mugsy.....£6.45
Sabre Wulf.....£9.75
Ad Astra.....£5.45
Cosmic Crusier.....£5.50

VIC 20 STARTER PACK
Normal Price £149.99
OUR PRICE £136.50

AQUARIUS COMPUTER
Normal Price £52.95
OUR PRICE £48.00

QUICK SHOT II
Normal Price £11.95
OUR PRICE £10.95

VIC 20 16K RAM CARTRIDGE
Normal Price £39.95
OUR PRICE £36.50

COMPUTER CARE KIT
£14.97

CASSETTE CARE HEAD CLEANERS
£3.98

NEW GAMES RELEASED
Beach Head Commodore 64
£9.70

Loco Commodore 64£7.70
Cosmic Crusier Commodore 64 and Vic 20£5.50

NEW RELEASE FOR BBC
Football Manager.....£7.40

**FREE
FLIX T-SHIRT**

FREE T-SHIRT WITH EVERY
ORDER INCLUDING THIS COUPON.
LIMITED TO ONE PER ORDER

**BRAINTEASING
PUZZLE FOR
48K SPECTRUM**



£5.75

WITH FREE ENTRY TO

Personal Computer

SOFTTRICKS[®]

GAMES

COMPETITION

1st PRIZE : MICROVITEC CUB 14" SPECTRUM COLOUR MONITOR

5 x 2nd PRIZE : TRICKSTICK & INTERFACE

40 x 3rd PRIZE : PAINTBOX SOFTWARE

AS FEATURED ON TV

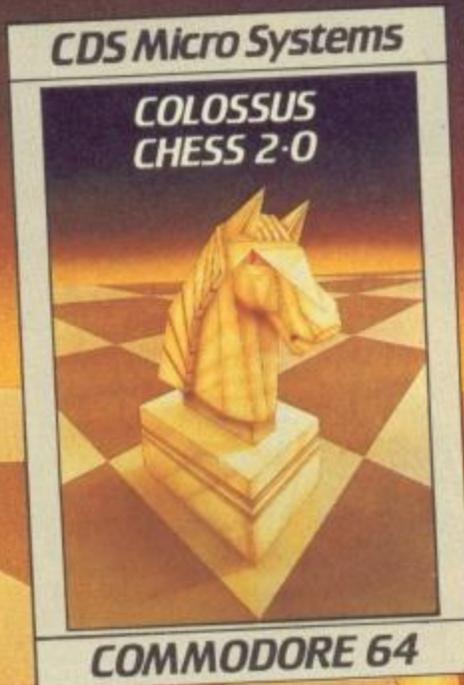


CREDIT CARD HOTLINE 0382 88833

SOFTTRICKS, 1 ROWAN PLACE, DUNDEE DD3 0PH

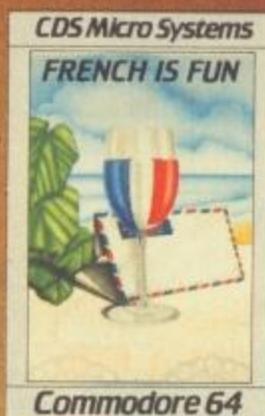
From CDS, the ultimate challenge **'COLOSSUS CHESS 2-0'**

by Martin Bryant



*for both
the chess
player and the
chess master*

*the finest
chess program
ever written.
Available for the
Commodore 64
£9.95*



CDS Micro Systems

Available from leading Computer Stores, or...
Send Cheque or P.O. To CDS, 10, Westfield Close, Tickhill,
Doncaster DN11 9LA. Tel: (0302) 744129.

