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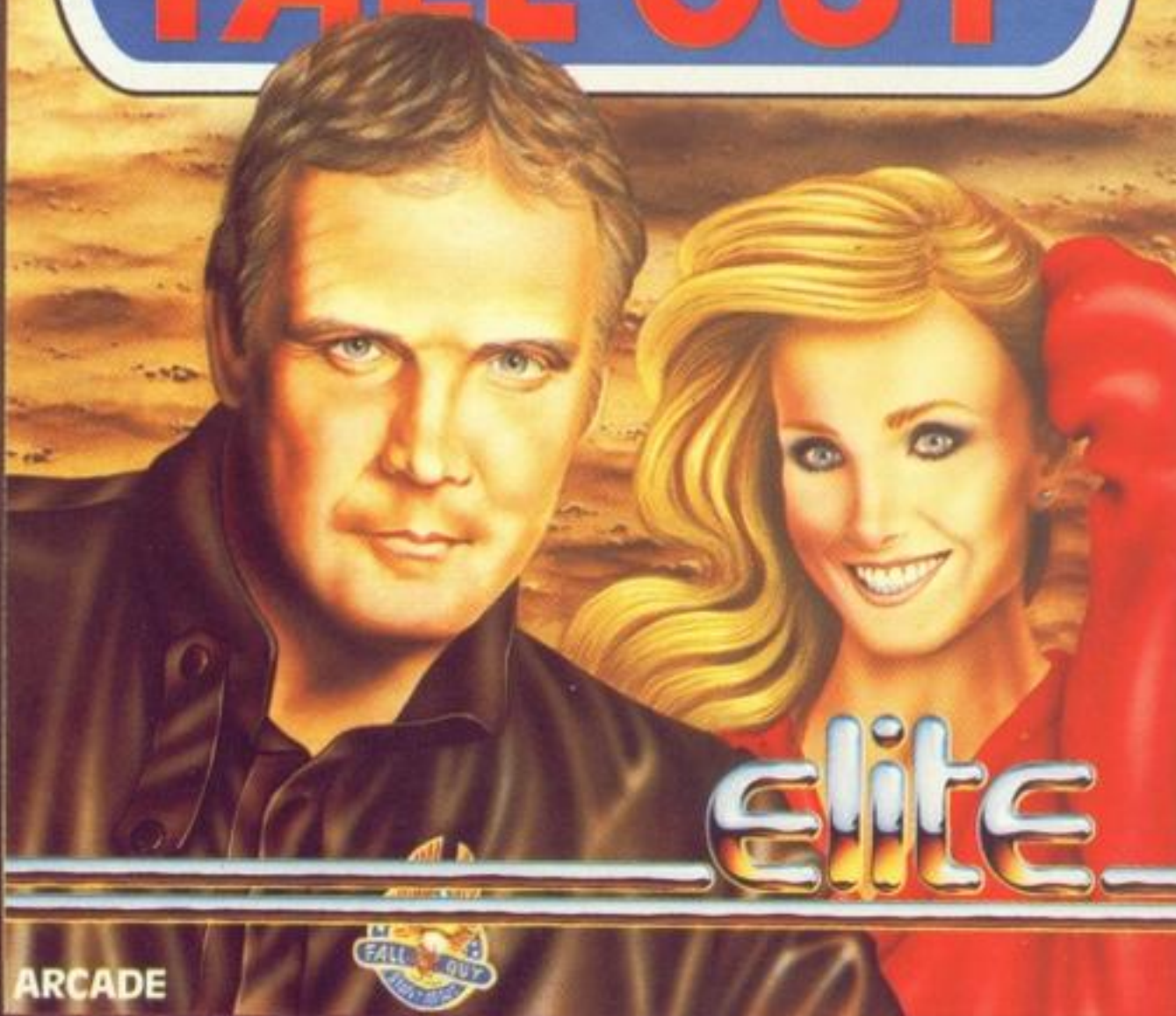
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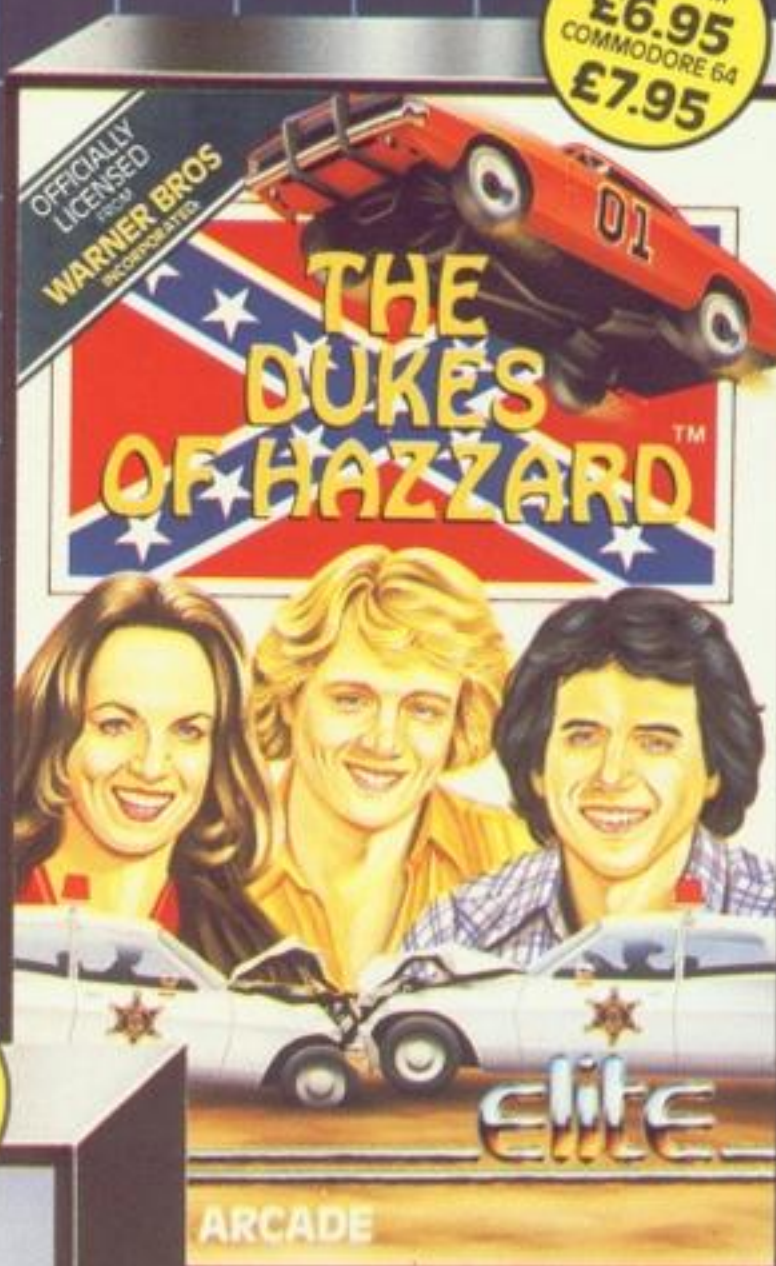
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Advertising: 01-261 5660

PRESS FOR MAIN MENU

Well, we finally did it. Went on-line. Grabbed a piece of the telecommunications revolution. Sold out to Prestel. Whatever you like. What this means is, we bought ourselves a slice of Micronet—not the first computer mag to do so; sure, and you bet we won't be the last. However, anybody out there—and there may be as many as 150,000 of you—who wants to get in touch, do so. Our mailbox is on the masthead.

Actually it wasn't that easy. Here's a snatch of the vital dialogue:

Editor: We want to go on Micronet.

Publisher: No chance.

Editor: This object in my hand is a baseball bat.

Publisher: Start next week OK?

Needless to say there's a lot of other nets we want to subscribe to. Compunet . . . BrotherNet . . . the list is endless. Wave of the future? Well, one of them, that's for sure. Pity about the word 'Modem', though. Ugly. No soul. Can anybody think of a better one? If you can, write — no, wait! Mailbox us. Save a tree!

Speaking of which, you've no doubt noticed a new branch to our logo with this issue. TV Gamer has joined forces with BIG K to further the cause of funware for the masses. Welcome indeed to all TV Gamer readers who are experiencing the BIG K style for the first time. Nice here, innit?

TONY TYLER

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Cover: Animal Magic by Robin Smith.



Be Ian
McGregor—
dodge the
mines p.74.

ANIMAL
MAGIC:
He's been
called
the
greatest
individual
cult
stylist
in the UK.
Also an
Ungulant
Obsessive.
Page 34.



Design a game and win an
Amstrad CPC 464.

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System 3 Software

PRESENTS

Multi Arcade Activity From America

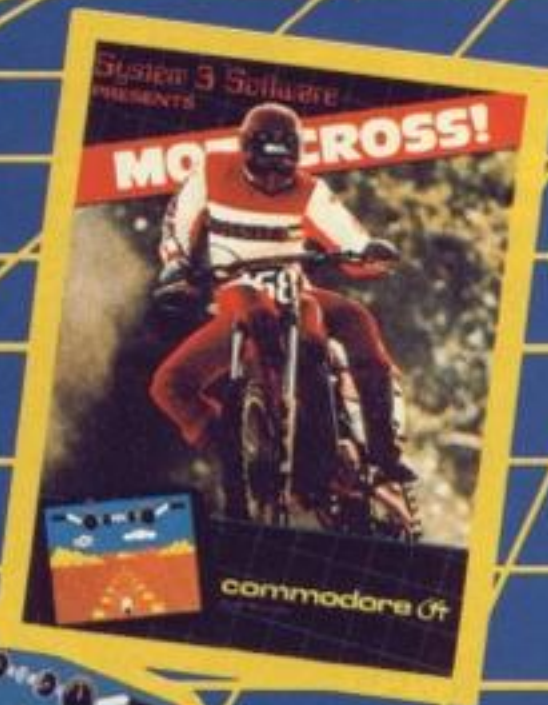
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At the start/finish line you strap on your helmet, check your instruments, gun your engine and surge onto the course. Through the corners, up the hills, into the ruts and down the straights you manoeuvre for position and try to beat the clock. Stay ahead if you can. But whatever you do, stay on course. If you don't, one of two things will happen. You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants. Who says computers don't like to get dirty?

Your agents risked their lives to find the enemy's secret headquarters. Now you're risking yours to destroy it. And they know you're coming. Time is short, so you'll have to fly. But fly too fast, and you'll squander your precious fuel supply. Needless to say, they don't issue parachutes on missions like this. As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional. Fighter aircraft, surface-to-air missiles, helicopter gunships. The attacks come from every direction. Even from behind.

Edison, the kinetic android, leads a frustrating life. All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way. Nohms — a negative influence — bug him regularly. They're harmless, but only from a distance. Flash, the lightning bolt, disconnects everything in his path. Which can be frustrating after a hard day on the circuit. And the cunning Villawatt is out to fry poor Edison's brains. But our hero simply solders on. Juice! is the ultimate current event. You'll get a charge out of it. And a few jolts, too!

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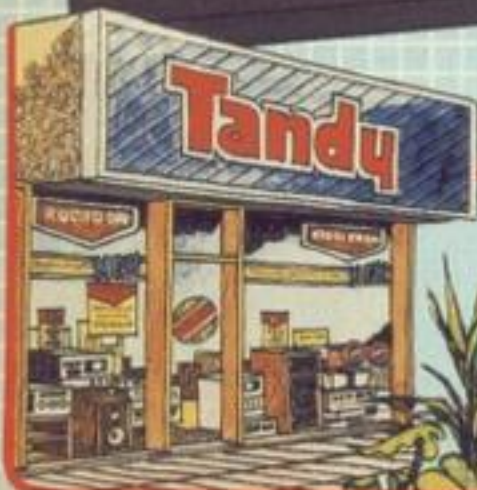
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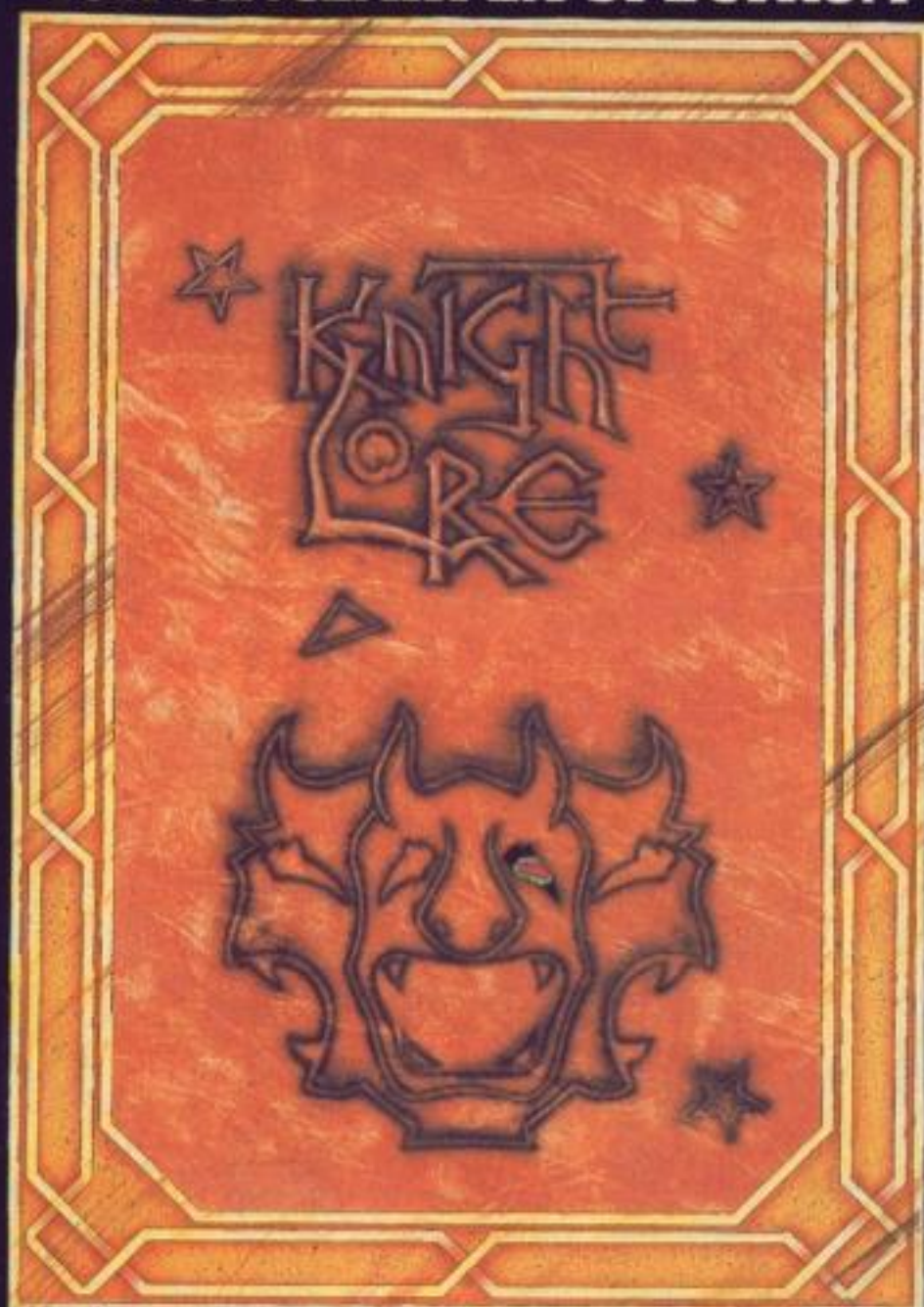


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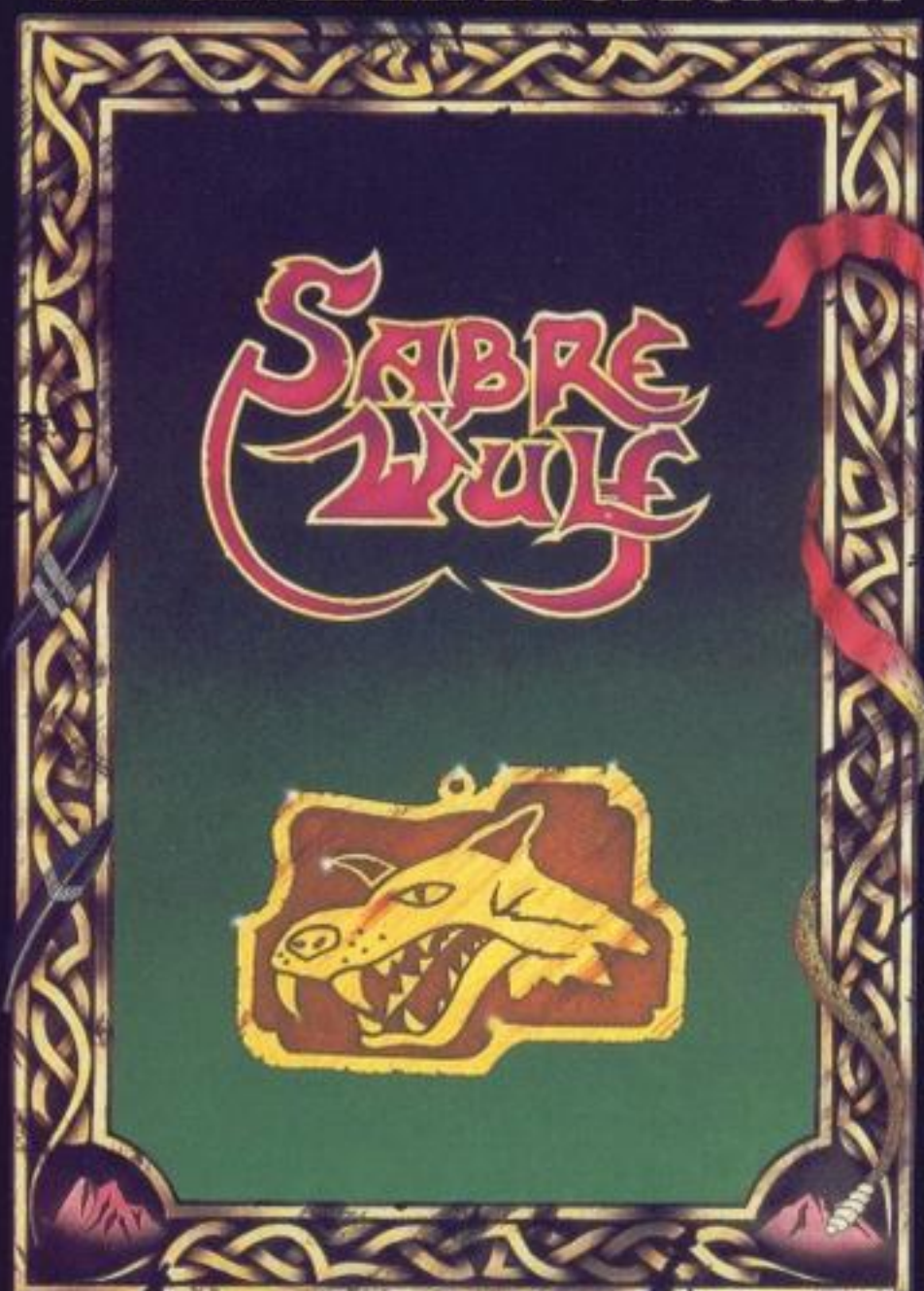
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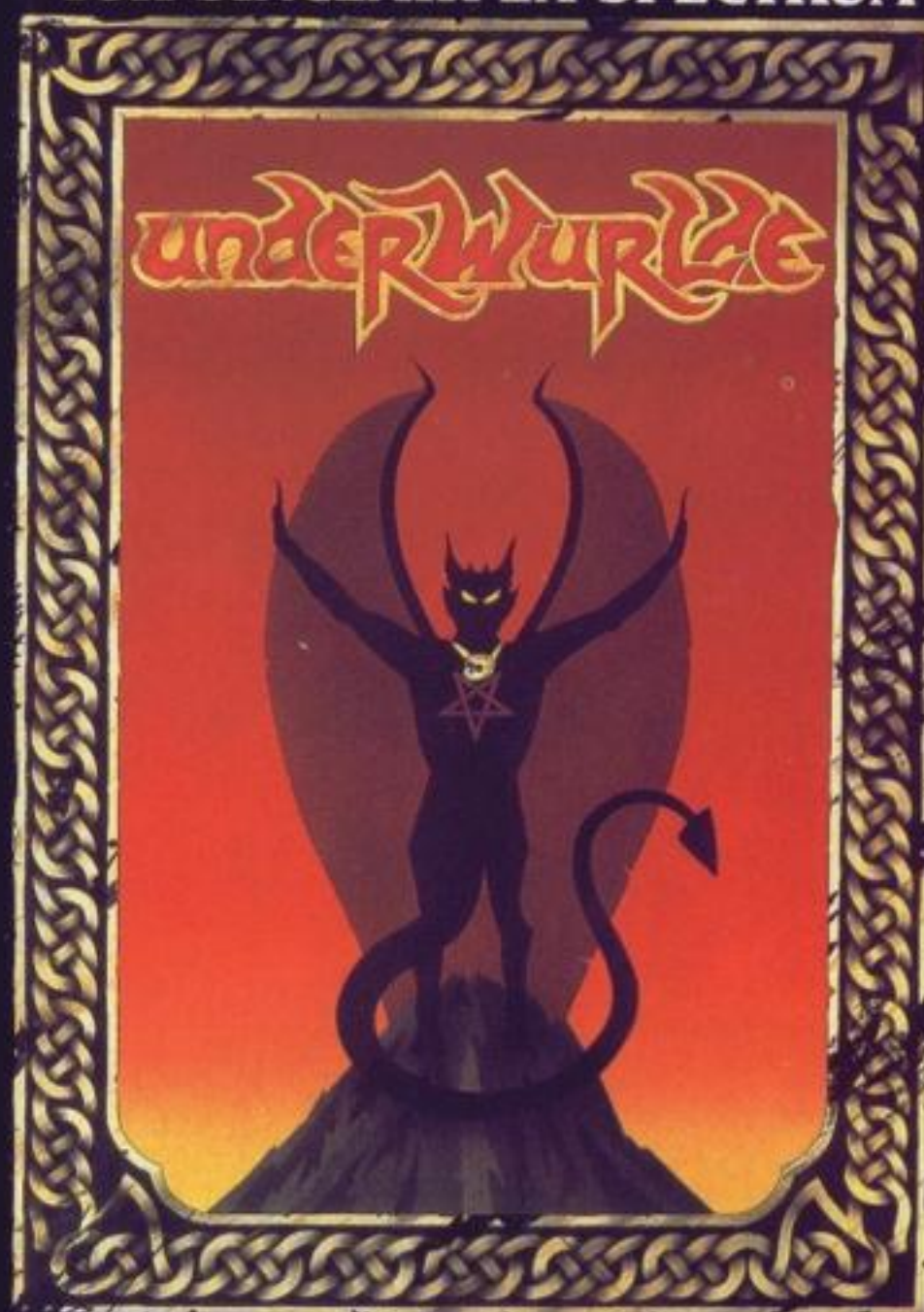


