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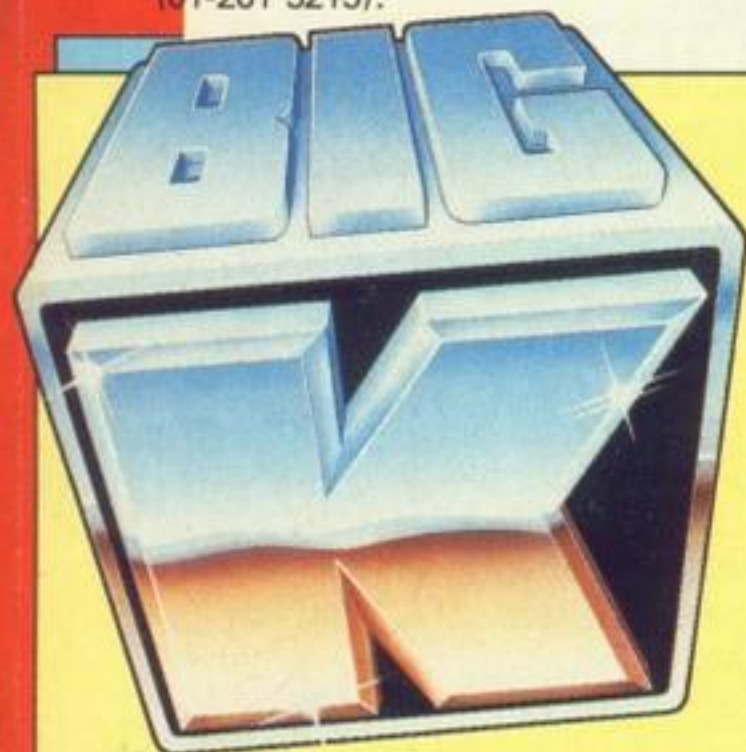




THE NEXT GAME COULD BE YOUR LAST



Watch out for the new Romik games; available now from all good stockists, or by mail order from PO Box 478, Slough.



Editorial Address: BIG K (2035)
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WELCOME TO THE FUN FACTORY

Happy New Year — or happy old one if you're reading this before Christmas. Technically speaking this is our first issue of 1985 — but it goes on sale in the last weeks of 1984. It's January in December... and I'm writing these words in November. All part of the confusing fabric of magazine life.

Life promises to soon get very confusing for the latest wave of newcomers. Those tempting, button-laden plastic boxes looked so good in the shop window, right? Coming to terms with some of computing's, less attractive features will (we guess) be a different story. Short of sticking to the new wonder machine's game-loading feature, there's no easy answer to Maltware.

So it's time to get down and dirty — and seek all the help you can get (see page 104).

Computer magazines can help. BIG K is a computer magazine. We are your friend. We have pixels in our eyes and a burning need to help and inform. You can trust us. Step this way into 1985.

In the meantime, access lots of global user friendliness in the next major time-frame to come off the stack. In other words, Happy New Year.

RICHARD BURTON

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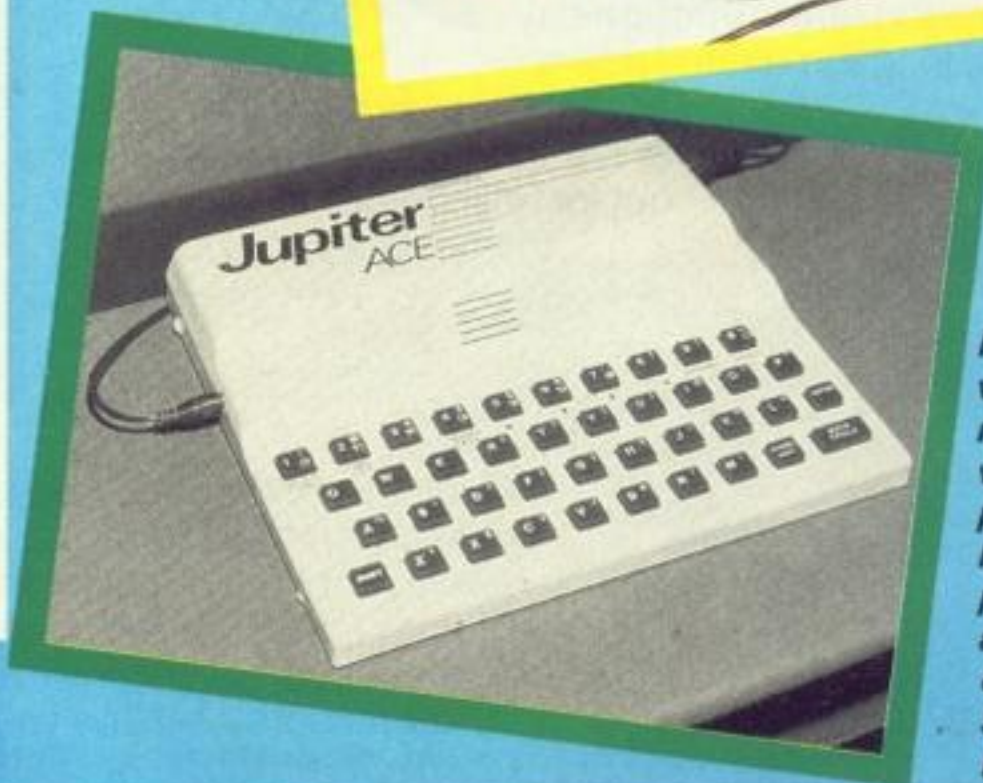
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Ghostbusters: see the film, sing along to the game. Page 8.



*Ski-Slope
— the full
of fitness
VIC?
Page 96.*



*Remember
when
micros
were high-
priced,
low-
powered
and black
& white?
So do we.
Page 118.*

5 WINNING CLASSICS FROM

MICROMEGA



BRAXX BLUFF

Our ultimate 3D program — the multi-screen mission to save the dying crawler crew trapped at Braxx Bluff. Undock and land, walk in search of the crawler, drive it through the marsh, the ruins and the desert — one track wrong and you are dead! — skim the rocky seas at top speed... the natives are after your energy, but caution costs time and the crew are dying. There never was a cockpit-view mission like the one to Braxx Bluff!

Full Throttle places you on the saddle of a 500cc Grand Prix motorcycle. You can choose to race on any of ten of the world's top racing circuits. As a newcomer, you are started at the back of the grid in a field of 40 bikes. You have the best bike in the race, but that alone will not help you!

FULL THROTTLE



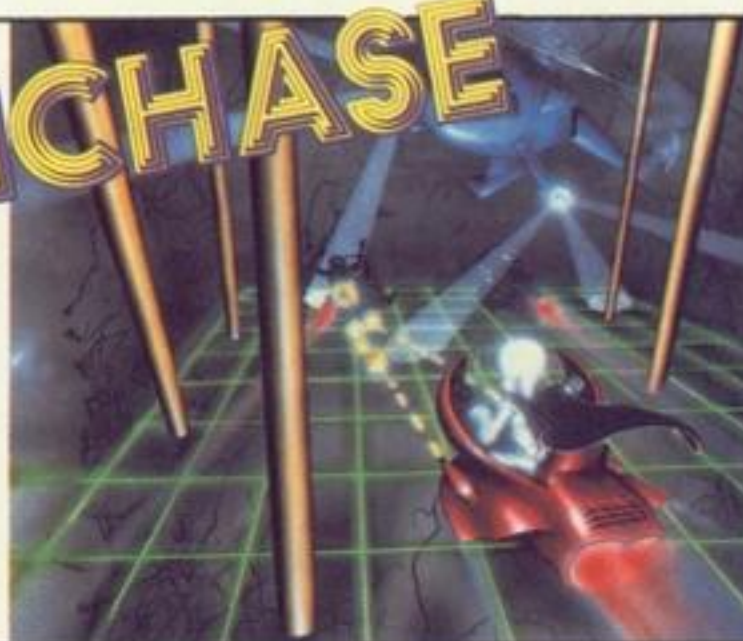
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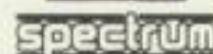


Kentilla

Where netherbeast Grako is building his power. There's much to discover and dangers abound. Free-moving agents may help you or hinder, but might be befriended if ways can be found. The alchemist lore-work was false and a failure, but renders good service in different vein, vanquished aggressors might be your protector. In perilous places of dark, death and pain. Of devious problems and magical task, this song is a warning, a riddle, a clue. To Caraland's saviour it offers a little, So mark well its lines for the saviour is you...

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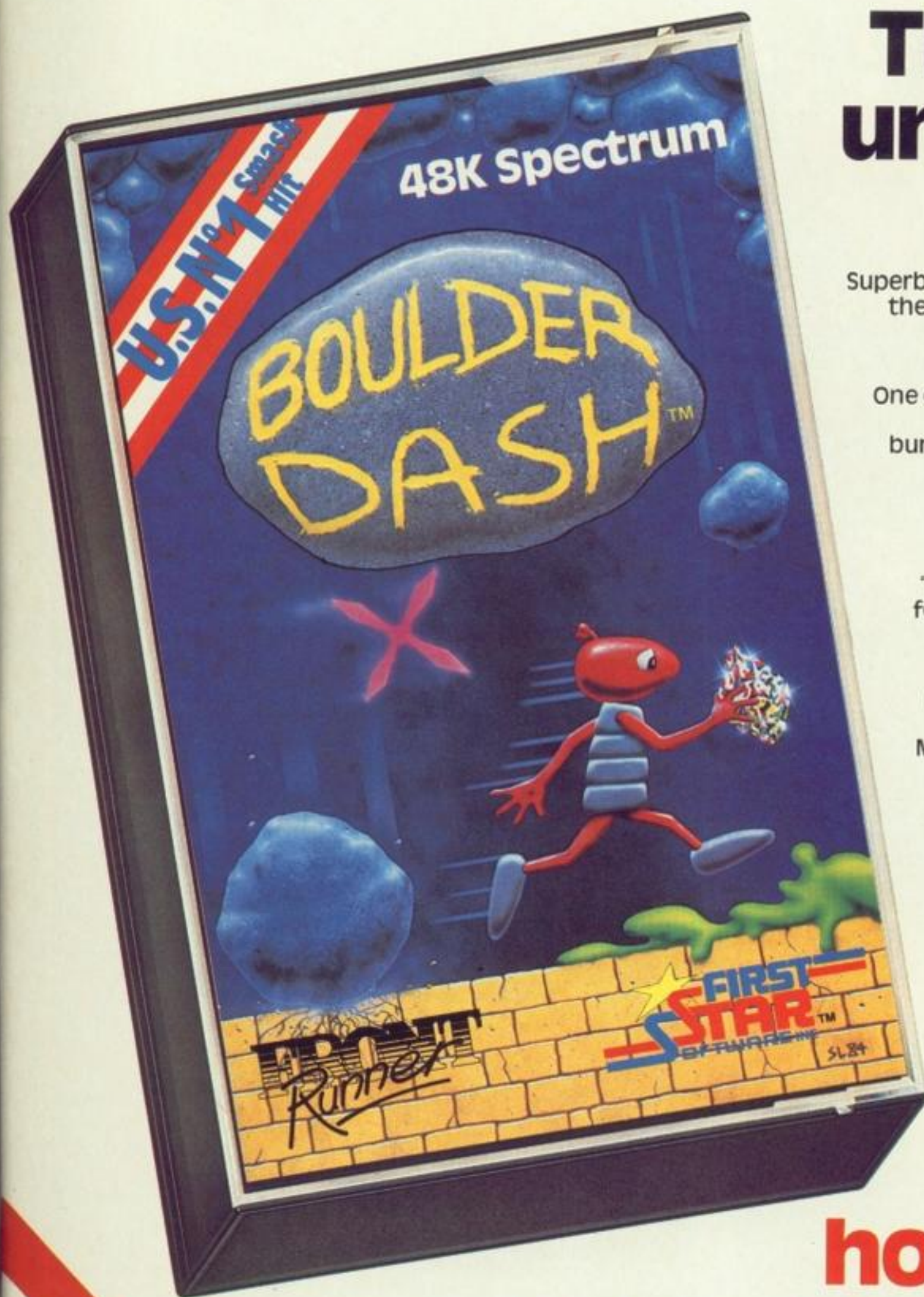
WOOLWORTH

JUST RELEASED

JASPER

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U.S. Reviews

"... Boulder Dash should be leading contender for anybody's action-game-of-the-year award."
Burt Hochberg **GAMES Magazine**

"... a magical mix of challenge, charm and originality ... easily one of the best computer games of the year."
Michael Blanchet **Chicago Tribune Syndicate**

"This game will be mentioned in my will ... what silicon is and integrated circuits were always meant to be ... subtle brilliance and unceasing magic ... in a class by itself ..."
Craig Holyoak **Deseret News**

"First Star has done a first-rate job on BOULDER DASH ... the graphics are dazzling ..."
The Video Game Update

"BOULDER DASH takes the cake ... the overall quality is excellent ..."
John Skoog **K-Power Magazine**

This one's hot for Xmas!

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U.S. No. 1 Smash Hit



GHOST-GOBBLING in the SPECTRE SECTOR

NICKY XIKLUNA reviews GHOSTBUSTERS (the movie)



You meet a poor class of person in libraries these days.



Lighting a cigarette after a heavy can be a dodgy business.



Mr. P. Geist checks out of a downtown hotel.

YOU AND I know that no self-respecting ghost would be seen dead in New York. Yet *Ghostbusters* is such an entertaining movie that it's easy to forget that we've left the old world.

Ghostbusters is a modern update of the classic ghost story. Our erstwhile exorcists dress in para-military outfits, and come equipped with the latest in modern technology. (No garlic, just neutron wands and proton packs). The film brims with wisecracks, fast one-liners, nutty characters and special effects wizardry. Released in the U.K. in early December, it has already drawn more cash to the box office than any other Columbia picture.

At last here's a movie where all-American altruism is honestly determined by mazuma. For the *Ghostbusters*, 'no job is too big, no fee is too big'. Our heroes flee from their first full-torso apparition, howling with terror. Their equipment works, not through stylised, *Star Trek* hi-tech, but through sheer good luck. This, you and I know, is how real Americans truly are — damn lucky to come out on top, and walking a wobbly plank between genius and lunacy. And what is more, we love them for it. (At least in the movies).

Lunacy comes as no surprise, as *Ghostbusters* was written by Dan Aykroyd and directed by Ivor Reitman of *Animal House* and *Meatballs* fame. Bull Murray, Dan Aykroyd and Harold Ramis form the Ghostbusting caucus as Dr.'s Venkman, Stantz and Spengler. Their comic rapport, apparently partly improvised during the filming, is redolent of the enigmatic wit of the Marx Brothers. Something that spectacular cinema has largely gone without.

Thrown out of academe for regarding 'science as some kind of a dodge or hustle', the parapsychologists go into business with a patented trap for 'vapours, entities and slimers'. Suddenly New York is terrorised by increased psychic activity, which seems to emanate from a strange, messianic apartment block built by sinister architect and occultist, Shandor. All this has more than a passing effect on inhabitant Dana Barrett, (played by Sigourney Weaver), who stumbles across a bizarre sect of evil entities operating from, of all places, her refrigerator.

When business takes off no one is more surprised than the *Ghostbusters* themselves. But the colourful effluvia get way out of hand. Selflessly thinking of the lives of 'millions of registered voters,' the Mayor puts *Ghostbusters* in command. So now we're set up for the inevitable million dollar showdown. In this movie, this takes place a-top a skyscraper-cum-temple, the set of which cost literally \$1 million amount to build. The *Ghostbusters* emerge as heroes of New York's odd-ball population, and even the rabbis are dancing in the streets.

Reitman used mechanical rather than visual effects so that the actors had something 'real' to work with on camera. Some models required as many as ten people to operate. The ghosts are comical, occasionally scary, and verge on the tacky rather than the slick. This gives them character and is perhaps a relief from over serious and precious realism.

Ghostbusters is a funny, irreverent movie. This is an old cookie...but if you are fool enough to see just one movie this year, you should think seriously about making it *Ghostbusters*.

OVER PAGE: RICHARD BURTON reviews GHOSTBUSTERS (the game)

Interview

Opportunity Knocks.

This is your big chance – the top programmer's job. All you have to do is be at the right place at the right time.

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Due to the complexity of its outstanding graphics and challenging game play, Interview is a multi-load game using the Novaload fast load system on tape.

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Commodore 64

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BK 02 '11

FRONT
Runner
Meet the Challenge



BUSTIN' THEM SPOOKS IN OL' NU YORK!

Being an examination of paranormal activity in a computer game related to a motion picture of considerable fame.

NOW YOUR average ghost is not the most hilarious thing in the world. Like, it's a manifestation of something dead — like deceased. The unliving. Your basic phantasm has been consistent subject matter over the years for movies that have you reaching for the barf bag rather than rib-binding tape.

But then there's *Ghostbusters*; a film that breaks the rules and offers up your white-as-a-sheet stereotype in a chucklesome format. In the U.S. crowds flocked to see it making the movie that most marketable of all properties, a box office smash. Small wonder then, that along with all the T-shirt, badge, toy and sticky sweets makers came Activision with plans to produce *Ghostbusters* — the computer game!

Games-of-the-movie have not had a brilliant track record to date. Who can forget Atari's fumbled attempts to translate *E.T.* and *Raiders of the Lost Ark* into video games? However, with reservations (which may, or may not, be revealed later), I think Activision might

just have got the formula right with *Ghostbusters*.

One word of warning before we plunge headlong into a close examination of the game. you *must* like Ray Parker Jr.'s finger-popping theme tune. I mean really *love* the thing to the point of obsession. Because once this game starts the damn thing just won't quit! A music panic button should have been mandatory.

Okay, so you're a Ray Parker Jr. groupie and the game has loaded. The title screen comes up, the music starts and on comes the bouncing ball to help you sing along with the lyrics that scroll up the screen. No kidding. This was the only time I could've used that barf bag. Pressing the space bar punctuates the music with the yell. 'Ghostbusters!', in impressive, natural-sounding speech. This and a couple of other bits of dialogue in the game are produced by a system called Software Speech — a big bonus for CBM 64 owners.

Pressing f1 or f3 starts the game. You are applying for a Ghostbusters franchise and need funding. You can either input an account number or, as a new customer, accept a flat-rate \$10,000 loan.

The 'account number' is gained after successfully completing one or more games. Activision claim that the code can be used on any version of the game anywhere in the world. So remember, wherever you go don't leave home without your secret Ghostbusters

number — you never know where you might find a game.

Cash in hand you move onto selecting a suitable vehicle for your operation. Four are offered, ranging in price, speed and capacity from a VW beetle to a high-performance sports job. Next is equipment selection. Check out the goodies on display: PK energy detectors, image intensifiers, ghost traps, ghost vacuums, a laser confinement system, and more. Equip your vehicle according to your budget and you're ready to tackle those spooks.

Out on the New York streets, things are getting heavy. Slimers terrorise apartment blocks and Roamers are converging on the Temple of Zuul in ever-increasing numbers. A real bad trip is in the air.

Check the streetmap display for Slimer alerts and work out the shortest route to the target. Thumbing the joystick fire button switches to an overhead view of your vehicle barrelling along the street. If you have a ghost vacuum on board you can suck up any Roamers on the way. At the target zone two of your Ghostbusters deploy a trap and attempt to lure the Slimer into it using their negative ioniser power packs. Should the ghost escape the ion streams one of your men has had it. Software Speech kicks in with, 'He slimed me!' and you're looking for a new Ghostbuster. Worse still,

should the streams cross both men go down. It's a tough, dirty job but someone has to do it.

Successful entrapment gains a triumphant 'Ghostbusters!' shout, boosts your bank balance and you're back cruising the streets looking for work.

So it goes with calls back to Ghostbusters HQ for fresh supplies and more men. All the time the game is picking up speed and periodically enough Roamers get together to form the dreaded Stay-Puft Man.

I really got to hate this 100ft. high pile of walking marshmallow. Not only does he trample over buildings, you have to pay for any damage caused. Just when I was beginning to build up a healthy bank balance on he stomps to lose me four thousand bucks per block! Get rid of him, quickly.

Ultimately you must confront the terror of Zuul and get two men into the Temple entrance. This is not so straightforward as you have to be well in credit when that moment comes. Needless to say, the Stay-Puft Man has prevented me attaining this state as yet.

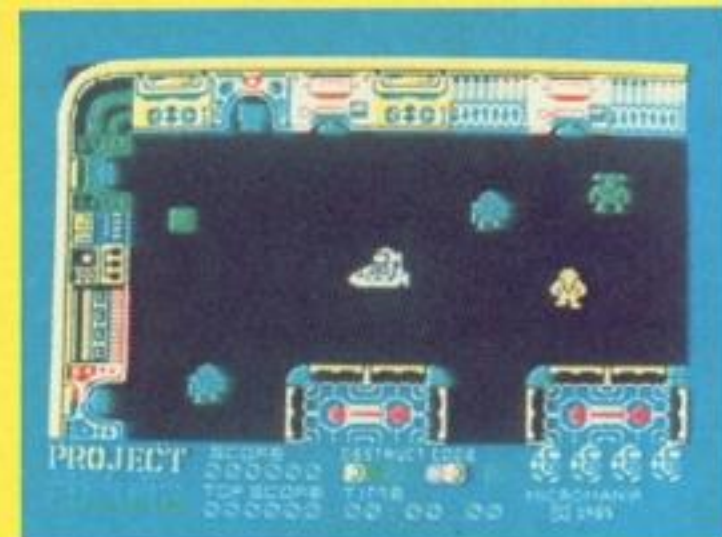
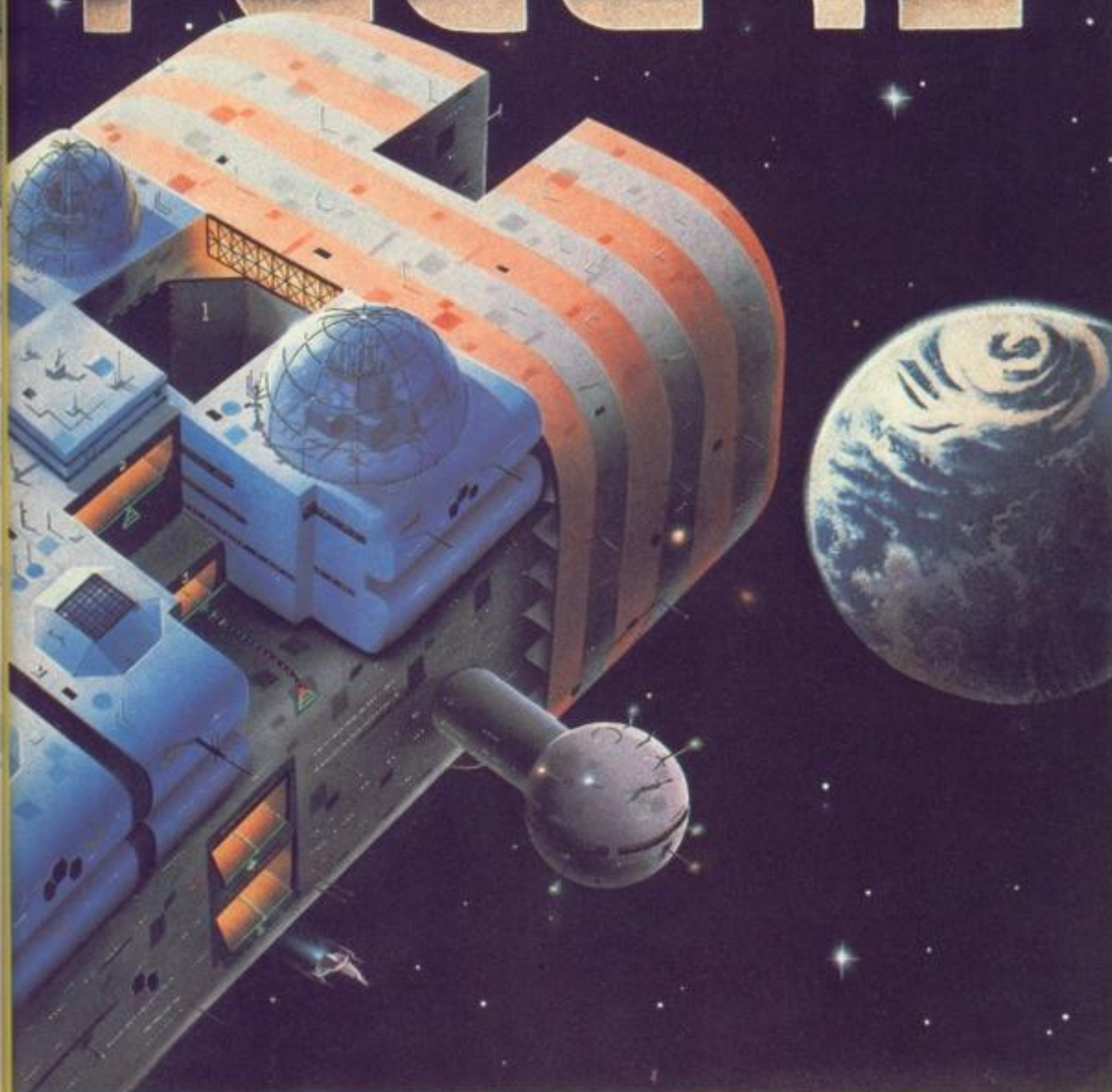
GHOSTBUSTERS, FOR Commodore 64 from Activision. Format: cassette. Price: £10.99 (disc version £19.99). Also available for Spectrum 48K (£9.99); MSX and other leading systems to follow. Overall rating: KK

Top: The Ghost Gang prepare to face their ultimate test in the movie.
Right: The main map screen of the game. Roamers converge on Zuul's Temple.