(Trade enquiries welcome)

*Available soon...
educational programs
for the Commodore 64*

Go hunting with
CAESAR
THE CAT

MIRROSOFT

SOFTWARE FOR ALL THE FAMILY



ON THE
COMMODORE 64
SPECTRUM 48K
AND BBC

Brian Rose

Somerset and England Cricketer Says

48K
SPECTRUM

HOWZAT

"A Truly Addictive Cricket Game"

★ Detailed match analysis

★ Excellent Graphics

★ All County and Test Squads

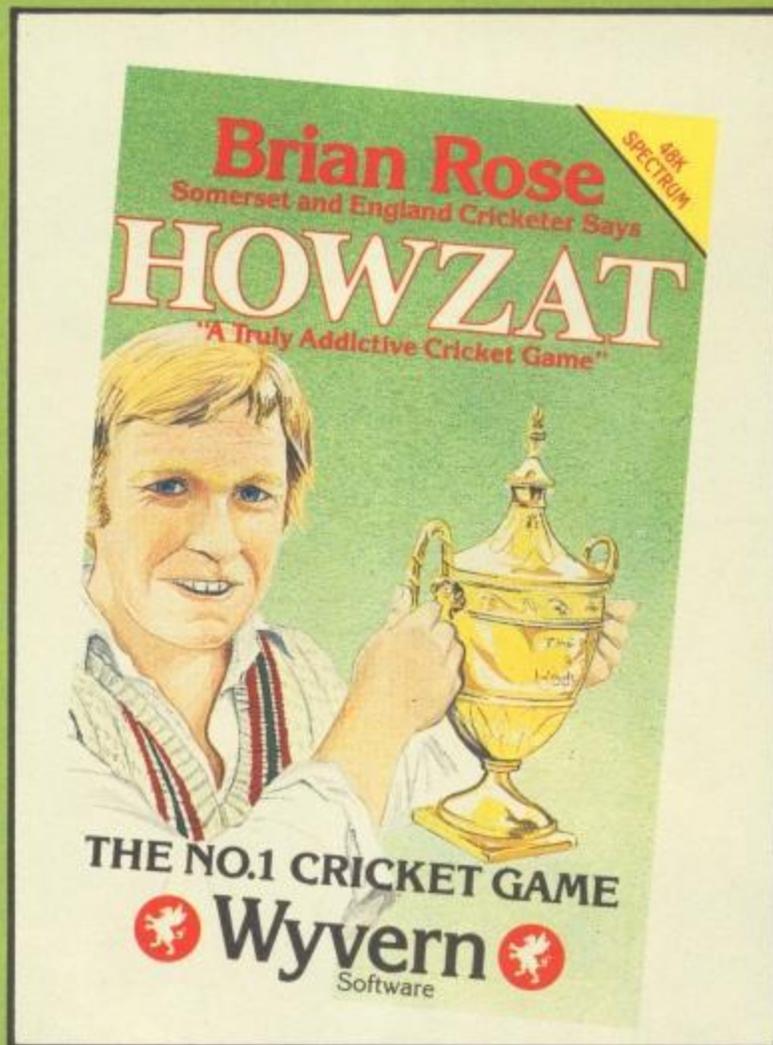
★ Batting and Bowling skill factors

★ One day, County and Test competitions

★ 'Save' match facility

★ Many More facilities

FREE DRAW
Closing Date
30th April 1984



Wyvern
Software



Everyone buying a copy of HOWZAT before 30th April 1984 will go into a free draw. The prize is a framed print (32" x 24") from the 1983 Prudential World Cup signed by every participating player, i.e., Ian Botham, Kapil Dev, Richard Hadlee, etc. The draw will be made on 25th May 1984 at the County Ground, Taunton, by Brian Rose.

THE NO.1 CRICKET GAME

Please complete the order form or write direct - No stamp required.

Only
£5.50
including
VAT and
P/P.

Order Form: No Stamp Required

Please send me _____ copy(s) of 'HOWZAT' at £5.50 (inc. VAT & p/p)

I enclose a cheque/P.O. valued at £ _____

NAME _____

ADDRESS _____

Dealer Enquiries
Tel: 0225 65747

POSTCODE _____

Send to:

Wyvern Software
FREEPOST
Bath
BA1 1FN

Please tick to receive details of other programs

YCI

CLOSING DATE FOR FREE DRAW 30th APRIL 1984

ANIROG

The Name For
Quality And
Innovation

CYBOTRO

Over 100 screens of superb
arcade action!