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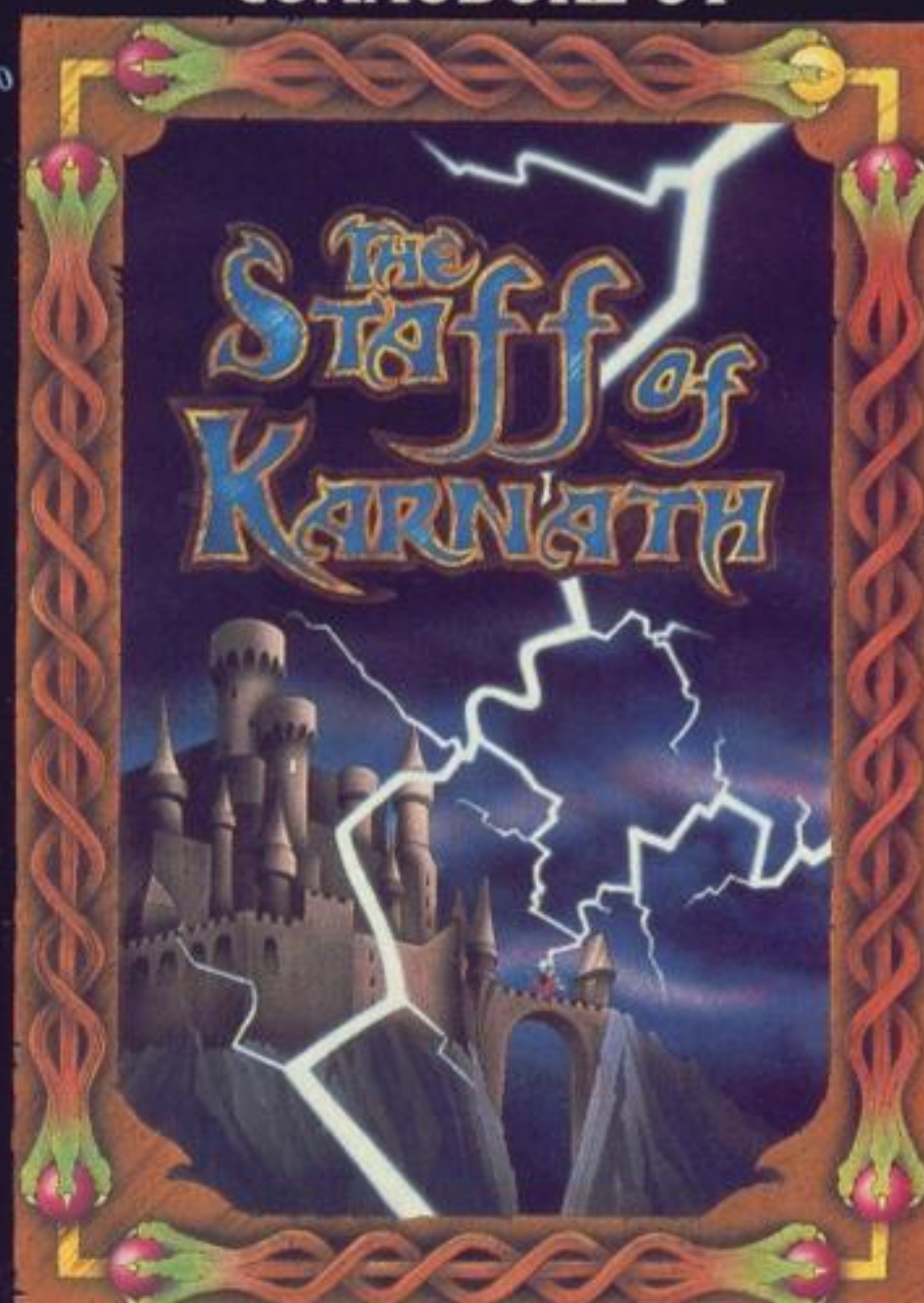
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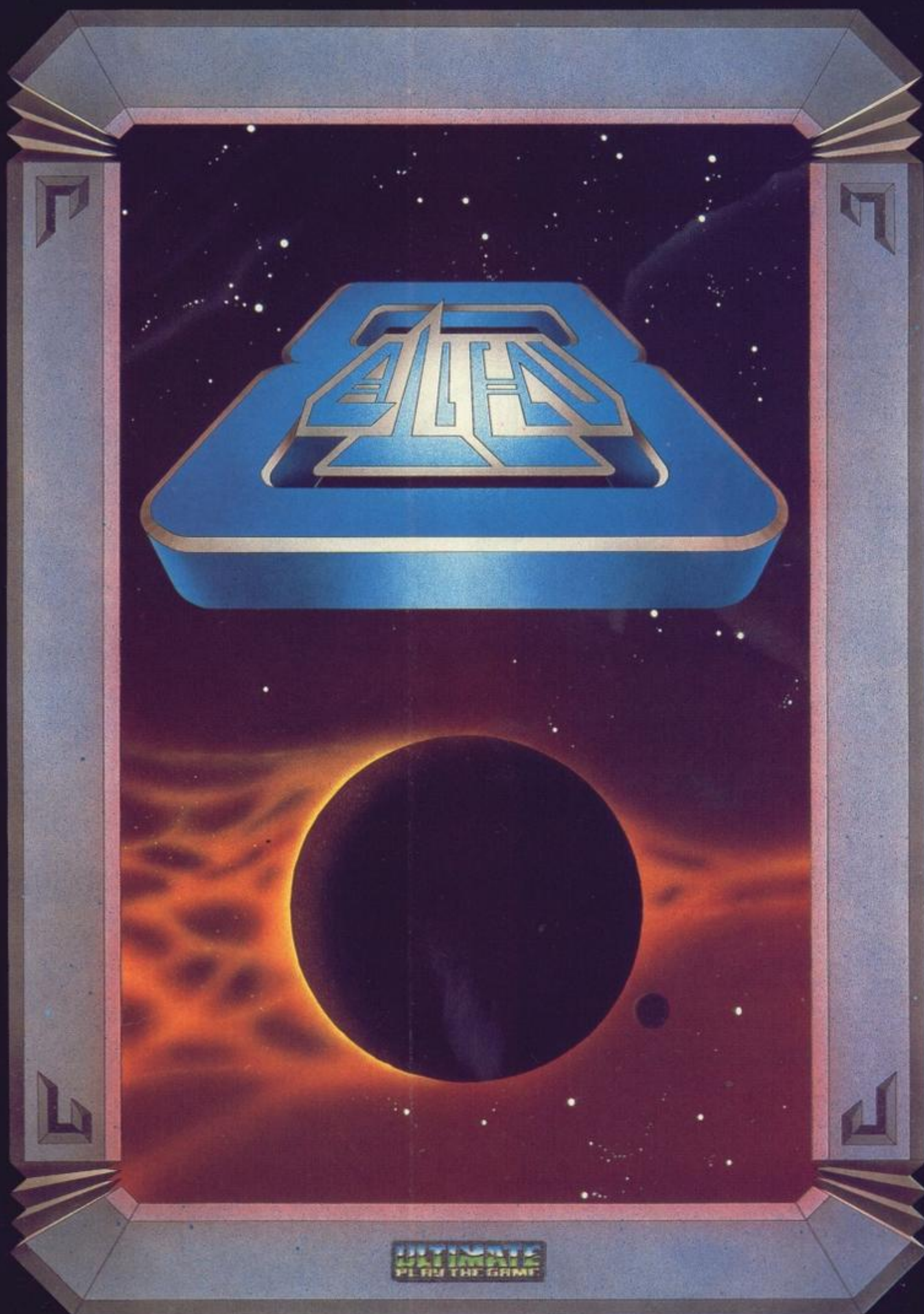


COMMODORE 64



"KNIGHTLORE", "UNDERWURLDE", "SABRE WULF", and "STAFF OF KARNATH" recommended retail price £9.95 inc VAT. Available from W.H.SMITH, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&P are included) Tel: 0530 411485

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S·H·A·F·T

**HOW TO BE TOPP...
at Software reviewing.
In a searing expose,
FIN FAHEY blows the
gaff on BIG K's secret
reviewing techniques.**



```

5 GO TO 200
10 REM *****
20 REM Simulated Hacking
25 REM Allowing Fast
30 REM Turnover Electronic
40 REM Reviews (SHAFTER)
60 REM by Fin Fahey
70 REM *****
80 REM
90 REM s/r to truncate string
S
100 LET n=2
110 IF x$(n TO n)=" " THEN GO TO 130
120 LET n=n+1: GO TO 110
130 LET x=x$(1 TO n-1)
140 RETURN
197 REM
198 REM Start of Program
199 REM
200 GO SUB 2000: REM Initialize
210 GO SUB 300: REM Names
220 GO SUB 400: REM Ratings
230 GO SUB 500: REM Do review
240 PRINT "Another review (Y/N)? "
250 LET x$=INKEY$: IF x$="" THEN GO TO 250
260 IF x$="Y" OR x$="y" THEN GO TO 210
270 IF x$="N" OR x$="n" THEN STOP
280 GO TO 250
297 REM
298 REM Game name + maker
299 REM
300 LET x=1+INT (RND*ns): LET y
$=s$(x): GO SUB 100: LET n$=x$
305 LET a$=x$
310 LET x=1+INT (RND*nt): LET x
$=t$(x): GO SUB 100: LET n$=n$+"
"+x$
315 LET x=1+INT (RND*ns): LET x
$=s$(x): GO SUB 100: LET n$=y$
315 LET x=1+INT (RND*nt): LET x
$=t$(x): GO SUB 100: LET o$=o$+"
"+x$
320 LET x=1+INT (RND*nb): LET y
$=b$(x): GO SUB 100: LET h$=x$
330 LET x=1+INT (RND*nc): LET x
$=c$(x): GO SUB 100: LET h$=h$+x
$
335 LET x=1+INT (RND*nm): LET g
$=m$(x)
340 CLS
350 PRINT n$
360 PRINT g$
390 RETURN
397 REM
398 REM Get ratings
399 REM
400 LET gr=INT (RND*3)+1
410 IF gr>1 AND INT (RND*3)>2 THEN GO TO 400
420 IF gr<3 AND INT (RND*3)<3 THEN GO TO 400
430 LET pr=INT (RND*3)+1
440 IF pr>1 AND INT (RND*3)>2 THEN GO TO 430
450 IF pr<3 AND INT (RND*3)<3 THEN GO TO 430
460 LET ar=INT (RND*3)+1
470 IF ar>1 AND INT (RND*3)>2 THEN GO TO 460
480 IF ar<3 AND INT (RND*3)<3 THEN GO TO 460
490 LET or=INT ((gr+pr+ar)/3)
500 PRINT "Overall: ";k$(1 TO o
r): PRINT
510 RETURN
597 REM
598 REM Do review
599 REM
600 GO TO 610+or*20
630 IF RND*2<1 THEN PRINT h$:"
continue to promote standards of
boredom and incompetence second
to none, having set a precedent
with the appalling ";o$;": GO
TO 700

```

```

640 PRINT "Judging from this (a
me offering, ";h$; are a no-hop
er outfit who with any luck will
shortly slide into an unmourned
oblivion." GO TO 700
650 IF RND*2<1 THEN PRINT h$:"
have certainly improved since re
leasing the abysmal ";o$;": GO
TO 700
660 PRINT "Adequately competent
version of the classic ";o$;":
GO TO 700
670 IF RND*2<1 THEN PRINT "Mind
-blowingly brilliant reworking o
f the immortal arcade classic ";
o$;": GO TO 700
680 PRINT h$;" seem dedicated t
o maintaining the incredibly hig
h standard established with thei
r smash-hit classic ";o$;":
700 GO TO 700+(4-gr)*20
720 IF RND*2>1 THEN PRINT "Neve
r in all my years of experience
as an ill-paid hack have I seen
graphics implemented with such f
lair and brilliance." GO TO 800
730 PRINT "On the strength of t
he graphics alone, this game is
on a par with the Mona Lisa, the
Sistine Chapel, and Kubrick's 2
001." GO TO 800
740 IF RND*2>1 THEN PRINT "The
graphics are convincing if unspe
ctacular." GO TO 800
750 PRINT "Graphics are not the
game's strongest point, but they
're O.K. if you like that kind o
f thing." GO TO 800
760 IF RND*2>1 THEN PRINT "The
creators of this game deserve th
e electric chair simply on the s
trength of the graphics alone."
GO TO 800
770 PRINT "Visually this game i
s about as appealing as teenage
acne." GO TO 800
800 GO TO 800+pr*20
820 IF RND*2>1 THEN PRINT "So d
isjointed is the game action, it
is clear that the authors are s
uffering from severe organic bra
in damage." GO TO 900

```


Howling Through The Rooms

Gun loaded with silver bullets firmly to hand, FIN FAHEY stalks the chambers of Ultimate's latest mega-epic

KNIGHT LORE with the Sabreman. He finds a game that won't be cracked easily . . . or so he thinks.

There's no rest for Sabreman. Having emerged triumphant from his encounter with the fabled *Sabre Wulf*, he must now conquer the animal side of his own nature, for he has now become a werewolf. The only person who can help is the renowned wizard Melkhior, who unfortunately is a tetchy old geezer. To ensure that he isn't disturbed by idle callers, the wizened savant has surrounded himself with deadly traps and barriers of all sorts. Me, I'd just take the phone off the hook, but you know how wizards are.

So, in time-honoured arcade-adventure style, you have to get through them, collecting all the components of a potion which will free your soul from the dread curse of lycanthropy.

What makes *Knight Lore* such a joy to play, though, is the sheer style of the animation and room graphics. Ultimate eschew the use of screens full of bright clashing primary colours to concentrate on the details, and in doing so demonstrate that games can be highly playable and tasteful simultaneously.

The rooms of Melkhior's castle are displayed in three-D from an oblique viewpoint, which makes a change from the usual cross-section or plan layout. The objects also have a solid sort of feel. If there's a pile of blocks in the room you can walk out of sight behind it, for example. It's very reminiscent of Quicksilver's 'Softsolid' games. Unlike the latter, however, *Knight Lore* is beautifully animated. Even when your character hasn't been



ordered to do anything, he's still on the move, peering around the room in a bemused fashion, or when in his wolf form, occasionally snarling quietly to himself.

A little moving indicator at the bottom of the screen shows you the position of the sun and moon, and when the moon rises Sabreman goes through his metamorphosis into an animal. This can be very disconcerting if you're just in the middle of negotiating an obstacle. The wolf form seems to be able to jump slightly further than the man, which can come in useful.

The traps are of many forms, from patrolling dwarf guards to simple problems of jumping from ledge to ledge. You may have to move the furniture around to get to objects you want. I don't think that we're going to get a rash of maps for *Knight Lore*, because the castle plan is different every time you play, although the relationship of rooms in a given section remains mostly the same. Even if you're a naff player like me, there'll be rooms you can solve, so it's a game everyone can get into quickly.

The only question is what happens next? The *Sabre Wulf* saga is starting to resemble the Grail legend. We can speculate that the unseen wizard Melkhior stands for the powerful moral force of Reason, a force which can drive out the dark side of humanity only after a ritual purification full of hazards. Suitably purged of evil, will Sabreman now set out to save the world? We can only wait.

BIG K FUNNIES

TONY BENYON



LET'S GET CRITICAL...

THE BIG K Reviews!



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Fin Fahey
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Sean Cox
Duncan Gamble

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VIDEO GAMES □ UTILITIES

How we rate them—

KKK = Magnifico!
KK = Good-o
K = So-So
None = No-No

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COUNTRY COTTAGES

Spectrum 48K

KK

STICKS & TRICKS

One for budding rural Rachmans — two players buy and rent cottages, racing towards a pre-set total assets figure, the size of which is used to determine the length of the game.

There are nine rather unnecessarily difficult levels which increase the hazards; fires, ghosts, moonlighters, damage, burglaries and all the things that make being a landlord so interesting.

You start with nothing but a 12% interest bank loan facility and a clever, if rather irrelevant, landscaping system throws up a seemingly endless variety of available properties with price, condition and comments. In theory you can own up to four, but your bank manager limits your spending power. Once you have a cottage, you advertise for tenants — but set the rent too high and you get no response.

Similarly you can raise rents, but you risk losing the tenants. Mostly single-key operated, the game runs very smoothly and the bookkeeping is very slick. But my word, what a fly-by-night lot the tenants are! Constantly moving out and breaking the place up! It's not all gravy, this landlording lark. A bit limited in no, options, but fun and original. JC.

From: STERLING
Format: cassette
Price: £5.95
Graphics: KK
Playability: KKK
Addictiveness: KK

Property values rising at 17% per year		
	Joy	Nick
Landlord	2400	5946
Properties	2400	-58261
Bank balance		2504
TOTAL ASSETS		
Monthly income	100	0
prop. gains	100	0
Bank interest	0	-530
Expenses		-584
Any key to continue		

GRAND PRIX MANAGER

Spectrum 48K

KK

From: SILICON JOY.
Format: cassette
Price: £6.95
Graphics: K
Playability: KK
Addictiveness: KK

SELECT DRIVER		
No.	Name	Still Wages
1	Jones	1000
2	Hunt	1000
3	Moss	1000
4	Lauda	1000
5	Stewart	1000
6	Piquet	1000
7	Bertrand	1000
8	Paterson	1000
9	Arnoux	1000
10	Prost	1000

PINBALL WIZARD Spectrum

Sure PLAYS A MEAN SOFTWARE

Surprisingly successful attempt to simulate the not inconsiderable joys of the common pin table. Although it looks fairly mundane, the gameplay is actually quite addictive and evokes the authentic fish 'n' chips feel of a run-down pin joint. The author was obviously a devotee.

Potential gamers are advised to note that the pin-table is of the double gate variety, with high and low scoring bumpers, bonus roll-overs and a free-ball pay-off. A familiar layout. Balls are relatively fast-paced, with almost flicker-free movement, and the flipper

responses are excellent. I dare say that with practice you could aim for almost any bumper onscreen. The potential for mega-scores is clearly massive.

I doubt if it'll ever replace the real thing though. Half the fun of playing the genuine article involved thwacking the pin-cabinet at some strategic point. Who could play and not taunt the tilt? Unfortunately to succumb to such temptation here would clearly have disastrous results! —S.K.

From: SAGITTARIAN SOFTWARE
Other versions: CBM 64
Format: cassette
Price: £5.95
Graphics: K
Playability: KKK
Addictiveness: KK



How to teach your Micro a thing or two

Thousands of home computer owners have yet to discover their microcomputer's potential to help with many of the problems and decisions that come up every day in the home or office.

Perhaps you have always promised yourself that you would teach yourself programming, but have been put off by manuals which seem to assume a lifetime spent studying computer science and mathematics. Maybe you have looked at other computer books, but have yet to find one which is free of unnecessary jargon or where the program examples bear some relevance to real life and not space invaders.

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The 'Learn BASIC' tutorials from Logic 3 are the latest development of a teaching method pioneered by Professor Andrew Colin and perfected

by testing on 3 generations of students at Strathclyde University. The 'Strathclyde Method' has been translated into 8 languages and used by over 300,000 microcomputer users.