Trapping a Limer. Fire the ion beams then activate the trap, screen centre.

PROJECT FUTURE



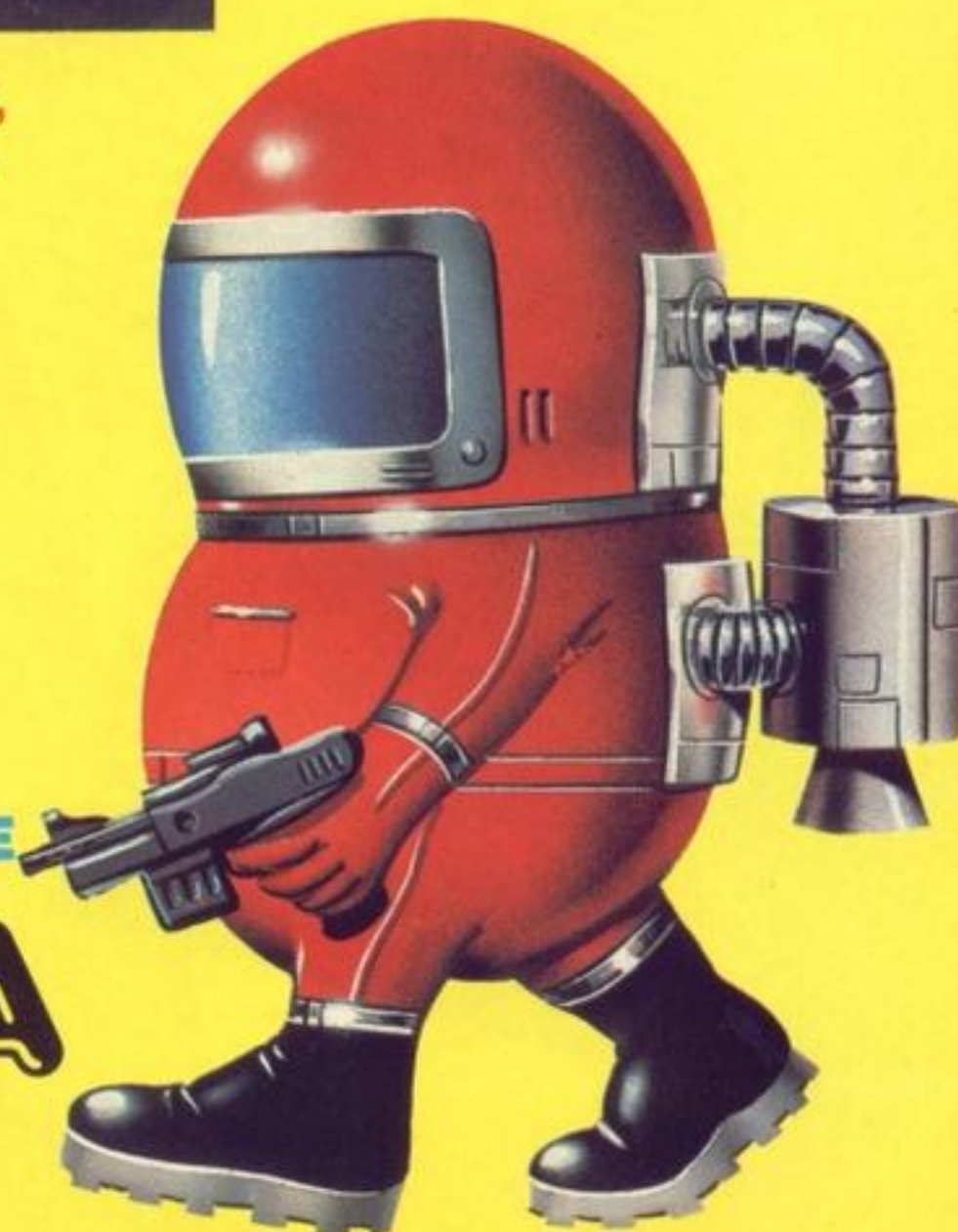
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48K SPECTRUM

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

The SS FUTURE is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

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LET'S GET CRITICAL...

THE BIG K Reviews!

COMPUTER GAMES
VIDEO GAMES UTILITIES

How we rate them -

KKKK = Magnifico!
KKK = Good-o
KK = So-So
K = No-No

Reviewers -



CAVE FIGHTER

KK

Killer Cavern

To hell with the pack description, let's have a realistic summary of what's going on at screen level. A flea runs through tunnels with a peashooter. This, in the lingo reserved solely for manufacturers of games, means 'an all-action, all-jumping game' with 'sixteen aliens' to wipe from the face of the earth, with a peashooter.

The action starts in a cave with a rope dangling over the head of our man. You make him jump onto the rope with one of his - gasp, shock, horror, probe - five jumping levels. He smashes his brains to bits on the outcrop overhead and dies an insipid death. There are thirty-one screens in all, each almost identical, bar a few minor details, and each filled with an ever-increasing collection of beasts, baddies and splodges of hardened porridge, all, as one might expect, lethal.

And so, this miniscule character runs around his caverns, sliding up and down ropes, dodging and demolishing

mean creatures until such time as he gets stomped on.

If it wasn't for the rather poor graphics this would be a good game. It's difficult to get excited about a pair of pixels, even if they are involved in a do-or-die situation with another pair of pixels. What we really need is a great fat monster chasing after a real hero who can smash down walls with his tongue.

K.A.

From: BUBBLE BUS
Format: cassette
Price: £6.95
Graphics: K
Playability: KK
Addictiveness: KK



INSURGENCY

Spectrum 48K

Rebellious Stuff

A VERY clever two-hander, government vs. guerrillas in a third world country. The uniformed mob, working to a budget, get 20 combat units (infantry, armour, choppers, jets and artillery) plus support (engineers, trucks, intelligence, medics and command), while the black pyjama brigade make do with 12 service units (guerrillas with or without radios, flak and supply planes) plus spies, command, food and arms supplies.

Having picked their mix, both sides are placed on one of 100 maps showing villages, rivers,

bridges, roads, mountains and jungles. Weather reports are given for the next (two week) turn and a more or less accurate forecast for the one after. The guerrillas get some reports from spies, supply units, lay ambushes, give or take food from the locals, lay mines, recruit villagers or move. The government gets equally unreliable intelligence reports, does an aerial reconnaissance sweep, supplies, builds roads and bridges, fortifies villages, gives or takes food, uses transport or moves. News reports give out more unreliable information and, eventually, declares the winner.

A very useful print facility will provide copies of the map and unit breakdowns, useful stuff for serious players as it's very easy to lose track. As in real life, there are no quick short-cuts to victory and, with the guerrillas looking at a 30 turns deadline, both sides must try and accumulate a mass of small pay-offs that will add up to success. Getting all that detail onto a Spectrum window means that everything is pretty small, so you really have to pay attention to detail. Serious stuff.

J.C.

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



ATTACK OF THE MUTANT CAMELS

KK

ATARI

Spittin' Image

This game a conversion of the CBM classic by Jeff Minter is a cross between *Defender* and *Return of the Jedi* except the object of this game is to destroy all the camels before they reach their destination.

After doing this you then go through a hypher warp onto the next level which is basically the same thing on a harder level.

There is only one problem with the camels... they shoot back - with heat seeking missiles which, if not dodged, will do for you.

The display is a typical Jeff Minter style, such as selecting your level it starts from *Fer Sure to Like Wow!!!* You can also select

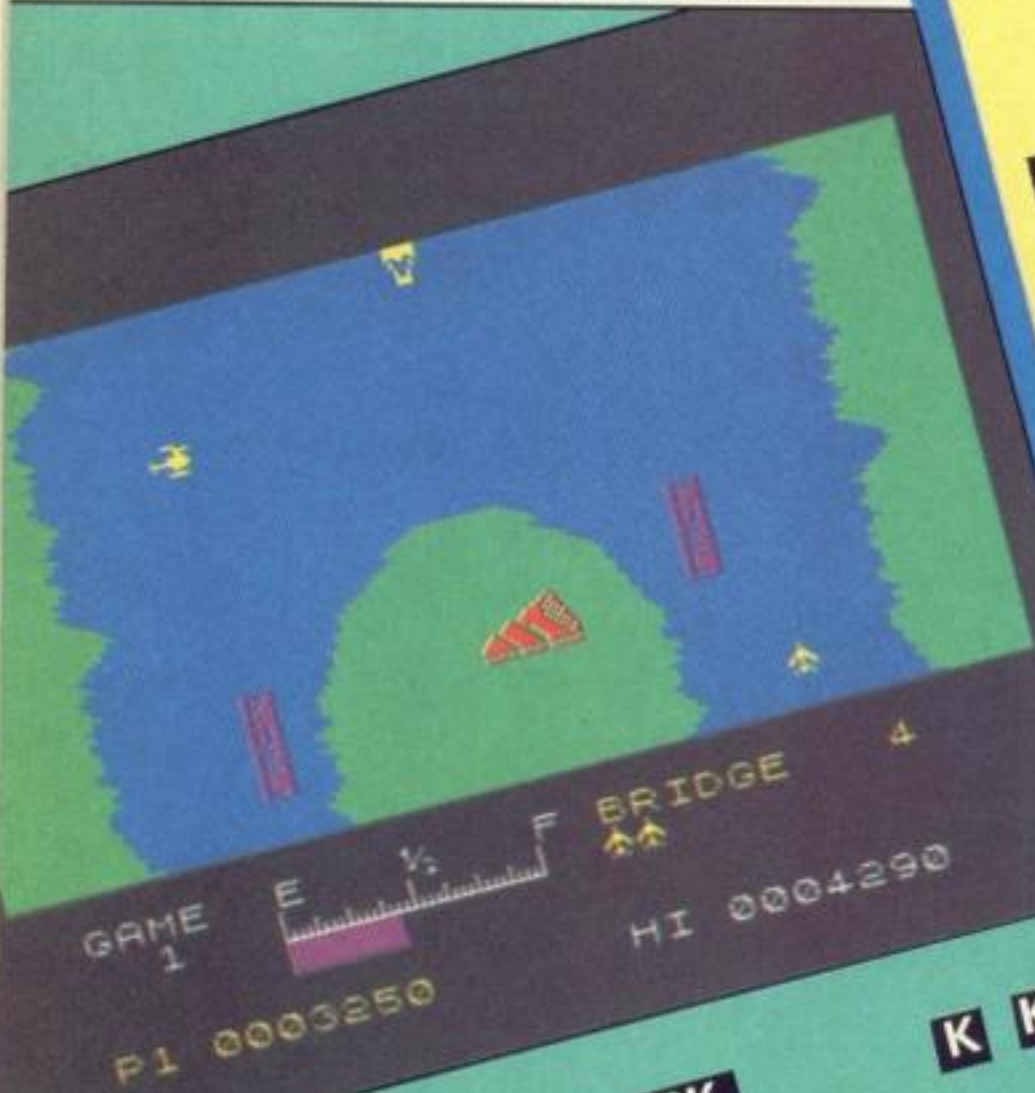
the power of your missiles which calls the beast-blasting bullet potential.

If you enjoy a fast-paced arcade quality game with difference you should definitely add camels to your selection.

LLAMAS

From: SOFTWARE
Format: Cassette
Price: £6.99
Graphics: KK
Addictiveness: KK





RIVER RAID Spectrum 48K

NEXT YEAR — THE THAMES?

Convincing conversion of Carol Shaw's celebrated blast 'em up that not surprisingly earned a podium in the BIG K Hall of Fame some time back. Gamers worth their salt will already know the scenario well. The objective is to fly the River of Death and crank up mega-scores by totalling battleships, choppers, enemy jets, balloons — in fact pretty much anything that moves.

So far so what, some may say! Well the magic comes via the design: The vertically scrolling river is divided by bridges into sections which further subdivide into watery warzones of unpredictable peril. Initially enemy resistance is fairly puny but the pace soon heats up. Beginning with Bridge Seven land-based tanks lob bombware carelessly into your path, and come sector seventeen the sky is

aflame with the flak from various gunships 'n' off-shore armoury. To complicate matters further there's a constant need to refuel and a great number of unsympathetic animation although the action does seem somewhat diluted in comparison with its Atari cousins. Y'know, I'm sure the ROMs are wilder! Even so this is more than lukewarm and in my estimation something of a compulsory purchase. —S.K.

From: ACTIVISION
Other versions: CBM 64,
ATARI HOME COMPUTERS,
ATARI VCS, COLECO
Format: cassette
Price: £7.95
Graphics: KK
Playability: KKK
Addictiveness: KKK

GISBURNE'S CASTLE BBC B

Tales of a Belted Churl

'Twas with more than a little frustration that I emptied the contents of my quiver into the pudgy posterior of a passing churl. 'What the fudge am I supposed to be doing?' I cried. I know that I'm meant to be rescuing the comely Marian from the dodgy dungeons of the ghastly Guy o' Gisburne (that goes without saying), but how in hootin' heck? I've scuffed my little Lincoln

green booties something rotten trudging from one field to another, all to no avail. Indeed, apart from an odd felon the game seems devoid of any sentient life.

I can't even find the castle! Now either I've lost more than a few brain cells overnight or this prog's design sucks. Naturally I suspect the latter. Stoutly claiming to be an arcade adventure, the game seemingly fails on both counts. There's far too little happening to warrant any claim to honest arcadia and as an adventure it's a complete

HEATHROW AIR TRAFFIC CONTROLLER CBM 64

But Does It Go On Strike

HATC resembles a full-blown simulation, an lol indeed it was written by a real Heathrow Air Traffic Controller, one Mike Male, a name I had a hard time believing, but there's a photo of the man on the cover, so there you go. In fact, like much other stall these days, it's a conversion from an earlier (BBC) version. If you work your way through the instructions, you'll find yourself 'playing' through a course of exercises designed to give you the ability to direct masses of airliners safely onto the Heathrow tarmac. Don't ask me what you subsequently do

with your new skill. By the looks of it, I wouldn't recommend becoming an air traffic controller, not unless you get a kick out of ulcers. But of course irresponsible people like me would just attempt to create mid-air collisions out of nothing. —F.F.

From: HEWSON
CONSULTANTS
Format: cassette
Price: £7.95
Graphics: K
Playability: KK
Addictiveness: KKK

AMBUSH CBM 64

SPRITE HAWK

An exercise in sprite creation, this one. Various different sprites, probably harassed refugees from other games, drift in from the top of the screen. Funny faces, birds, spaceships, that kind of thing. Unluckily for them there's the usual laser base/spaceship spitting hi-tech death hanging around. Out of sheer desperation they split into two when you hit them. Joystick control right/left/up/down, fire button controls laser. If the player possesses dogged tenacity and high boredom threshold, special twin lasers are awarded in frame 24. The Hall of Fame involves a deeply authentic and primitive procedure of using the joystick and fire button to choose each and every single letter of a name. Yawn. —F.F.

From: VIRGIN GAMES
Format: cassette
Price: £7.95
Graphics: K
Playability: K
Addictiveness: K

non-starter. Marian, if you're listening, don't hold your breath waiting, OK? I think you may be in for the duration... —S.K.

From: MARTECH/SOFTWARE
COMMUNICATIONS
Format: cassette
Price: £7.95
Graphics: K
Playability: None
Addictiveness: None

Strength. 56%

You are beside the
You can see nothing



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JAVA JIM

Guide Java Jim around the screen digging near square holes as he searches for ancient relics. You will have to avoid the lumps of sizzling lava being continually showered down on Jim from the still active volcano in this highly original fun game.

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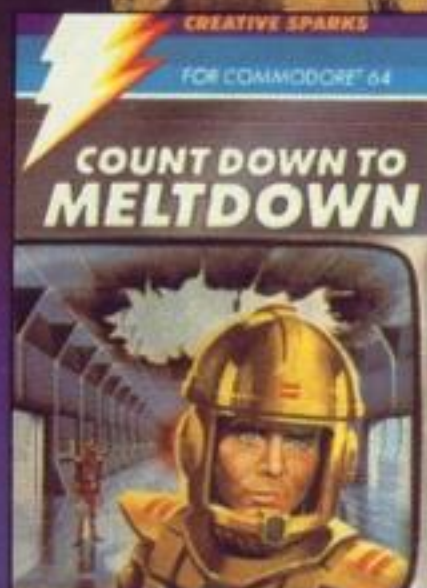
COUNTDOWN TO MELTDOWN

An amazing graphic action adventure game which puts you in charge of a team of androids trying to reach the core of a nuclear reactor before it explodes.

This game has over 2000 rooms to be negotiated and every single one of them is in 3D!!

Probably the most exciting game yet developed for the C-64.

Fast loading cassette.



BIRD MOTHER

This is a delightfully original game which uses nature as the setting for a highly compelling and challenging game. Guide the Bird Mother as she builds her nest and raises her young, finally protecting them from a predator hawk.

Fast loading cassette.

The stunning graphics and music in Bird Mother are not to be missed.

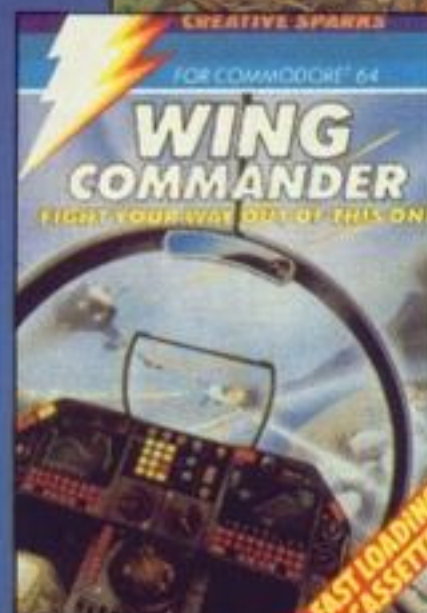


WING COMMANDER

This is a highly sophisticated flight combat simulator which puts you in the pilots seat. Highly advanced machine code programming has ensured you feel every stomach lurching dive and roll.

With 17 separate controls to be monitored and several ground targets to be defended from the attacking enemy bombers. This game will stretch your skills to their limits.

Fast loading cassette.



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THE BIG GAMES

COMPUTER GAME IN THE V

AS THEY prepared for the 25th Cadcam International Show, it became obvious that the boys from Enviro UK would really have to move.

They had booked most of the first floor as space only — and that's just the way it looked with just 24 hours before the doors opened. There was no sign of hi-tech stands, demo equipment or contractors while all around the air was filled with the clamour of build-up day.

Only four miles away in the Victoria Court clean air complex the calm atmosphere of Research HQ-Enviro UK heaved and

shattered as Bob Marsh hit the roof. None of the ultra cool wafers had arrived, the holograph interpreter wouldn't gel and now MAD-2 (micro assembly droid) was just plain missing!

Bob is project leader for the total environment wrap-around program. All(!) he has to achieve is the translation of living requirements into structures. The breakthrough came two years ago when the imaging lasers were successfully integrated with a threadsheet spinner. The principle has been developed so that now the designers schematic — displayed by imaging lasers — can be directly translated into a solid structure.

This production facility is linked to a modified AI-12B from GDC (the artificial intelligence people) so that the program can comprehend what is meant by 'A cleaner concept for living' — then design and build 'the better living environment'.

The major modification to the control hardware was the use of background wafers to provide the huge active database of living standards — everything from building regulations to the dreams of humble dwellings. The idea of booking space only at the show was brilliant. In the center will sit the Enviro demonstration unit — the surrounding area will hold all those structures created by

it. The (selected) show visitor simply states his requirements then has his mind blown as the suggested structure is constructed there and then! How can we fail — we're going to be RICH!

Bob Marsh wasn't feeling rich — he was feeling sick. There was no time to wallow — he had to make the decision to go. Go for it — pack the gear, ship it down to Olympia 3, send a runner for the wafers (they're preloaded) and we'll fit them on site, grab some fixers and tweak the hi-interps on the way down.

You should have seen their faces — acres of low-start flooring to fill and we turned up with two small trucks and

***It's called CAD-CAM WARRIOR,
by Task Set,***

***and it boasts eight thousand
different screens. Yes,
you heard right—eight thousand.***

***Is this the standard of the
New Epic?***

**TONY
TAKOUSHI
reports...**

A BIG K EXCLUSIVE

the E frame. There was no point in keeping anything under wraps — none of the incredulous contractors would guess the nature of the breakthrough, and anyway we still had work to do.

Set-up only took three hours and the laser alignment was going well. We still lacked the wafers but they were on their way. . .

THE SCENE is set for the biggest arcade adventure in micro history. It's called *Cadcam Warrior* and it's from one of the leading games houses in the UK, Taskset.

The screen chart on this page is just a small part of *Cad-Cam Warrior's* overall map scenario.

Each colour code designates a new screen 'system'. Short cuts (at junctions) CAN be taken . . . provided you've done well (and quickly) enough when you reach the option point. Otherwise it's the long haul. . .

ST WORLD?

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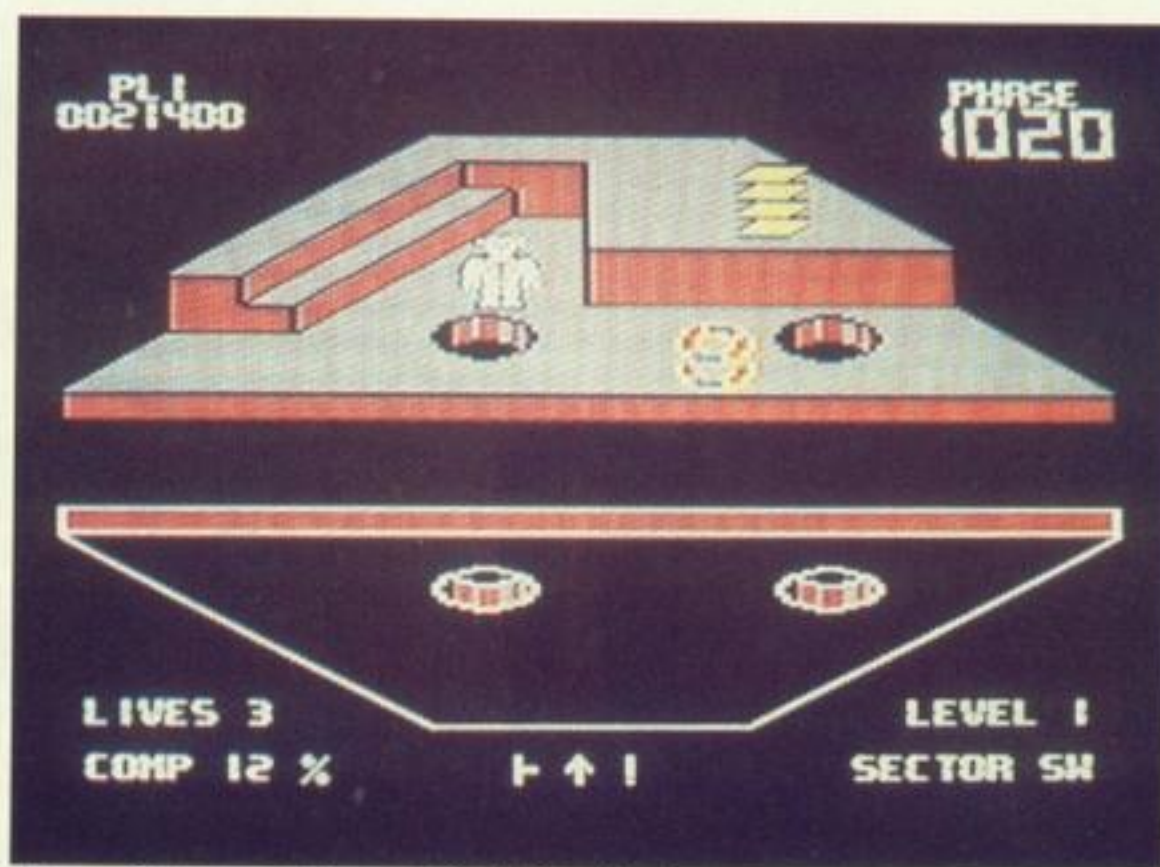
As the final scenario line implies the wafers are the key objective in the game and the runner is the character you control. The computer has malfunctioned and it has swallowed the runner and the wafers into its processing system. The runner has to work its way through the computers locations (8192 in all) to its very heart where the wafers lie. There are 200 alien types (some being rehased in different layouts) Info Tokens, Phase Counters, Vifa Branches, Online Tokens and Exultation Junctions to destroy and collect on your travels. But I won't define all the above items as it would greatly detract from that joy of discovery in playing.

There are eight square-shaped floors with each floor holding 1024 rooms. These rooms are split into four sectors on each floor (4*256) with a stairway to the floor above in each corner of the floor.