COMMODORE  £7.95

Also available on Disk at £9.95



TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA

Win the first ever
Enterprise in the great
What Micro? / LBC Treasure Hunt.

WHAT MICRO?

Computer Show 1984

LATEST MICROS – SOFTWARE RELEASES – PERIPHERALS

Free expert advice and information from the What Micro? team.

ENTRY **£1⁵⁰**

Games arcade with games competitions and prizes.
Young What Micro? club; Consumer Watch.

Plus the truth about computers in schools: What Micro?
launches a 'MICROS IN EDUCATION: SCHOOL REPORT'.



All the fun of the Dr Barnardo's
birthday party: Balloon race,
What Micro? fun run, airship, peddle
car rally, funfair.

*Read What Micro? for the first clue, or
listen out on LBC Young London

**BEAT THE
CROWDS AND
SAVE MONEY.**

To: What Micro?
Tickets c/o Sue Holliday
VNU
62 Oxford Street, London W1A 2HG
Tel: 01-636 6890

Please send me the following:

Advance Tickets at
£1.25 each
Group Tickets at
£1.00 each (10 or more)

I enclose a cheque, made payable to
VNU Business
Publications for £.....

Charge my Access/
Barclaycard No.....

Signed.....

Name.....

Address.....

BATTERSEA PARK

LONDON SW11

SAT & SUN JULY 14 & 15

10AM TO 7PM

ANIM



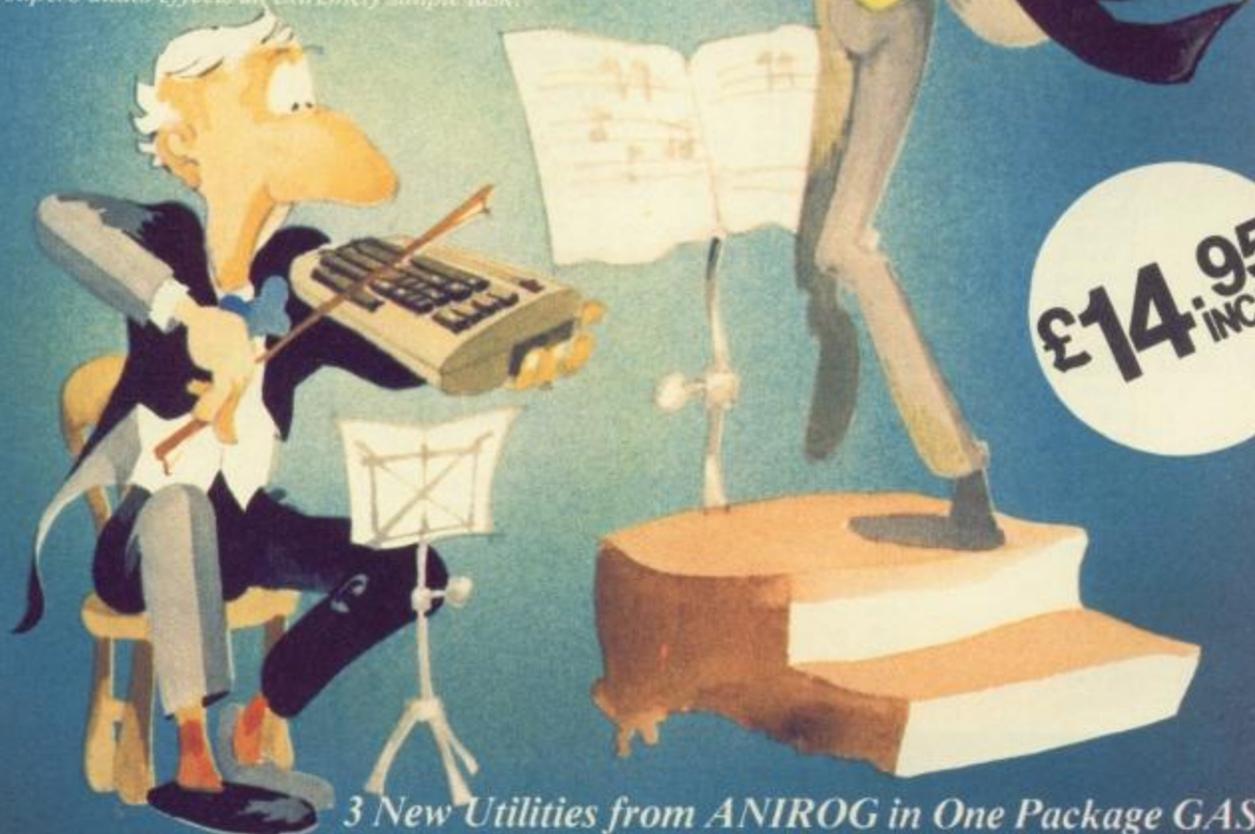
Graphics — This program enables you to paint and draw on the screen by controlling a simulated pencil and brush which can be manoeuvred either by keyboard or joystick. This utility can be used to create and edit background pictures stored in half the normal memory space by use of innovative data compression techniques. Together with its automated drawing techniques; circle, line and centring routines; background colour options; and tape load and save choices; this makes the creation of an artistic wonder possible for ALL USERS.