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 (64 and VIC owners only)

Name
 (BLOCK CAPITALS PLEASE)



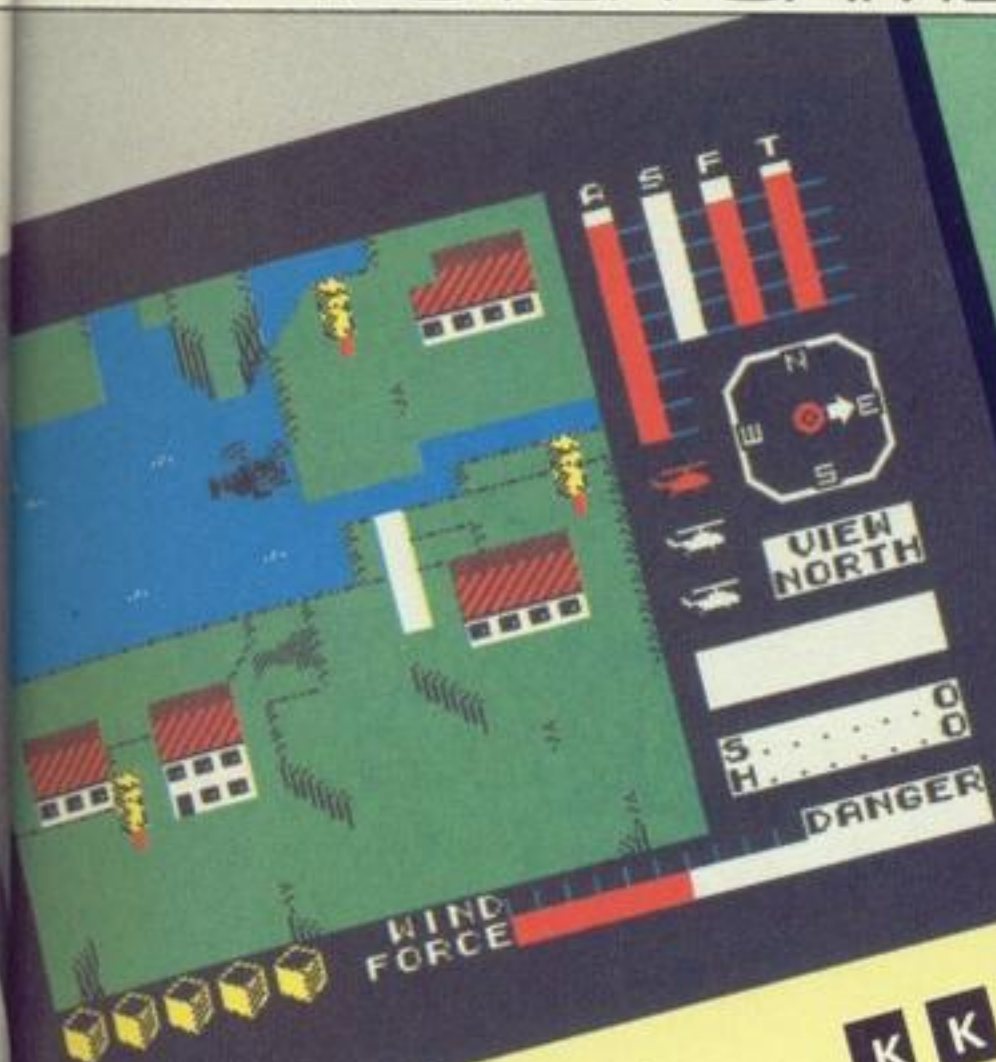
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 Commodore 64 ☐
 Acorn Electron ☐
 BBC Microcomputer ☐
 Dragon ☐

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..... (Postcode)

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CYCLONE Spectrum 48K

A REAL BLAST

What's with this helicopter craze? The damn things are whup-whupping all over the place. Blue Thunders, Airwolves, Whirlybirds (oops, that was a while back). Whatever, if it's got rotor blades and flies it's a star. So, *Cyclone* is a helicopter game — not the first and not the last, but certainly one of the best.

The scenario is a small group of islands somewhere in an unnamed ocean. You have control of a lone chopper (or three, if you count the number of 'lives' you have) which you take island-hopping in search of five crates of medical supplies. However, wandering about the area is a nasty cyclone. As it nears your position the wind strength increases and the helicopter becomes downright difficult to control. As if that wasn't enough, rogue aircraft hurtle in from nowhere on kamikaze missions to take you out if you happen to be in the way. We're talking mid-air collisions here, friends.

Assuming you can live with all these various threats to life and limb you take off on your mission, lifting off from your base on . . . uh . . . Base Island. A 'shadow' on the ground gives a good indication of your height. Calling up the map screen you choose a heading and take off into the wild blue yonder, keeping a close watch on your wind force indicator (or map screen) for the advancing cyclone. Locating an island, you check it out closely for the all-important crate. If it's there you go into a hover and descend, the grappling hook deploying auto-

matically at a certain height and winching up the prize.

Oh yes, you may see some tiny figures desperately waving at you. These are survivors. Rescue them for bonus points — but only if you have time. Those five crates, of course, take absolute priority over a few natives stupid enough to get themselves caught in a cyclone.

Fuel and time are both limited and there will be the need for touching down to re-fuel at frequent intervals. Landing the chopper is not easy and needs a very delicate touch.

Collect all five crates and return to Base Island for a new mission.

In *Cyclone* Vortex have employed the same smooth-scrolling 3D-effect landscaping first seen in *Android 2* and developed in *T.L.L.* The small but highly detailed shape of the chopper flies convincingly over green, hilly islands and wave-flecked sea. It responds well to the controls, turning in a lifelike manner.

On-screen displays monitor altitude, speed, fuel, time, direction and wind force. A useful additional feature is the ability to change your viewpoint by 180°. There is also a warning of approaching aircraft.

Altogether a neat game that scores especially high on both addictiveness and playability. A little too similar to *T.L.L.* in appearance, maybe, but unique enough for that not to worry me.

— R.B.
From: VORTEX SOFTWARE
Format: cassette
Price: £6.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK

BOULDER DASH

Spectrum 48K

KKK

A CRUSHER

An ex-friend of mine has a Commodore 64 and the only thing I miss about not being his friend is that I can't play *Boulder Dash* no more. Well that's all changed. No, ex-friend hasn't become friend again but *Boulder Dash* has become a Spectrum game. My initial reaction was pure joy but then I thought of what the 64 could do and then what the Spectrum couldn't do. I'm surprised I even bothered to load it in. You see *Boulder Dash* heavily relies on quick scrolling, lots of pretty colours and neat music all of which the Spectrum isn't really known for. Well the game loaded and it was all there. Boy, was I shocked.

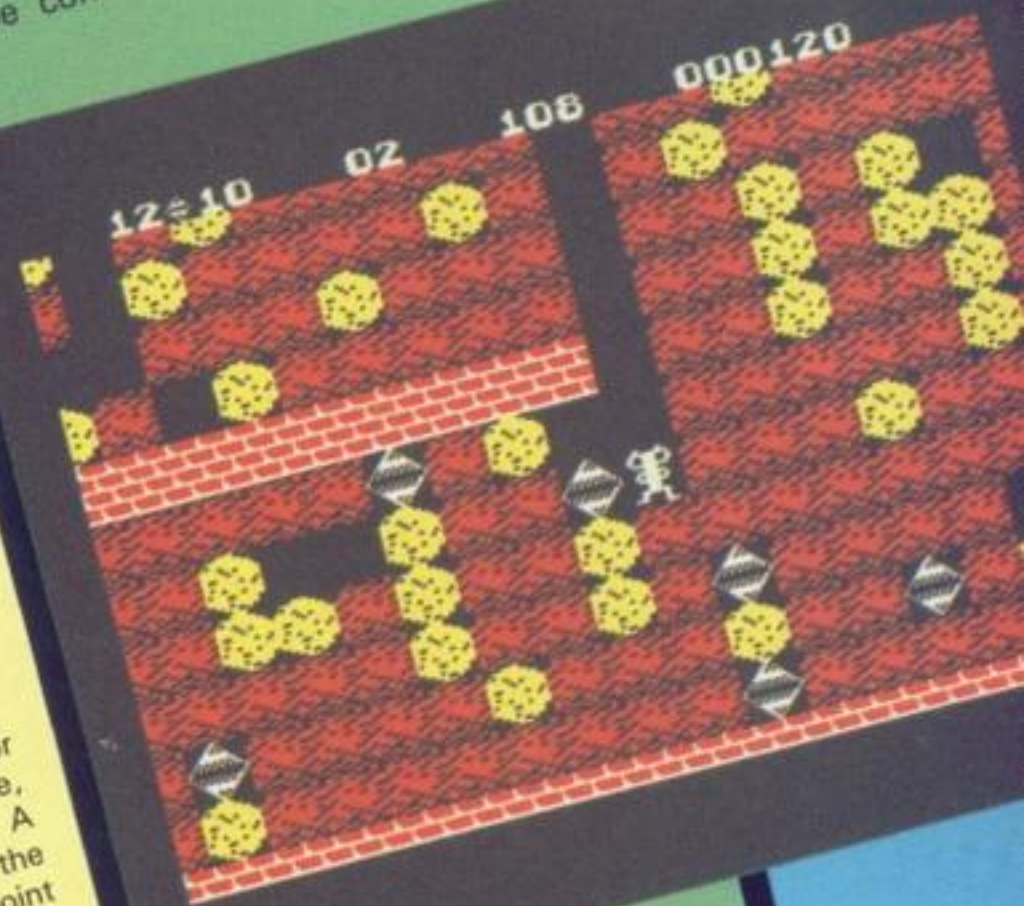
A few of you out there may be confused. You may not

to explain but much easier to play. Having eighty possible levels is nice on any game but since what you have to accomplish on each screen is so varied the only way you'd be able to appreciate it is to play it.

What makes *Boulder Dash* such a hit for me is that it's so addictive. In all honesty I can say this is the best game, to date, for the Spectrum. Which isn't bad going since a week ago I would've said it wasn't really Spectrum fodder.

Boulder Dash is a definite must if you use a Spectrum so I'm afraid it's fork out the money time again folks.

—G.L.
From: FRONT RUNNER
Format: cassette
Price: £7.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK



have heard of *Boulder Dash*. In that case you've probably lived in a shoebox the last six months. Still, for all you hermits here's a scenario description. Rockford has to run about various caves to collect jewels so he can move on to the next cave. It's not really as simple as that since there are boulders all over the gaff supported by gunge which Rockford can obliterate. It's all very difficult



UNDERWURLDE Spectrum 48K

K K K

A new Ultimate release. The very thought sends shivers down any sane reviewer's spine. He knows that in the short time he is given to test the game there is no possible way he can explore its every facet, find every nuance of gameplay. He also knows that, by the time his review sees print, ten billion smart-ass whizz-brats will have cracked the game and sent in highly-detailed maps of the whole play area, complete with strategies, which the soul-less Editor (may bats inhabit his word processor)

will wave in front of him and demand to know why he didn't do better. It's just not worth it, I tell you.

All I'm going to say is that *Underwurlde* is a fabulous new game from Ultimate, with wonderful graphics and lots and lots of incredible features. Don't miss it. So there. (That's not enough, worm. More — or the GCE Revision Packs await...

Rev. Ed.)
Sigh.

Oh well, *Underwurlde* is very good, actually. It features Sabreman, of *Sable Wulf*

fame, this time on safari through the Stygian depths where lurk all manner of demonic dangers. And, like *Sable Wulf*, it owes much to *Atic Atac* for its style of gameplay. Yep, it's another graphic / arcade / strategy / adventure game.

Once more Sabreman is travelling through a vast, interconnecting system of screens (over 60 are claimed) containing rooms, chambers, pits, wells, rocks, ledges and what-have-you. Every step of his journey is dogged by hordes of winged harpies and what look like flying jellyfish which swoop down hassling our hero's progress and generally using him as a human pinball. They can be destroyed but weapons have to be found, along with energy-giving gems. You rapidly grow to hate and curse the flying fiends. Frustration level on *Underwurlde* is exceedingly high. Remember, the Spectrum keyboard was not built to take heavy punishment.

Also along the way the Sabreman will meet monstrous guardians, ride volcanic bubbles, swing from ropes, avoid poisonous plants, falling rocks and stalactites and encounter mysterious chests of drawers.

As is by now traditional with Ultimate's epic arcade-adventures, the player is left to discover the majority of the game's features for him/herself. The barest of hints are given instructions — after which you're on your own. After your allotted lives are used up a percentage indicator informs you of how much of the game you penetrated. You grow to hate this as well. At the end of the Sabreman's sojourn, according to the cryptic text, lies "... the Ultimate palace of darkness" wherein lurks Old Tim — sorry, Nick himself and the only way of escape. I can believe it — I'll never see it — but I can believe it.

From: ULTIMATE
Format: cassette
Price: £9.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK

ROLAND AHOY Amstrad

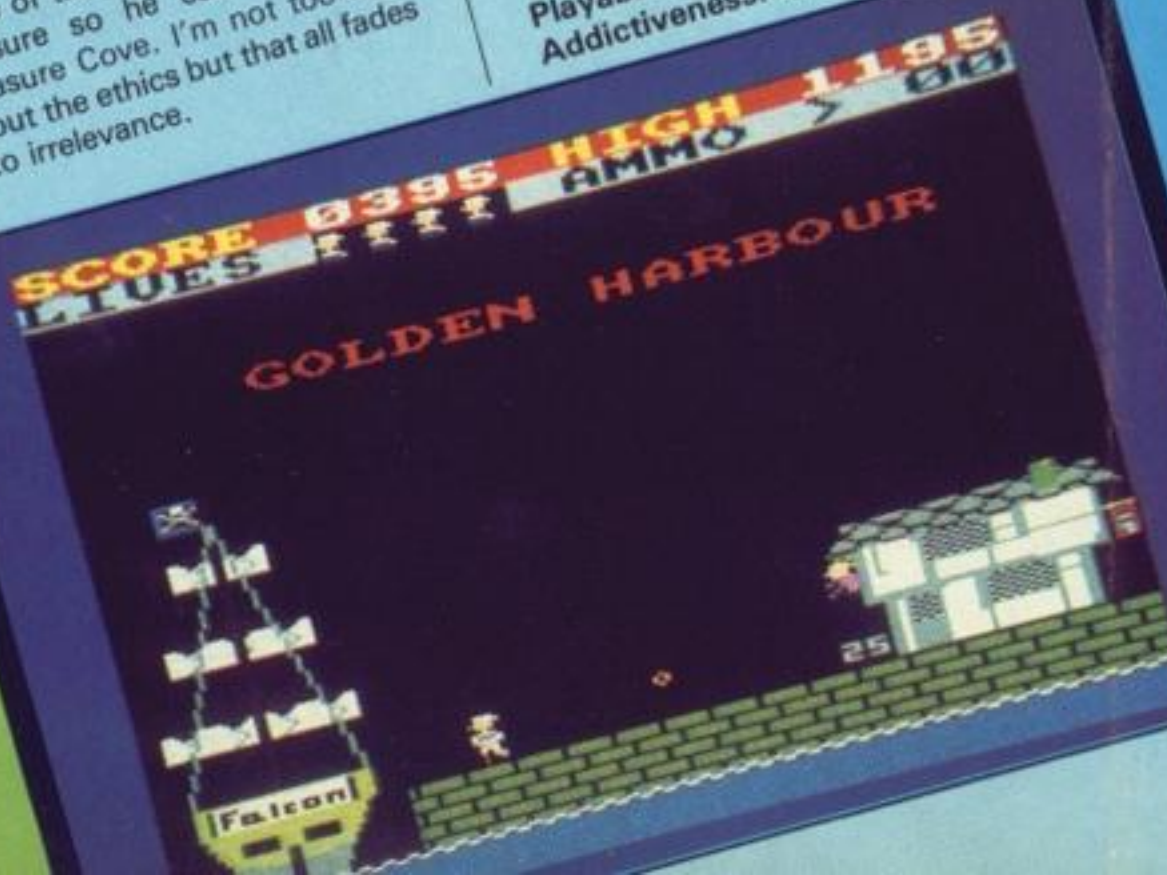
K K

Roland's back and the scenario is an original one. Original? Yes, dear punter.

Roland, sprite of a thousand fonts (I mean this guy looks drastically different in every prog he features in), has taken to the high seas and is generally trying to rob everyone blind. Lloyds Shipping would not approve. He is in fact walking on the wild side and has become a pirate. Klepto Roland first visits Powder Quay to steal cannonballs to blow up some of the harbour to steal the treasure so he can hide it in Treasure Cove. I'm not too sure about the ethics but that all fades into irrelevance.

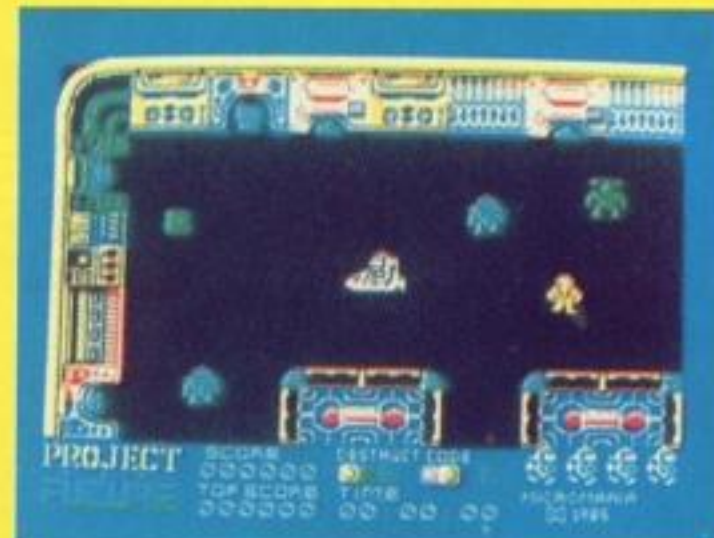
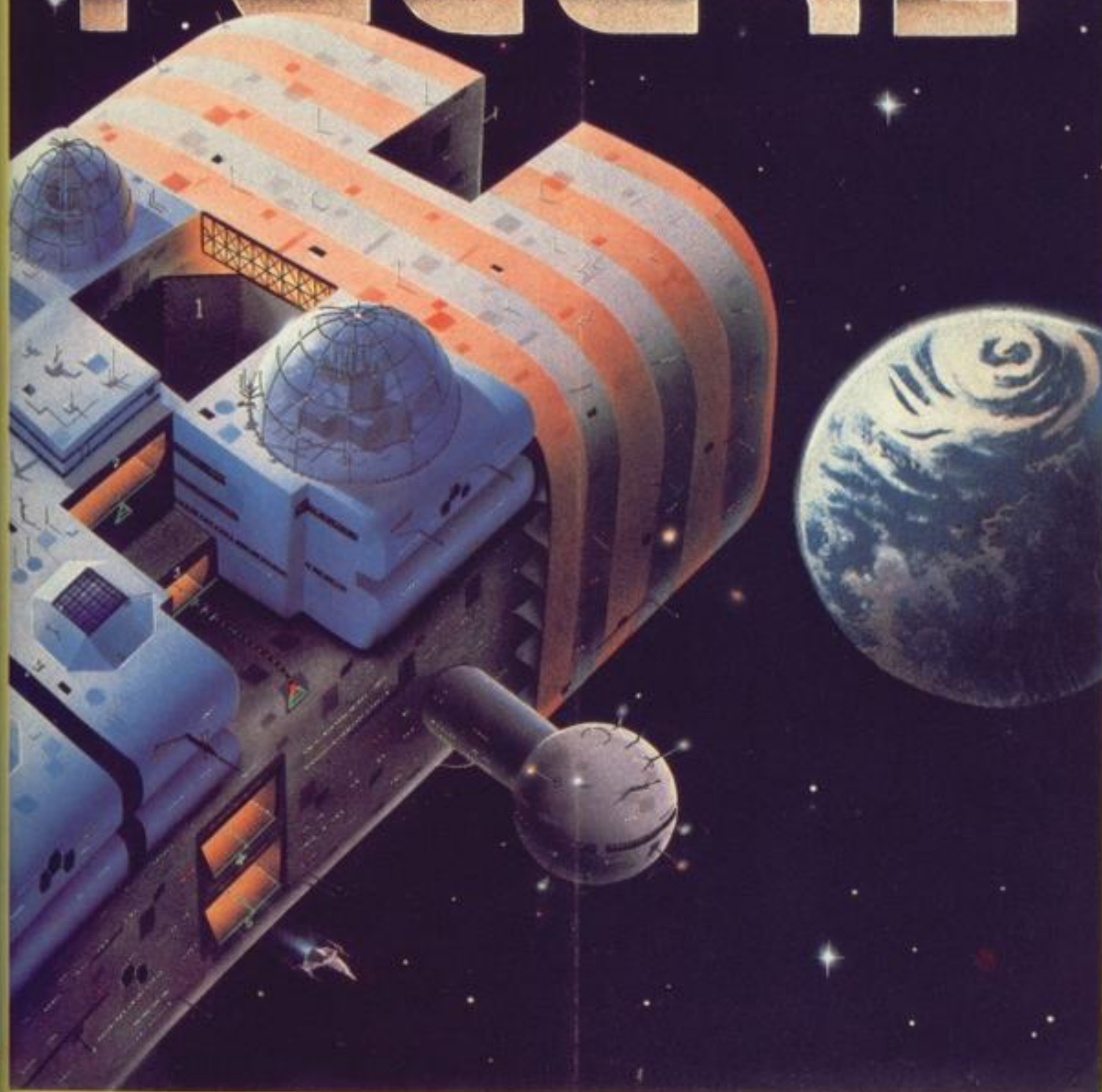
"I really do like this game and would even buy it! So remember, Amsoft, there's gold in them thar punters and you're more likely to get it if you keep producing quality gear like this. P.S. If anyone is interested where the Roland handle came from (come on, there must be someone vaguely interested), the chief designer of the whole Amstrad project is called Roland Perry. That amazed you, didn't it? — G.L.