PRESENTED

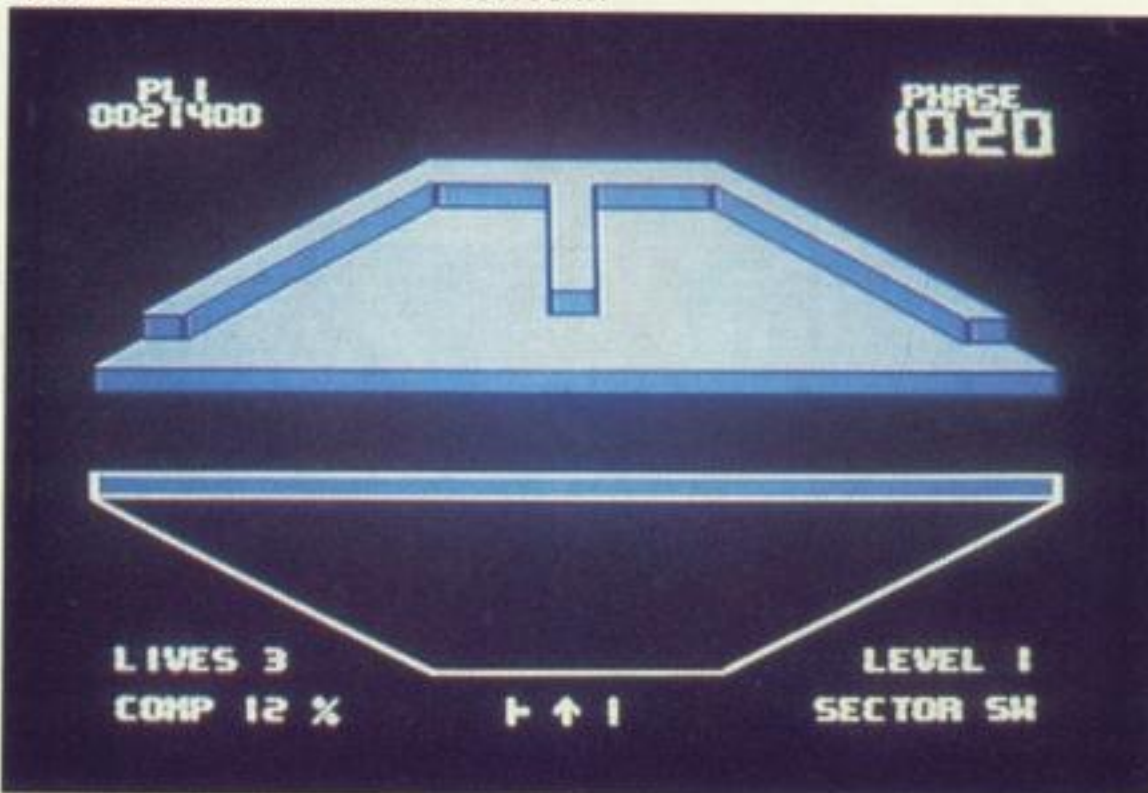
As you play you will be presented with a room which has two mirrored plates (see pics) and the colour of the edge plates will be an indication of the attack pattern for that room. Skillful play is necessary as the faster you complete a room you are awarded with Phase Counters and Online Tokens. These two items allow you to jump ahead and bypass other rooms directly in your path (as laid out in a short-range map at the end of an attack wave) and receive information about branches further ahead respectively.

The key to playing this game well is be rather familiar with the numbers in base eight (play it and find out!). The small section



Above: Stairway to Heaven? Only if you're fast enough.

Below: 3D soft-solid and 8192 locations.



Below: The Taskset CadCam Warrior team: justifiably proud of their epic.



CONTINUED
ON P.27

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Wheelie in February the CRASH magazine reviewers thought this was one of the most addictive games ever. At a rough guess I'd say they were addicted to this game.

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The Activision Eight.



Pitfall Harry has to recover the priceless Raj Diamond from the lost caverns. But there is a small matter of poisonous frogs. Albino Scorpions. Vampire Bats. Electric Eels. Need we go on?

Running on Commodore 64, MSX, and Spectrum



Miners are trapped deep underground. Threatened by molten lava, poisonous bats, snakes, spiders. You alone in the person of Roderick Hero - Helicopter Emergency Rescue Operation - can help.

Running on Commodore 64, Spectrum, MSX

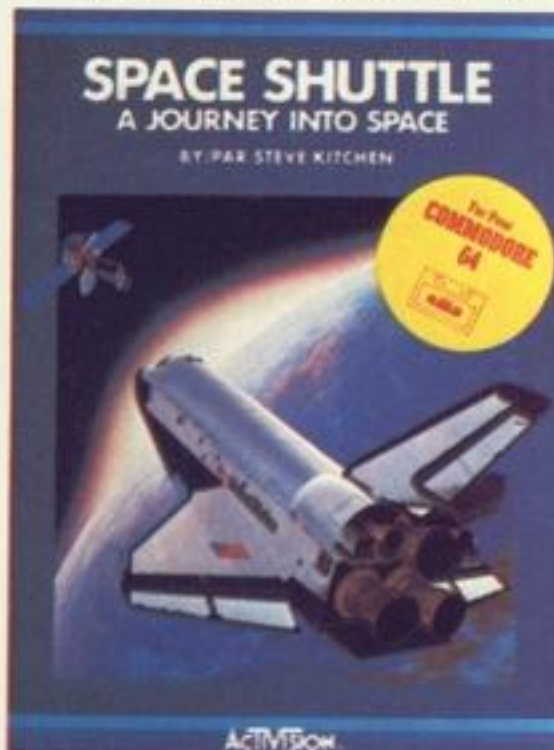


And you thought it was just a movie. But Ghostbusters is a computer game, too. Following the film with incredible accuracy. Even down to the chart topping music score. Running on Commodore 64 and Spectrum. Soon on other systems.



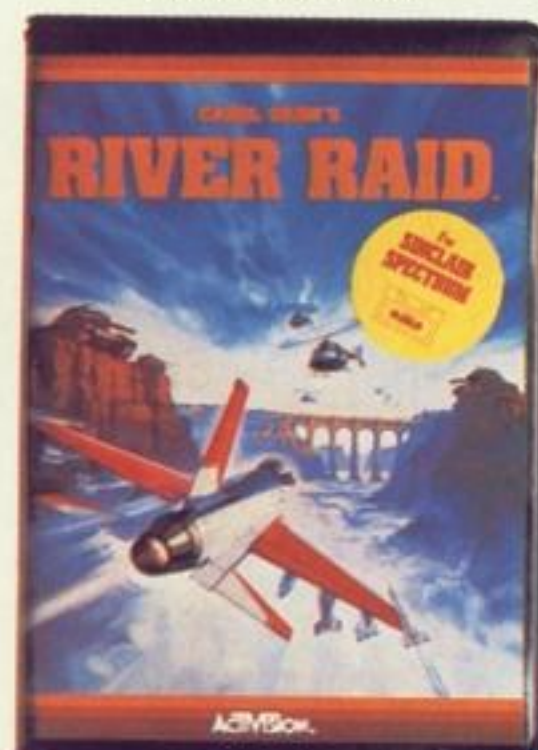
With the Designer's Pencil, you can draw the world - and everything that's in it. Write your own melodies. Learn to write and develop your own programs. Its scope is as broad as your own mind.

Running on Commodore 64 and Spectrum



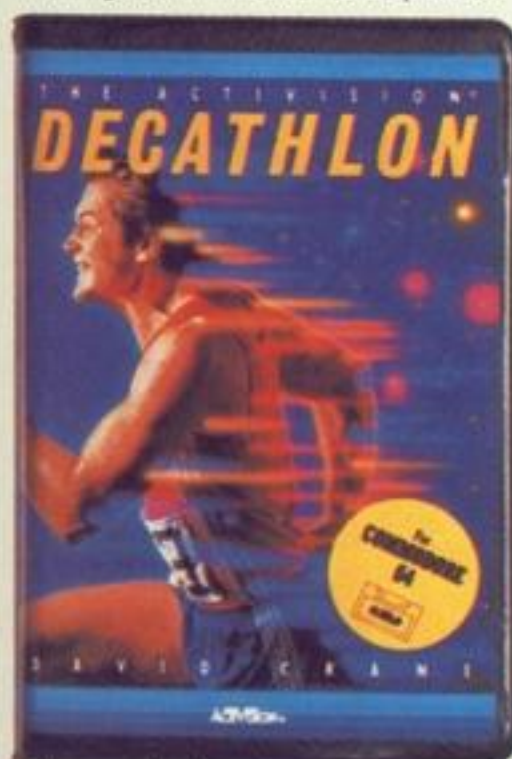
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Available soon for Commodore 64 and Spectrum



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Running on Commodore 64, Spectrum, MSX



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Running on Commodore 64



Merton the maintenance man is set for yet another routine night in charge of the toy factory. But something has gone terribly, terribly wrong.

Running on Commodore 64. Soon on Spectrum

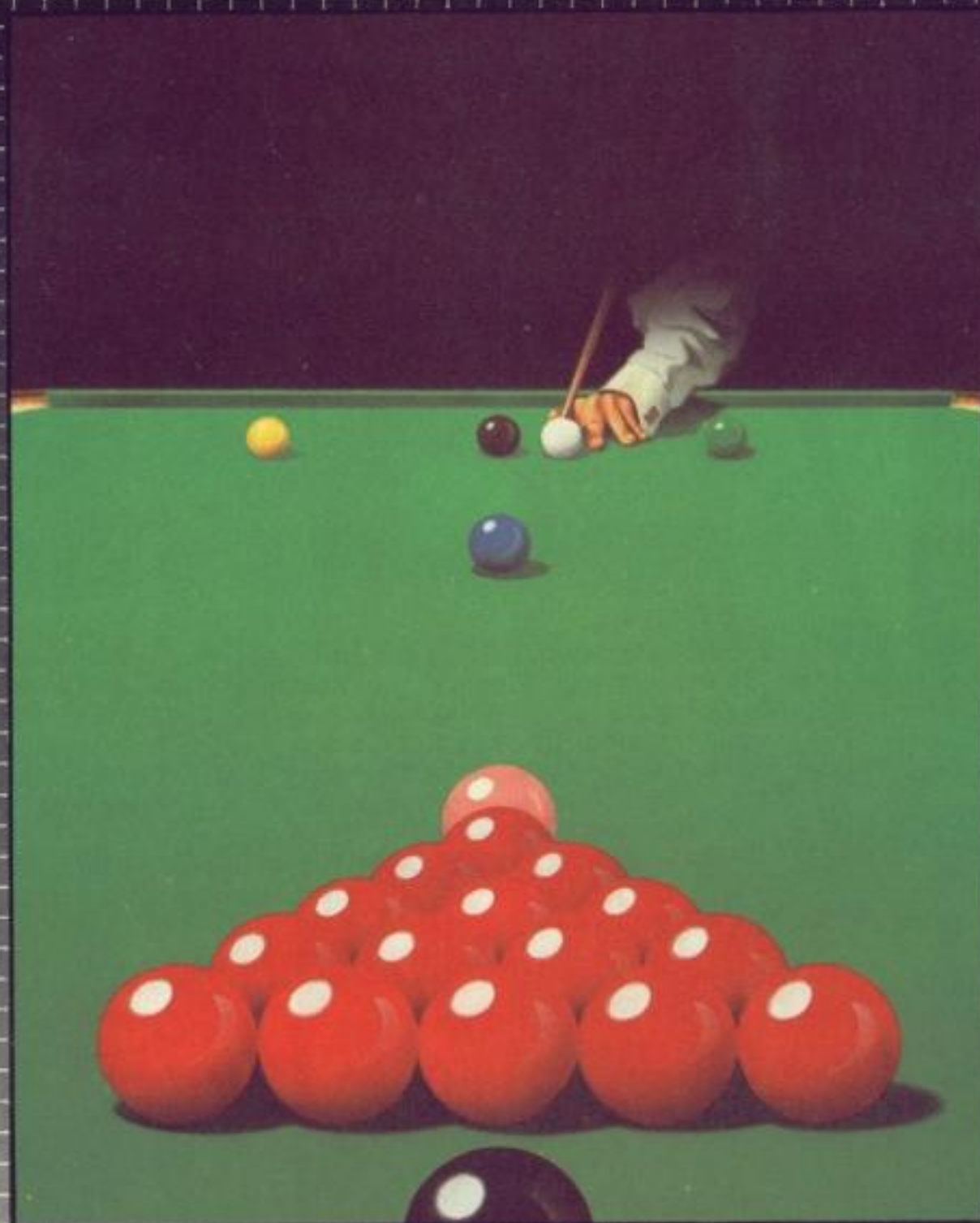
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Through Time



COMMODORE 64

BATTLE THROUGH TIME CBM 64

AUTO VS. DEATH LIZARD

Time travel perfected, you've been sent off in your all-terrain plasma buggy to take part in seven battles in different time zones, WWI, WWII, Korea, Vietnam, WWII, War Mutants and In the Beginning (where T. Rex is the baddie).

You can shoot upwards at the biplanes, bombers, jet fighters, choppers, satellites, mutant boxes and hands, and pterodactyls that are busy strafing you, and ahead at the boulders, debris and ground forces in your path. And that's the trick — you have to look in two directions at once, up and forward, and as the action gets more frantic, your chances of avoiding everything

depend on rapid eye movement and decisive action. In each zone you have to travel ten miles to get to the teleportation point and do it in a limited time to avoid being catapulted into the void. Great graphics, smooth action, speed functions and a continuous play feature make this much better than comparable games such as *Moon Buggy*, and it has that indefinable quality that makes one respond to a game. —J.C.

From: Anirog
Format: cassette/disc
Price: £7.95/£9.95
Graphics: KK
Playability: KKK
Addictiveness: KKK



CAVERNS OF KHAFKA

CAVERNS OF KHAFKA
CBM 64

Sinister Pothole

Sadly, the owner of the caverns is not the great Franz K., although as author of such masterpieces as *The Castle*, he might have smiled on these caves. It's just about as easy to get through them as it is to get through one of his mad bureaucracies.

In fact this one owes more to Spielberg than the mighty Czech. You have to manoeuvre a little Indy Jones figure through the very dangerous caves in search of the seals to the tomb of Pharaoh Khafka. If you have all five fixed to the door of the Pharaoh's tomb, it opens and you get to play the next bit of the game.

Don't ask me what that's like. Man, these caves are like, heavy. Roving vampire bats, rock falls, magma pits,

one or other of these got me in the end. One of the problems is that the joystick controls no less than 15 different functions, crawling, running, jumping, throwing a rope and climbing it, and so on. This means using all the eight perpendicular and diagonal covevements and doubling up according to whether or not the fire button is held down. Frankly my joystick — a standard Atari, just wasn't up to it.

This game is very hard work, but I think it might just pay off. Like all the other Cosmi games I've seen, the music is great. —F.F.

From: U.S. GOLD/COSMI
SOFTWARE
Format: cassette
Price: £8.95
Graphics: KK
Playability: KK
Addictiveness: KK

THE PRINCE, PRINCESS AND THE WICKED WITCH Spectrum 48K

MATHSLAYER!

Alarming educational adventure in which you help poor dense prince Roland thwart the wicked witch in a vest and rescue beloved Princess Daisy. After the obligatory "Have you done times sums at school yet?" intro, it's heavy duty sword and sorcery action all the way. Slay the dragon with a dazzling display of multiplication and behead ogres with flashy subtraction! Neato, Joe. I think I'll send a copy down to the Accounts Department ... —S.K.

From: FINSBURY
Format: Cassette
Price: £5.95
Graphics: Zip
Playability: K
Addictiveness: Beats school!

GILLIGAN'S GOLD CBM 64

Claim Jumper

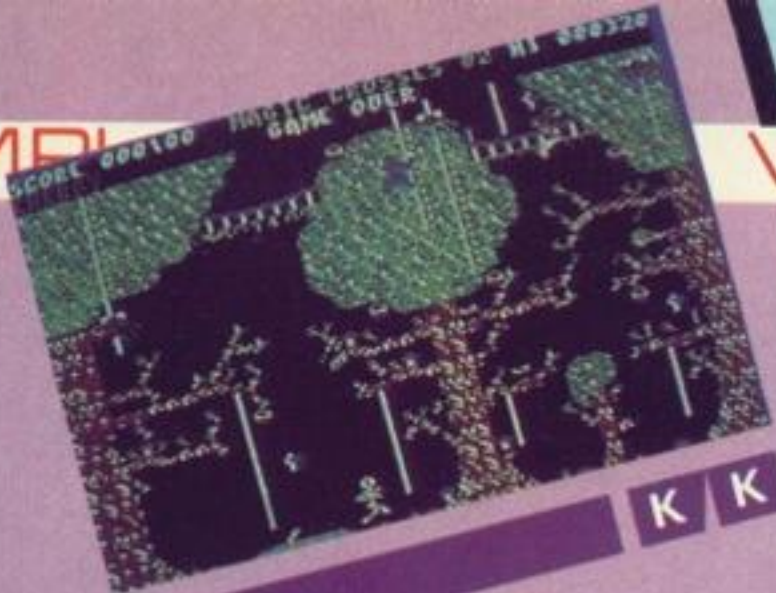
Gilligan's Gold is about a miner who is trying to collect all the gold bags in the mine shafts and put them in his wheelbarrow at the top of the screen (sounds familiar). Well, Gilligan is a very close copy of the arcade game *Bag-Man* where you are under constant chase by two outlaws who you can stun by either dropping bags of gold on them or hitting them over the head with a pick axe (ouch!) but in the end it's usually you who ends up dead.

At first glance the screen looks very plain but as you move further along the screen you eventually see trucks and lifts which you try to get on if the outlaws aren't having fun riding up and down in them. One of the most annoying things about the game is you are under a time limit which you can reset by putting the gold bags in the wheelbarrow — but that's not easy if one outlaw won't get off the lift and the other one is in hot pursuit of you. So in the end you usually end up running out of time and having to start all over again.

Overall the graphics and music make it an addictive game to play. —S.C.

From: OCEAN
Format: cassette
Price: £6.90
Graphics: K
Playability: KK
Addictiveness: KK





CHILLER CBM 64

A Biff In The Ghoulies

In which the very small, very musical and very rich person re-lives some of his nightmarish memoirs from the film of the record, which has already become a film of the film of the record. In case my end up as the book of the film of the film of the record. In case my train of thought is becoming obscure, we're talking Michael Jackson taking some time off from making mega-bucks and spending some of it avoiding spooks, collecting magic crosses and rescuing fair maidens.

Loosely based on Thriller, you guide El Jacko around various locations, avoiding spooks, ghouls and other wierdo types found in these places, before turning into a werewolf and ending up in Battersea dogs home howling at the moon and supping Kennomeat. The first screen is a forest setting, a few trees and several ropes to climb up and down. Once all the magic crosses have been collected you progress to a cinema, then a ghetto, graveyard and haunted house, in that order. At this point you can rescue your girlfriend and cart her back through all the nasty places you've just visited.

This is where life gets complicated, in that you have to control both characters, switching between the two and keeping some distance between them and the spooks, again collecting magic crosses.

While all this is going on we're subjected to a rather dubious rendering of Thriller in the background, not exactly the kind of thing to make you want to jump around the dance floor like a madman but enough to give an impression. I wonder if the squeaky-voiced person is collecting his share of the royalties on this? —K.A.

From: MASTERTRONIC
Format: cassette
Price: £1.99

Graphics: KKK
Playability: KK
Addictiveness: KK

Spectrum 48K

Old Dog, Old Tricks

Hey, man! What's this! None other than my old pub pal, Lunar Lander long time no play, eh? Just when I'd thought all the old faithfuls had tottered off to that great arcade avenue in the sky, up crops this ol' dog decked out new technicolour threads. Never fear though, the game plan remains pretty much unchanged.

Those dang humanoids are STILL stranded on that alien moon and it's STILL your job — no promotion — to pilot a lander down through rolling clouds of monsters and meteors in order to pick 'em up. Unfortunately, not only is this rescue job STILL intrinsically boring but, in this guise, it's also hampered by poor design. The first screen is so difficult it promptly kills off whatever vague historical interest the game might still hold; we're talking archaeology here! Avoid. —S.K.

From: VISIONS
Format: cassette
Price: £5.95
Graphics: KK
Playability: Pass
Addictiveness: Pass



VIDEO GAME DAILEY THOMPSON'S DECATHLON CBM 64

But Where Is Princess Anne?

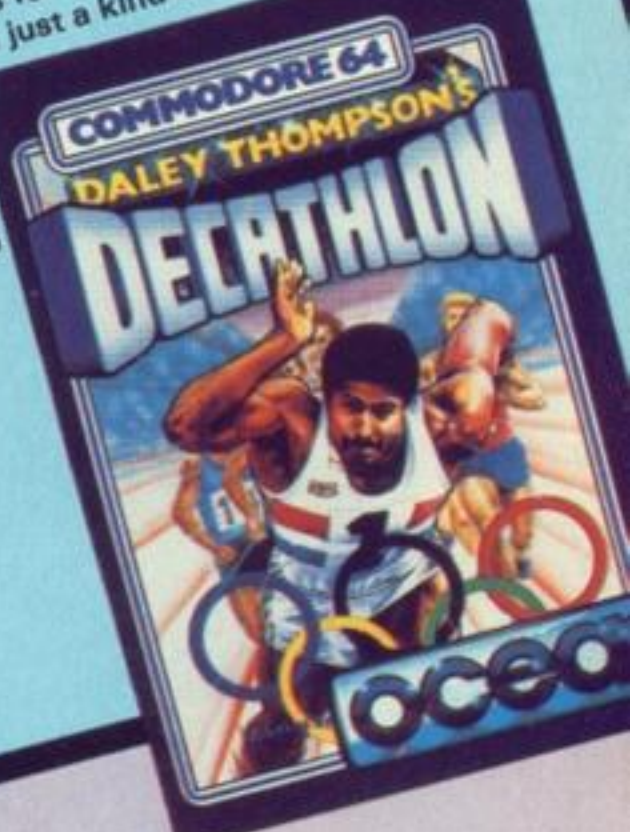
From the spate of computerised cash-ins on the Olympics, Ocean's game stands out. Its 10 different events are for once correctly described as 'gruelling' in the game's blurb — the four running competitions culminate in a 1500 metres so exhausting it might induce permanent muscular fatigue. As for the pole vault...well, visually this is pretty much a straight cop from the summer's arcade hit *Track & Field*. Your competitor is given speed by your ability to slam the stick to and fro at maximum velocity; officials trot out to measure the ling jump; and the crowd roars for success, remains stonily silent at failure. Four blunders and you're out. The graphics look comparable to the original on both CBM64 and Spectrum.

But this is really a game where you're fighting against hardware limitations. I wouldn't like to say how long the average stick will stand up to the pounding necessary to complete the 1500 metres (a touchpad model is probably the most suitable) and it really calls for no imagination or instinctive skill to score well at the game, just a kind of mininaturised brute force.

My scores also seemed to carry over from game to game. Good copy but the scaling down doesn't do much for a micro.

—R.C.

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



REMEMBER



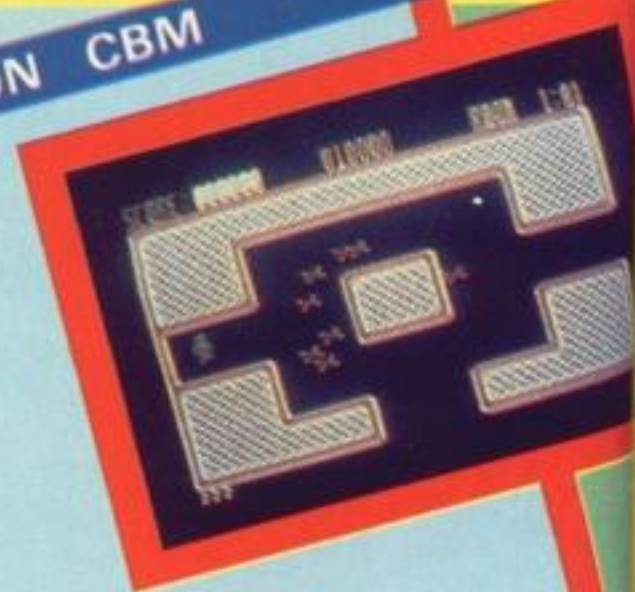
ELEPHANT NEVER FORGETS



VIDEO GAMES

CYBERTRON MISSION CBM

A VITAL PART IS MYTHING



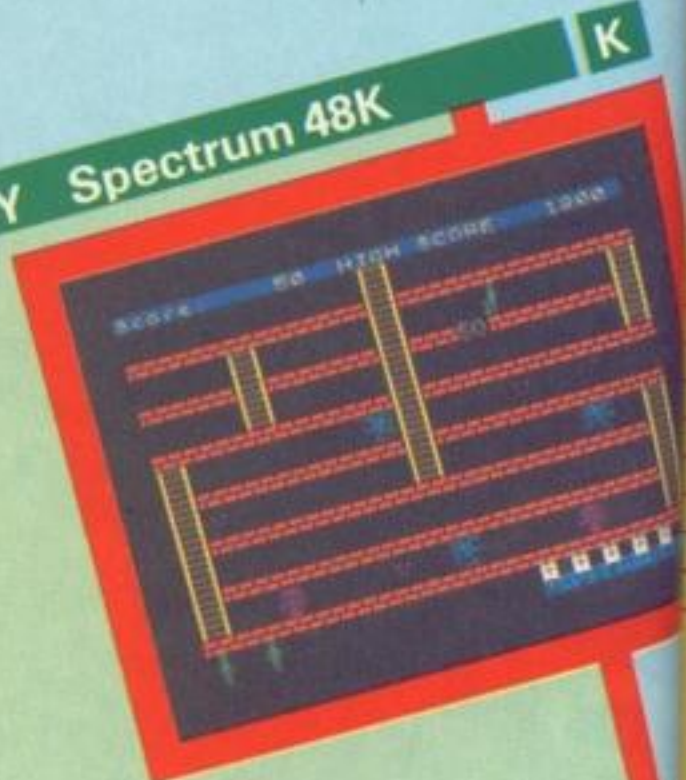
The explanations behind games seem to get loonier and loonier all the time. This one really does mix the *mythoi*. For starters, you've got a building full of killer robots, some of which shoot back and some of which don't. The walls are electrified and to be avoided. So far so good, and very cybernetic indeed. But what you're looking for is keys, magic rings, pots of gold and such adventure game paraphernalia. To add a dash of Gothic, if you hang around too long in a given room, this classic-type ghost comes through the wall and knocks you down. Looks like a person in a bedsheets, if you ask me.