Animation — The animation utility allows easy manipulation of sprite data pictures, several sprite designs, and a multitude of musical compositions and everyday sounds. This facility is a compilation of all the facets of the graphic and sound utilities.

R GAS- KIT-64 G

Sound — This section of the package turns your Commodore 64 into an intelligent synthesiser on which you can choose to play solo or duet on a piano, organ, harpsicord, xylophone, harp, bagpipe, harmonica, violin, banjo and flute with variable tempo and pitch. The sound routine includes replay, store, fetch, load and append options, so making the composition of superb audio effects an extremely simple task.



3 New Utilities from ANIROG in One Package GAS-KIT-64

Develop the artistic and musical capabilities of your Commodore 64 with an astounding extension of its Basic by 23 commands, allowing you to use the monitor as a canvas to generate high resolution pictures and the keyboard to compose music for your own programs/entertainment. This completely interactive package enables you to create masterpieces quickly thus shortening and simplifying program writing. For instance, create a work of art to use as a backcloth, add your sprites, then compose a musical piece for background music together with a few everyday sounds, bring them all together, and you've produced an animated cartoon to music in a short time, by use of a simple extended Basic Program. GAS-KIT-64 even allows incomplete tunes and designs to be stored and finished later, and to help you on your way, educational and demonstration programs and help instructions are included together with full menus and picturegrams. When all is complete you can store your productions on your own Basic programs.

ANIROG

Trade Enquiries: Anirog Software Limited, 29 West Hill, Dartford, Kent (0322) 92513/8
Mail Order: 8 High Street, Horley, Surrey. 24 hour Credit Card Sales, Horley (02934) 6083
Payment by Cheque: PO Access Visa Postage and Packing 50p Overseas £2.00



**AMAZING SOFTWARE BARGAINS BY MAIL, 100's OF TITLES AVAILABLE!
TELEPHONE ORDERS WELCOME. WRITE OR RING NOW FOR FULL DETAILS**