From: AMSOFT
Format: cassette
Price: £8.90
Graphics: KKK
Playability: KKK
Addictiveness: KKK



AM

PROJECT FUTURE



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£6.⁹⁵

48K SPECTRUM

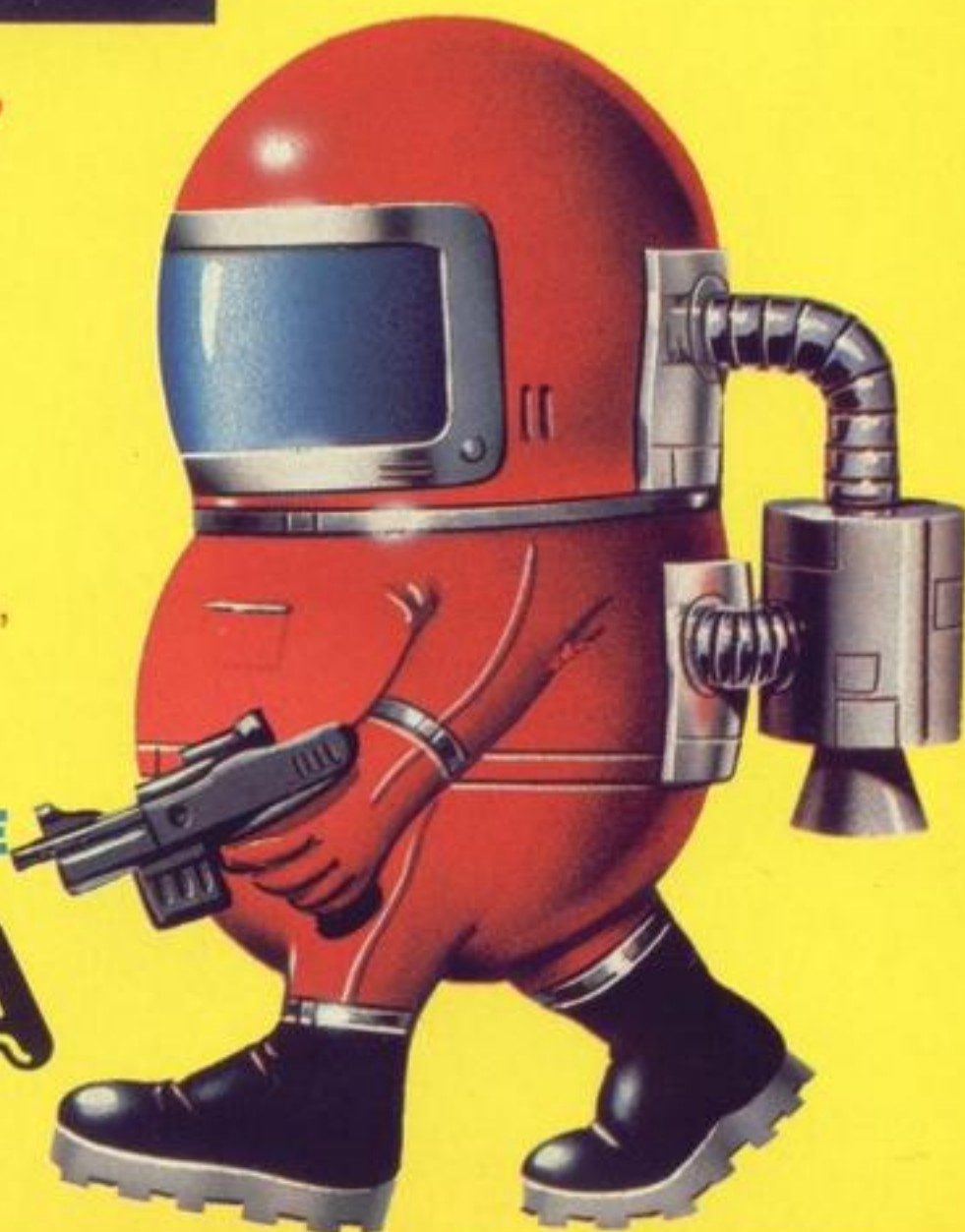
PROJECT FUTURE – Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship FUTURE.

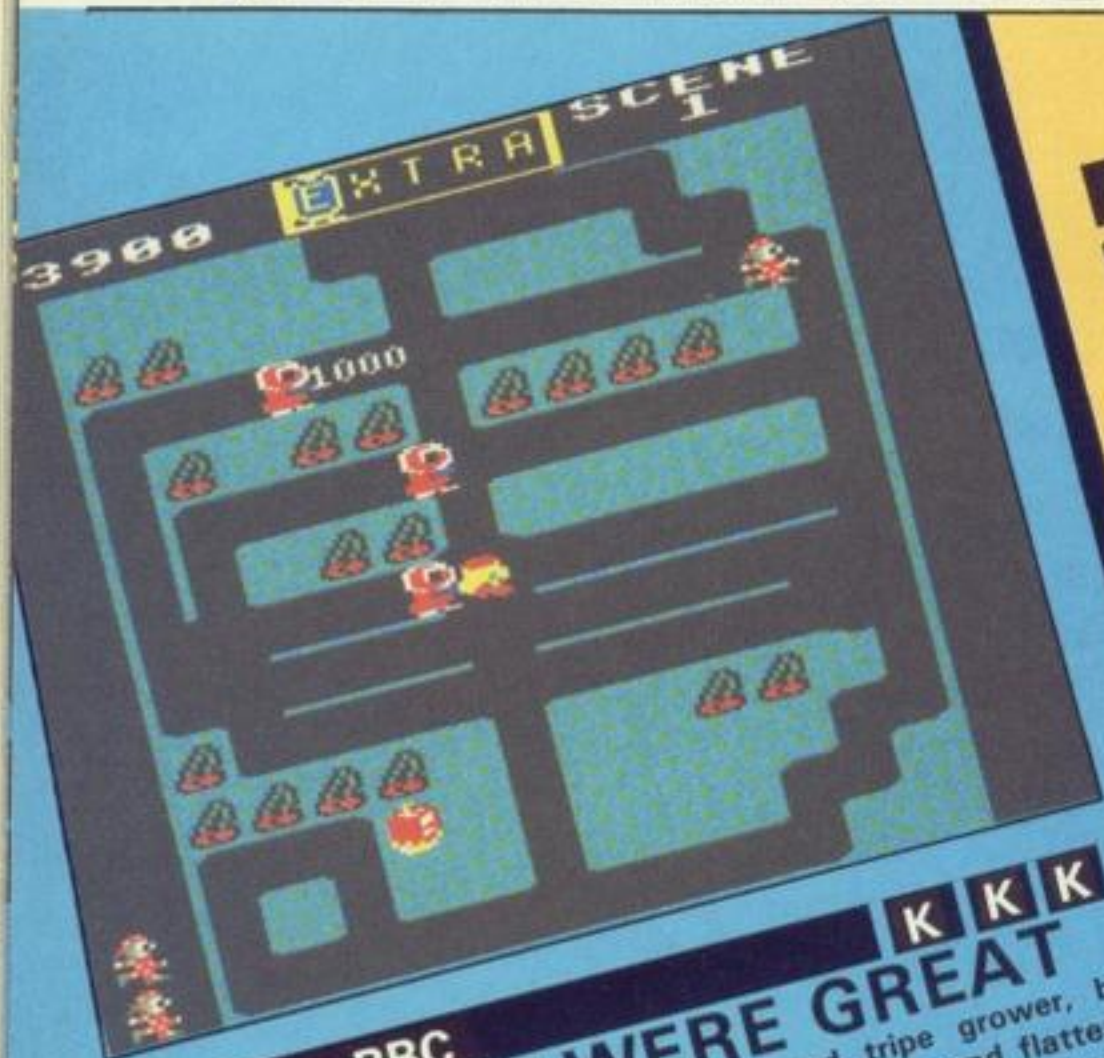
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MR. EE BBC

BY 'ECK, IT WERE GREAT

Mr. Ee, celebrated Yorkshire magician and tripe grower, by 'eck, takes to the underworld, collects cherries and flattens nasty chomping creatures. And if he finds some coal down there could he bring back a lump or two for Ian, 'cos Maggie's getting cold.

Around this time last year I was busy sinking thousands into an arcade game called *Mr. Do*. I was in a bad way, nothing could drag me away from this thing — closing time, total inebration or a sharp clout across the back of the head with a blunt instrument. Now Micro Power have brought it to the home market and the same thing applies except that the blunt instrument usually has a message attached to it to the effect that dinner's ready or it's time to go to work.

Totally faithful to the original, it's yet another tunnelling game but with a humour and originality that sets it apart from the rest. *Mr. Ee* is a wizard-type character who finds himself burrowing through the earth chased by Umphs — teeth with feet — and collecting cherries. Two methods of protection lie at the disposal of this character: pancaking Umphs with the many apples that lie buried underground or hurling his crystal ball at them. It bounces around on speed until it hits something. If you miss the target you've got problems, you only have one ball and have to chase round like a lunatic trying to get it back. Once all the monsters have gone you get a different shaped screen with more intelligent monsters, ten screens in all.

A great game from the same source as *Killer Gorilla*. It shows.

Graphics: KKK
Playability: KKK
Addictiveness: KKK

TARZAN
BBC

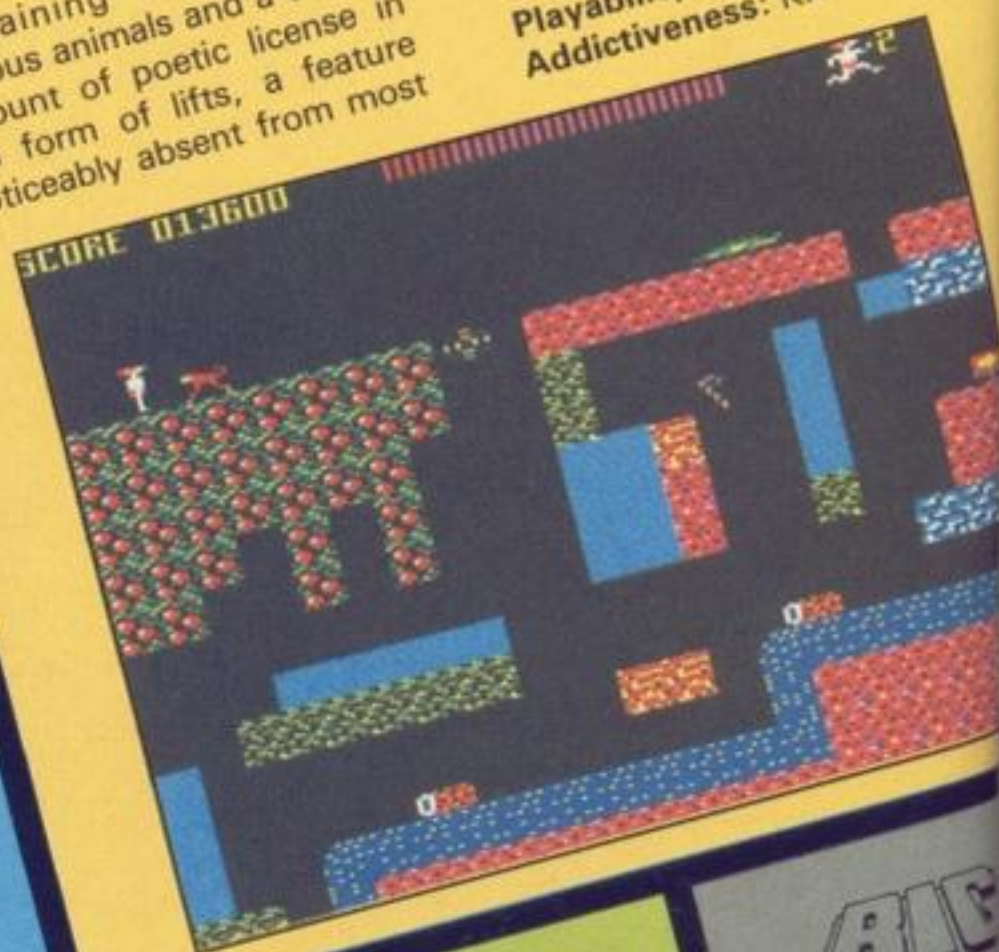
KKK

The mega macho character on the front cover performing major dental surgery on a crocodile bears little resemblance to the wimp in leopard skin Y-fronts who presents himself ready for action on the screen. Nevertheless this is an engaging, if rather simple, game.

Tarzan, primal urges flailing in the wind, swings through the jungle to rescue Jane from a fate worse than death. (assuming she wants to be rescued). A grand total of four screens, rather minimal these days, containing rivers, logs, various animals and a certain amount of poetic license in the form of lifts, a feature noticeably absent from most safari trips.

This is not a game that relies heavily on the quality of its graphics and the sound has overtones of a strangled synthesiser, but it does contain enough novelty to make it enjoyable and the level of difficulty is just enough to stop you giving up in total despair. The demonstration modes have a way of flashing off the screen just before you've had a chance to see what's happening, but then knowing too much would take away the excitement. — K.A.

From: ALLIGATA
Format: cassette
Price: £7.95
Graphics: K
Playability: KK
Addictiveness: KK



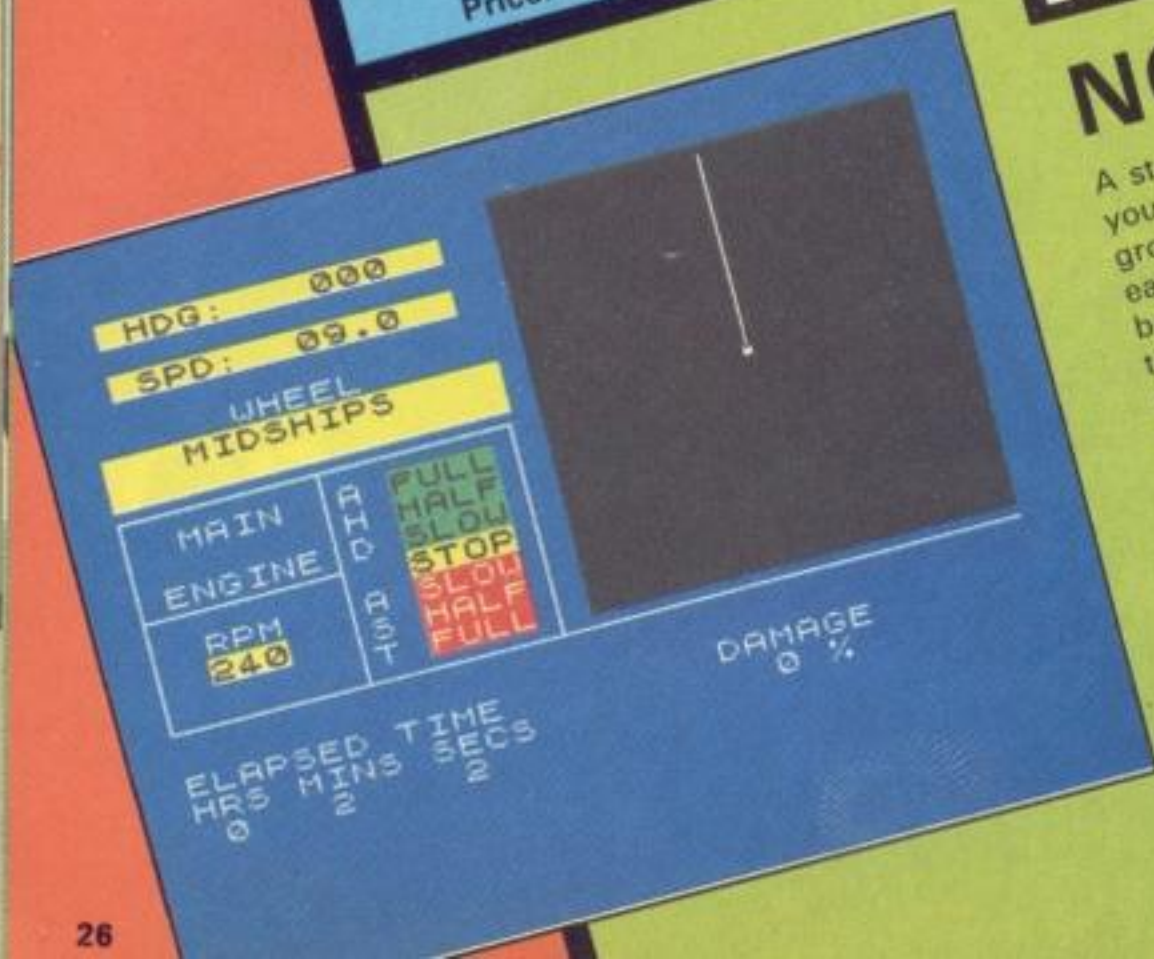
BLUE RIBAND Spectrum 48K **KKK**
NOT THE BELGRANO

A strategic simulation in which you captain a ferry boat round a group of islands, docking at each. There are three displays: bridge controls with engine telegraph and wheel, plus the radar which is used to make final approaches; a chart of the whole area with the ship's position; and static island maps on which you can study the upcoming problems.

You set your speed and course, then move to the chart to track your progress using a hurry-up mode for open-sea passages until you near an island, then back to the radar. The islands vary in difficulty, a couple having long narrow, rock-strewn channels.

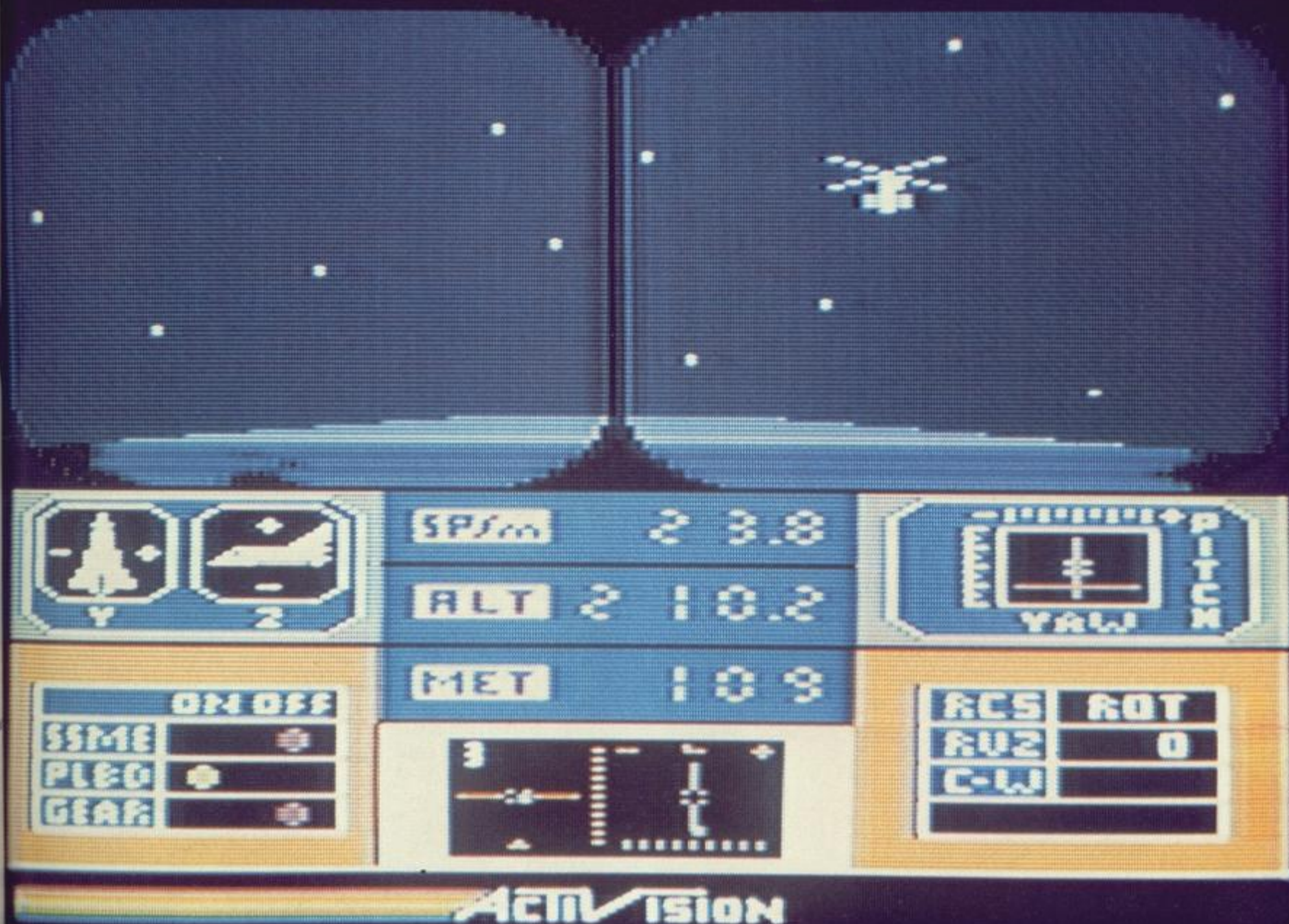
The ship simulation is very complex with problems like transverse thrust effect when reversing and helm induced yawing oscillation if you overcorrect, very difficult to get out of. The game requires a very delicate touch, especially when docking, and if, like me, you have trouble with left and right, let alone port and starboard, you'll find yourself racking up damage points in very short order. Impressive, if not my cup of grog. JC.

From: CCS
Format: cassette
Price: £5.95
Graphics: K
Playability: KK
Addictiveness: KK



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The polizei rumble you early on and come looking, sirens blaring, with orders to shoot on sight.

Between avoiding them, some combinations of which are extra-valuable, the pressure is really on. If you don't complete within a time limit, the program self-destructs!

An excellent, pacy and gripping game, but where has programmer Reg Beale been these last few years? Apart from a handful of basic commands, you have to type in whole words, 'examine' rather than 'exam', 'briefcase' rather than 'brief' and so on which will annoy seasoned adventurers as a matter of course, and is especially aggravating on four letters as a matter of course, a Spectrum non-plus. Another oddity is that if there's an adjective, 'old', 'small', 'long' or whatever, that's what the program recognises, rather than the item described. Scores high on imagination, low on technique. — J.C.

From: STERLING
Format: cassette
Price: £5.95
Graphics: N/A
Playability: K
Addictiveness: KKK

ASSIGNMENT EAST BERLIN Spectrum 48K

BERLIN GAME

Atmospheric secret agent text adventure with many good points and one major irritant. As Magnus Steele, the Ice-Man, you start from Checkpoint Charlie and roam the desolate ill-lit streets of East Berlin in search of seven items.