Movement is under joystick control, and you can fire back in the direction of movement. The gun is unfortunately rather low-slung, so the little man you control seems to be doing something you wouldn't expect in polite company. The maze is a fair size, some sixteen rooms on each level, but I really found it a bit too zap-or-you-get-zapped. Certainly a strain of engaging eccentricity here, though. —F.F.

From: MICROPOWER
Format: cassette
Price: £6.95
Graphics: K
Playability: KK
Addictiveness: K

MUMMY MUMMY Spectrum 48K

MAKING IT WITH BAND-AID



A trio of Egyptian Panic variants suitably swathed in rotting bandages and dunked in embalming fluid. The first is fairly pointless to be honest, and merely involves digging a couple of holes in Tutankhamun's tomb in the hope that a crusty Glob (animated and angry) can be tempted up from the lower levels and then brained. It's little more than a ritual really, prior to entering the second levels 'n' ladders screen, which is based on the standard Panic layout. Here you must collect at least five of the randomly scattered cartouches (a kind of hieroglyphic notepad) from beneath the noses of prowling Globes, thereby being allowed entry into the third screen which puts you within sniffin' distance of your beloved endgame sarcophagus.

Pharaoh enough you might think! Unfortunately despite the promising scenario, this variation on a theme has little to commend it. The graphics are functional (i.e. not quite naff) and the game just happens to be an expert on all things Egyptian and have stacks of interesting Egyptian holiday snaps to show. Y'know, Keaton at the Sphinx, Keaton impersonating a sphinx, that kind of thing. There's even some Super 8 film somewhere! Now where did I put it all... —S.K.

Maker: LOTHLORIEN
Format: Papyrus scroll
Price: £5.95

Graphics: K
Playability: K
Addictiveness: K

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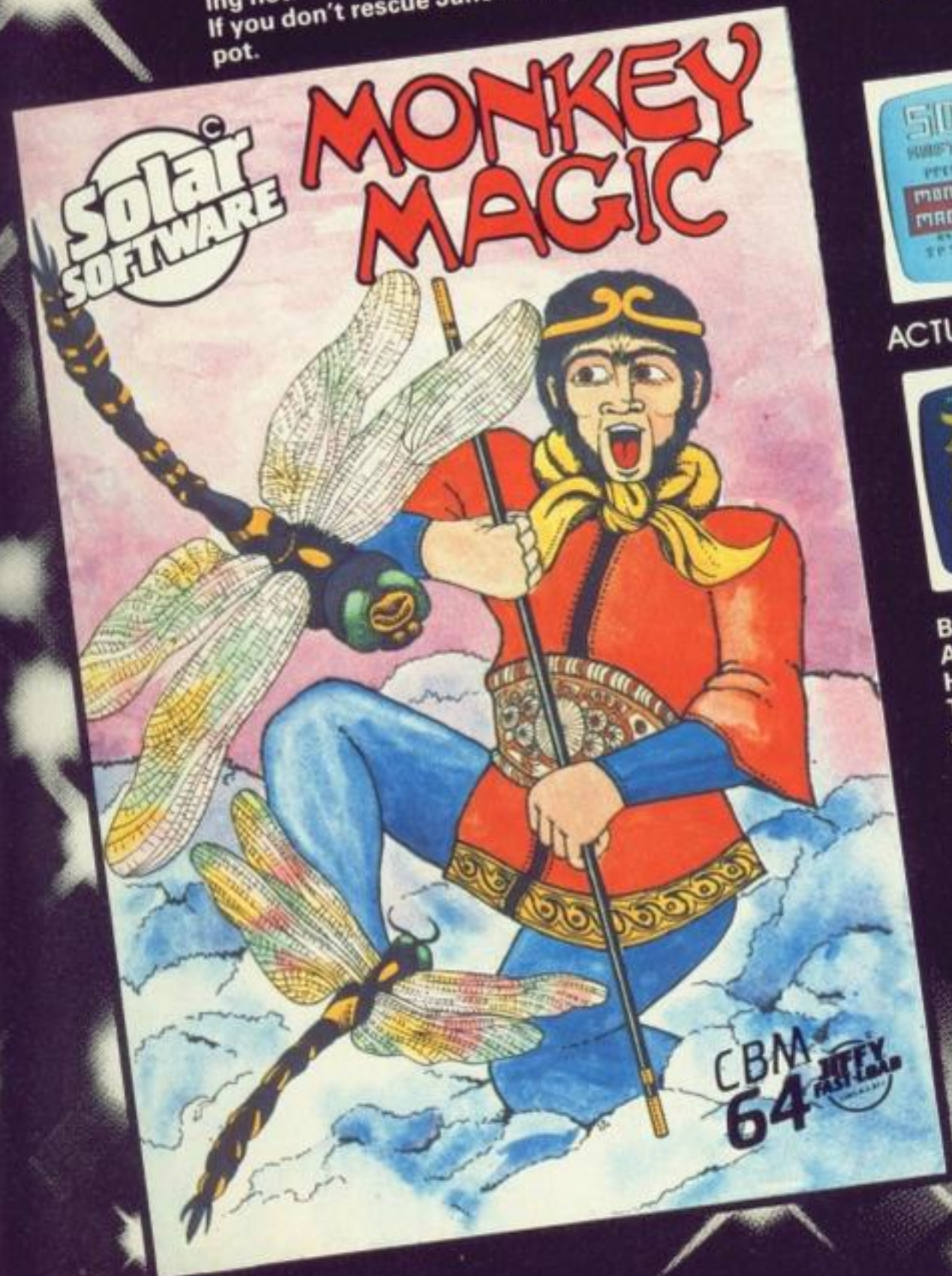
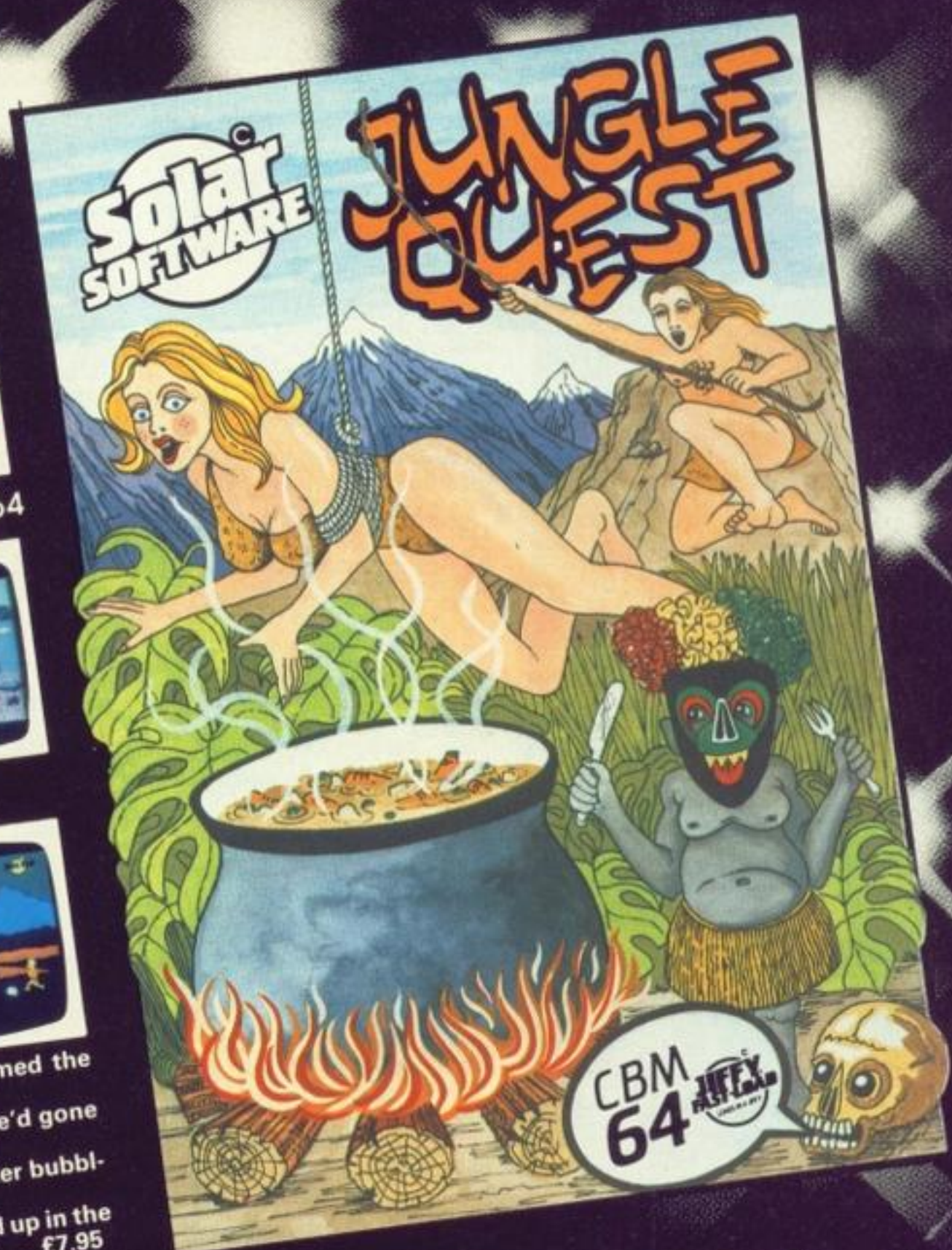
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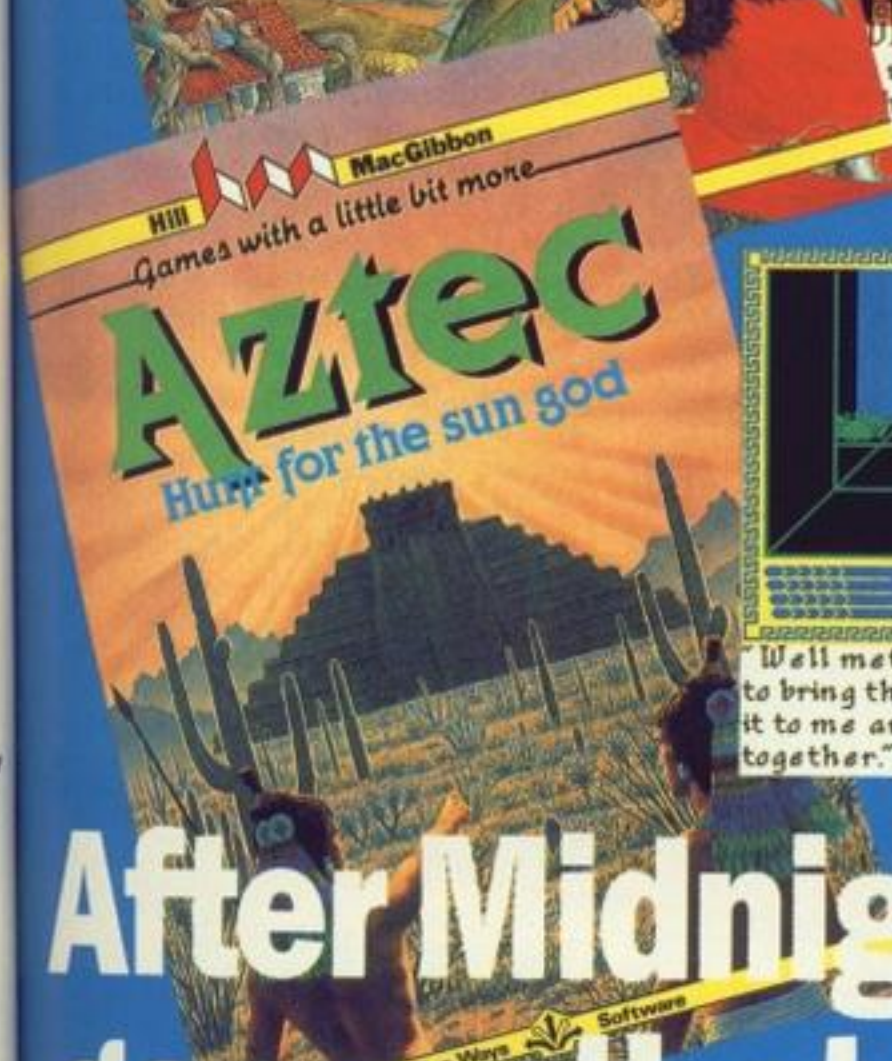
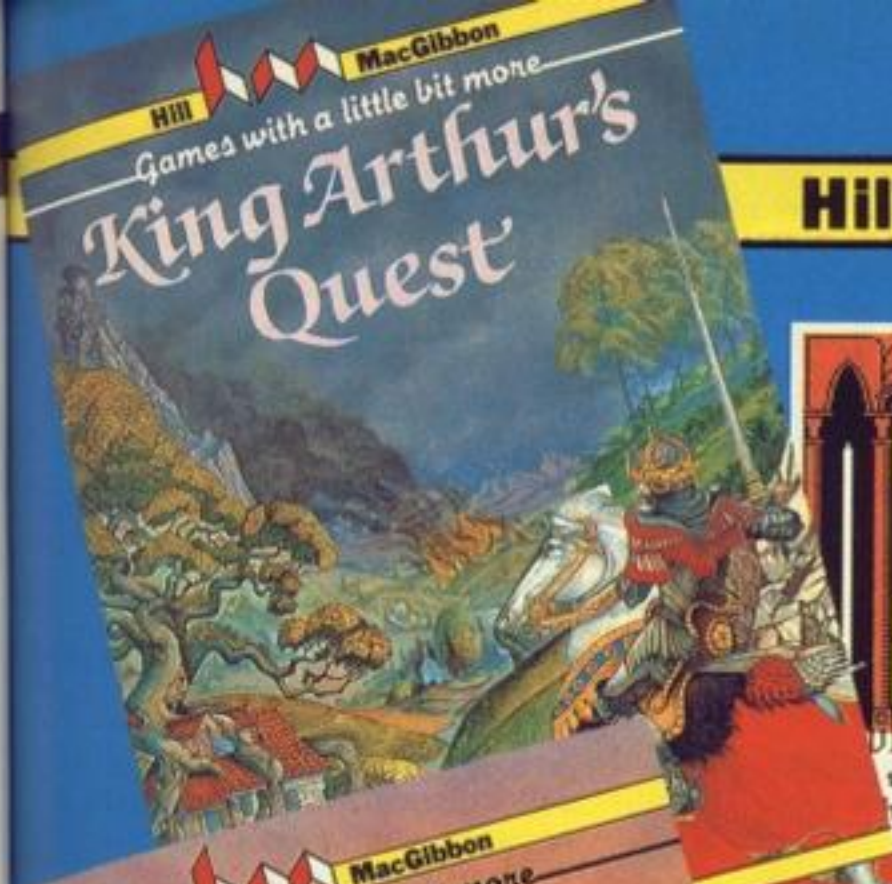
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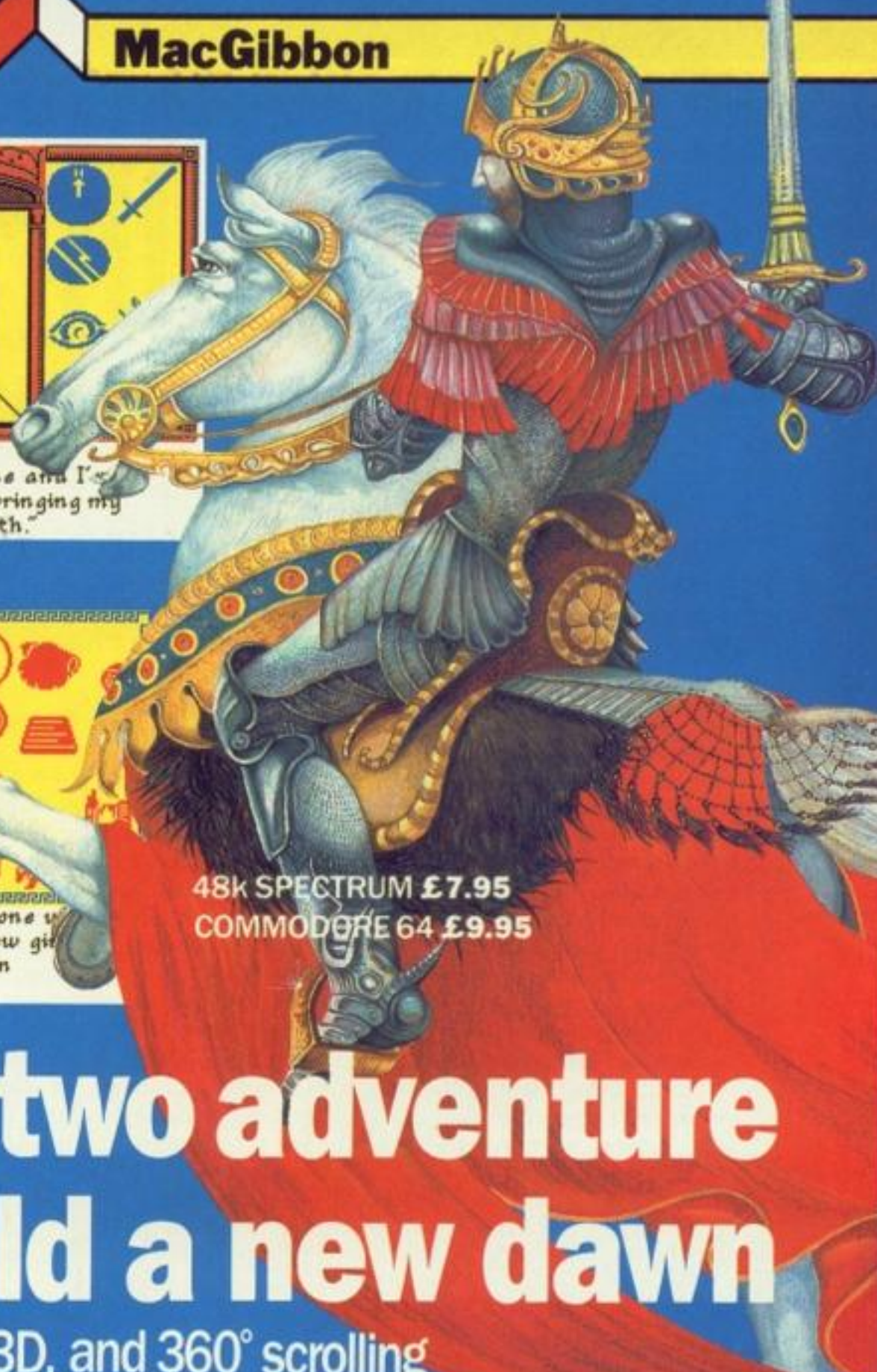




...UE FORWARD
...way past my feeding time and I'm
...hungry. Would you mind bringing my
...r? I think it's to the north."



"Well met, young ... you have done v
...to bring the sun r ... this far. Now gi
...it to me and we s ... free the Sun
...together."



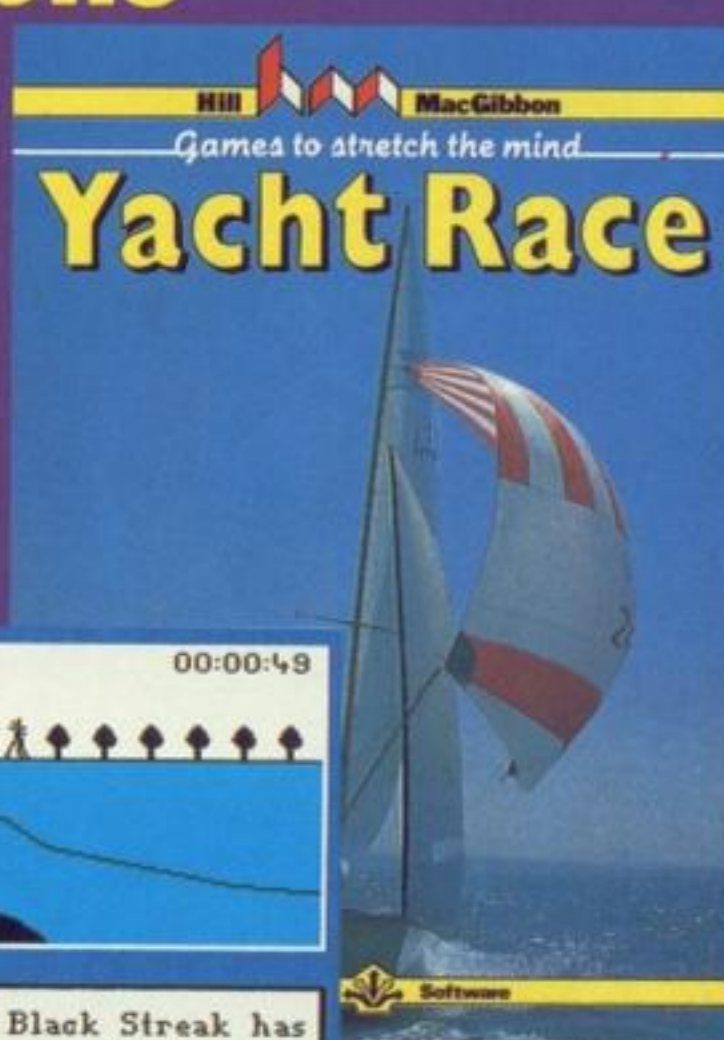
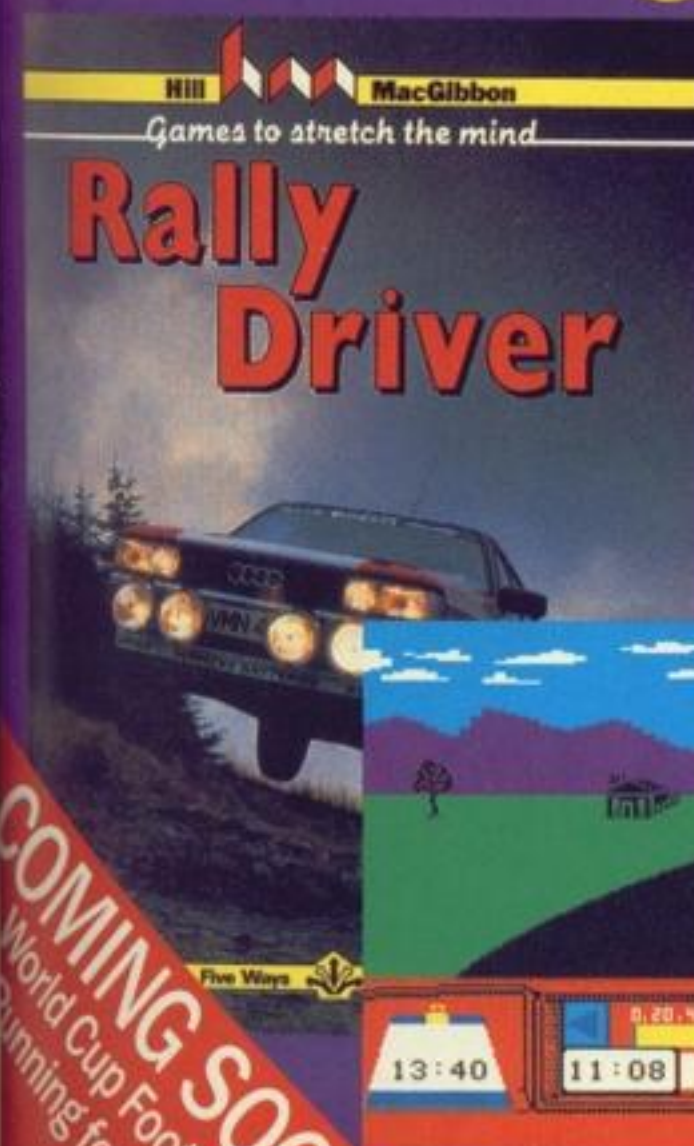
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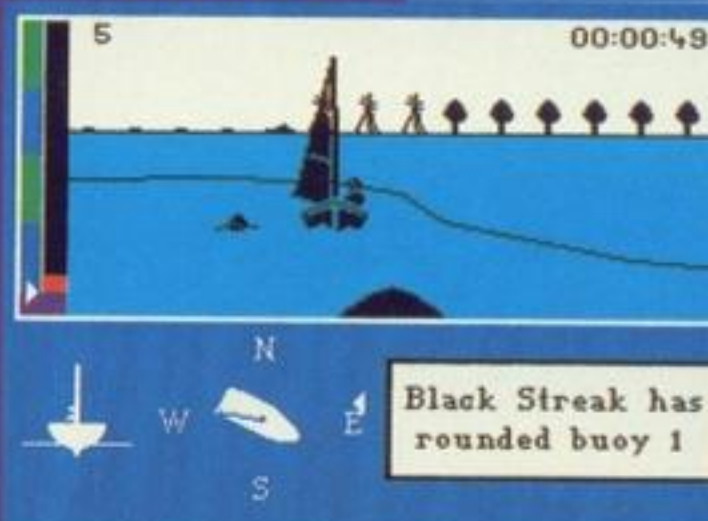
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IS A PICTURE WORTH A THOU

Are Verbals just Burbles? Could Words Be For the Birds? Is Text Ex? Our Man with the ink-stained eyeballs takes up the cudgels for CHAR\$...