SPECTRUM

Game	Software House	RRP	Our Price
Krakatoa	Abbex	5.95	5.00
Football Manager	Addictive	6.95	6.00
Birds and the Bees	Bug Byte	5.95	4.95
Mrs Mopp	Computersolve	5.95	4.95
The Island	Crystal	7.50	7.50
Night Gunner	Digital	6.95	6.00
Fighter Pilot	Digital	7.95	7.00
Scuba	Durell	5.95	5.00
The Skull	Games MCN	7.95	7.00
3D Seidab Attack	Hewson	5.95	5.00
Code Name Mat	Micromega	6.95	6.00
Lunar Crabs	Micromega	6.95	6.00
Abersoft Forth	Melbourne House	14.95	11.95
Melbourne Draw	Melbourne House	8.95	7.95
My Secret File	Mosaic	9.95	8.95
Wheelie	Microphoric	5.95	4.95
Train Game	Microphoric	5.95	4.95
Escape	New Generation	5.95	4.95
Trash Man	New Generation	5.95	4.95
Flight Simulator	Psion	7.95	7.00
Chequered Flag	Psion	6.95	6.00
Scrabble	Psion	15.99	13.99
Aquaplane	Quicksilva	6.95	6.00
The Snowman	Quicksilva	6.95	6.00
Fred	Quicksilva	6.95	6.00
Dragons Bane	Quicksilva	6.95	6.00
Eskimo Eddie	Ocean	5.90	4.90
Hunchback	Ocean	6.90	5.90
Mr Wimpy	Ocean	5.90	4.90
Snooker	Visions	8.95	7.95
1994	Visions	6.95	5.95
Sheer Panic	Visions	5.95	4.95
Tribble Trouble	Software Pro	5.95	4.95
Manic Miner	Software Pro	5.95	4.95
Jetset Willy	Software Pro	5.95	4.95
Thrusta	Software Pro	5.95	4.95
Push Off	Software Pro	5.95	4.95
Omerton	Software Pro	5.95	4.95
Atac Atac	Ultimate	5.50	4.75
Lunar Jet Man	Ultimate	5.50	4.75
Tranz Am	Ultimate	5.50	4.75
Jet Pac	Ultimate	5.50	4.75
Blue Thunder	R. Wilcox	5.50	4.75
3D Ant Attack	Quicksilva	6.95	5.95
Bugaboo the Flea	Quicksilva	6.95	5.95

BBC

Game	Software House	RRP	Our Price
Dare Devil Denis	Visions	7.95	7.00
A Maze in Space	Opus	7.95	7.00
Fortress	Pace	8.95	7.95
My Secret File	Mosaic	9.95	8.95
Paras	Lothlorien	7.95	7.00

COMMODORE 64

Game	Software House	RRP	Our Price
Dark Dungeons	Anirog	6.95	5.99
Space Pilot	Anirog	7.95	6.95
Galaxy 64	Anirog	7.95	6.95
Zylogon	Big G Software	6.95	5.99
Dungeons	Anirog	6.95	5.99
Twin Kingdom Valley	Bug Byte	9.50	8.50
Flying Feathers	Bubblebus	6.99	5.99

Colossus Chess	CDS	9.95	8.95
Revenge of the Mutant Camels	Llamosoft	7.50	6.50
Hellgate	Llamosoft	5.00	4.00
Jumping Jack	Livewire	8.95	7.95
Grid Trap	Livewire	8.95	7.95
China Mina	Inteceptor	7.00	5.99
Assembler 64	Inteceptor	7.00	5.99
Siren City	Inteceptor	7.00	5.99
My Secret File	Mosaic	9.95	8.95
Mr Wimpy	Ocean	6.90	5.90
Bugaboo the Flea	Quicksilva	7.95	6.95
Sting 64	Quicksilva	7.95	6.95
Snooker	Visions	8.95	7.95
Transylvanian Tower	R. Shepherd	6.50	5.50
Manic Miner	Software Pro	7.95	6.95
Crazy Kong	Software Pro	7.95	6.95
Dinky Doo	Software Pro	7.95	6.95
Alley Cat	Solar	7.95	6.95

VIC 20

Game	Software House	RRP	Our Price
Pinball Wizard	Terminus	7.95	6.95
Scramble	Terminus	7.95	6.95
Dark Dungeons	Anirog	5.95	4.95
Flight Zero One Five	AVS	5.95	4.95
Vic Gammon	Bug Byte	6.95	5.95
Chess	Bug Byte	7.95	6.95
Falcon Fighter	Inteceptor	6.00	5.00
Hellgate	Llamosoft	6.00	5.00
Space Joust	Software Pro	5.95	4.95
3D Time Trek	Anirog	5.95	4.95
Wizard and Princess	Melbourne House	5.95	4.95
Cosmonauts	Melbourne House	5.95	4.95
Jet Pac	Ultimate	5.50	4.75
Crazy Kong	Anirog	7.95	6.95
Metagalactic Llamas	Llamosoft	5.50	4.75