There are 70-plus locations of which about half are significant and a few extremely hazardous.

BARROWQUEST Spectrum 48K

GOING UNDERGROUND

Any adventure game that bears the name J. Sherry, author of CCS's marvellous multi-player interactive *The Prince*, raises immediate interest and expectation. This one drops them with a bit of a thud.

Your man, who for some reason looks like a nerd above ground but changes image below, has to recover a power gem from the evil wizard Grimblast and to do this he wanders round the Borderlands plunging into barrows. Movement is up, down, left or

right on the keyboard and, if you have a Spectrum+, you'll find that you need the 5-8 keys, not the arrows, which is irritating.

The screen is a 5x5 square grid representing 0.025% of the playing area which means a lot of exploring and, unless you're a very patient mapper, very little planning. You start with a power rating, which can increase steadily; gold, which you use to buy food, and food which eaten periodically ups your stamina.

Along the way you can acquire swords, shields and so on. The nasties also have power ratings so, when attacked, you have to make a split second decision whether to fight or run. Once down a barrow you explore the tunnels, which can be very, very long dead ends, like places to run out of stamina and die. The landscaping consists of deadly dull boxes and the mechanics are tedious plodding, not very well explained (you're not told how to pick up food, for example). Feels like a bit of a rush job. — J.C.

From: CCS
Format: cassette
Price: £5.95
Graphics: K
Playability: K
Addictiveness: KK

power level is 120: Stamina: 114
present location is a tunnel *
your grading is
newbie, and you
are carrying:
2000 gold units
2000 drowns



WARP BBC/Electron

Outside — a dramatic cover featuring Spock with two torches stuck in his eyes. Inside — a rather boring game with a lot of numbers and very little action.

It's a version of the old *Star Trek* game where you pick a space quadrant, fly to it, shoot Klingons if they're there (or sit and ponder the Meaning of Life and a helluva lot of stars if they're not). The level of excitement is well maintained by making sure you know well in advance if anything in the slightest bit unexpected is about to happen.

On a list of useless ways of passing the time of day this sits nicely between counting hairs on a carpet and spending three weeks in a broom cupboard. The game opens with a grid of numbers in the top half of the screen, a plan view of the Starship Enterprise at bottom right and, bottom left, a view of lots of stars and a blue and green blob with another Enterprise stuck on it like a Green Shield stamp.

Each of the squares represents a sector of space, the numbers in each square representing the number of Klingons in that sector and the idea is to wipe out all the Klingons in the grid. This in itself is a laughable operation; on warping into a sector you activate phasers and position a set of sights over a Klingon. Once you've taken a shot at him he takes a shot at you, during which time you can't fire, after which you take a shot at him. The effect is like a pair of halfwit boxers with their feet nailed to the floor, taking turns to hit each other until one finally falls to the floor a

miss of blood and crushed bones.

This ridiculous procedure is repeated, broken only by brief visits to space stations for refuelling, until all the Klingons have been obliterated. Then, guess what... another grid, followed by another, a total of six in all. When all six are cleared you have to pot around the sectors until you find the missing captain, sole reason for all this.

— K.A.

From: ICON
Format: cassette
Price: £7.95
Graphics: K
Playability: K
Addictiveness: No

THE OPEN

Spectrum 48K

SEVVY SAVVY

Another of CCS's amazingly elaborate simulations, this time golf. You get a different Open course — Carnoustie and Turnberry — on each side of the tape. Decide the wind direction and force, choose whether to play championship, single or practice rounds and the starting hole. Then the real decision-making begins — which club to use, the direction and force of the



stroke and finally, most difficult of all, the timing of it. Not knowing the first thing about the game, I failed dismally at this stage, alternately hooking and slicing. The odd balls I did connect with invariably went wrong and by the time I called it a day, totally exhausted, I must have set a new high (or do I mean low?) for the course.

Can't say I'm crazy about the graphics which are no more than adequate — a pity, given such a potentially promising subject as golf

courses — but there's no arguing with the depth and subtlety of the mechanics.

The inlay provides nice and clear, if rather daunting, charts of the maximum distances for each of the 10 available clubs, both from tee and fairway, plus wind factors, and of the effects of hazards. I don't know how many golfers own Spectrums but *The Open* looks like the perfect thing for rained-out or laid-up fanatics. — J.C.

From: CCS
Format: cassette
Price: £5.95
Graphics: K
Playability: Bogey
Addictiveness: Birdie

SUPERPOWER

Spectrum 48K

A real mega-game from CCS, combining aspects of both *Insurgency* — their two-player government vs. guerrillas strategy game — and *The Prince*, their multi-player interactive adventure. Up to six players meddle in the affairs of nine small Central America-ish countries, grasping for profits. Each country has a mass of differentiating parameters and players have dozens of possible options from the information and decision menus. The number of things you can do in a turn is limited only by your cash in hand, and with various possibilities carrying different price tags, you have to juggle things pretty carefully.

The main problem, helped by a printer option, is to keep track of the sheer volume of changing information which, though very well laid out, can't be held simply in the head and isn't available just on demand.

My admiration for this very complex, well thought out and demanding game is tempered only by an annoying glitch in the loading — you're not told to stop the tape during the game options selection, though you are told to start it again afterwards. Still, if you want a game that gives you plenty to do and think about, *Superpower* plus reams of notepaper will keep you busy. — J.C.

From: CCS
Format: cassette
Price: £5.95
Graphics: KKK
Playability: KKK
Addictiveness: KK

SECRET		
Report on Ascol		
Opposition Party: crushed		
Mood of the people: acquiescent		
Income	£m	
tax (10%)	63	
oil	0	
Total	63	
Spending	£m	
	69	
	51	
	50	
	72	
Total	242	
TOTAL DEBT (£m) -172		

Press ENTER to continue. "L"



REMEMBER



Goa

JEFF "Animal" MINTER is by any standards a Name of Power in the games designing field. Hit after hit has poured from his keyboard — latterly with a decidedly zoological theme. Camels, dromedaries, sheep, llamas — there's no end to Minter's creative obsession. And seemingly no end to the hits, either. TONY TAKOUSHI talks to the Oldest Hippie of All . . .

Can you tell us a little bit about your new game?

It's called *Mama Llama*.

What does it involve? And will you be following Tony Crowther's example of a smooth-scrolling game?

Well, not so slavishly. It's going to be a strange game . . .

Why ARE your games so strange?

Probably because I'm so weird! I've had some superb music especially written for the game by James Lisney (the Boughurst piano wizard).

That sounds like hype . . .

Well, it sounds like hype, yes — but I won't be selling it on the strength of the music. I'm not going to be mentioning it in the adverts and I'm not going to say, Hey, this has got eight billion screens!, I'm not going to do that.

Why did you mention eight billion screens!

Because of the current 'mega-game' trend, I can translate these terms. For 'mega-game' read 'game with lots of screens' and for 'cartoon style animation' read 'sprites with little lines around them'. They are fashionable things; everybody is bringing out games with loads of playing area but never mind if they don't play well.

Does that matter at the end of the day? Technically they are doing what they set out to do. What does it matter if cartoon-style graphics are two sprites?

A game as a whole is not sold on the basis of graphics but some companies do take this line. A game is a synergistic combination of many parts — graphics are just one part of it — they can be used as part of a style.

You yourself have a style of using sheep and llamas . . .

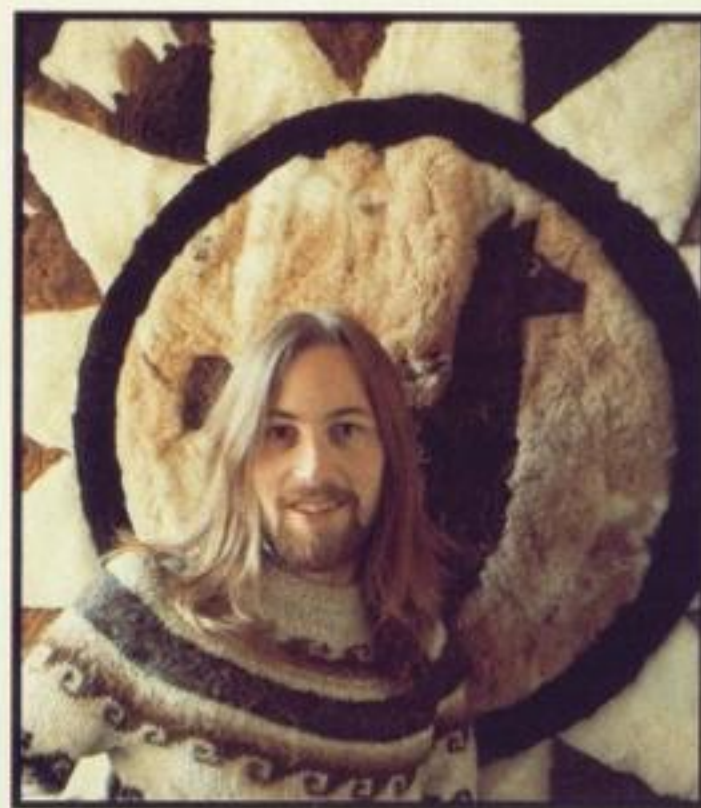
That's exactly it. What I dislike at the moment in the industry are ads that say, This game is better than *Jet Set Willy*, or This game is the best. You can't say 'the best' anymore. We've all reached a certain technical level.

What do you mean THE BEST? Because it's subjective, everybody has their own tastes.

All the programmers have reached a standard where they can produce games that look nice and are 'polished', but the thing is you can't say your game is any better than someone else's because people who like my games might not like someone else's games and vice versa. I write

games for people who like my style; if people don't like my style I'm not that bothered.

Aren't you producing games to make a living?



"You can't say 'The Best' anymore . . . we've all reached a certain technical level"

I'm producing games because that's what I like doing, because I'm a video games artiste. I get lots of letters from people saying they really like *Ancipital*, or they didn't like *Ancipital* as much as *Revenge*. I like to hear what people like and dislike about my games.

On Compunet I get a big kick from putting up a game called *Synchro* and have people take it for free. I really enjoyed writing it, there was no pressure to produce a particularly marketable game.

Aren't you creating your own pressure by saying 'marketable'. Why not do your own thing, why worry about it?

Well that's what I do now, but at the moment there's so much heavy commercialism in the whole scene that it does tend to leak over no matter how much I try and negate it. Perhaps I

should take a course in Zen and meditation!

What's the response been like to *Ancipital*?

The people who have bought it like it a lot, there haven't been any letters saying it's disliked. In fact there's been loads and loads of letters saying *Ancipital* is driving people crazy. They love it.

Again, like most my games it tends to suffer at the hands of casual reviewers.

What do you mean by casual reviewers?

Guys who are given thirty tapes to review in an afternoon, so they try and play each game in five minutes — and for one of my games that's a pretty damn stupid way to try and play.

By your own admission a lot of your games are shoot-'em-ups so why shouldn't they be able to review it in five minutes?

Well, look at *Ancipital*. It's a shoot-'em-up but with that bit more. Stuff like *Matrix* and *Grindrunner* admittedly could be reviewed in five minutes, but take *Revenge*. If you played it for five minutes you'd only see the first two or three screens, out of a total of 42. Some reviewers of *Ancipital* don't even bother to read the instructions, they don't know what they're doing. The first time Help screens have been introduced into an arcade game and they don't mention them! I saw a review where it said there were 81 screens in *Ancipital* . . . where it says at least four times in the instructions there are 100 screens.

Let's move on a little, what is it about sheep and llamas you like so much?

I like them because they're so hairy.

You like hairy things . . .?

Plenty to grab hold of . . .

What do you see in the future?

I hope there's a big crash in the market . . . I really hope the big heavy commercial outfits crash.

But they're the ones taking over now?

They are taking over and it's all so cynical.

In what way is it corrupt?

There is corruption — you get chart hyping. Isn't it a relatively new thing for software? It is, it's all going the wrong way.

So it's a young industry that's going full circle like the video and record industries?

It's not even like the record industry. People aren't being encouraged to develop their own

bullets and utilising "Dimension Jump Translation Modes", the woollen equivalent of hyperspace.

As with other recent Llamasoft games, there is a wide variety of aliens for you to splatter, and a total of 48 different levels. The interesting feature of *Sheep in Space* is the way that gravity acts on the game. Both the upper and lower surfaces possess gravity. The nearer a sheep gets to either surface the slower it travels. So for maximum speed, life in the fast lane begins equidistant between the two surfaces. Bonios of Doom drop to the nearest surface when fired. It is important to keep your sheep fed. To do this he has to periodically land on a pasture and scoff. Overeating results in an exploding stomach, and can be very nasty. Eating also replenishes the sheep's shields so you need to strike a balance between muttony gluttony and shield status.

ATTACK OF THE MUTANT CAMELS

Basically the aim of this game is to butcher camels and get the hell out of it (before the RSPCA catch you?). The Atari version of *Attack* has some of the most amazing graphics known to mankind. I've seen some sunsets in my time, but those shown as part of this game are breathtaking.

REVENGE OF THE MUTANT CAMELS



At this stage in the proceedings, the Earth v Zzyaxian match has gone into extra time. Everything is even, and if one side doesn't make a breakthrough soon, the whole war will have to be decided on penalties. Llama-loving Jeff Minter must have fallen for those camels while developing *Attack*, because this time they are back, not as enemies, but as Earth's main defence against the heinous aliens.

Contacted by telepathic metagoats, the 90 foot high camels were convinced of their true loyalty to Earth. Pyramids with eyes wink in the background, another Minter

motif, as dromedaries drift across the land spitting at all-comers.

Like metagalactic llamas, mutant camels' spit is deadly. Targets include telephone kiosks and skiing kangeroos, all pretty normal zap fare in a Llamasoft game. The skies rain with canes, CND symbols and a Eugene carrying axes. A sideswipe at Eugene Evans, late of Imagine, or a reference to an obscure piece of music by some dead rock stars?

ANCIPITAL

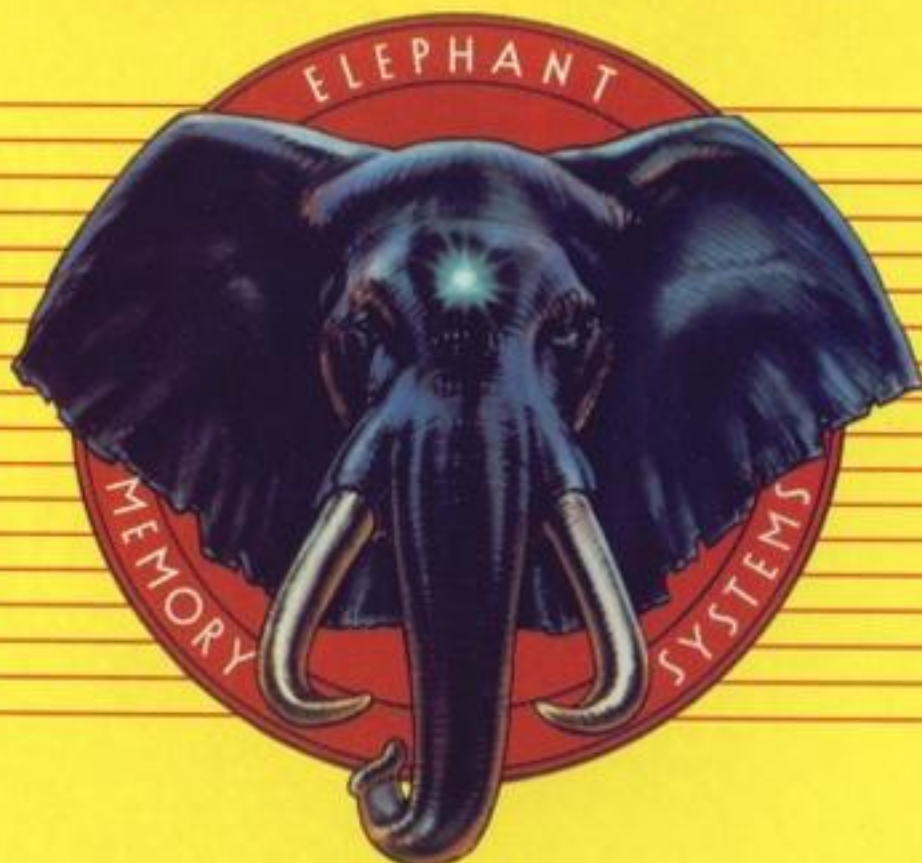
One way of looking at the latest Llamasoft computer confection, *Ancipital*, is to call it an adventure. At least there are certain elements of adventure to the game, but there is little resemblance to the GO NORTH, TAKE TREASURE nonsense that make text adventures such a bore. In fact there is hardly any text at all.

Ancipital's action takes place in the "Zzyaxian weapons-research outpost", the meanest place this side of a Tube station at midnight. The air is filled with a powerful hallucinogenic designed to burn out the brains of any humans who might happen to stray into the area. So they sent the Ancipitals, half-man, half-goat and half-wits. There are 100 different rooms or "chambers of defence" to contend with. Each has a different type of nasty to attack you and requires a different strategy from the player.

In the same way that *Atic Atac* scores are measured both by the number of points amassed and the percentage of rooms visited, *Ancipital* has a dual-mode scoring system. One of the rules which helps reviewers tell a good game from a bad one is do you get better the more often you play the game? The answer with *Ancipital* is Yes. *Ancipital* is just enough to keep Llamasoft lovers going until the next piece of psychedelic Minter madness. Jeff calls it a "progressive" arcade game. I call it a damn fine zap.



ELEPHANT NEVER FORGETS




```

1 REM OCTONIUM MOON
2 REM (1984) AUTHOR: SCHWANENFLUGEL
3 REM COPYRIGHT © OCTOSOFT
  SCHWANENFLUGEL/TRENER
4:
5 POINTS%=0:PROCINIT
6 MODES:VDUS
7PROCSETUP

```

```

7997:
7998:
7999:
8000 PROCYDU
8001 I=FNIINERTIA
8002 IFFNL ANDPZ=1 AND ABS(Y)<2 PROCLAM
  DED ELSE IFFNL AND Y<2M$="LANDING SPEED
  TOO HIGH":GOTO 12000
8004 IFFNC OR END GOTO 12000
8005 PROCIN
8006 IF C=65 AND FUEL>0 GOTO 13000
8009 Y=Y GRAVITY
8010 A=AIX:B=BIY:IF B<0 THEN 12000
8011 IF B>1200 THEN 13006
8017 PROCINSTRUM
8020 GOTO 8000
8030:
8999:
9000 DEF PROCSETUP
9002 YZ=RND(200)+100
9005 VDU19,2,2,0,0,0
9006 F=0

```



OCTONIUM

MOON

Your mission—land
on the famous and
deadly moon, mine
the priceless ore

—and get
away alive!