KEATON THE DORKSLAYER was roused from his customary mid-morning slumber by the office Orc. 'Master! Master!' it cried, tugging frantically at his bootstraps. 'The adventure game is dead. Text-only has gone down the pan, and the rest will surely follow! Calamity! Calamity!'

Naturally Keaton was perplexed. After a short pause he retorted: 'Don't be stupid, Orc! Adventures are plentiful, and text games have never been more popular!' To emphasise the point he beat the foolish creature rapidly about the head with the office QL.

The diminutive green Orc appeared unconvinced. 'Go out and buy one then!' it challenged defiantly. 'Go out and buy a text adventure!' Keaton the Dorkslayer had little choice but to comply. The QL bounced into a corner. Some hours later KTC could be found carefully

perusing the computer department of his local WH Smith mega-store. Much to his horror the Orc appeared to be ... correct! Surely, he thought, there must be a text adventure around here somewhere? But no! The only adventure progs he could find were *The Hulk* and *Avalon* (for the 48K Spectrum) and *Valhalla*, *Oracle's Cave* and *The Mystery of Munroe Manner* (for the CBM64). After wading through mountains of (largely ancient) arcadia he threw down his broadsword in disgust and stomped across to a bespectacled assistant. An exchange followed:

KTD (forcefully): 'I'm looking for a good text adventure!'

Assistant (somewhat taken aback): 'Text? Why do you want text?'

KTD (rather sweepingly): 'Because they're better, of course!'

Assistant (thoughtfully): 'Why don't you try *Sabre Wulf*? That's a good 'un!'

KTD tuts loudly and exits.

Chain store rivals Boots (the chemist) were marginally better stocked. A fair range of Melbourne House games littered the Spectrum and Commodore shelves, while the *Dan Diamond* trilogy awaited unsuspecting BBC owners. For Dragon fans there was the *Ring of Darkness*. After evaluating the goods he once again approached an assistant:

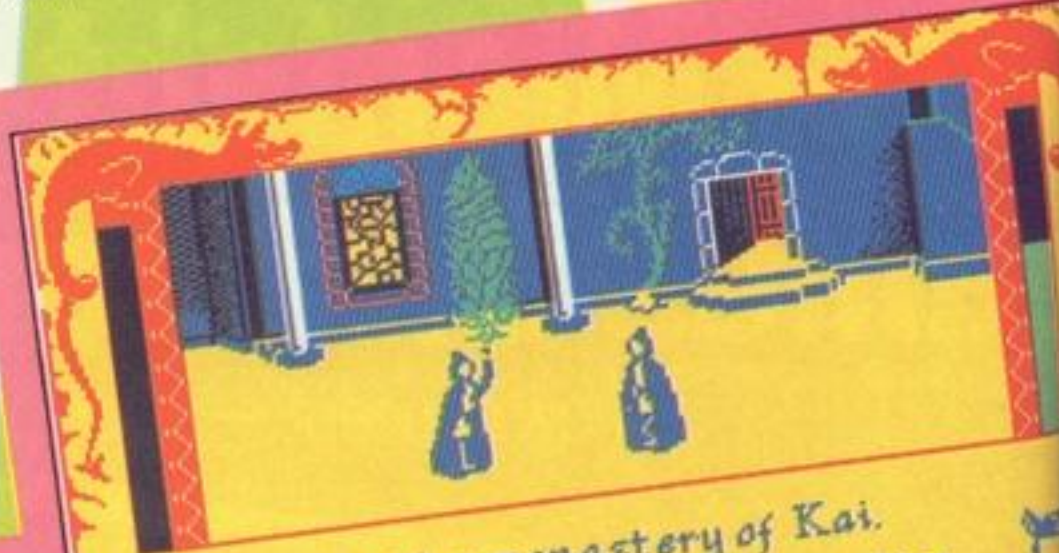
KTD (charmingly): 'Can you recommend a good text adventure for the Sprctum, my man?'

Assistant (helpfully): 'Certainly sir! [Promptly produces a copy of the decidedly text-less *Avalon*.] 'This is very popular!'

KTD: 'Buffoon...'

It took a specialist computer parlour finally to restore his faith. They offered to order whatever took his fancy, the situation, though, was clearly grim. He owed the Orc an apology.

Don Stevenson of Runesoft: 'It's becoming very difficult to sell text adventures, particularly through the big retail chains. I mean when they consider *Atic Atac* to be an adventure game, real adventures stand no chance. I think the market will eventually return to direct sales. The mail



present at the monastery of Kai. But you, Silent Wolf, must practise the art of combat as if it was just any day.

go east
You are in a valley in the for
a stream tumbling along a rock

go south

At your feet all the water of the st
splashes into a 2-inch slit in the r
Downstream the streambed is bare roc

go south

You are in a 20-foot depression flo
with bare dirt. Set into the dirt i
strong steel grate mounted in concr
A dry streambed leads into
depression.

Here can be seen:-

The grate is locked.

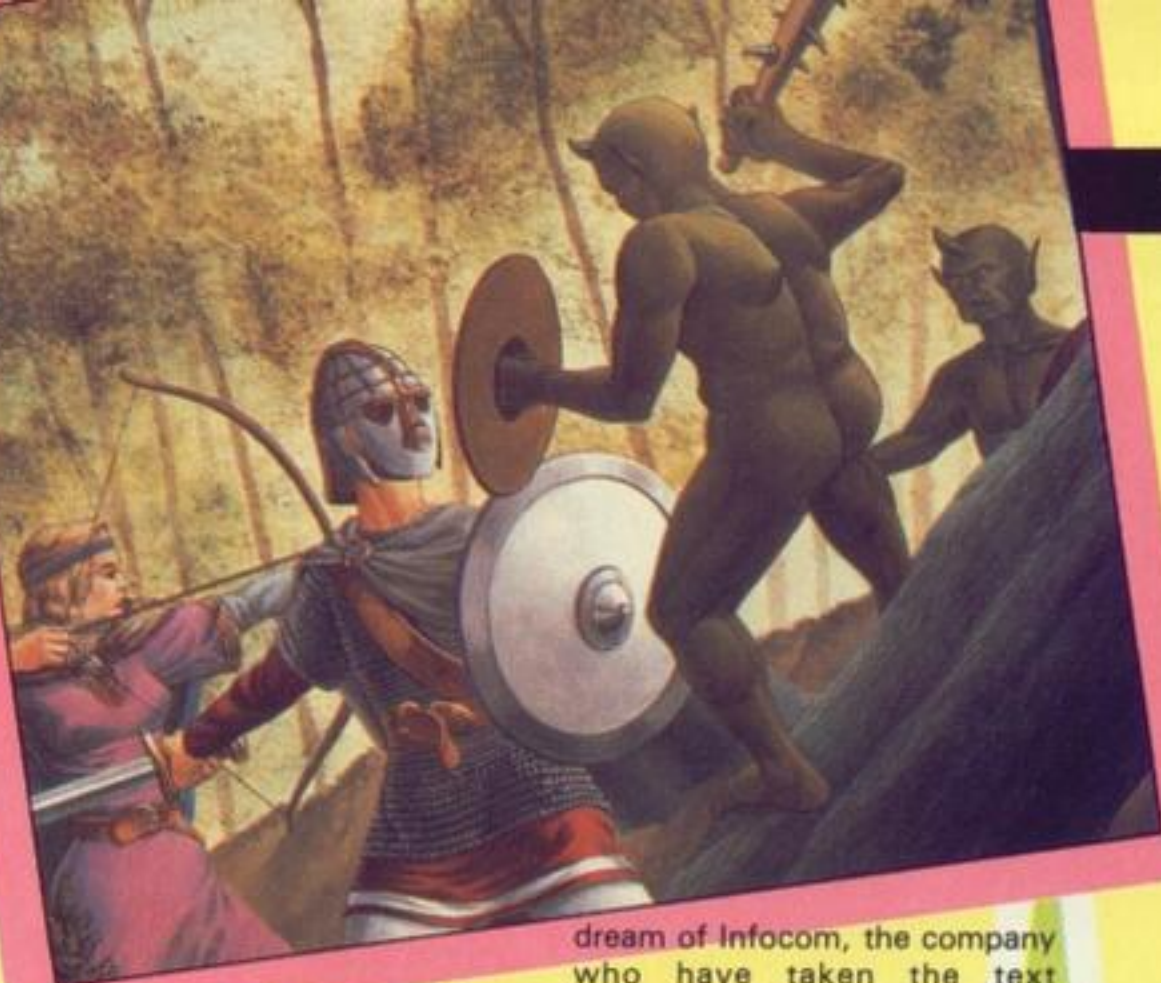
order market. I doubt if you'll be able to find any adventures in the big shops soon. You'll have to buy them through Adventure Clubs or through specialist magazines.'

Howard Gilberts of Gilsoft agrees: 'Frankly I think the real adventure market is going to go mail order unless the distributors wake up. We've had problems getting our Gold collection properly distributed. W.H. Smith refused to touch them, simply because they're text! Only a few of the more knowledgeable distributors were interested. We've just produced *The Illustrator*, a graphics utility for our *Quill* system, but I would hope, in my heart of hearts, that it doesn't work to the detriment

USND WORDS?

of text-only games. I much prefer those, to be honest. The pictures you can produce in your mind can't be equalled by any

of people need them...'
Quicksilver: 'The subject is all very subjective. Graphic



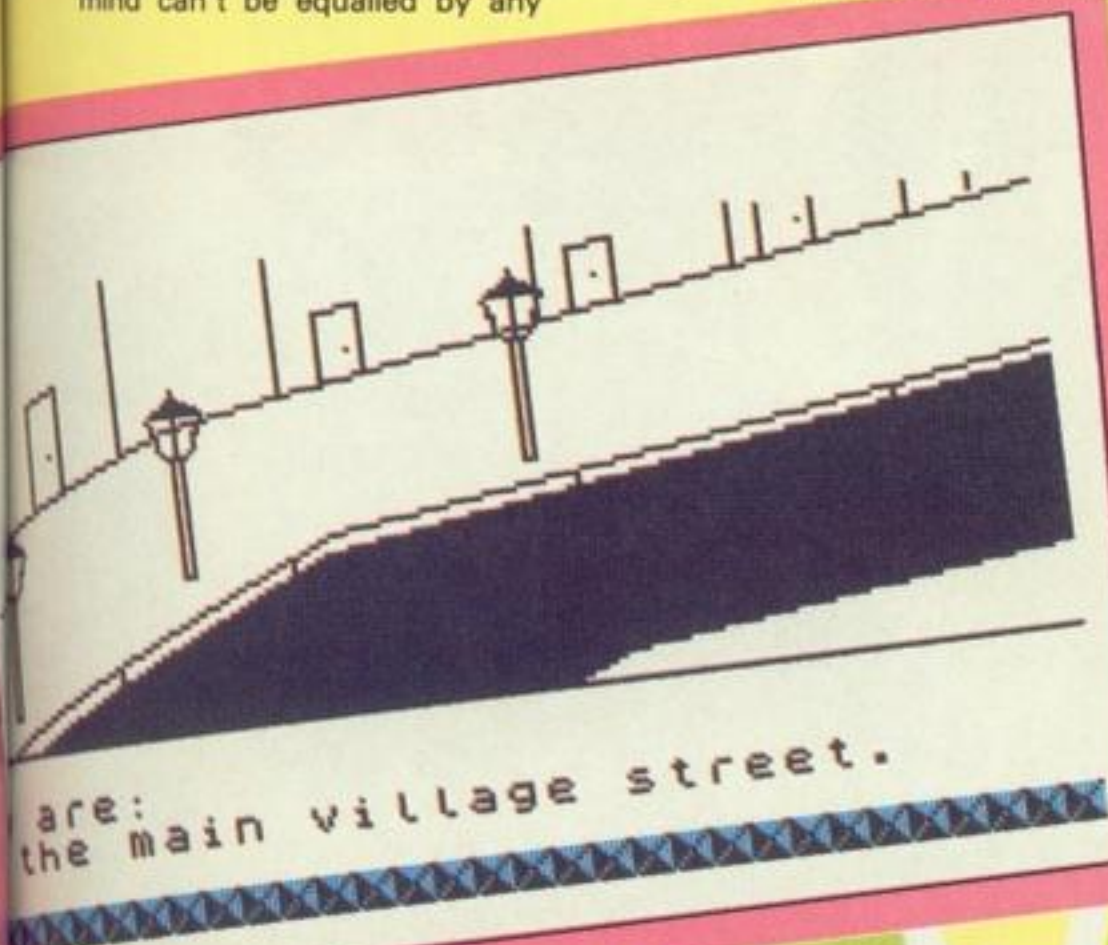
really the text-only adventure has gone. The multiples are only really interested in taking graphics. At the moment we're working on reducing the size of our databases with regard to putting graphics on the BBC. And we plan to introduce animated graphics to the Marvel comics *Questprobe* series eventually.'

Animated graphics? Animated adventures? We already have them. They're called arcade games! It seems that the future of adventure games (in the UK at least) is pretty much mapped out. I guess *Dorkslayers* can only glance in envy at the States and

dream of Infocom, the company who have taken the text adventure into new areas of sophistication.

'We have absolutely no plans to introduce graphics into our adventures,' Spencer Steere of Infocom told us. 'Our philosophy is that a mental image is far more vivid than any computer graphic. We see our product as interactive fiction. There's no need for illustrations. The *Zork* trilogy never suffered from lack of graphics! If anything we believe the current trend in the US is towards more literate text adventures rather than any increase in graphics...'

Back in the office, both the *Dorkslayer* and the *Orc* wept quietly for the vanishing adventure...



computer visuals, no matter what the quality. I think really we now have a split field now, with younger consumers going entirely for graphics.'

So, you may well ask, what's the big deal? Why's the *Dorkslayer* so steamed up? A fair question. To which there are several answers. It doesn't take a genius to work out that graphics cost memory. The more impressive the artwork the smaller the adventure. This means fewer puzzles, thinner descriptions and a diminished play area. Less stimulation in other words. In the long term they MAY lead to a stifling of development. Literate text adventures, with a semblance of intelligence and hyper-complex input routines (all quite possible) are unlikely to see the light of day if companies are unable to market them!

Melbourne House: 'With *Sherlock* we were faced with a very clear choice. We could either have made it exceptionally descriptive and even more sophisticated, or we could add graphics. We were advised that if we wanted to reach a mass market then we would have to include graphics. Apparently lots

adventures are of more interest initially, they have more impact although they do tend to sacrifice ease of play for the visuals. We think a well written adventure like *Velnor's Lair* stands up equally well against its graphic equivalent, but it would certainly be more of an uphill struggle to sell it. Really text-only is very much a purist attitude. I think that the average consumer wants to see graphics. You just have to look at the sales figures.'

The attitude of W.H. Smith on the subject is clear: Graphics means progress. They told *Dorkslayer!*: 'The adventure market has become more sophisticated over the years and the type of text adventure that first appeared has been replaced by higher quality graphic adventures. The only text adventures we currently stock are for the BBC machine. And that's because it has such a small memory.'

It's an opinion to which Adventure International (founder: Scott Adams) are sympathetic. 'The introduction of graphics has dramatically widened the market,' they declared. 'Especially graphics of such exceptional quality as ours. We know a lot of real adventurers don't like them, but

BEGINNERS START HERE

OK. So you've got your micro and you wanna check out these weird things called 'adventures'. Only the whole business is more than a tad confusing, right? Well puzzle no more friends, 'cos here's the *Dorkslayer* hit list, six quality progs guaranteed to enthrall and entertain all fledgling explorers. They're bright, accessible and mucho fun:

CLASSIC ADVENTURE from Melbourne House 6.95 (for the BBC B, 48K Spectrum and Commodore 64). Great version of the original adventure scenario, in which you battle dragons and bribe trolls. Occasionally tricky, but the problems have been well documented so you shouldn't stay stumped for long.

AFRICA GARDENS from Gilsoft 5.95 (for the Commodore 64 and 48K Spectrum). Old dark house mystery, full of creaking portals and wretched cobwebs, not to be played alone as it positively drips atmosphere. Splendidly spooky.

VELNOR'S LAIR from Quicksilver 6.95 (for the Oric Atmos and 48K Spectrum). Cult sword and sorcery romp that's both mildly devious and deliciously addictive. Hunt down the evil wizard Velnor. Befriend the dwarves. Puzzle over the crocodiles. Neat.

ADVENTURELAND from Adventure International 9.95 (for the Atari range, Commodore 64 and 48K Spectrum). The first of the legendary Scott Adams series, considerably easier than most although still toughish. Also interesting from an historic point of view. A good title to drop at parties.

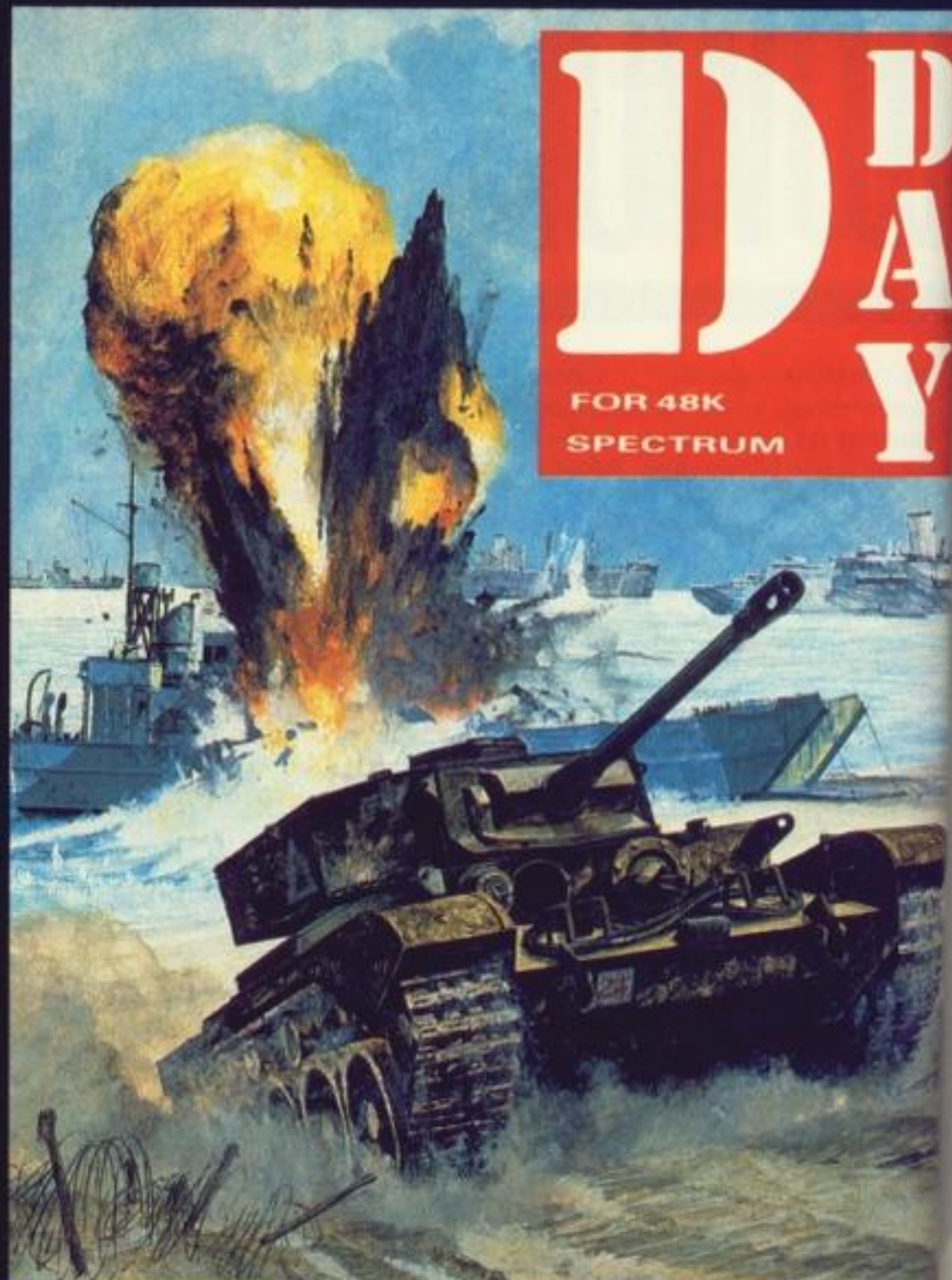
SPOOF from Runesoft 5.50 (for the 48K Spectrum and Commodore 64). Hilarious lampoon of the standard adventure quest, full of witty repartee and totally daft situations. Don't kill the Dragon though! It's not that kinda game.

The New Force in Software

THE GAME OF DEADLY DRIVING
BATTLECARS
FOR 48K SPECTRUM



D DAY
FOR 48K
SPECTRUM



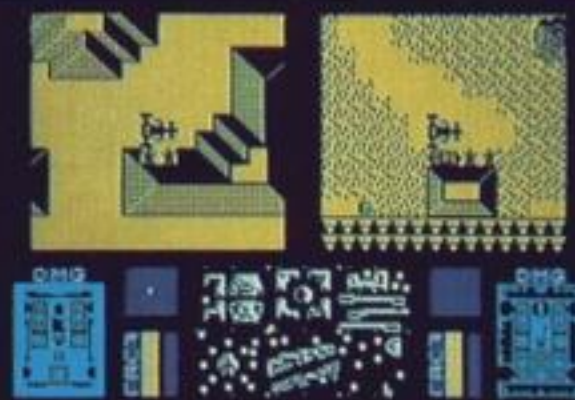
Tower of Despair
48K SPECTRUM



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D-DAY is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. D-DAY offers an enduring tactical challenge to players tired of simple arcade action.

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HE WROTE ONE...

Don't Step On My Gucci Shoes

NICKY XIKLUNA talks to RICHARD CLARKE, Bubble Bus's rising star.



RICHARD CLARKE is just the kind of person needed to dispel the myth that a programmer is a kind of amorphous, whirling pillar of dandruff and spectacles encased in a shiny nylon anorak, which causes a constant crackle of static as he walks.

Richard sports a Lacoste shirt in a stripe, neat and narrow in red, blue and white. His similarly expensive Italian Fila jacket is carefully chosen to carry on the exact stripe and colour in

concentric circles around his body.

Richard (alias 'Mini'), left school this year to become a full-time Bubble Bus programmer. He is seventeen (only just) and has two Commodore titles under his (probably Gucci) belt — *Bumping Buggies* and *Cave Fighter*. His games have been translated into German and Dutch. The working title of his current game is *Speedboat Racer*. Bubble Bus hope to have egged him on enough to have it on the market later this month.

Bumping Buggies are sort of

racing bumper cars. Instead of crashing, you shove other cars off the track. Or jump over them along with other obstacles. (There's a nice 3D effect here — your jumping car appears to lurch out of the screen at you as you look on from above). *Cave Fighter* is a *Manic Miner*-style game with 31 levels and 16 monsters. The sundry pitfalls multiply as you progress, as do the precarious ledges. At about the nineteenth screen these become so small that it's like trying to balance on stilts in size twelve boots. Richard's graphics and action — like his clothes — are neat and smooth. And you

can shoot to kill in all directions. But what about the one that's bubbling under?

'It's a *Pole Position*-style game. You have to compete with other boats around a course of rocks, flags and various signs in order to qualify. I'm enjoying writing it.'

How did he begin?

'About three years ago the games on the market were so terrible and boring that they prompted you to write your own. I wanted to learn at school. But we spent more time in the classroom than on the computers. I knew more than my teachers did. Straight up! We did an awful lot on punch cards. No programming. More like history lessons really.'

And the first published prog?

'I saw a new shop in Tonbridge and went in. It was Bubble Bus. They were a friendly lot and showed me around anyway. Later they bought *Bumping Buggies*.'

Will he be branching out from the Commodore to write for any of the new machines? 'I'm disappointed with the newcomers. I think that new should mean better. Nothing yet has surpassed the Commodore's sprites and sound. However, I think that MSX is a passable games machine, and I'll probably write for that. But then, it's really the same video chip as the Texas, with slightly improved sound.'

So what's his dream rig, then?

'Um...an Apple IIe with two disc drives and...everything else. Especially a modem. And all American software.'

Fancy a bit of hacking then?

'Oh yeah. I'd like to break into a missile defence base. Not for sabotage reasons, but because it's the most difficult. I fancy the sheer challenge.'





The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeur, Heinrich and Reichsmuller. The badge pressed into your hand on the station at _____ . And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.

LOADING TIME	5½ minutes.	MICRODRIVE	X/FER FUNCTION
LOCATIONS	100+	FUN FACTOR	8
LEVEL	?		
SOUND	Beep Beep		

HINTS

Watch your back, try not to get killed and mind your language.