ORIC

Scuba	Durell	6.95	5.95
Star Fighter	Durell	6.95	5.95
Mr Wimpy	Ocean	6.90	5.90
Ice Giant	Softek	6.95	5.95
Oric Munch	Tansoft	7.95	6.95
Ultima Zone	Tansoft	8.50	7.50
Lone Raider	Seven Software	7.50	6.50
Rat Splat	Tansoft	7.95	6.95
Hobbit	Melbourne House	14.95	12.95
Galaxy Five	Durell	6.95	5.95

CDS	9.95	8.95
Llamosoft	7.50	6.50
Llamosoft	5.00	4.00
Livewire	8.95	7.95
Livewire	8.95	7.95
Inteceptor	7.00	5.99
Inteceptor	7.00	5.99
Inteceptor	7.00	5.99
Mosaic	9.95	8.95
Ocean	6.90	5.90
Quicksilva	7.95	6.95
Quicksilva	7.95	6.95
Visions	8.95	7.95
R. Shepherd	6.50	5.50
Software Pro	7.95	6.95
Software Pro	7.95	6.95
Software Pro	7.95	6.95
Solar	7.95	6.95

Game	Software House	RRP	Our Price
Terminus	Terminus	7.95	6.95
Terminus	Terminus	7.95	6.95
Anirog	Anirog	5.95	4.95
AVS	AVS	5.95	4.95
Bug Byte	Bug Byte	6.95	5.95
Bug Byte	Bug Byte	7.95	6.95
Inteceptor	Inteceptor	6.00	5.00
Llamosoft	Llamosoft	6.00	5.00
Software Pro	Software Pro	5.95	4.95
Anirog	Anirog	5.95	4.95
Melbourne House	Melbourne House	5.95	4.95
Melbourne House	Melbourne House	5.95	4.95
Ultimate	Ultimate	5.50	4.75
Anirog	Anirog	7.95	6.95
Llamosoft	Llamosoft	5.50	4.75

EDUCATIONAL SPECIAL PACKS

SPECTRUM Pack A

GCE Equations		
GCE Geometry		
O-Level Chemistry	£29.35	26.00
French Mistress B		

COMMODORE 64 Pack B

Open Sesame		
Time Traveller		
Besieged	£39.80	32.00
Word Power		

SPECIAL OFFERS FOR THE SPECTRUM
THE HOBBIT + BOOK BY MELBOURNE HOUSE
HURG
VALHALLA BY LEGEND

	RRP	OUR PRICE
THE HOBBIT + BOOK BY MELBOURNE HOUSE	£14.95	£10.95
HURG	£14.95	£11.95
VALHALLA BY LEGEND	£14.95	£11.95

TO: DISCOUNT SOFTWARE SUPPLIES PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS/SPECIAL OFFERS

-
-
-
-
-

Make cheques payable to Discount Software Supplies
Cheque No For £..... enclosed
Please debit my
Access/Barclaycard No Signed

DSS DISCOUNT SOFTWARE SUPPLIES
8 PORTLAND ROAD LONDON W11 4LA 01-221 1473

SEND
Name
Address

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS



The
BULLDOG
Record Co

**SOFTWARE MERCHANDISERS, DISTRIBUTORS,
IMPORT/EXPORT**

- * Games, Utilities, Educational and Business Software from the U.K.'s leading software houses.
- * Joysticks, Interfaces, Cassette Loaders and Accessories.
- * Blank Data Cassettes.

Our Prices are amongst the most competitive in the Country!

PLUS, we provide effective display units, Best sellers lists.
New release information and offer a 24 hour U.K. delivery service, including Saturdays.

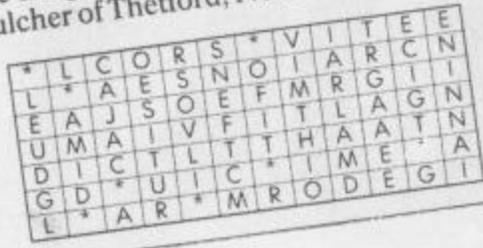
Write or Phone for our Dealer pack and details of unbelievably low prices on Quickshots and other accessories.