Controls:

Z,X: Rotate left/
right

A: Abort

⌵: Light Thrust

Return: heavy

Thrust

K: Jettison

fuel

J: Jettison

Octonium

```

9007 GAIN%=0
9010 GCOL1,2
9012 P=RND(200)+100
9013 Q=10:PERIOD=RND(75)+125:PHASE=RND(
)*2
9014 W=RND(300)+100
9020 FORX%=0TO1280 STEP8 :IF X%MOD63=1
Q=RND(14)-8
9025 IF FNFLAT PROCFLAT
9030 MOVEX%,80:DRAWX%,Y%+80
9040 Y%=Y%+10*SIN(X%/PERIOD+PHASE):Y%=Y
%+(RND(4)-2)*4+Q:IFY%<0Y%=-Y%
9050 NEXT
9060 GCOL0,7:FORT=1 TO50
9061 S%=RND(1280):T%=RND(944)+80:IF POI
NT(S%,T%) NEXT:GOTO9063
9062 PLOT69,S%,T%:NEXT
9063IF Y%>900 GOTO9070
9070 MOVE 0,80:GCOL0,3:DRAW1280,80
9075 MOVE 22,10:DRAW 160,10:DRAW160,44:
DRAW 22,44:DRAW 22,10:MOVE92,10:DRAW92,4
4
9080 IF FUEL%>500 GCOL0,2 ELSE GCOL0,1
9082MOVE200,40:DRAWFUEL%/2+200,40
9085 GCOL0,3:FORQ=0TO9:PLOT69,200+Q*125
,36:NEXT
9087 PR=1:GAIN%=0
9088 A=40:B=1010:X=RND(3)+2:Y=RND(2)-6
9090 ENDPROC
9098:
9099:
9100 DEFPROC LANDED
9105FOR T=0 TO 200 STEP 20
9110SOUND1,-15,T,1:NEXT
9115GAIN%=GAIN%+1000*RND(1)*PR::FUEL%=F
UEL%+300*RND(1)+80
9120 LX=X:LY=Y:X=0:Y=.5:PR=PR+1:PROCERA
SE

```

```

9125 IF FUEL%<500 GCOL0,1 ELSE GCOL0,2
9127MOVE 200,40:DRAW FUEL%/2+200,40
9130 IF FUEL%>500 FF=0
9150 ENDPROC
9170:
9175:
9200 DEFPROC INSTRUM
9210 MOVE 30,40:IFABS(X)<.1GCOL0,2 ELSE
GCOL0,1:SOUND2,-3,99,1
9212 VDU 240
9214 MOVE 96,40:IF Y>26GCOL0,2 ELSE GC
OL0,1:SOUND1,-8,140,1
9216 VDU240
9221:
9225GCOL0,0:MOVEFUEL%/2+200,40:DRAWFUEL
%/2+225,40
9230 IF FNCHCOL FF=1:GCOL0,1:MOVE200,40
:DRAW200+FUEL%/2,40:ENDPROC
9235 IF FUEL%<500 SOUND2,-9,200,1:ENDPR
OC
9245:
9250 ENDPROC
9255:
9256:
9475:
9496:
9500 DEFPROC INIT
9503VDU23,240,255,255,255,255,255,2
55,255
9505VDU23,230,24,36,90,90,36,60,90,195
9506VDU23,231,4,10,10,17,21,14,10,27
9507VDU23,232,16,22,26,5,5,26,22,16
9508VDU23,234,1,13,19,20,20,19,13,1
9509VDU23,233,27,10,21,17,17,10,10,4
9510VDU23,241,129,129,195,195,195,231,2
55,255
9511:
9512 VDU5
9520 DIMA$(4):FORT=1TO4:A$(T)=CHR$(T+23
0):NEXT
9523 SFUEL%=1000:FUEL%=SFUEL%:LFUEL%=SF
UEL%
9524:
9525 DEFFNC=POINT(A+58+2*X,B-30+Y)=2
9526 DEFFND=POINT(A+8+2*X,B-30+Y)=2
9527 DEFFNS=(RND(1)<.9)
9528 DEFFNFLAT=(RND(1)<.02)
9529 DEFFNL=(POINT(A+2*X+32,B+Y-32)=1)
9530 DEFFNINERTIA=(FUEL%+WEIGHT%+GAIN%)
/3500
9531 DEFFNCHCOL=(FUEL%<500 AND FF=0)
9534:
9535 WEIGHT%=1000
9536GRAVITY=.05
9537 P%=2
9538 FF=0
9539 M$=""
9545 POINTS%=0
9590 ENDPROC
9595:
9596:
9600 DEFPROC YOU
9605 MOVE A-X,B-Y-4:GCOL0,0:VDU240:MOVE
A,B:GCOL0,7:PRINTA$(P%)
9610MOVE A-X+4,B-Y+28:GCOL0,0:VDU240
9611 GCOL0,1
9645 ENDPROC
9648:
9649:
9650 DEFPROC FLAT
9655 G%=X%:FORX%=X%TOX%+64STEP8:MOVEX%,
80:DRAWX%,Y%+80:NEXT:GCOL0,1:MOVEG%,Y%+8
0:DRAWX%,Y%+80
9660 GCOL 0,2
9680 ENDPROC
9685:

```

OCTONIUM MOON for BBC

OCTONIUM

MOV

```

9686:
9700 DEFPROCIN
9705 C=INKEY(1)
9708 *FX21,0
9710 IF C=90 P%=P%-1:IF P%=0 P%=4
9711 IF C=88 P%=P%+1:IF P%=5 P%=1
9712 IF C=93 THRUST=.2:FLOSS=2:N=5:LEV
L=-13:PROCTHRUST
9713 IF C=13 THRUST=.35:FLOSS=4:N=5:LEV
EL=-15:PROCTHRUST
9714 IF C=95 THRUST=.5:FLOSS=12:N=6:LEV
EL=-15:PROCTHRUST
9715 IF C=74 AND POINTS%>49 POINTS%=POI
NTS%-50:SOUND0,-15,2,1
9716 IF C=75 AND FUEL%>0 FUEL%=FUEL%-20
:SOUND0,-15,1,1
9740 ENDPROC
9741:
9742:
9745 DEFPROCNOABORT
9747 GCOL0,0:MOVE 200,40:DRAW 1280,40
9749 Y=B/300:X=0:P%=1
9750 FUEL%=0
9751 ENDPROC
9753:
9755:
9765:
9766:
9800 DEFPROCTHRUST
9801 IF FUEL%<0 ENDPROC
9802 SOUND 0,LEVEL,N,5
9804 I=FNINERTIA
9806 X=X-THRUST*(P%=2)/I+THRUST*(P%=4)/
I:Y=Y-THRUST*(P%=1)/I+THRUST*(P%=3)/I:FU
EL%=FUEL%-FLOSS:Y=Y-GRAVITY
9820 IF FUEL%<LFUEL% LFUEL%=FUEL%
9850 ENDPROC
9855:
9856:
9900 DEFPROCERASE
9901 YSEARCH=B+4:ALIMIT=A+26
9903 REPEAT
9904 YSEARCH=YSEARCH-1:IFYSEARCH<0 ALIM
IT=ALIMIT+10:YSEARCH=B+4
9905 UNTIL POINT(ALIMIT,YSEARCH)=1
9906 XSEARCH=ALIMIT
9907 REPEAT
9908 XSEARCH=XSEARCH-1:UNTIL POINT(XSEA
RCH,YSEARCH)<>1
9909 GCOL0,0:MOVE XSEARCH+4,YSEARCH:DRA
W XSEARCH+68,YSEARCH
9915 ENDPROC
9920:
9921:
9922:
12000FORT=1TO150:VDU19,0,RND(4),0,0,0:NE
XT:VDU19,0,0,0,0,0:*FX21,0
12005 D%=A+36:E%=B 32
12015 IF M$<>" "THEN12050
12017 POINTS%=POINTS%+GAIN%
12020 IF FUEL%<0 M$="LACK OF FUEL":GOTO1
2050
12030 M$="TOUCHDOWN OUTSIDE PLAIN"
12040:
12041:
12050 SOUND0,-15,4,10:SOUND0,-13,5,25:SO
UND0,-12,6,100:SOUND0,-10,6,400:MOVEA,B
24:GCOL0,0:VDU240:MOVEA,B-44:GCOL0,2:VDU
241
12051 MOVE A,B-63:GCOL0,2:VDU240
12053MOVEA,B:GCOL0,0:VDU240:B=B-50:A=A+2
6:FORT=1 TO400:GCOL0,0-(RND(1)<.5):PLOT6
9,A+6+(RND(100)-50)*T/500,B+70*(T/500)-R
ND(10):NEXT

```

```

12054 MODE7:VDU10,10,129,141:PRINT"MISSI
ON FAILED":VDU129,141:PRINT"MISSION FAIL
ED":*FX21,0
12055 VDU10,10
12060 VDU130:PRINT"DUE TO: ";M$
12061VDU10:PRINT" VERTICAL SPEED:"INT(Y*
100)/100" M/S":VDU10
12063 VDU134:PRINT"MISSION DATA":IF FUEL
%<0 FUEL%=0
12064 PRINT" FUEL:"FUEL%,"OCTONIUM:"POIN
TS%
12065 VDU132:PRINT"PRESS RETURN FOR ANOT
HER MISSION"
12068 VDU23,1,0;0;0;0
12070A=INKEY(1):VDU23,1,0;0;0;0:IFA=-1 G
OTO12070
12075 IF A=13 RUN ELSECLS:STOP
12500 STOP
12505:
12506:
12507:
13000 FUEL%=FUEL%-100:FORB=B TO1100STEP8
:I=FNINERTIA:FUEL%=FUEL%-4*I:IF FUEL%<0
PROCNOABORT:GOTO 8000
13001GCOL0,0:MOVE A,B-8:VDU240:GCOL0,3:M
OVEA,B:VDU231:SOUND0,15,4,1:NEXT:GOTO13
006
13003 GOTO13006
13005 FORB=B TO800STEP-4:MOVEA,B+16:GCOL0
,0:VDU240:GCOL0,3:MOVEA,B:VDU233:IF POIN
T(A,B-24)=2 GOTO12000 ELSE NEXT:GOTO1200
0
13006 MODE7:VDU10,10,129,141:PRINT"MISSI
ON ABORTED":VDU129,141:PRINT"MISSION ABO
RTED":IF FUEL%<LFUEL% LFUEL%=FUEL%
13007 VDU10,10:FORT=0TO39:PRINTTAB(T,5)"
":NEXT:VDU11,134:PRINT" >SPACESHIP DATA
":VDU10
13008 GX=GFUEL% FUEL%:LX=INT(LX*100):LX=
LX/100:LY=INT(LY*100):LY=LY/100:I=FNINER
TIA*3500:POINTS%=POINTS%+GAIN%
13010 PRINT" > WEIGHT OF SPACESHIP: ";INT(
I)
13011 PRINT" > FUEL IN MAIN TANK : ";F
UEL%:PRINT" > LOWEST FUEL LEVEL : ";LFUEL
%
13012 IF GX=0 PRINT" >FUEL LOSS" ELSE IF
GX<=0PRINT" >FUEL GAIN"
13013 VDU134:PRINT" > LAST LANDING VELOCI
TIES: ";VDU13:PRINT" > HORIZONTALLY: ";LX
13014 PRINT" > VERTICALLY : ";LY
13015 PRINT" > OCTONIUM IN CARGO BAY
":GAIN%
13016 PRINT" > OCTONIUM IN MOTHERSHIP MAI
N BAY: ";POINTS%
13017 GFUEL%=FUEL%:CD=0:FORT=0TO39:PRINT
TAB(T,17)" ":NEXT
13018 VDU23,1,0;0;0;0;0
13019 VDU10,10,132:PRINT"PRESS 'RETURN'
TO CONTINUE MISSION."
13020 *FX21,0
13021 C=INKEY(1):IF C=1 GOTO13021
13033 FUEL%=FUEL%+GAIN%/10
13035 GOTO 6

```



REMEMBER



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ARCADE ALLEY

GO ON, give me something easy to do. I'll do anything you want. I'll fight Frank Bruno. I'll swim the Channel. I'll run the Marathon. Just please, please, don't make me play *Hyper Sports* again.

At first I thought I was ready; I have the audacity to believe that I was prepared. I'd spent months in training on *Track and Field*. I'd run for the bus at least twice, I'd plunged my fingers into hot bags of french fries until they were as rock. I'd taken gold medals, scored world record points. I seriously felt that I was in the top flight. But I hadn't reckoned with the cunning or ingenuity of the programmers at Konami. 'Cos *Hyper Sports* is a truly Olympian hurdle. *Hyper Sports* makes *Track and Field* look like ludo.

Now some of you may think I'm exaggerating — well, more's the pity for you. I can assure you that if you are caught unawares by this machine you will need the proverbial oxygen mask before you can say Steve Ovett. It may well look innocent nestling as it does quite innocuously between *Dragon's Lair* and *Driller Killer vs. Pac-Man*, but feed the beast 30p and you are in danger of a total physical and emotional breakdown.

The game itself resembles its predecessor in line and form; the usual excellent graphics are complemented perfectly by great sound effects and hilarious visual gags; judges smile sympathetically, contestants weep unashamedly, and nosey arcade attendants laugh hysterically over your shoulder as you fail to lift 150kg for the third time.



As with *Track and Field* the game is divided into 'events' (though there are seven now as opposed to six) and your progression through these is dependent solely on your own ability to satisfy the given criterion of qualification. (If you don't qualify you're back to the money slot and the nosey attendants laugh even louder.)

The first of these devilish disciplines is swimming. The starter gun fires, your man dives into the Olympic length pool

(along with five others) and the race is on. This all seems quite straightforward really — your fingers pound away at the buttons, the little man ploughs through the water, the audience cheer — it's as easy as falling off a spring-board. The your man drowns. Did the nosey attendant tell you that you had to press the middle button when the 'breath' sign appears? No he did not. Did he laugh? Yes he did. You start again. You pound away, your man ploughs through

DAVID DORRELL takes himself

to the outer limits (of financial

disaster) sweating it out on

Konami's Hyper Sports.

GOING

Is it true? Can it be true? Will tracksuits, marathons, sweat and cardiac arrest all go out of fashion just as arcade makers perfect THE ideal Sports Game? Will anyone care?

round. £5.10 and 51 rounds later I go through... just. All you have to do is hit the skeets as they fly through your sights. You have to hit twenty to gain the necessary 200 points. I've had easier times juggling chain-saws... But by the end of the day I could have parted the attendant's quiff at fifty paces. Then it started to get hard.

You're through to the third round, your man runs along the gym floor, he hits the spring board, flips off the long-horse and manages all of one somersault before landing quite unceremoniously

on his head in front of the judges. Someone in the corner laughs. If you're really lucky, and you manage to press the buttons fast enough, you can make the necessary four somersaults and land upright. And of course one day you'll find a goose that lays golden eggs.

So now you've sailed through three events and — if you're the average player — you've notched up an overdraft that looks like a New York phone number. What better then than a quiver or two on the archery field? A birds-eye view allows you to shoot straight at the

WORLD RECORD			
1	FREE STYLE	BOB	49.57
2	SKEET SHOOTING	MAX	17200
3	LONG HORSE	BOB	5.55
4	ARCHERY	MAX	4320
5	TRIPLE JUMP	BOB	19.18
6	WEIGHT LIFTING	BOB	460kg
7	POLE VAULT	BOB	5m94

TODAYS BEST 10			
1	NOZ	176090	
2	AJT	151780	
3	NOZ	149000	
4	JYE	145110	
5	BOB	144270	
6	BOB	142610	
7	T.	141630	
8	BOB	141070	
9	AJT	140720	
10	BOB	139760	



the race is
ightforward
way at the
ns through
r — it's as
board. Then
he nosey
d to press
e 'breathe'
ot. Did he
again. You
ns through

the water, you press the middle button at the wrong time... your swimmer glugs on two litres of chlorinated graphics. Eventually you learn to swim. Eventually the attendant learns how to walk again...

Congratulations! After qualifying within the two minute time limit you're on to the second round, 'skeet shooting' (or clay pigeon shooting as we call it). This is of course totally impossible. You get three attempts to qualify for this

CONTINUED ON P. 51

FOR THE BURN



a diamond can also claim his or her share of the Royalty Fund.

■ This grows with every copy sold up to a maximum of £1 million.

■ The Spirit of the Stones book is a great read.

■ The Spirit of the Stones software is great entertainment.

■ But they're much more than that.

■ They're an adventure.

■ A fascinating tale of mystery and imagination.

■ A voyage of discovery on the Isle of Wight.

■ A voyage of discovery

STONES HIDDEN ON THE ISLE OF WIGHT

■ There are 41 of them.

■ 41 real diamonds hidden somewhere on the island, just waiting to be discovered.

■ 40 diamonds set in stoneware talismans. And the great Wight Eye itself, the most fabulous diamond of them all.

■ Only **commodore** one man **COMPUTER SOFTWARE** knows where they are hidden, and he's not saying.

■ All that he has to say he's said already. In the Spirit of the Stones.

■ It's a book and a computer game.

■ And together they reveal the whereabouts of all those diamonds.

■ But – and here's the catch...in the form of riddles and clues.

■ Solve the puzzles in the program and you'll find it easier to solve the puzzles in the book.

■ Solve the puzzles in the book and one (or more) diamonds can be yours.

■ Forever. And ever.

■ You don't even have to go to the Isle of Wight. ('Though should you want to, we've put a bargain holiday offer in every pack).

■ You simply work out where the diamonds are, and post off your claim.

■ Whoever discovers

into an unknown world of poltergeists, unholy spirits, banshees, manticores and demons.

■ The Spirit of the Stones is as entertaining as it can be rewarding. And, like all of our software, it has been specifically designed to get the best out of Commodore hardware.

■ You can't choose better.

■ Commodore software: it costs no more, even though there's more to it.

■ SPIRIT OF THE STONES DISK OR CASSETTE WITH BOOK £14.99.

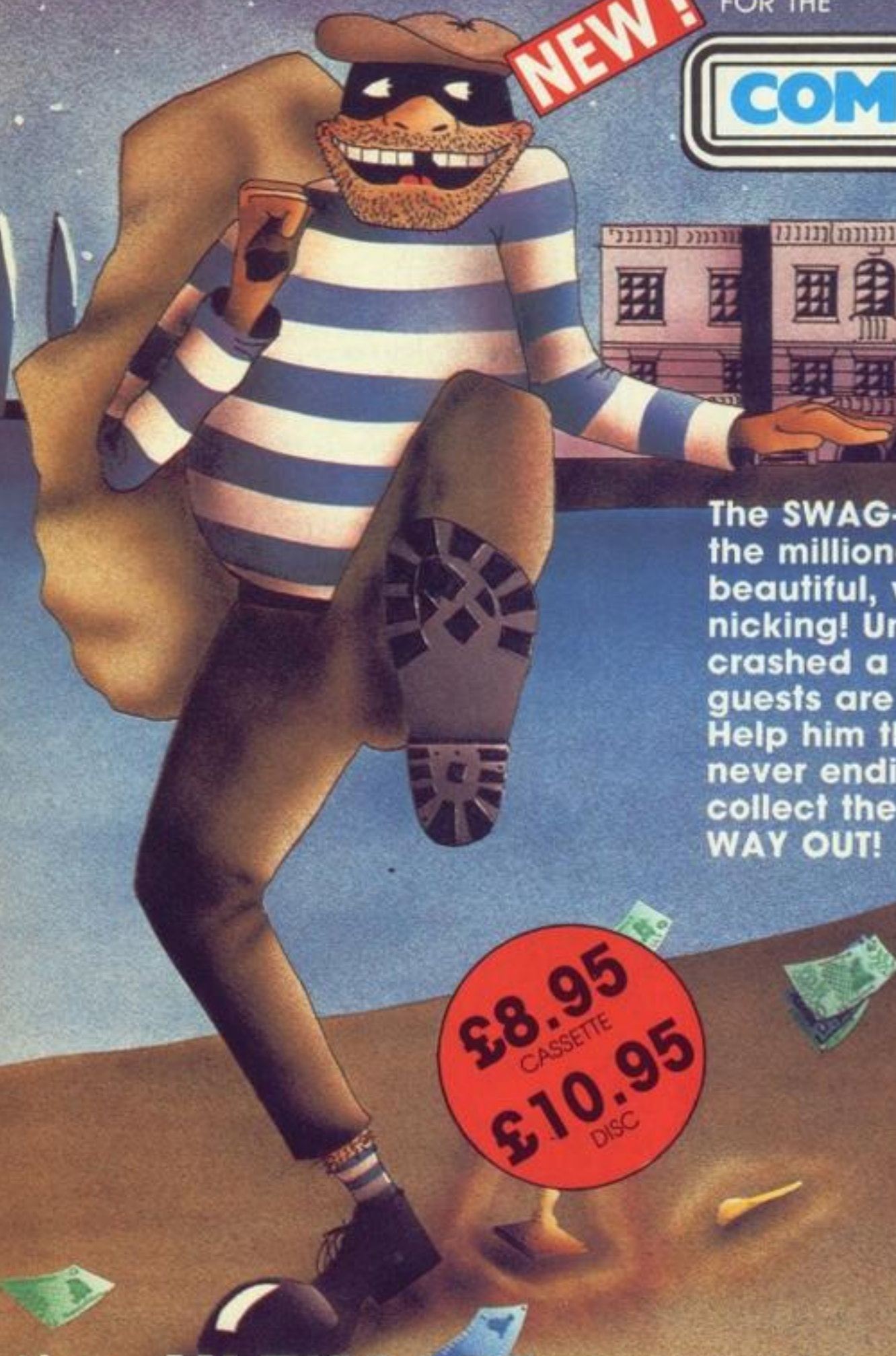


SWAG

NEW!

FOR THE

COMMODORE 64



The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit. Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

£8.95
CASSETTE
£10.95
DISC

Arcade standard, 100% machine code, amazingly smooth high resolution graphics, incredible sound effects, the totally addictive concept.

the **ULTIMATE** arcade adventure

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FRUITB

Good food is one of life's greatest pleasures, so where is it all? Trapped in a tedious concrete maze, surrounded by hostile ghosts who will drain your life energy at the drop of a pixel, and all there is lying around is pills. They keep me going, mind you, but there's something to be said for that juicy citrus stuff that keeps materialising for no good reason. But — sigh! — how's a P-person to get fat around here.

```
0 POKE36879,8
1 REM**BY DAVID GREAHME (C)1983**
2 PRINT "":FORA=1TO42:PRINT:FORB=1TO99:N
EXT:IFA=19THENPRINT"
3 IFA=17THENPRINT"
4 NEXT:POKE36878,15
13 PRINT "":POKE36879,10:REMTITLE AND CR
EDITS
20 PRINT "
30 PRINT "
35 PRINT "
38 PRINT "GUIDE PAC-MAN THOUGH. THE MAZE
USING THE FOLLOWING KEYS TO MOVE"
40 PRINT " 8:RIGHT 6:LEFT"
45 PRINT " 2:UP Q:DOWN"
50 FORB=1TO19:PRINT:FORB=1TO99:NEXT:IFA=
4THENPRINT" P A C M A N "
53 PRINT " SCORING AS FOLLOWS"
55 PRINT " =10 POINTS
00 POINTS"
70 PRINT " HIT A KEY!"
80 GET A$:IFA$=""THENBO
83 POKE36879,26
85 S1=1:S2=-1:S3=22:S4=-22:RS=160:GH=102
:PM=87:D1=46:G1=94
90 TL=200:K1=56:K2=57:K3=58:K4=59:D2=90:
CD=30720
110 IF A$="Y"THENGOSUB2000
115 T=0:S=0:P=8064:GOSUB1000
120 G=7680+INT(RND(1)*424)+40:POKE36878,
15:DN=36876
125 IFPEEK(G)<>D1THENG=G-1:POKEG+CD,0
130 TI$="000000":POKEG,G1:POKEG+CD,0
140 D=INT(RND(1)*4)+1
150 M=PEEK(197)
160 IFD=4THENC=S1
170 IFD=2THENC=S2
180 IFD=3THENC=S3
190 IFD=1THENC=S4
```

```
200 IFPEEK(G+C)=RSORPEEK(G+C)=GHTHEN140
205 IFPEEK(G+C)=PMTHENPRINT"THE GHOST
GOT YOU!!":GOTO2500
210 POKEG,D1:POKEG+CD,4:IFRND(1)<.05THEN
POKEG,D2:POKEG+CD,2
215 G=G+C:POKEG,G1:POKEG+CD,0:F=1
220 IFF=1THEN235
230 GOTO200
235 GOTO300
236 IFRND(1)<.25THEN140
250 GOTO200
300 REMYOUR MOVE+SCORE
310 POKEP,PM:POKEP+CD,5
320 M=PEEK(197)
330 IFM=K3THENX=S2
335 IFM=K4THENX=S1
340 IFM=K1THENX=S4
345 IFM=48THENX=S3
350 IFPEEK(P+X)=RSORPEEK(P+X)=GHTHEN380
355 IFPEEK(P+X)=D1THENS=S+10:Z=1
356 IFPEEK(P+X)=94THENPRINT"THE GHOST
GOT YOU!!":GOTO2500
360 IFPEEK(P+X)=D2THENS=S+100:Z=1
365 POKEP,32:P=P+X
370 POKEP,PM:POKEP+CD,5:F=0
375 IFZ=1THENPOKEDN,220:FORI=1TO8:NEXTI:
POKEDN,0:Z=0
380 PRINT"
S:PRINT"TIME="RIGHT$(TI$,3
```



FRUITBUSTERS!