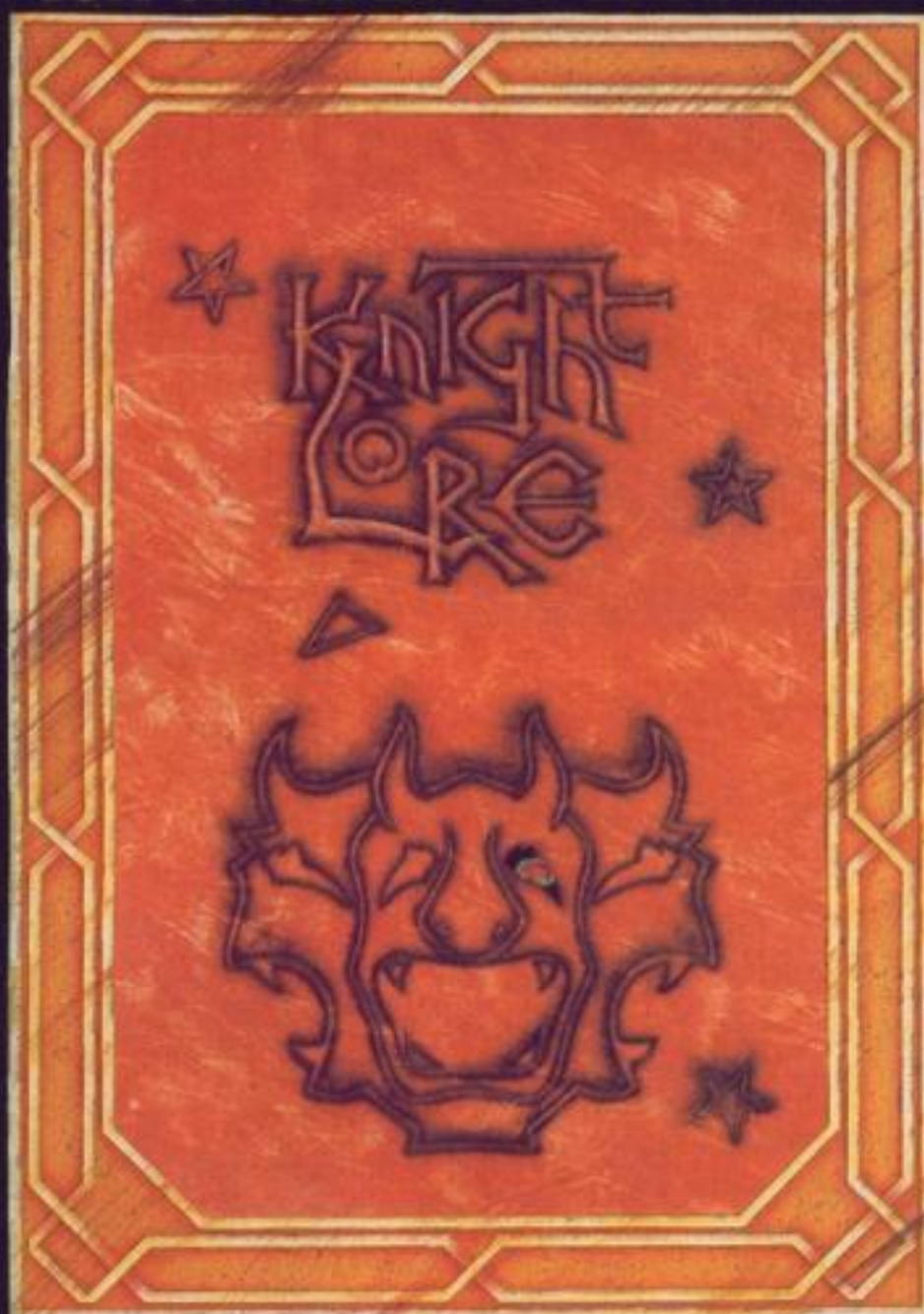
The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.

© RamJam Corporation 1984.

(Although why we bother heaven only knows).

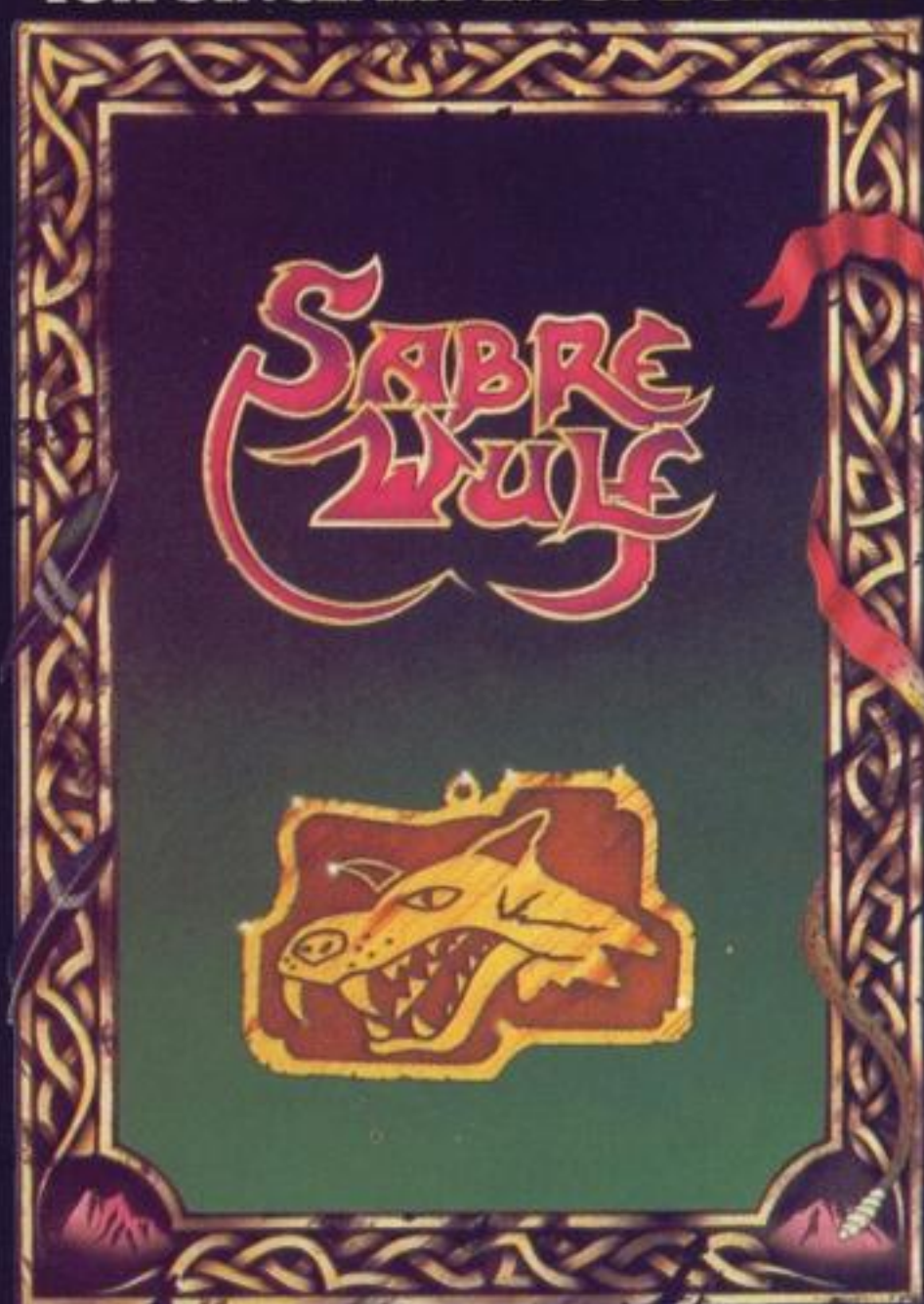


48K SINCLAIR ZX SPECTRUM

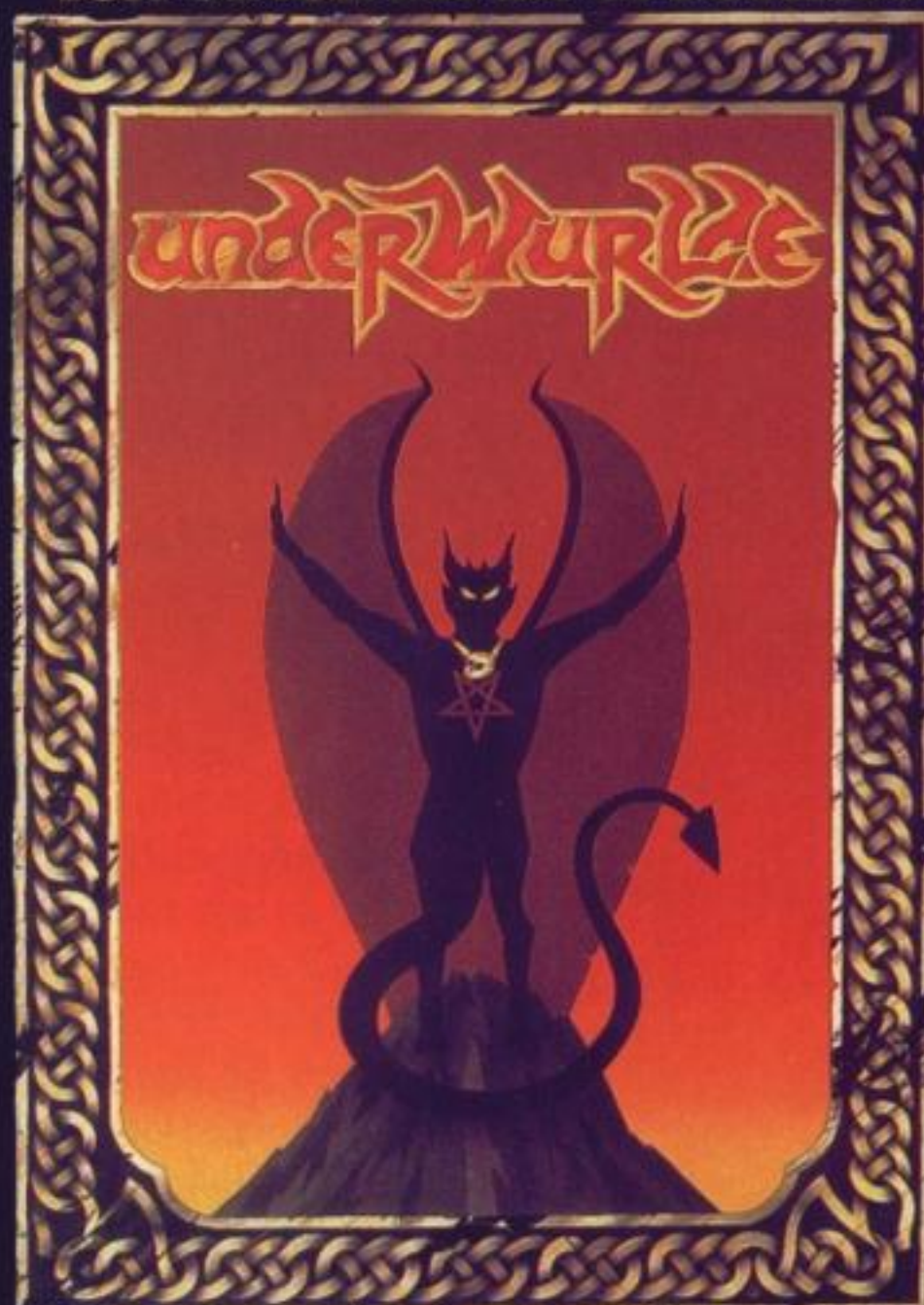


BBC MODEL B 1.2 OS

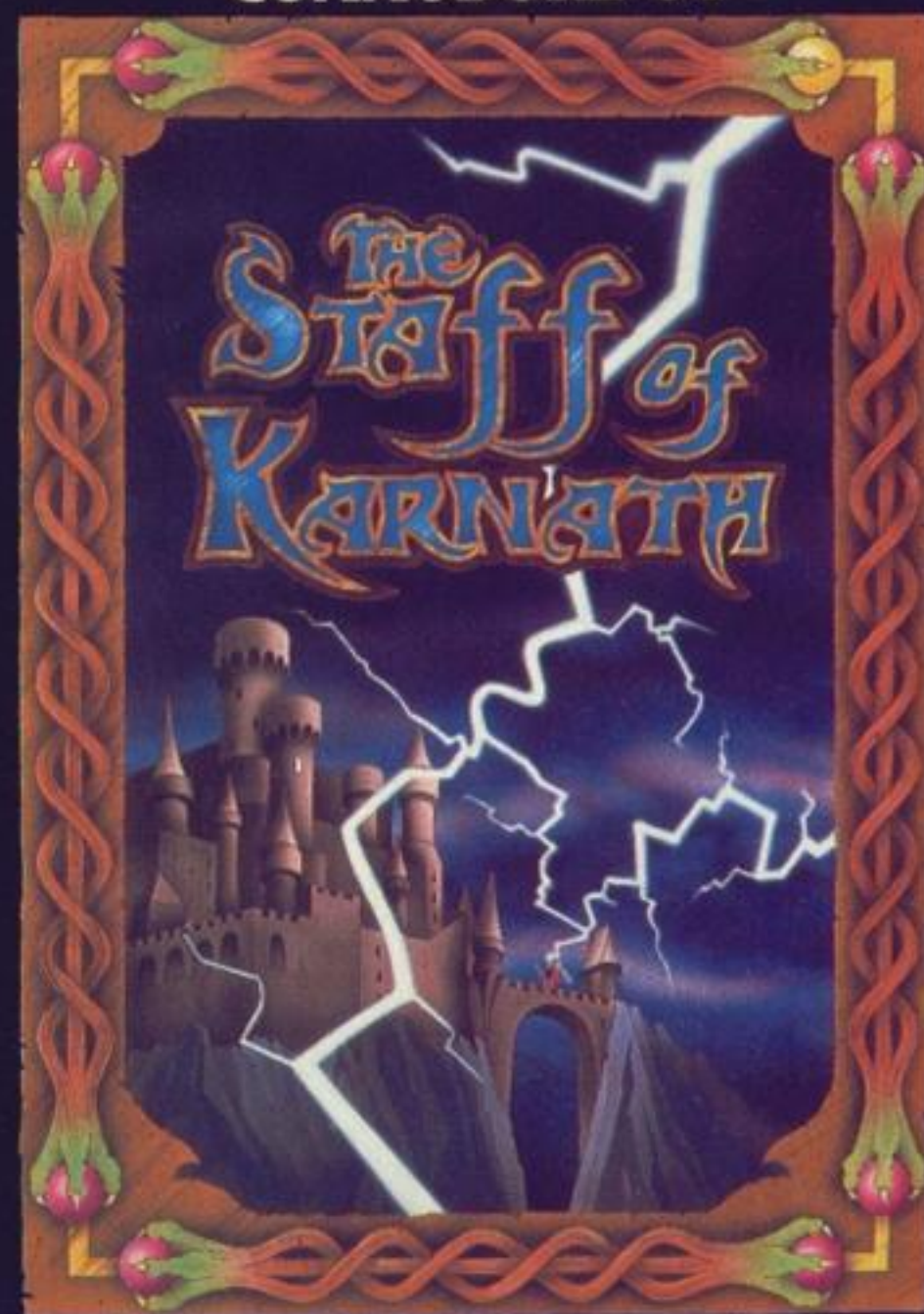
48K SINCLAIR ZX SPECTRUM



48K SINCLAIR ZX SPECTRUM



COMMODORE 64

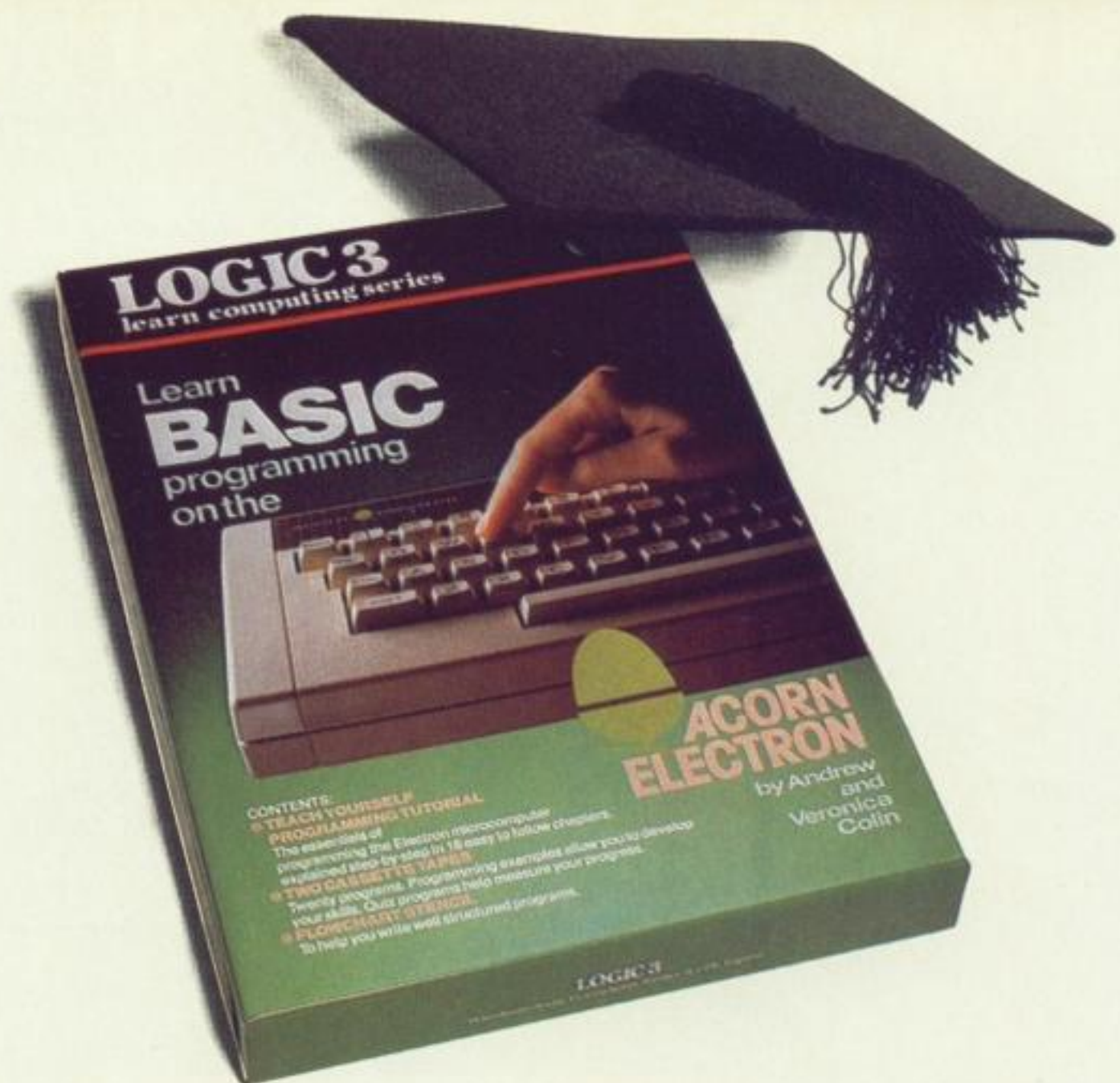


"KNIGHTLORE", "UNDERWURLDE", "SABRE WOLF", and "STAFF OF KARNATH" recommended retail price £9.95 inc VAT. Available from W.H.SMITH, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&P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

48K SINCLAIR ZX SPECTRUM



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Mouse Mouse

FOR Amstrad CPC 464
from J. Gilbert

There's no rest for a rodent these days. When all you want to do is get back to your nice snug hole, and curl up with a copy of *Mouse and Garden*, you find yourself dodging ruthless security guards. I mean, what did you ever do to deserve it. A few bits of mouldy cheese, no-one missed them, but all of a sudden there's a price on your head. Still at least you've got a very good friend on the top floor, just waiting to open your front door for you...

```
10 let=0: LET lev=0:tim=100:MODE 1
20 LET S=1:GOTO 170
30 CLS:RESTORE: FOR f=1 TO 39
40 LOCATE f,3:PRINT CHR$(233)
50 LOCATE f,8:PRINT CHR$(233)
60 LOCATE f,12:PRINT CHR$(233)
70 LOCATE f,15:PRINT CHR$(233)
80 LOCATE f,20:PRINT CHR$(233)
90 LOCATE f,25:PRINT CHR$(233)
100 NEXT f
110 LOCATE 16,7:PRINT CHR$(198):LOCATE 1
15,6:PRINT CHR$(199):LOCATE 16,5:PRINT CH
R$(196):LOCATE 17,6:PRINT CHR$(197)
120 LOCATE 39,7:PRINT CHR$(225)
130 FOR f=8 TO 11:LOCATE 20,f:PRINT CHR$
(220):NEXT f
140 FOR f=12 TO 14:LOCATE 2,f:PRINT CHR$
(220):NEXT f
150 FOR f=15 TO 19:LOCATE 30,f:PRINT CHR
$(220):NEXT f
160 FOR f=20 TO 24:LOCATE 10,f:PRINT CHR
$(220):NEXT f
170 SYMBOL AFTER 189
180 FOR f=200 TO 211
190 READ a,b,c,d,e,l,g,h
200 SYMBOL f,a,b,c,d,e,l,g,h
210 NEXT f
220 DATA 0,0,0,0,0,0,0,0,2,1,0,0,0,0,0,3
,0,0,0,0,0,112,112,32,120,164,36,96,80,2
08,156,132
230 DATA 0,0,0,0,1,1,0,0,0,0,3,0,0,0,0,3
,0,0,0,0,192,192,128,192,224,208,224,192
,192,192,192,192
240 DATA 0,0,0,0,0,28,92,72,62,9,9,56,68
,66,193,7,0,0,0,0,0,0,0,0,0,0,0,0,0,0
0
250 SYMBOL 220,195,255,195,255,195,255,1
```

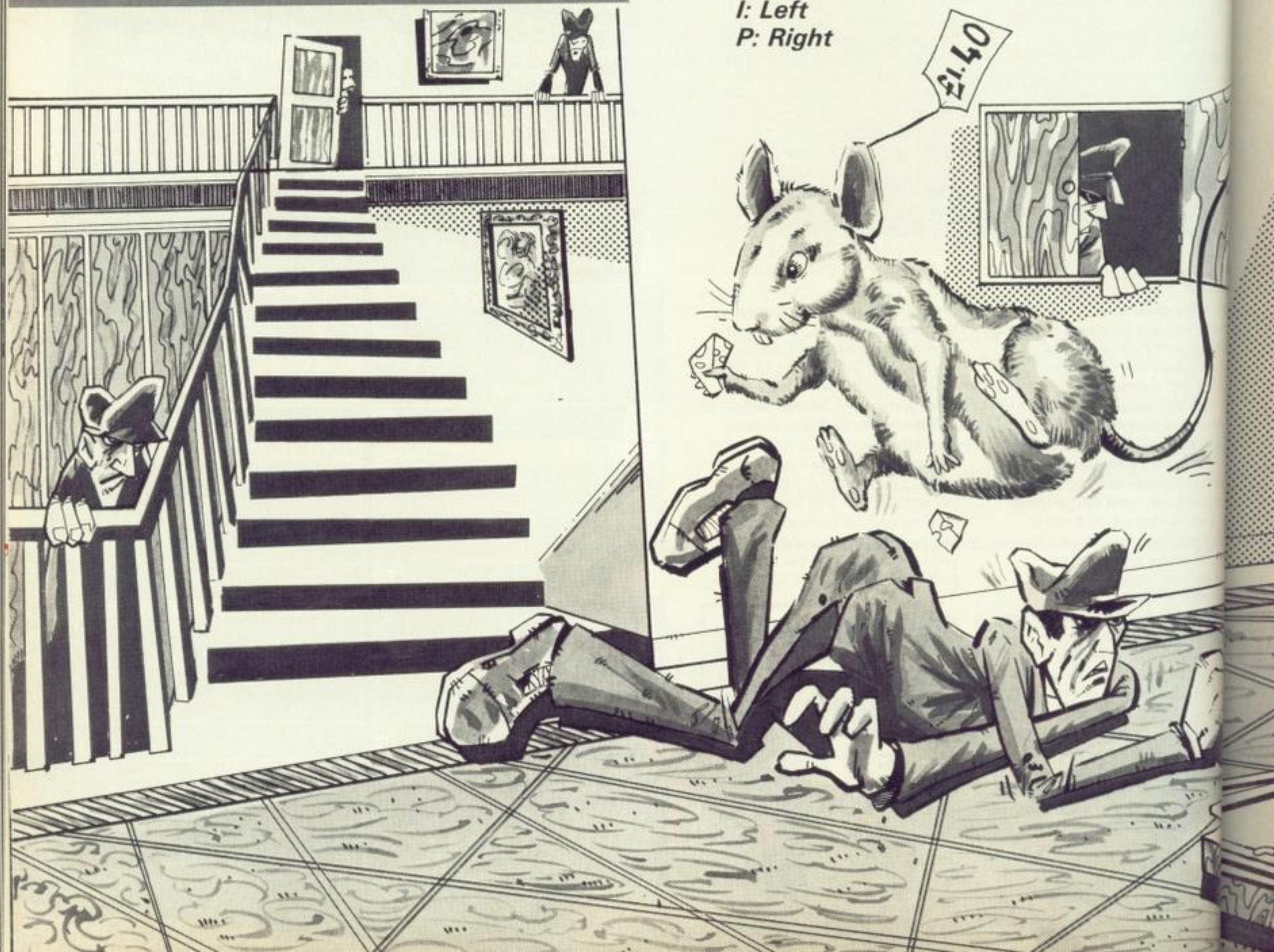
Controls:

Q: Up

A: Down

I: Left

P: Right




```

95,255
260 IF S=1 THEN GOTO 610
270 LET mox=2:LET mouy=24
280 LET a$=CHR$(200)+CHR$(202)+CHR$(201)+CHR$(203)
290 LET b$=CHR$(204)+CHR$(206)+CHR$(205)+CHR$(207)
300 LET c$=CHR$(208)+CHR$(210)+CHR$(209)+CHR$(211)
310 FOR a=37 TO 1 STEP-1
320 LOCATE 1,1:PRINT "TIME:"tim
330 IF lev=1 THEN GOSUB 910
340 IF INKEY$="i" AND mox>1 THEN LET mox=mox-1
350 FOR f=0 TO 2
360 IF INKEY$="p" AND mox<38 THEN LET mox=mox+1
370 IF mouy=7 THEN GOSUB 1000
380 IF INKEY$="i" AND mox>1 THEN LET mox=mox-1
390 FOR g=1 TO 3:IF INKEY$="q" THEN GOSUB 810:NEXT g
400 IF lev=1 THEN GOSUB 910
410 FOR g=1 TO 3:IF INKEY$="a" THEN GOSUB 860:NEXT g
420 IF f=0 THEN LET q$=a$
430 IF f=1 THEN LET q$=b$
440 IF f=2 THEN LET q$=c$
450 LOCATE a,10:PRINT LEFT$(q$,2):LOCATE a,11:PRINT RIGHT$(q$,2)
460 LOCATE a,18:PRINT LEFT$(q$,2):LOCATE a,19:PRINT RIGHT$(q$,2)
470 IF lev=1 THEN GOSUB 910
480 LOCATE mox,mouy:PRINT " ";CHR$(224);" "
490 IF a=29 THEN LOCATE 30,19:PRINT CHR$(220):LOCATE 30,18:PRINT CHR$(220)
500 IF a=19 THEN LOCATE 20,11:PRINT CHR$

```

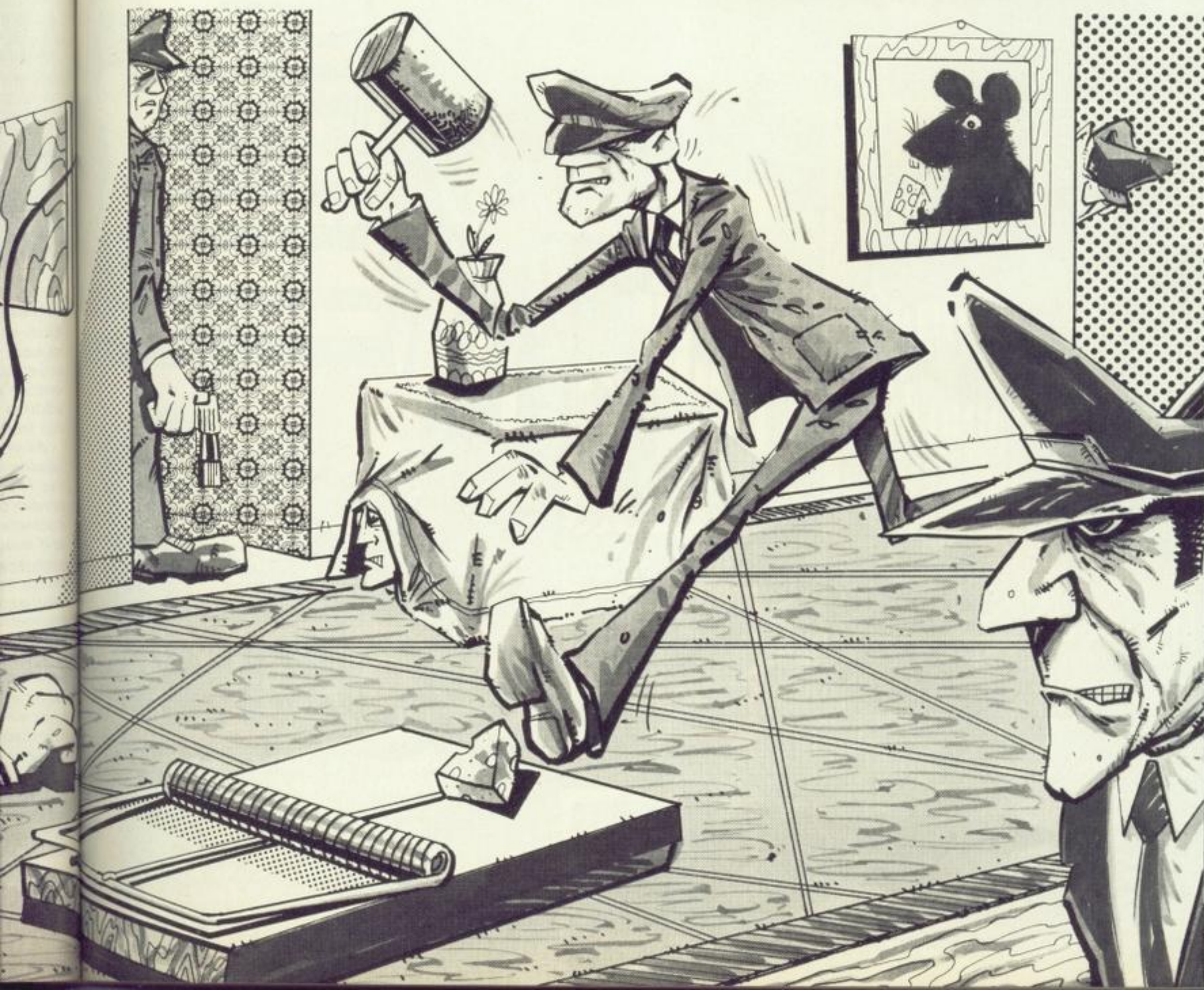
```

(220):LOCATE 20,10:PRINT CHR$(220)
510 IF mox=10 AND mouy=24 THEN LOCATE mox,mouy:PRINT CHR$(220)
520 IF mox=8 AND mouy=24 THEN LOCATE mox+2,mouy:PRINT CHR$(220)
530 IF RND>0.7 THEN LET tim=tim-1:IF tim=0 THEN GOTO 940
540 NEXT f
550 NEXT a
560 LOCATE 1,10:PRINT " "
570 LOCATE 1,18:PRINT " "
580 LOCATE 1,11:PRINT " "
590 LOCATE 1,19:PRINT " "
600 GOTO 310
610 BORDER 15:INK 0,10
620 PRINT " 00 00 000000 00 00 000000
000000 00 00 000000 00 00 00
00 000000 00 00 00 00 000000
00000 000000 00 00 00 00 00
00 00 00 000000 000000 000000
000000 00 00 000000 000000 000000
000000"
630 PRINT
640 PRINT "
650 PRINT:PRINT "
660 PRINT "*****
*****"
670 FOR g=12 TO 22:LOCATE 1,g:PRINT "*":LOCATE 40,g:PRINT "*:NEXT g
680 LOCATE 1,23:PRINT "*****
*****"
690 LOCATE 15,12:PRINT "INSTRUCTIONS"
700 PRINT "You are a mouse who must reach his
**hole on the top floor of an old house.**WATCH OUT FOR THESE CREATURE
S: "

```

MOUSE"
BY JASON GILBERT

CONTINUED OVER PAGE



HOUSE MOUSE for Amstrad CPC 464

Battle throughTime

ANIROG

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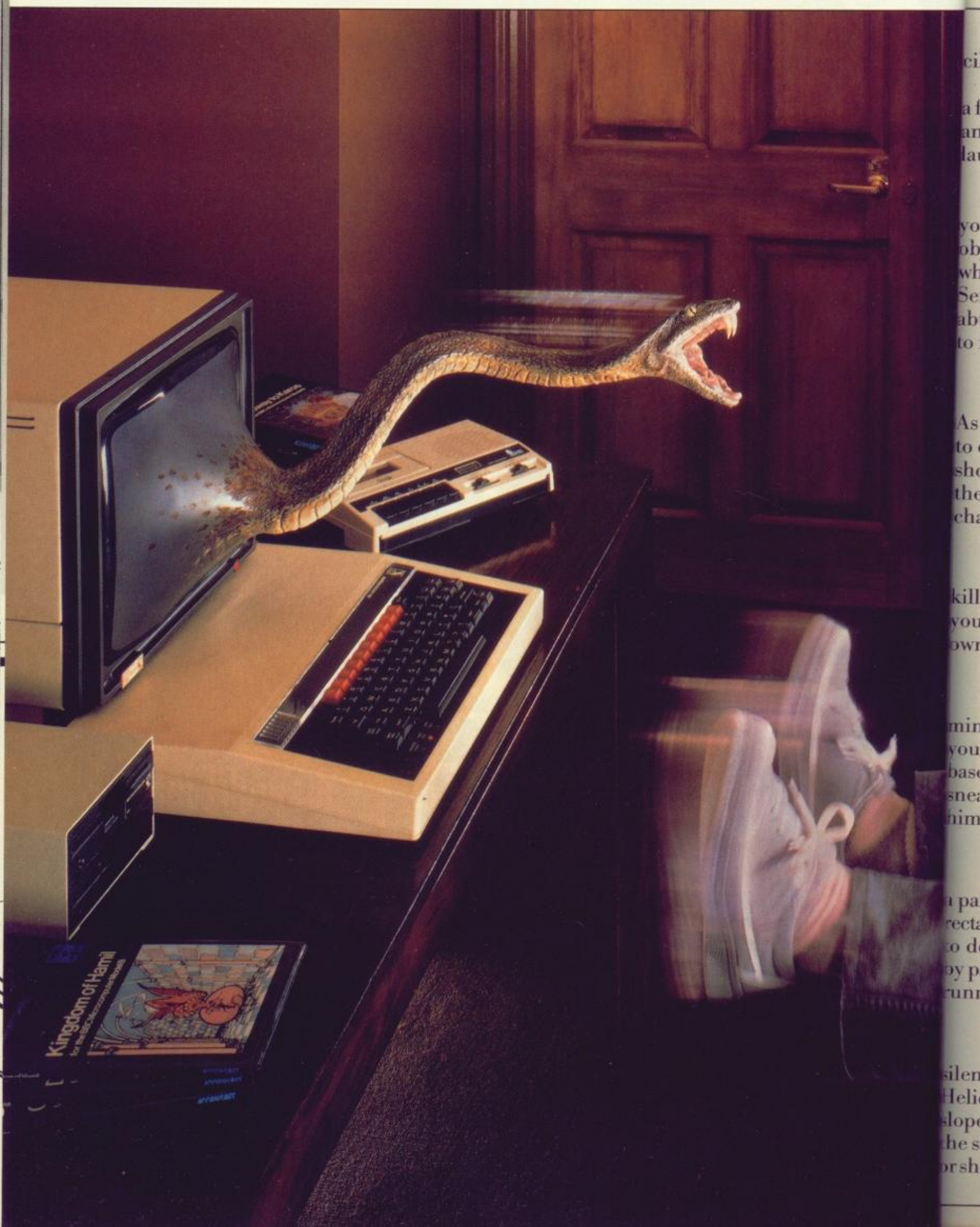
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CAVE FIGHTER



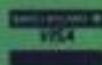
Run and jump your way through 31 increasingly more difficult caves. Your object – to destroy the many aliens that inhabit them. (Beware of Spitting Flowers and Rope Snappers.) Time is your other enemy, so don't waste it!



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COLOUR CAPABILITIES: 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).

OPERATING SYSTEM: 24K ROM including Atari Basic programming language and a self diagnostic test program.

KEYBOARD: Full stroke design with 62 keys including help key and 4 special function keys, international character set and 29 graphics keys.

SOUND: 4 independent sound synthesizers each capable of producing music across a 3 1/2 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. Full on-screen editing is available as well as syntax checking on entry.

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.

SOFTWARE: Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.

2. **ATARI 800 48K COMPUTER - £69:** We have a limited number of the Mk1 model 800 computer with 48K. The price is £69 (as a games machine) or £99 with the Basic Programmer Kit (Basic cartridge & 2 manuals). Both come with a full 12 months guarantee.

3. **ATARI 1010 PROGRAM RECORDER - £34:** For low cost storage and retrieval capability. Data transmission 600 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Also included is built in accidental erasure prevention and automatic shutoff after each program as well as a 3 digit tape counter.

4. **ATARI 1050 DUAL DENSITY DISK DRIVE - £199:** 5 1/4" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3. All customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Disks recorded on both sides.

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6. **ATARI 1027 LETTER QUALITY PRINTER - £249:** For word processing letters in professional type. Print speed of 20 chars per second.

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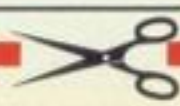
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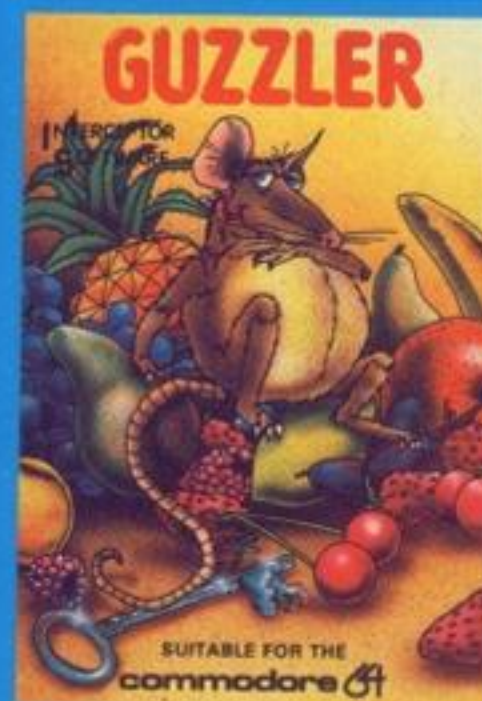
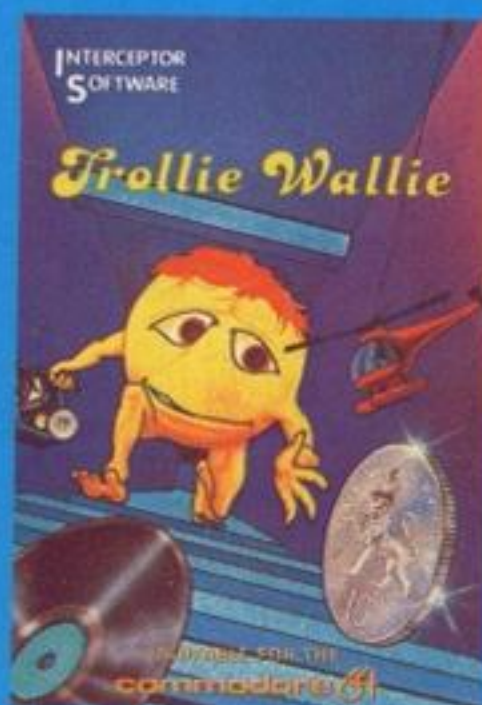
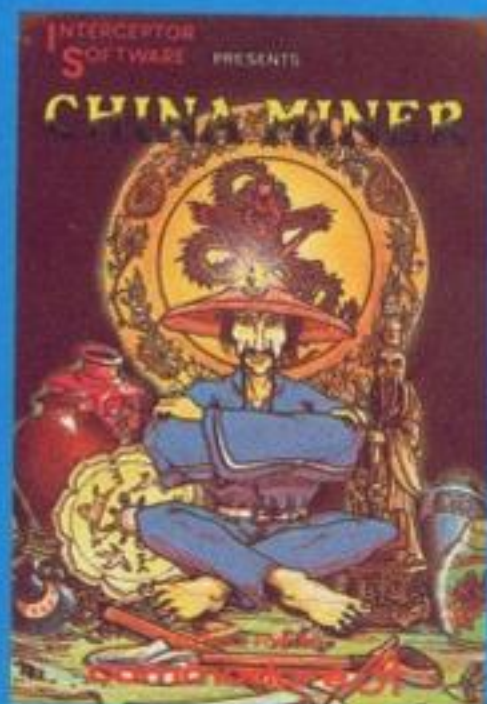


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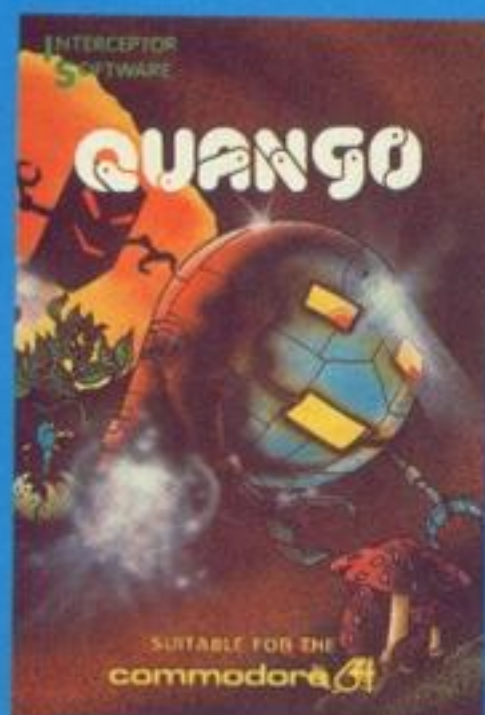
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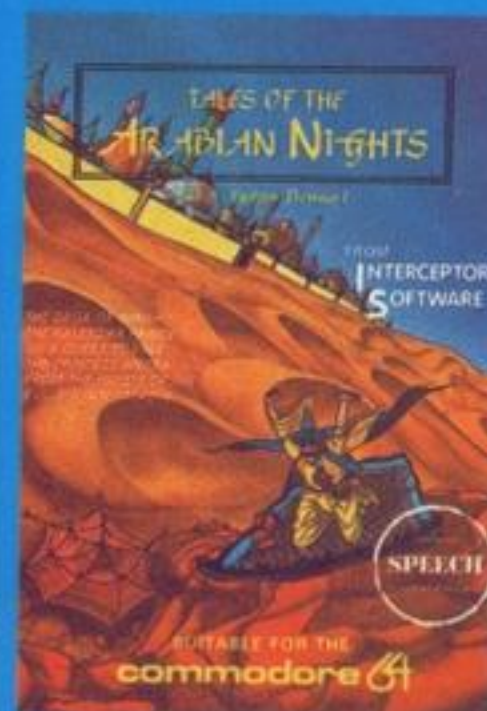
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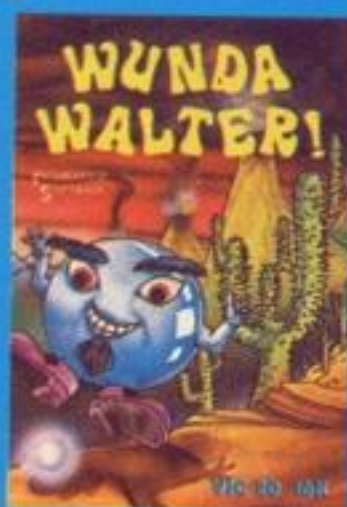
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CHARTS

GAMES TOP 20

KEY **N** = NEW ENTRY **R** = RE-ENTRY **K** = BIG K RAVE

THIS MONTH	LAST MONTH				
1	1	DALEY THOMPSON'S DECATHLON (Ocean)	Spectrum/Commodore 64	£7.90	
2	2	FULL THROTTLE (MicroMega)	Spectrum	£6.95	
3	10	MONTY MOLE (Gremlin Graphics)	Spectrum/Commodore 64	£6.95/£7.95	
4	4	TORNADO LOW LEVEL (Vortex)	Spectrum	£5.95	
5	8	BEACH HEAD (US Gold)	Spectrum/Commodore 64	£7.95/£9.95	
6	N	K AVALON (Hewson)	Spectrum	£7.95	
7	6	MATCH POINT (Psion)	Spectrum	£7.95	
8	7	K LORDS OF MIDNIGHT (Beyond)	Spectrum	£9.99	
9	3	K SABRE WOLF (Ultimate)	Spectrum	£9.95	
10	5	JET SET WILLY (Software Projects)	Spectrum	£5.95	
11	R	K FOOTBALL MANAGER (Addictive)	Spectrum/Commodore 64/BBC	£6.95/£7.95	
12	N	KOKOTINI WILF (Elite)	Spectrum/Commodore 64	£5.95/£6.95	
13	N	K SHERLOCK (Melbourne House)	Spectrum	£14.95	
14	N	AMERICAN FOOTBALL (Argus Press)	Spectrum	£9.95	
15	9	DECATHLON (Activision)	Commodore 64	£9.99	
16	12	RAPSCALLION (Bug-Byte)	Spectrum	£6.95	
18	R	K PSYTRON (Beyond)	Spectrum	£7.95	
19	N	CHARTBUSTER (Alligata)	Commodore 64/BBC	£9.95	
20	20	JACK AND THE BEANSTALK (Thor)	Spectrum	£5.95	

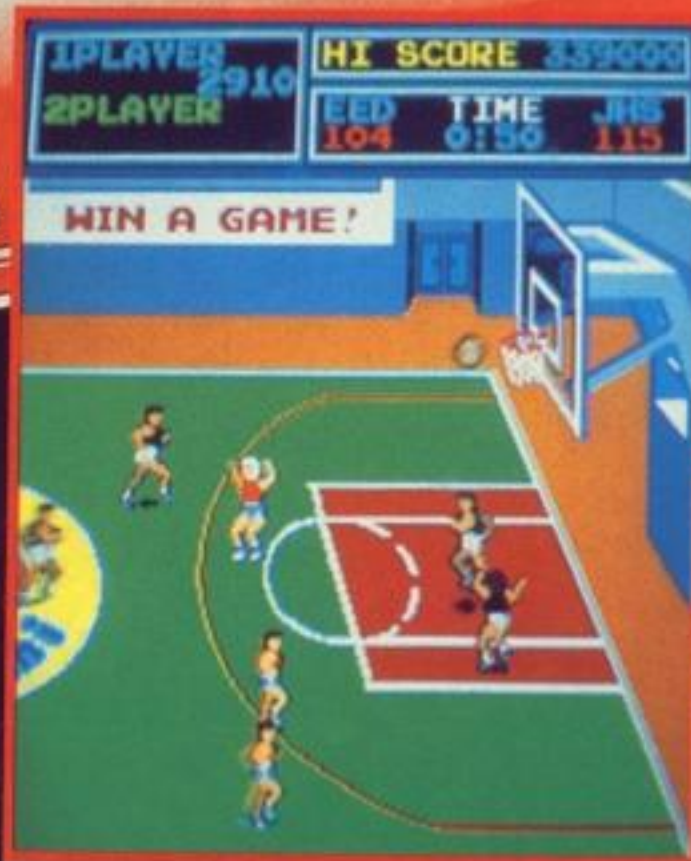
SPECTRUM TOP 20

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ARCADE ALLEY



THE TIGER AND THE



Muscles, to DAVID DORRELL, are oval purply jobs you find on the beach. Which made *Super Basketball* a bit of a toughie to handle. . .

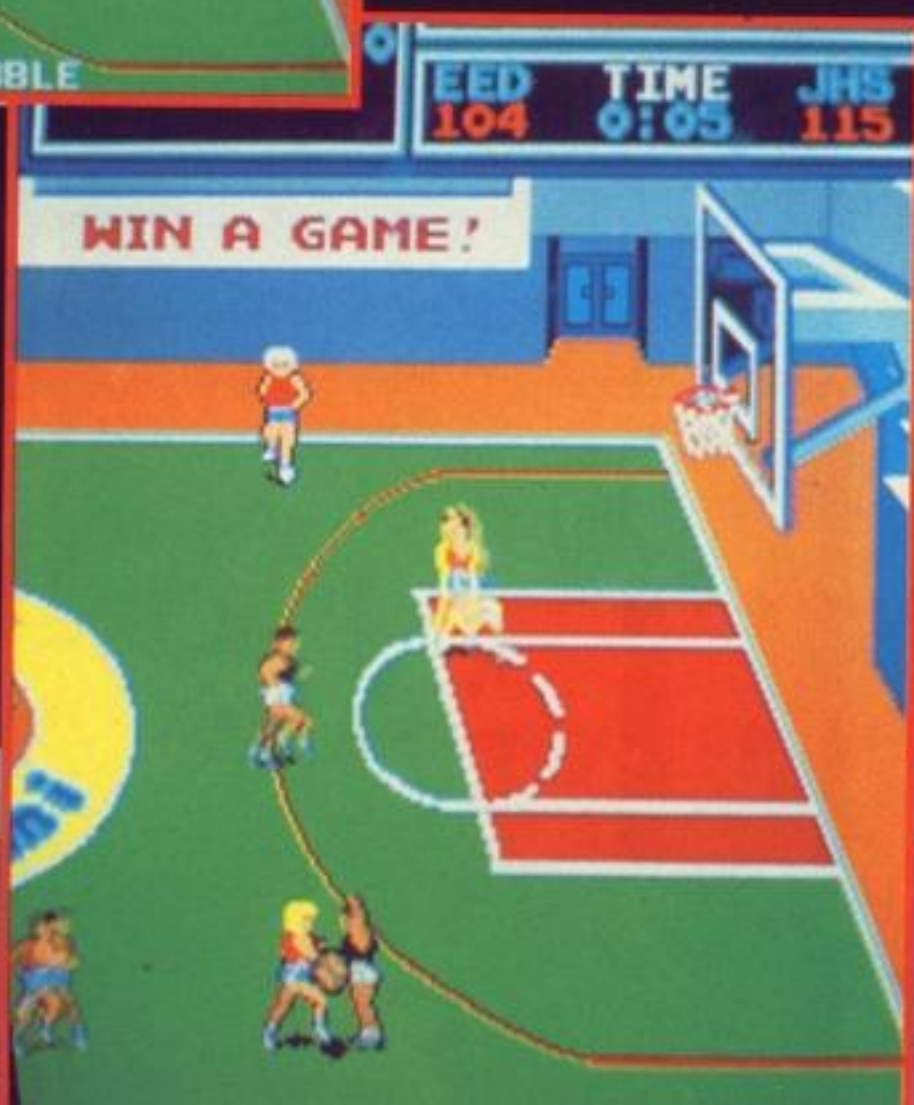
SUPER BASKETBALL

HAVING BEEN a prize slouch at anything involving kit or, God forbid, outdoor physical activity, the new spate of sports-based arcade action made me feel distinctly uneasy. There was a troubling irony here . . .