THE BULLDOG RECORD Co. Bank Chambers, 56 High Street,
Congleton, Cheshire CW12 1BA. Tel. (02602) 77611
Telex: 666916 Answerback Code: MET G



JUMBLED HOUSES

Jumbled up in this grid are the names of eight popular software houses. The first letter of each name is directly to the right of an asterisk. Each following letter can be found by moving to an adjacent square in any direction (including diagonally). Each letter on the grid is used only once, and when all eight names have been found, there will be 14 unused letters. These are an anagram (7,7) of a new Commodore 64 game featured in PCG's May issue. Find the names and the anagram. (Puzzle submitted by Paul Fulcher of Thetford, Norfolk.)

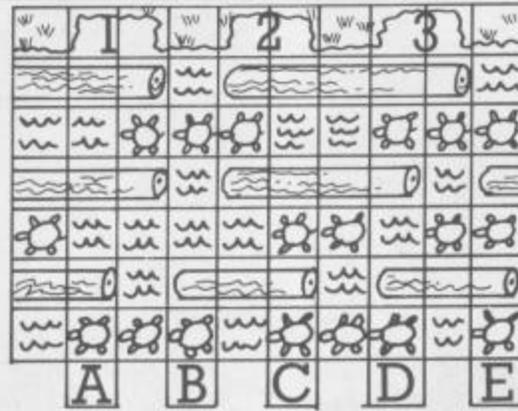


COMPUTER MASTERMIND

You have made three guesses at a four-letter code. The number of black pegs indicates how many letters are in the correct position. The white pegs indicate how many letters are correct, but in the wrong position.

1. AZML (1 black, 2 white)
 2. ALBM (2 black, 2 white)
 3. ABML (2 black, 2 white)

What is the code?



PAPER FROGGER

You are a frog trying to get across the river by jumping only on logs and turtles. You move square by square: up, down, left or right. You start at any of the letters squares and finish on one of the numbers. But you mustn't land on any square more than once. What is the **LARGEST** number of squares you can cover? (Submitted by Angus Lee, Aberdeen.)

BENCHTEST TEASER

Four computers were given a routine to work out, timed, and then placed in order of speed. Computer B was as many places behind C as D was before A. C wasn't first and A wasn't second. In what order did they finish?

ANSWERS AT THE BOTTOM OF THE PAGE

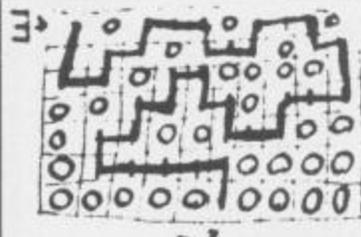
PUZZLING GRAPHICS

Try to work out the names of the nine computer games represented below. (Submitted by Paul Thornton, Leeds.)



ADVERTISERS INDEX

Aardvark	105	Curry's Micro Systems	36	Marlin Software		Solar Software	40
Active	117	Cygnos Duo	115	Martech Games	15	Sophisticated Games	102
Activision	79			Megasave	102	System 3	7
Addictive Games	117	Dream Software	88	Microdeal	9		
A&F Software	93	Durell	2	Micro Power	103/105	Taskset	48
A&R Software	60			Miles Better Software	93	Terminal Software	112
Alligata	81/60	English Software	87/89	Mirrorsoft	122	Thorn EMI Software	104
Anirog	74/113			Mosaic	70	Trojan	102
Atari	56/57	Fantasy Software	96	Mr Micro	87		
Audiogenic	IBC	File Sixty	53	New Generation	67	Ultimate Play The Game	OBC/120
Automata	27			Orion Data	114	Virgin Books	83
Beau Jollys	16/17	Gargoyce Games	44	Palace Software	71	Visions Software Factory	18
Bellflower Software	60	Gilsoft	108	Personal Computer Games	28		
Beyond	82/83	Interceptor	10	Phoenix Software	66	What Micro? Show	122
Bulldog Records	121			Scorpio Software	116	Woking Computer Centre	3
Carnell Software	118	K-Tel	25	Shards	17	Wyvern	121
CDS	119	LCC	105	Sinclair Research	97	Xaviersine Audio Products	117
Centresoft	41	Llamasoft	106	Soft Machine	108		
Cheetah Marketing	80	Logic J	97	Softricks			
Computer Dungeon	103	LRCS Businesses	83				
Creative Sparks	23/49						