Controls:

Guide P-Man around the maze, collecting energy pills and fruit.
2: Up Q: Down 8: Right 6: Left.



```

400 GOTO236
1000 REM SET UP MAZE
1010 PRINT"....."
1020 PRINT"....."
"
1030 PRINT"....."
"....."
1040 PRINT"....."
"....."
1050 PRINT"....."
"....."
1060 PRINT"....."
"....."
1070 PRINT"....."
"....."
1080 PRINT"....."
"....."
1090 PRINT"....."
"....."
1100 PRINT"....."
"....."
1110 PRINT"....."
"....."
1120 PRINT"....."
"....."
1130 PRINT"....."
"....."
1140 PRINT"....."
"....."
1150 PRINT"....."
"....."
1160 PRINT"....."
"....."
1170 PRINT"....."
"....."

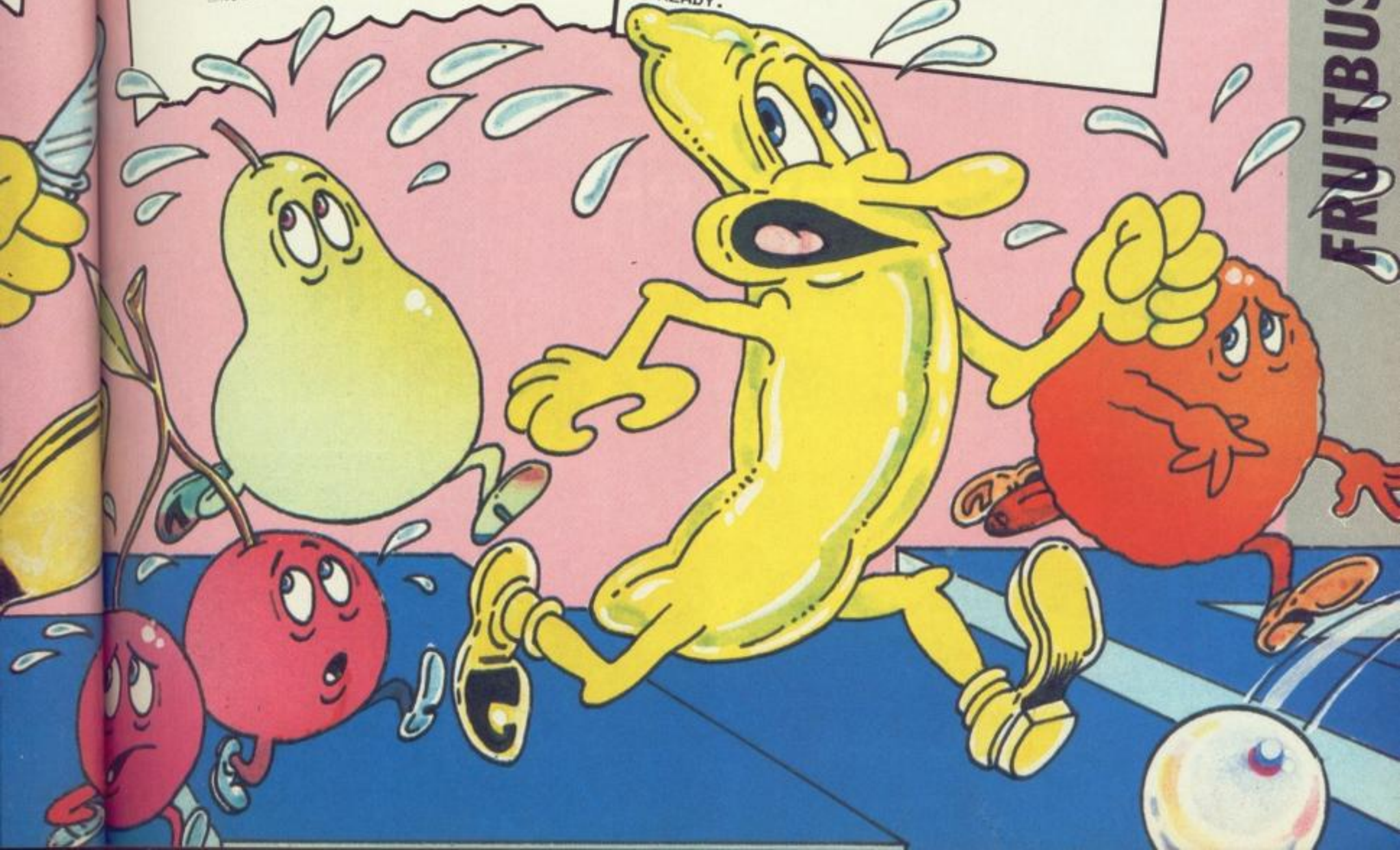
```

```

1180 PRINT"....."
1190 PRINT"....."
1200 PRINT"....."
"
1210 PRINT"
1220 PRINT"SCORE: -"S
1225 RETURN
2120 PRINT"GOOD LUCK"
2500 Z9=36876
2505 POKE36878,12
2510 FOR I=255TO128STEP-1
2520 POKE36878,12:POKEZ9,I
2525 FORZ8=1TO5:NEXTZ8
2530 NEXTI
2535 POKE36878,0
3000 FORI=1TO500:NEXT I:PRINT"....."
3010 IF S>HSTHENHS=S
3015 PRINT"YOUR SCORE WAS"S
3020 IF S=HSTHENPRINT".....A NEW HIGH SCORE"
:POKE198,0:INPUT".....WHAT IS YOUR NAME....."
A$
3030 PRINT".....HI-SCORE="HS
3035 PRINT".....BY "A$
3040 POKE198,0:INPUT".....ANOTHER GAME(Y/N)"
B$
3050 IF B$="Y"THEN 115
3055 PRINT".....GOOD BYE.HOPE YOU"
3056 PRINT".....ENJOYED PLAYING."
3060 END

```

READY.



FRUITBUSTERS! for Unexpanded Vic-20



DORKSLAYER!

WAITING

Adventure-meister **STEVE KEATON** looks behind the drapes of *The Wrath of Magra*, rescues a victim of *Twin Kingdom Valley* and finds a book . . . while with his other hand . . .

A NOTABLE new Spectrum title is Master Vision's *The Wrath of Magra*, the long-awaited climax to Carnell Software's *Volcanic Dungeon* and *Black Crystal Third Continent* saga. For a time it looked as if this epochal enterprise would never get to see the light of day, as Magra's software house kicked the can just as she was entering the home straight. All looked lost until those gallant Elves down at Mastertronic stepped in with a reprieve. Brandishing a cut-price want they created an in-house adventure label, which allowed the phoenix-like *Magra* to live anew.

BOOK AND TAPE

"They arrived like the 7th Cavalry," recalls *Magra's* co-author Stuart Galloway. "Things started to turn rotten in January '84 and then promptly collapsed in April. The game was actually finished at that point. We'd even sent a few copies out. Developing it was straightforward, it was the manufacturing side of the business that finally broke the camel's back."

Magra is a remarkably accessible adventure. It's a prog of only moderate difficulty which sprawls across 3 tapes and comes bundled with *The Book Of Shadows*; a weighty 158-page tome that details pretty much the entire history of Carnell's imaginary Third Continent.

Along with a history lesson, it speculates on *Magra's* dodgy denizens and even lists a mountain of spells to combat them. Delightfully illustrated with Trolls, Hobgoblins and the like, it's a great read. Few adventures go to such extravagant lengths to establish their credibility.

Magra's prologue begins deep beneath the earth, in the dark, dank, worm-ridden vault of Dominion (a locale not unlike the BIG K office). In your guide as the Knight of the Star Jewel and Hero of the Volcanic Dungeon, you've been brought below by an elfin wizard who claims to have something of interest up his sleeve. Naturally you're curious. The old wizard guides you to a stout wooden door and beckons a timorous guard for a key. The lackey hands it over with obvious apprehension. With a rusty groan the portal opens and the wizard ushers you in. Shacked to a dank slab is the Princess

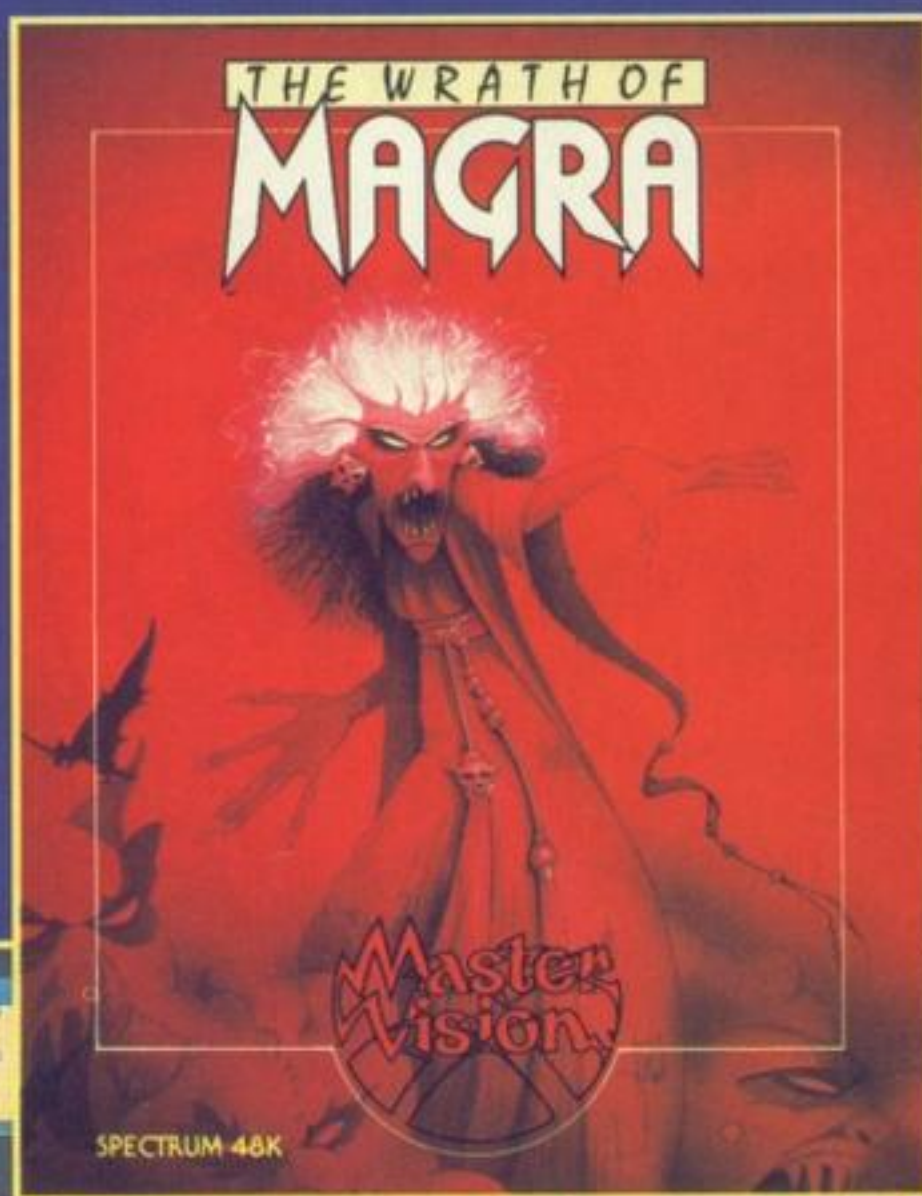
Edora, her once beautiful face aflame with sores and her hair awash with dandruff. The sight understandably makes you groan (not least because you've only just rescued the stupid woman from *The Volcanic Dungeon*). "She's possessed by the soul of Magra!" the wizard declares. This also comes as something of a shock as you thought the old witch had perished in the previous game! 'Twould seem that you've little choice but to venture back into the Black Mountains and slug it out with the old bat for a second time. Your reputation (not to mention the soul of the Princess Edora) hangs on the line.

As you might expect of a multi-load adventure you're unable to play it out of sequence. You'll need the data given to you at the end of episode 1 in order to play episode 2, and so on. There's no chance of jumping the gun. The game commences in the valley below Magra's Black

Mountains, where armed with only a silver sword, shield and a couple of trinkets you must beg, borrow or steal all the materials you'll need for the mission. When suitably attired you must find your way into the mines beneath the mountains. In episode 2 you must negotiate a dangerous labyrinth. A map is provided in the accompanying booklet to help you survive the journey. Chasms abound so one false move could spell NEW. Episode 3 takes you inside Magra's fortress, where you'll play a deadly game of hide 'n' seek. Naturally the place is crawling with yuks and the peril quota's frighteningly high. SAVE as you go, is the motto.

BIGGER, BETTER

"It's a huge advance on both *Volcanic Dungeon* and *Black Crystal*," declares Stuart. "They were originally written in BASIC, although they've been improved since then. I know that *Magra* looks fairly ordinary, but in fact it's very complex. There are little routines churning away in the background all the time. They consult your physical status, monitor the phase of the moon, and check the time. They're constantly updating data regardless of what you're doing. The evolution routine used in episode 3 is particularly sophisticated. It enables the computer to decide exactly what kind of monster you'll meet as you wander about the fortress.

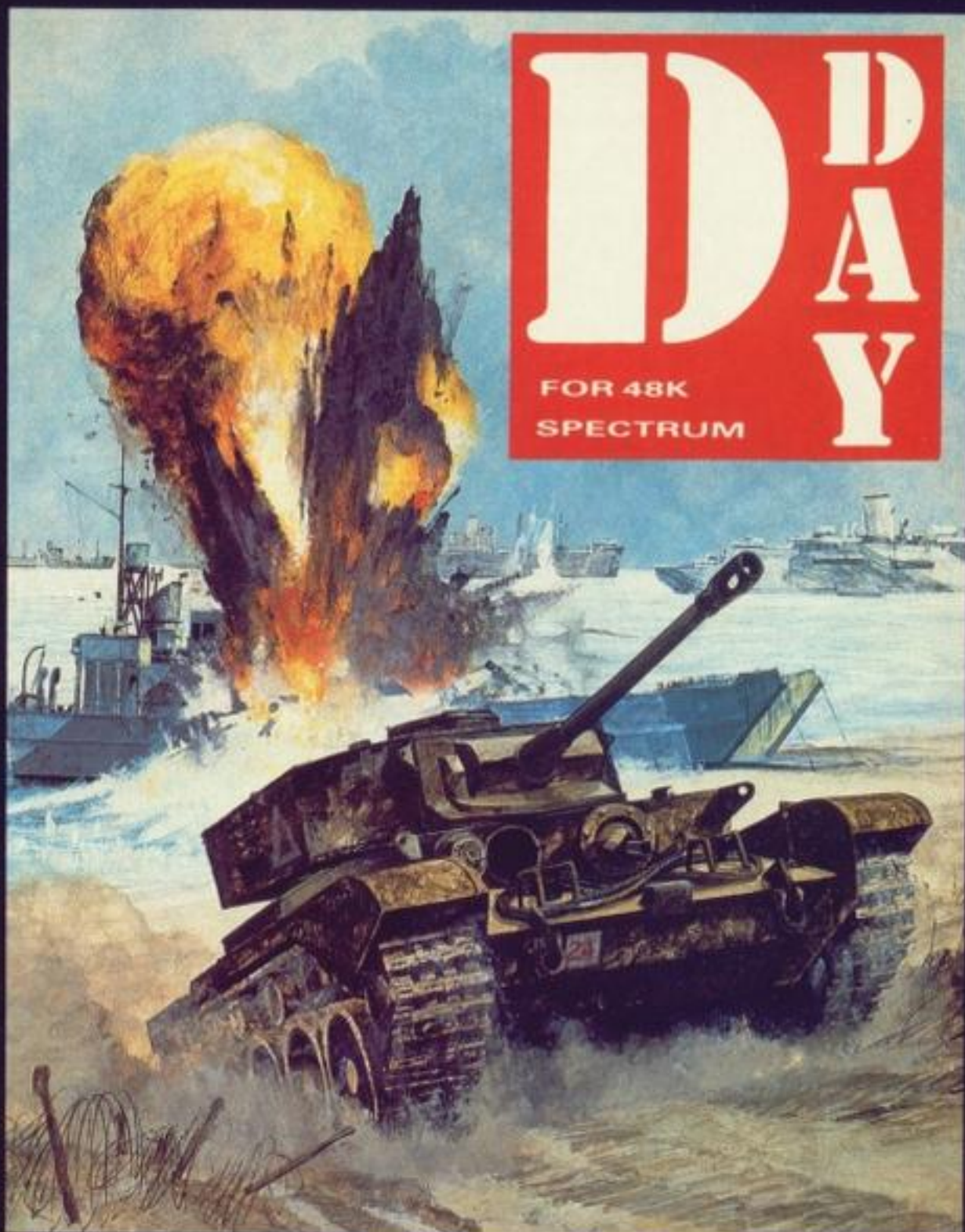


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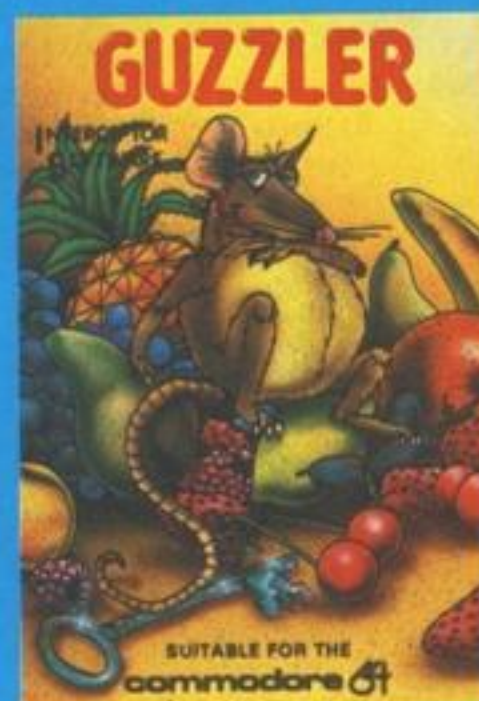
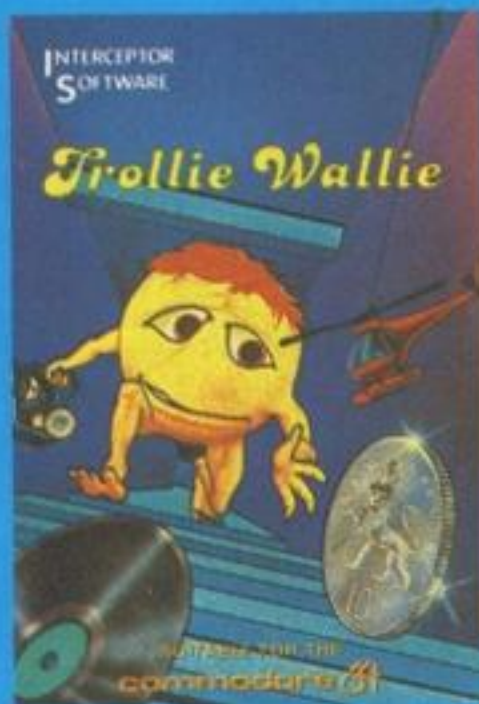
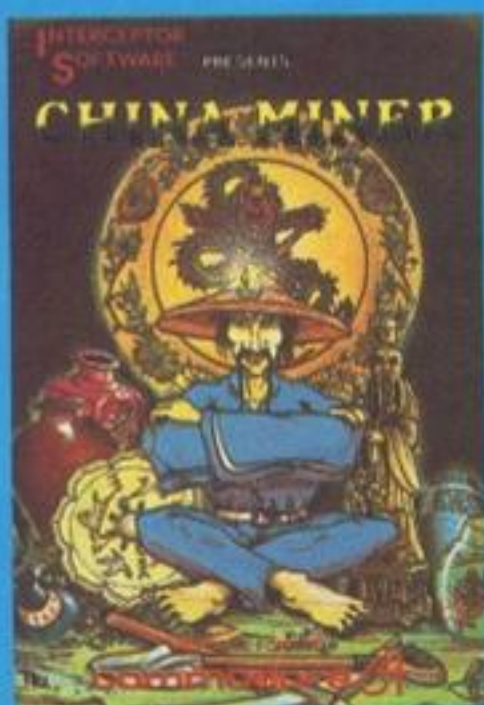


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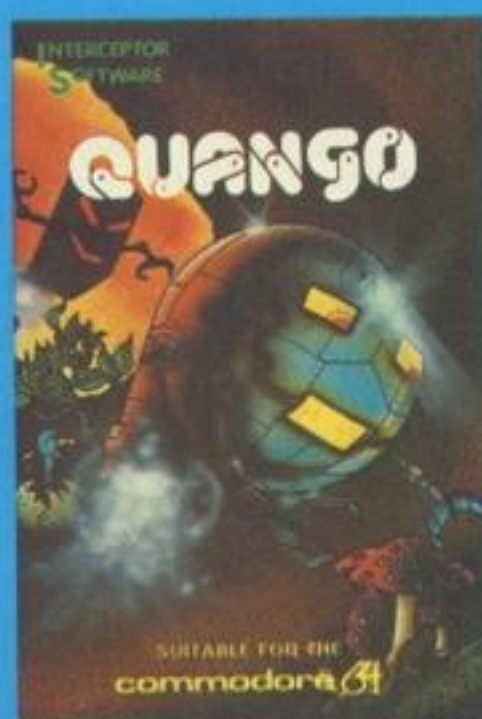
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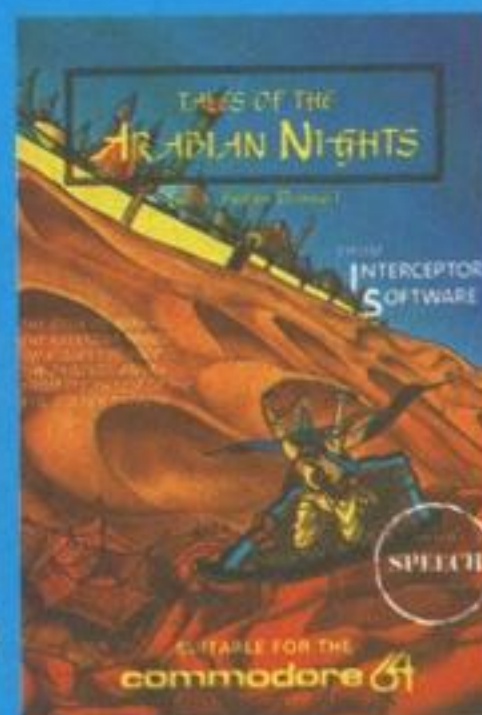
COMMODORE 64



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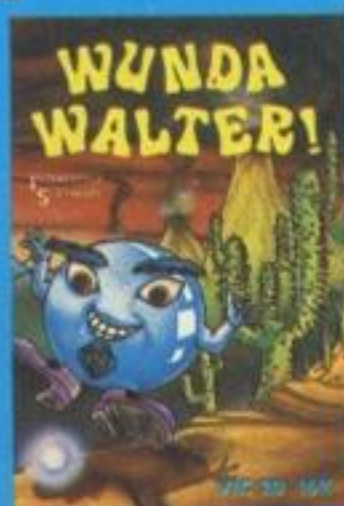
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VIC 20

SPECTRUM



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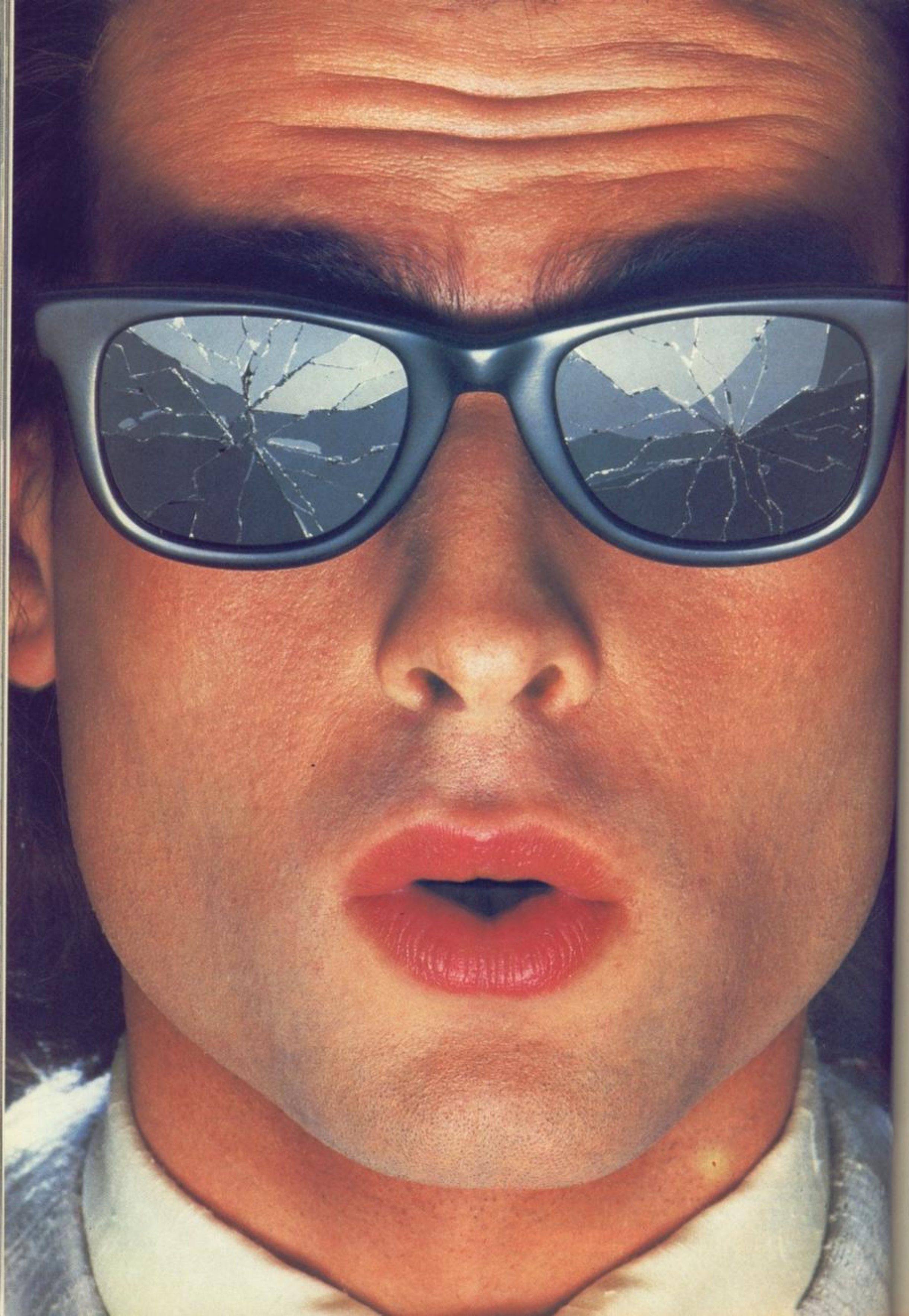
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SOUND: 4 independent sound synthesizers each capable of producing music across a 3½ octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves!)

DISPLAY: 11 graphic modes and 5 text modes. Up to 320x192 resolution. Maximum text display 24 lines by 40 columns.

SPECIAL ATARI INTEGRATED CIRCUITS: GTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).

CPU: 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.

EXTENDED GRAPHICS FUNCTIONS: High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redefined character sets.

PLAYER MISSILE (SPRITE) GRAPHICS: Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.

PROGRAMMING FEATURES: Built in Atari Basic programming language supporting peek, poke and USR plus at least 8 other languages available. The help key will provide additional information and menu screens with certain software.

INPUT/OUTPUT: External processor bus for expansion with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as 2 joystick controller ports.

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GALACTIC MINIE-FIELD

```

10 PRINT "":POKE53281,0:POKE53280,0
15 PRINT "PLEASE WAIT"
20 POKE52,48:POKE56,48:CLR:POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
30 FORT=0T01211:POKET+12288,PEEK(T+53248):NEXT
40 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
50 FORT=0T055:READA:POKE12288+512+T,A:NEXT
60 DATA24,24,60,126,219,24,16,126
65 DATA126,60,24,219,126,60,24,24
70 DATA8,25,51,255,255,51,25,8
75 DATA16,152,204,255,255,204,152,16
80 DATA24,24,24,60,126,255,231,195
85 DATA195,102,60,255,255,60,102,195
90 DATA24,24,24,60,126,255,255
100 GOSUB7000:REM***TITLE***
110 PRINT ""
  
```

The joyous news flashes through on the FTL receiver. The war is over! Five years of life-or-death struggle against the Quargoids, and at last you can fly home in your scout-ship to the welcoming arms of Earth. There's only one problem — both sides have sown every quadrant between here and Terra with neutron mines. You have a scanner which shows you how many mines surround your current position, it just doesn't show you exactly where they are. You can run a quadrant scan, but it'll only give you a quick look. Can you get across the quadrant map to the hyperspace tunnel (shown by the cross) without being vapourised? Don't forget to refuel at stars for extra points.

Controls: W: Up Z: Down A: Left Z: Right H: Quadrant scan

```

10 PRINT "POKE53281,0:POKE53280,0  

15 PRINT "PLEASE WA  

IT"  

20 POKE52,48:POKE56,48:CLR:POKE56334,PEE  

K(56334)AND254:POKE1,PEEK(1)AND251  

30 FORT=0T01211:POKET+12288,PEEK(T+53248  

):NEXT  

40 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334  

)OR1  

50 FORT=0T055:READA:POKE12288+512+T,A:NE  

XT  

60 DATA24,24,60,126,219,24,16,126  

65 DATA126,60,24,219,126,60,24,24  

70 DATA8,25,51,255,255,51,25,8  

75 DATA16,152,204,255,255,204,152,16  

80 DATA24,24,24,60,126,255,231,195  

85 DATA195,102,60,255,255,60,102,195  

90 DATA24,24,24,60,126,255,255  

100 GOSUB7000:REM***TITLE***  

110 PRINT "

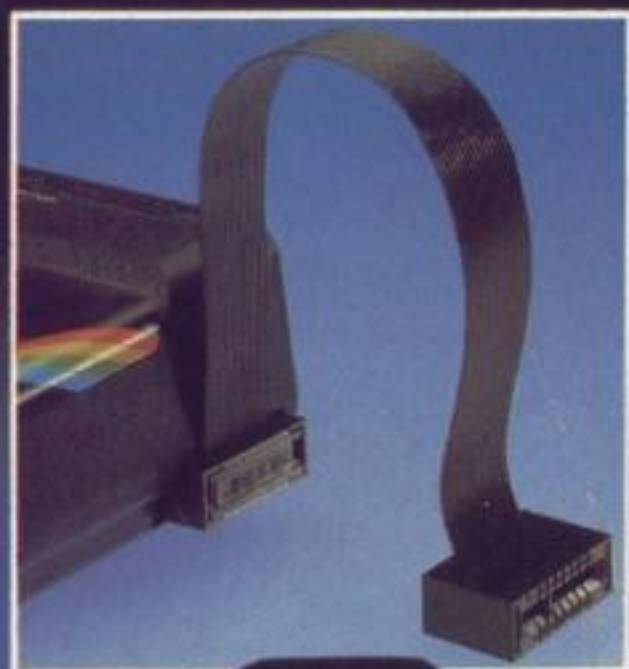
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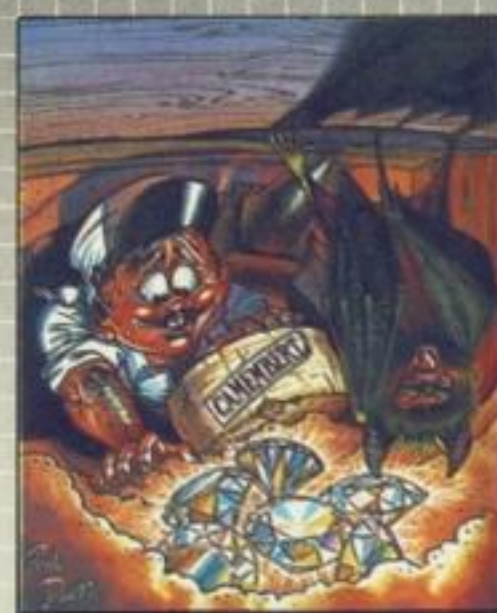
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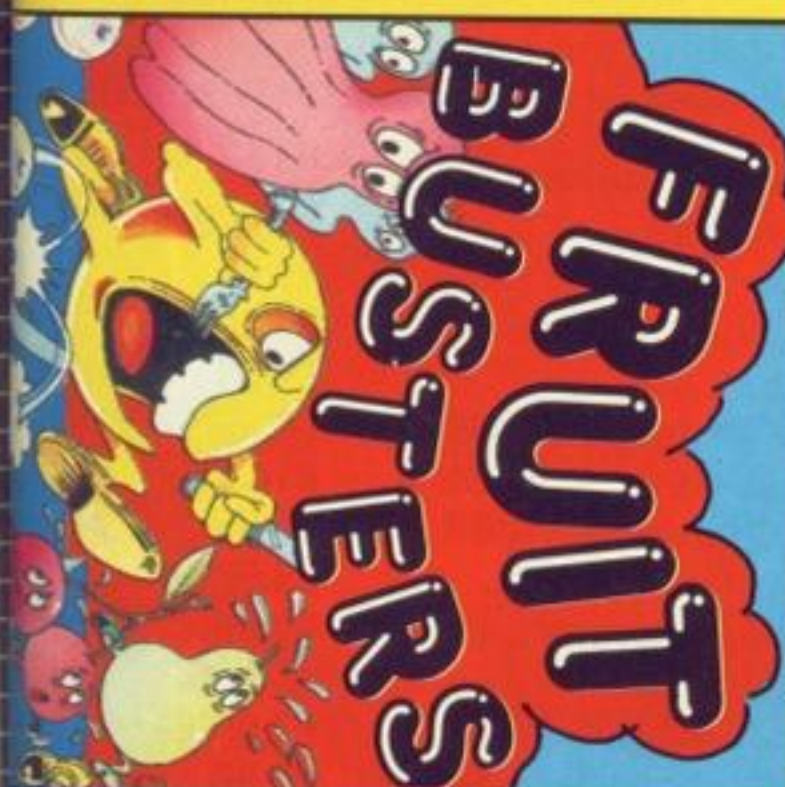
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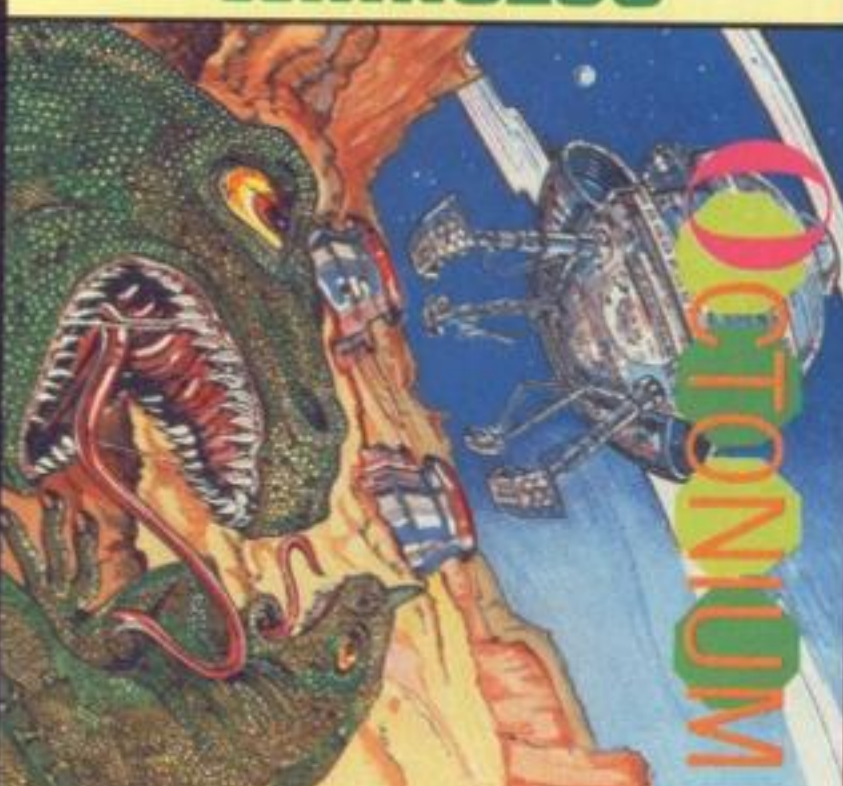
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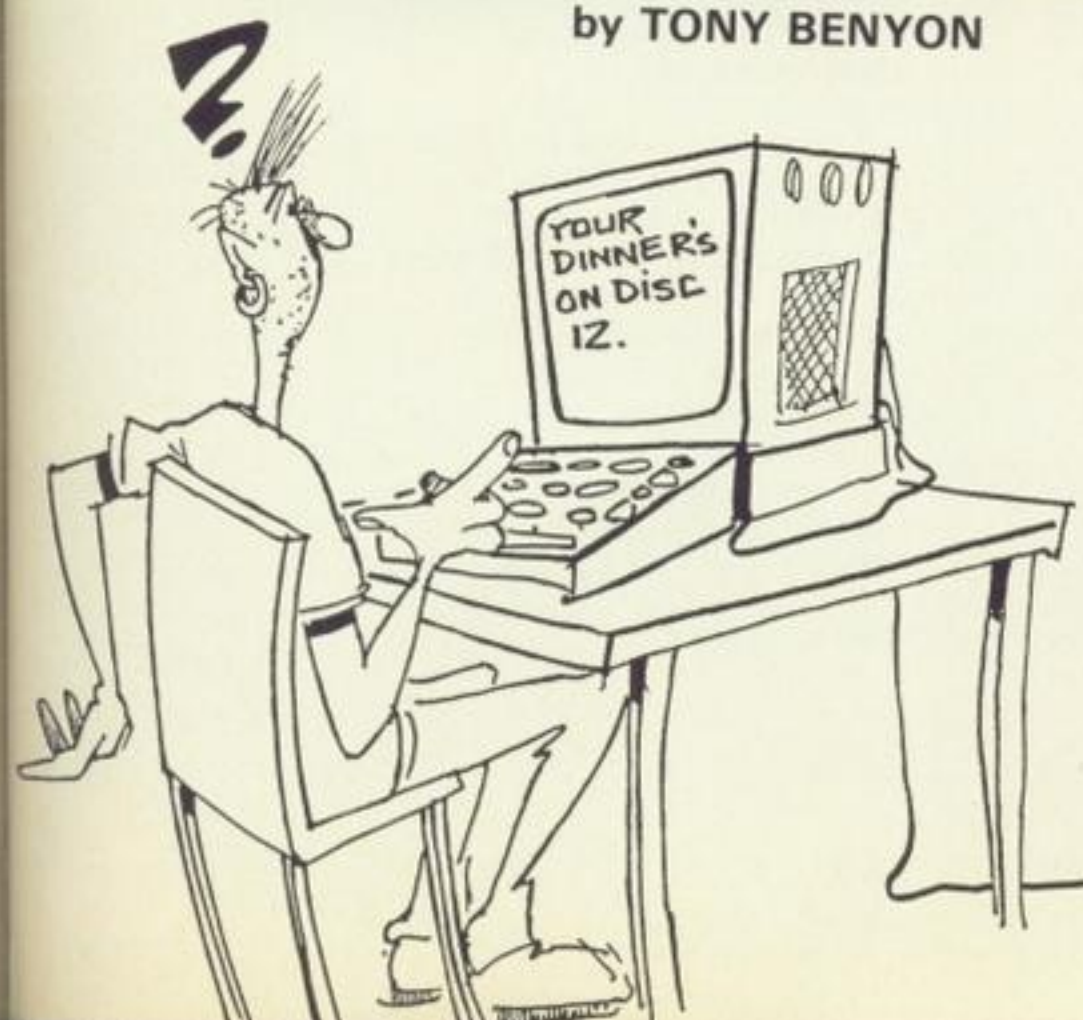


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2	(—)	GHOSTBUSTERS (Activision)	Commodore 64	£10.00
3	(—) K	KNIGHT LORE (Ultimate)	Spectrum	£9.95
4	(1)	DALEY THOMPSON'S DECATHLON (Ocean)	Spectrum/Commodore 64	£7.90
5	(16) K	UNDERWORLDE (Ultimate)	Spectrum	£9.95
6	(2)	MONTY MOLE (Gremlin Graphics)	Spectrum/Commodore 64	£6.95/£7.95
7	(3) K	EUREKA (Domark)	Spectrum/Commodore 64	£14.95
8	(11)	TORNADO LOW LEVEL (Vortex)	Spectrum/Commodore 64	£5.95
9	(—) K	DOOMDARK'S REVENGE (Beyond)	Spectrum	£9.95
10	(10)	PYJAMARAMA (Microgen)	Spectrum/Commodore 64	£6.95/£7.95
11	(18)	ELITE (Acornsoft)	BBC/Electron	£14.95
12	(4)	BEACH HEAD (US Gold)	Spectrum/Commodore 64	£7.95/£9.95
13	(12)	COMBAT LYNX (Martech)	Spectrum/Commodore 64	£8.95
14	(—)	RAID OVER MOSCOW (US Gold)	Commodore 64	£9.95
15	(9)	AVALON (Hewson)	Spectrum	£7.95
16	(8) K	JET SET WILLY (Software Projects)	Spectrum/Commodore 64	£5.95/£7.95
17	(5)	KOKOTINI WILF (Elite)	Spectrum/Commodore 64	£5.95/£6.95
18	(6)	FULL THROTTLE (MicroMega)	Spectrum	£6.95
19	(—)	SELECT 1 (Computer Records)	Spectrum/Commodore 64	£12.49
20	(19)	MATCH POINT (Psion)	Spectrum/Commodore 64	£7.95

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SPECTRUM TOP 20

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