38 (See right)

PAPER FROGGER

DCAB

BENCHTEST TEASER

JUMBLED HOUSES
 Virgin, Acornsoft, Llamasoft, Microdeal, Atari, Addictive, Im-Kingdom Valley, 4. Arcadia, 5. Chequered Flag, 6. Jet Set Willy, 7. Pi-Balled, 8. Jamm'n, 9. Fight-er Pilot

PUZZLING GRAPHICS
 1. Scuba Dive, 2. Cookie, 3. Twin Kingdom Valley, 4. Arcadia, 5. Chequered Flag, 6. Jet Set Willy, 7. Pi-Balled, 8. Jamm'n, 9. Fight-er Pilot

COMPUTER MASTERMIND
 ABLM

Editor: Chris Anderson Production editor: Roderick George Art editor: Ian Findlay Technical editor: Stuart Cooke Staff writers: Steve Cooke, Peter Connor Editorial assistant: Samantha Hemens Software consultant: Tony Takoushi Cartoons: Kipper Williams Screen shots: Chris Bell Cover illustration: Jeff Riddle Game-of-the-Month poster: Mark Watkinson Group editor: Cyndy Miles Art director: Jim Dansie Group Publisher: John Cade Publisher: Mark Eisen Assistant publishing manager: Jenny Dunne Advertisement manager: Sara Green Assistant advertisement manager: Jan Martin Group advertisement manager: Mike Carroll Advertisement production: Simon Carter Advertisement assistant: Coraline Turner Sales executives: Ian Cross, Marion O'Neill. Published by VNU Business Publications, Evelyn House, 62 Oxford Street, London W1A 2HG. 01-323 3211. Typesetting by Spectrum Typesetting, London N1. Origination by Fourmost Colour, London EC1. Printed and bound by Chase Web Offset, Cornwall. © VNU 1984.

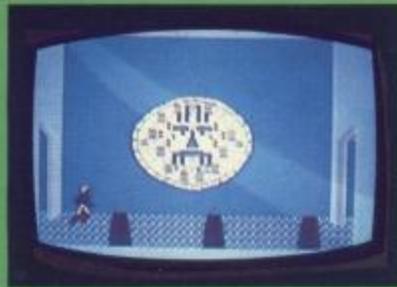
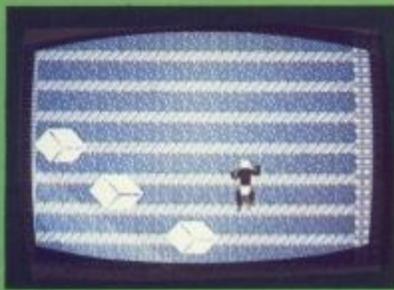
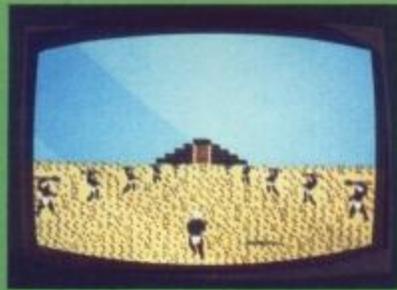
DON'T JUST SIT THERE - PLAY SOMETHING!

FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



SS018



AZTEC CHALLENGE

A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all

manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!

SS019

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



SS020

ON CASSETTE £8.95

ON DISK £12.95

FOR THE **commodore** 

Audiogenic LTD

P.O. BOX 88. READING, BERKS.

SEND FOR FREE COLOUR CATALOGUE!

SABRE WOLF

ULTIMATE
PLAY THE GAME

48K SINCLAIR ZX SPECTRUM
£9.95