At first, games like *Track & Field* were like poor relations, with flat cartoon figures barely evolved from the little yellow blobs that

used to munch their way across the screens. And while one could make a plausible case for space games being a good, honest substitute for aimless violence, the sports games seemed to be only a substitute for aimless sports. Intellectuals like myself come to arcades to escape just these sorts of useless activity.

More of an obstacle was the fact that the games are often American, and thus



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K1-85



NOAH'S



```

10 DATA 1,6,6,6,8,9,8,9,6,4,1,4
20 FOR F=1 TO 12: READ Z:NEXT F
50 GOSUB 5000
70 GOSUB 2000
80 POKE 618,10
90 H=200
95 DF=150:DA=0:M=5:LG=0:T=0:A=0:K=0
100 REM **** INITIAL.
105 GOSUB 1000
110 X=28:Y=19:X1=X:Y1=Y
120 FLOOD=27
130 C=0:D=0
180 GOTO 500
199 REM **** BUILD ****
200 K=K+1:SHOOT
210 IF K=1 THEN PLOT 31,19,"e"
211 IF K=2 THEN PLOT 32,19,"f"
212 IF K=3 THEN PLOT 33,19,"g"
213 IF K=4 THEN PLOT 34,19,"h"
214 IF K=5 THEN PLOT 31,18,"i"
215 IF K=6 THEN PLOT 32,18,"j"
216 IF K=7 THEN PLOT 33,18,"k"
217 IF K=8 THEN PLOT 34,18,"l":GOTO 230
220 A=0:RETURN
230 RESTORE:FOR N=1 TO 12:READ P:MUSIC3,4,P
,10:MUSIC2,2,P,10
231 MUSIC1,1,P,9:PLAY 7,0,5,1000
232 WAIT 20:PLAY 7,0,4,1000:WAIT 5

```

```

233 NEXT N:WAIT 100:PLAY 0,0,0,0
235 GOSUB 3000:WAIT 100
240 PLOT 11,3,CHR$(6)+CHR$(10)+"WELL DON
E"
241 PLOT 11,4,CHR$(11)+CHR$(10)+"WELL DON
E"
242 LG=LG+100
243 DF=DF-20:DA=DA+.02:T=0:A=0:K=0
245 PLOT 3,7,CHR$(12)+"STAND BY FOR ANOT
HER SCREEN":WAIT 300:GOTO 100
299 REM **** STRUCK ****
300 ZAP:PLAY 0,0,0,0:FOR Z=13 TO N:PLOT 11,Z
,"":NEXT Z
310 M=M-1:PLOT 15,M,9,"":IF M=0 THEN 610
315 X=28:C=0:D=0
320 GOTO 550
499 REM ***** LOOP *****
500 REPEAT:T=Y+1
510 PLOT X,Y,CHR$(112+D)
515 IF X=8 AND C=0 THEN PING:C=1
517 IF X=28 AND C=1 THEN C=0:LG=LG+1:PLOT 7,9
,STR$(LG):A=A+1
518 IF RND(1)>.05+D THEN 550
520 LI=INT(RND(1)*11)+12
530 FOR N=13 TO 19:[FSCRN(LI,N)<>32 THEN 300
540 PLOT LI,N,"s":PLAY 0,0,0,0:NEXT N:FOR N
=13 TO 19:PLOT LI,N,"":NEXT N
550 P=PEEK(520)

```

```

551 IF P=172 AND X>6 THEN X=X-1:D=0
553 IF P=188 AND X<28 THEN X=X+1:D=1
570 PLOT X1,Y1,"":X1=X:Y1=Y
580 IF T=DF THEN FLOOD=FLOOD-1:PLOT 0,FLOOD
,20:T=0
590 IF A=1 THEN GOSUB 200
600 UNTIL FLOOD=20
610 EXPLODE:PLOT 13,3,CHR$(14)+"GAME OVE
R"
620 PLOT 13,4,CHR$(14)+"GAME OVER"
630 IF LG>M THEN M=LG:PLOT 10,6,"A NEW HI
GH SCORE?"
640 PLOT 10,8,"ANOTHER GAME (Y/N)?"
650 REPEAT:GET A$:UNTIL A$="Y" OR A$="N"
660 IF A$="Y" THEN 95
670 IF A$="N" THEN POKE 618,3:ZAP:END
1000 REM **** SCREEN *****
1010 PAPER 0:[NK]:CLS
1020 PLOT 0,9,17:FOR F=20 TO 26:PLOT 0,F,18:
NEXT F
1030 PLOT 11,12,7:PLOT 23,12,0:CLOUD
1040 FOR F=17 TO 18:PLOT 0,F,2:PLOT 5,F,7:NE
XT F:PLOT 0,19,5:PLOT 5,19,7:WOOD
1050 PLOT 1,17,"abab":PLOT 1,18,"abab":PL
OT 1,19,"eded"
1055 PLOT 29,18,1
1060 PLOT 29,19,CHR$(3)+"r"
1080 PLOT 12,12,"mmmmmmmmmm"

```

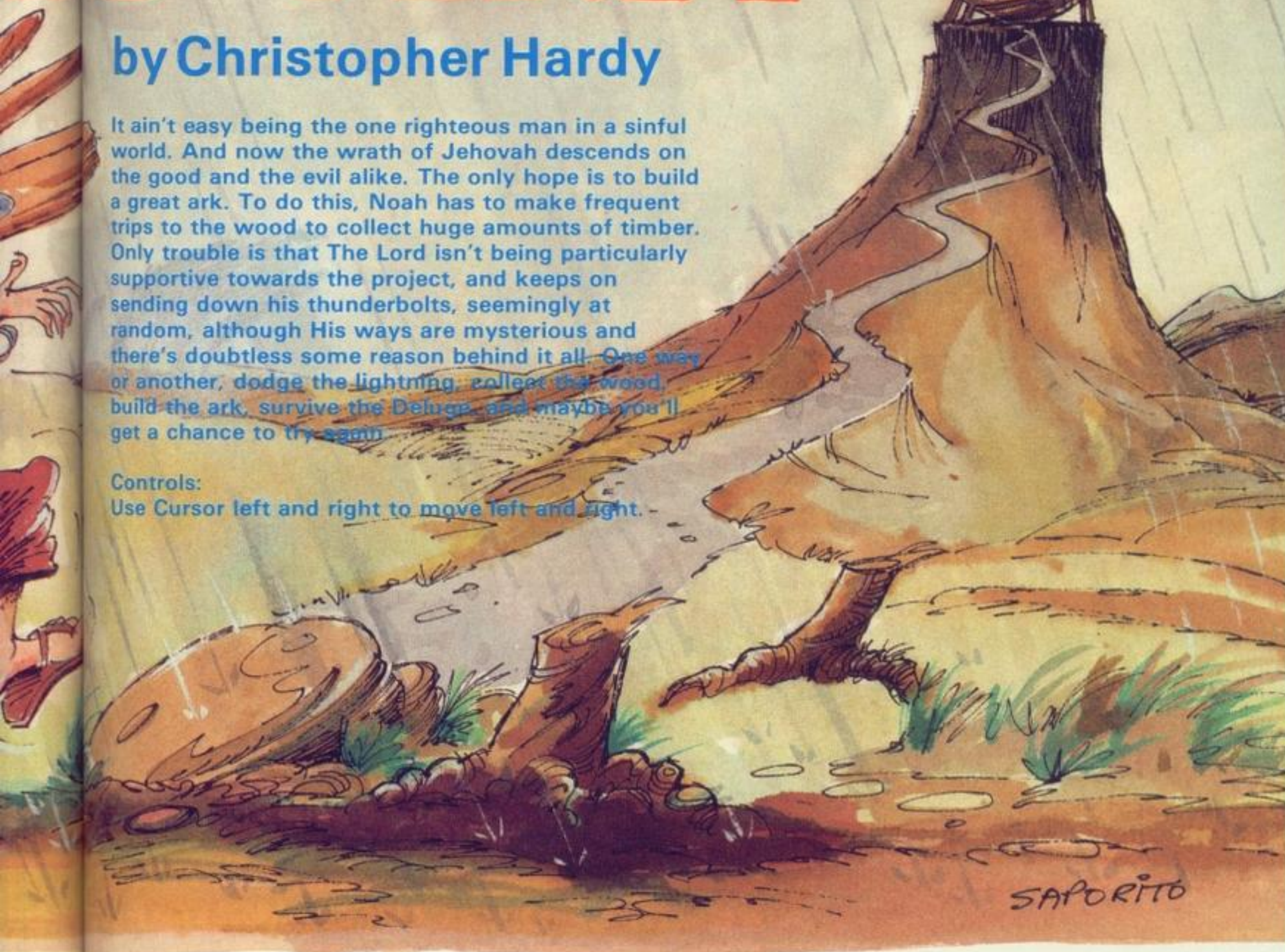

NOAH'S ARK

by Christopher Hardy

It ain't easy being the one righteous man in a sinful world. And now the wrath of Jehovah descends on the good and the evil alike. The only hope is to build a great ark. To do this, Noah has to make frequent trips to the wood to collect huge amounts of timber. Only trouble is that The Lord isn't being particularly supportive towards the project, and keeps on sending down his thunderbolts, seemingly at random, although His ways are mysterious and there's doubtless some reason behind it all. One way or another, dodge the lightning, collect the wood, build the ark, survive the Deluge, and maybe you'll get a chance to try again.

Controls:

Use Cursor left and right to move left and right.



```
1090 PLOT11,11,CHR$(7)+ "abababababb"
1100 PLOT2,9,"LOGS=" :PLOT25,9,"HIScore="

1105 PLOT33,9,STR$(H1)
1110 FORN=1TO26:READZ:G=46080+(8*Z)
1120 FORF=0TO7:READD:POKEG+F,D
1130 NEXTF,N
2050 DATA97,0,6,15,15,31,63,61,30
2060 DATA98,16,56,60,62,54,47,62,60
2070 DATA99,15,5,3,1,1,1,3,63
2080 DATA100,52,40,46,32,32,32,46,63
2090 DATA101,16,31,8,15,4,3,1,0
2095 DATA102,33,63,8,63,33,63,2,63
2100 DATA103,2,63,16,63,2,63,4,63
2110 DATA104,9,63,18,62,12,56,8,48
2115 DATA105,0,0,0,0,32,48,56,63
2120 DATA106,0,0,15,31,16,21,20,63
2130 DATA107,0,0,62,63,1,21,1,63
2140 DATA108,0,0,0,0,0,1,3,63
2150 DATA109,63,62,29,29,11,15,3,1
2160 DATA110,63,63,59,59,55,46,63,51
2170 DATA111,63,61,61,43,46,30,60,48
2180 DATA112,24,28,44,60,46,46,46,46
2190 DATA113,6,14,13,15,29,29,29,29
2200 DATA114,63,41,57,41,57,41,57,41
```

```
2210 DATA115,4,8,20,34,34,6,5,5
2220 DATA116,48,16,16,25,14,14,10,10
2230 DATA117,0,0,52,30,15,15,9,9
2240 DATA118,0,4,12,4,6,14,14,29
2250 DATA119,0,24,9,15,15,17,9,2
2260 DATA120,0,0,12,4,8,16,18,12
2270 DATA121,12,12,31,63,47,31,15,9
2280 DATA122,14,1,13,18,12,30,30,18
2300 RETURN
3000 REM **** ANIMALS ****
3005 PLOT34,19," " :PING
3010 FORN=1TO7:FORZ=37TO34STEP-1
3020 PLOTZ,19,CHR$(115+N)
3030 PLAY0,0,0,0:WAIT20
3040 PLOTZ,19," " :NEXTZ
3050 WAIT20:NEXTN
3060 WAIT50:PLOT34,19,"H" :SHOOT
3070 RETURN
5000 REM *** INSTRUCTIONS ***
5010 PAPER0:INK6:CLS
5020 FORF=1TO7:PRINT:NEXTF
5030 PLOT10,3,CHR$(10)+CHR$(1)+ "Noahs A
rk"
5040 PLOT10,4,CHR$(10)+CHR$(3)+ "Noahs A
rk"
5050 PRINT:PRINT "The wrath of God is up
on you!"
5060 PRINT "You as Noah,must run to the
```

```
wood,"
5070 PRINT "gather logs and return to yo
ur yard"
5080 PRINT "where you can build your ark
."
5090 PRINT:PRINT "Unfortunately your tas
k is made more"
5100 PRINT "difficult by random flashes
of"
5110 PRINT "lightning,which God in his i
renzy"
5120 PRINT "huris down indiscriminately!"
"
5130 PRINT "You have five lives-lost eac
h time"
5140 PRINT "you are struck by lightning.
"
5150 PRINT:PRINT "Each time you complete
a screen"
5160 PRINT "the storm gets heavier-with
all that"
5170 PRINT "entails!?"
5175 PRINT:PRINT "Use left and right cur
sor keys."
5180 PLOT1,25,"Press any key to start.G
od Luck!"
5190 GETA$:PING:RETURN
22115 DATA105,0,51,18,18,18,51,2,62
```

NOAH'S ARK for Oric1/Atmos

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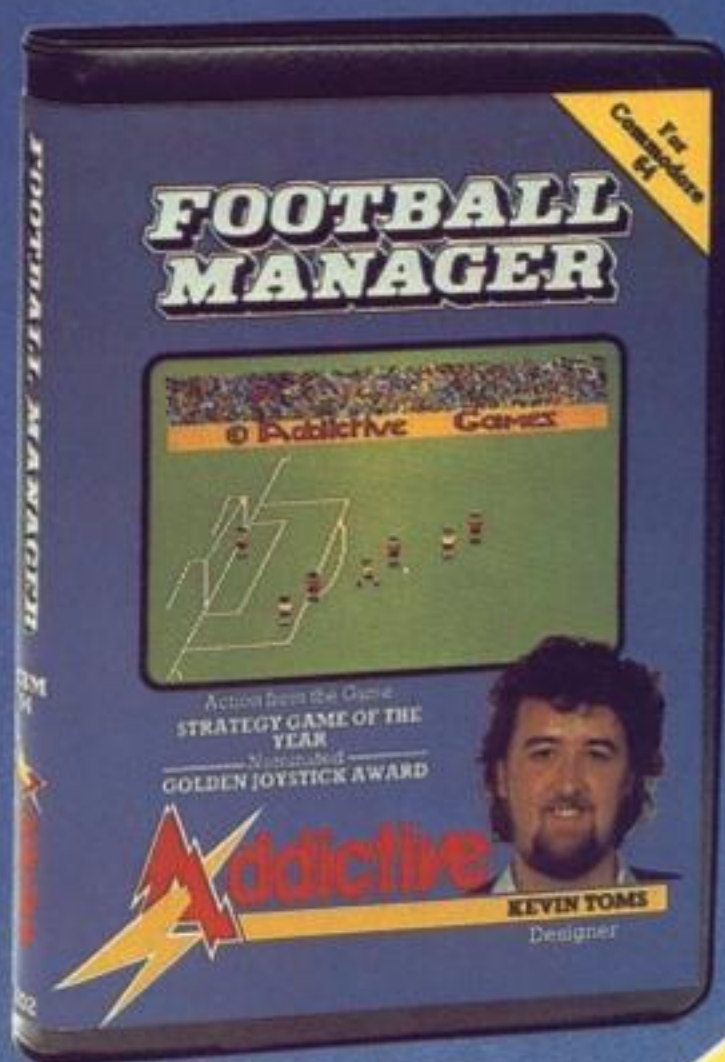
by KEVIN TOMS

"Absorbing and realistic – Highly recommended" – *Sunday Times*, February 1984

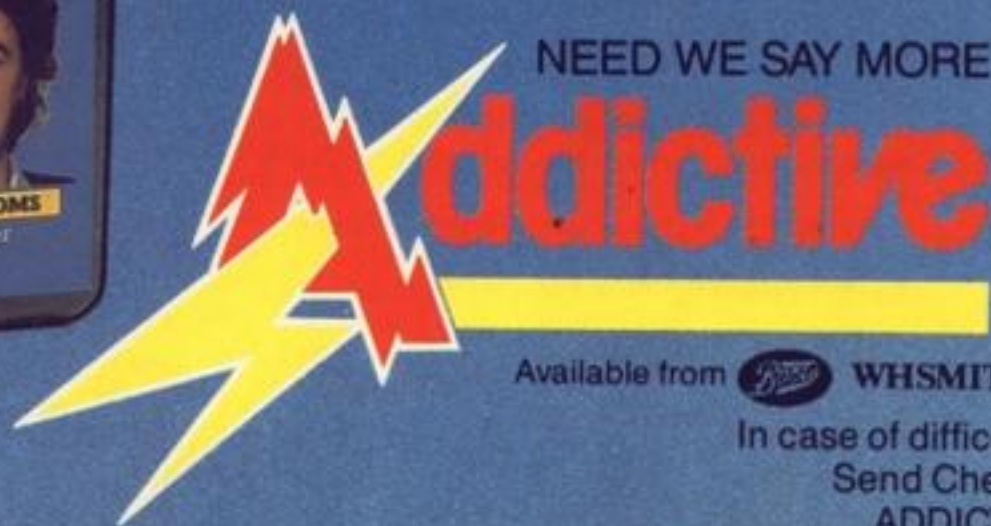
"Completely fantastic – I want one!" – *Charlie Nicholas*, Arsenal striker in Big K, April 1984

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```

8 POKE36876,5:GOTO5000
1 PRINT"U" PRINT"U" SKI-SLOPE
BY STEPHEN BUDDEN D=0:F=0
2 PRINT"1=LEFT:2=RIGHT:3=GAME
1,2 OR 3"
3 GETA$:IFA$="1"THEN7
4 IFA$="2"THEN200
5 IFA$="3"THEN300
6 GOTO3
7 PRINT"WHEN THIS GAME THE TRACK BECOM
8 THINNER. HIT A KEY"
9 GETA$:IFA$=""THEN8
10 PRINT"U" T=7:C$(0)="B" B":C$(1)="B
11 B":C$(2)="B B":O=75:F=1
12 A=7800:PRINTTAB(T)C$(0):H=H+1:IFH<20
13 THEN10
14 X=INT(RND(1)*2)+5
15 O=8164+INT(RND(1)*21):POKE0,3:POKE368
16 77,0:GETA$:IFA$="Z"THEND=-1:POKE36877,25
17 CH=1
18 IFA$="X"THEND=1:POKE36877,252:CH=0
19 S=S+1:IFSC>XTHEN100
20 POKE0+(30720),5:POKEA,32:PRINTTAB(T)C
21 $(U) IFPEEK(A)<32THEN1000
22 A=A+D:IFPEEK(A)<32THEN1000
23 POKEA,CH:POKEA+(30720),0
24 IFT=14THENF=-1
25 IFT=0THENF=1
26 T=T+F:SC=SC+1
27 FORI=1TOO:NEXT
28 IFSC>300THENU=1
29 IFSC>600THENU=2
30 O=O-.1
31 GOTO20
32 S=0:R=INT(RND(1)*3+1):IFR=3THENF=-1
33 GOTO15
34 IFR=1THENF=1:GOTO15
35 IFR=2THENF=0:GOTO15
36 PRINT"WHEN THIS GAME YOU MUST
37 VOID TREES HIT A KEY"
38 T=7:C$(0)="B" B":C$(1)="B B":C$(2)="B
39 B":C$(3)="B B":C$(4)="B B":C$(5)="B
40 B":O=80
41 IFA$="X"THEND=1:POKE36877,252:CH=0
42 S=S+1:IFSC>XTHEN250
43 POKE0+(30720),5:POKEA,32:PRINTTAB(T)
44 C$(U) IFPEEK(A)<32THEN1000
45 A=A+D:IFPEEK(A)<32THEN1000
46 POKEA,CH:POKEA+(30720),0
47 IFT=14THENF=-1
48 IFT=0THENF=1
49 T=T+F:SC=SC+1:IFT>12THENF=-1
50 FORI=1TOO:NEXT
51 O=O-.1
52 U=INT(RND(1)*40)

```

```

223 IFR>4THENU=5
224 GOTO210
225 S=0:R=INT(RND(1)*3+1):IFR=3THENF=-1
226 GOTO200
227 IFR=2THENF=0:GOTO200
228 IFR=1THENF=1:GOTO200
229 PRINT"WHEN THIS GAME YOU MUST PICK U
230 P THE FLAGS IF YOU MISS MORE THAN 10 TH
231 EN YOU"
232 PRINT"ARE OUT OF THE RACE":C$(1)
233 ="B B":C$(2)="B B":O=80
234 C$(3)="B B":C$(4)="B B":B":
235 T=7:C$(0)="B B":PRINT"WHEN THIS GAME
236 YOU MUST PICK U P THE FLAGS IF YOU MISS
237 MORE THAN 10 THEN YOU ARE OUT OF THE
238 RACE"
239 GETA$:IFA$=""THEN300
240 PRINT"U"
241 A=7800:O=1:PRINTTAB(T)C$(4):H=H+1:IF
242 H<20THEN300
243 X=INT(RND(1)*2)+5
244 O=8164+INT(RND(1)*21):POKE0,3:POKE36
245 877,0:GETA$:IFA$="Z"THEND=-1:POKE36877,2
246 CH=1
247 IFA$="X"THEND=1:POKE36877,252:CH=0
248 S=S+1:IFSC>XTHEN350
249 POKE0+(30720),5:POKEA,32:PRINTTAB(T)
250 C$(U) U=4:IFPEEK(A)=2THEN1000
251 A=A+D:IFPEEK(A)=2THEN1000
252 IFPEEK(A)=4THENS=SC+10:O=0:POKEA+2,
253 5:POKEA+1,177:FORZ=220TO240:POKE36876,
254 3:NEXTZ
255 POKEA,CH:POKEA+(30720),0:IFT=14THENF
256 =-1
257 T=T+F:SC=SC+1:IFT<2THENF=1
258 FORI=1TOO:NEXT:POKE36876,0
259 O=O-.1:U=4:W=W+1:IFW>22THENO=0:E=E+1
260 IFO=0THENO=1:W=0:U=INT(RND(1)*4)
261 IFE>10THEN1000
262 GOTO310
263 S=0:R=INT(RND(1)*3+1):IFR=3THENF=-1
264 GOTO300
265 IFR=2THENF=0:GOTO300
266 IFR=1THENF=1:GOTO300
267 PRINT"SCORE=SC:POKE36877,0:POKEA
268 5:PRINT"GAME OVER"
269 R=INT(RND(1)*3):IFR=1THENY=1
270 IFR=2THENY=-1
271 IFR=0THENY=22
272 POKEA,32:A=A+Y:POKEA,5:POKEA+(36400
273 -7800),0:FORI=1TO100:NEXT:J=J+1:IFJ<26TH
274 EN1001

```


SLALOM SLOPE

from Stephen Budden

Well, you've just left the beginner's slopes, and now you fancy yourself as a skier, huh? You'll soon find out that you've got a lot to learn. Work your way through the three levels of Slalom Slope, and you might just have a chance in the Winter Micro Olympics. But don't overdo it — it can be tedious having your keyboard hand in a cast.

Controls:

Z: Left
X: Right

```

1006 PRINT "ANOTHER GAME Y/N"
1007 GETR$: IFR$="Y" THEN RUN
1008 IFR$="N" THEN PRINT "L": POKE 36869, 240:
END
1009 GOTO 1007
5000 POKE 36869, 255: POKE 52, 28: POKE 56, 28: C
LIP
5001 FOR CC=7168 TO 7175
5002 READ NN: IF NN<0 THEN POKE CC, NN: CC=CC+
1: GOTO 5002
5003 DATA 40, 152, 88, 52, 18, 9, 4: DATA 16, 20
, 25, 26, 44, 72, 144, 32
5004 DATA 1, 3, 7, 15, 1, 1, 1, 1, 0: DATA 24, 60, 90, 1
40, 60, 90, 150, 24
5005 DATA 4, 12, 28, 60, 4, 4, 4, 63: DATA 8, 54,
8, 8, 8, 8, 8, 8
5006 DATA 1
5010 FOR PP=7424 TO 7431: POKE PP, 8: NEXT
5020 GOTO 1:
    
```



SLALOM SLOPE for VIC-20

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What can we say?



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SLALOM SLOPE

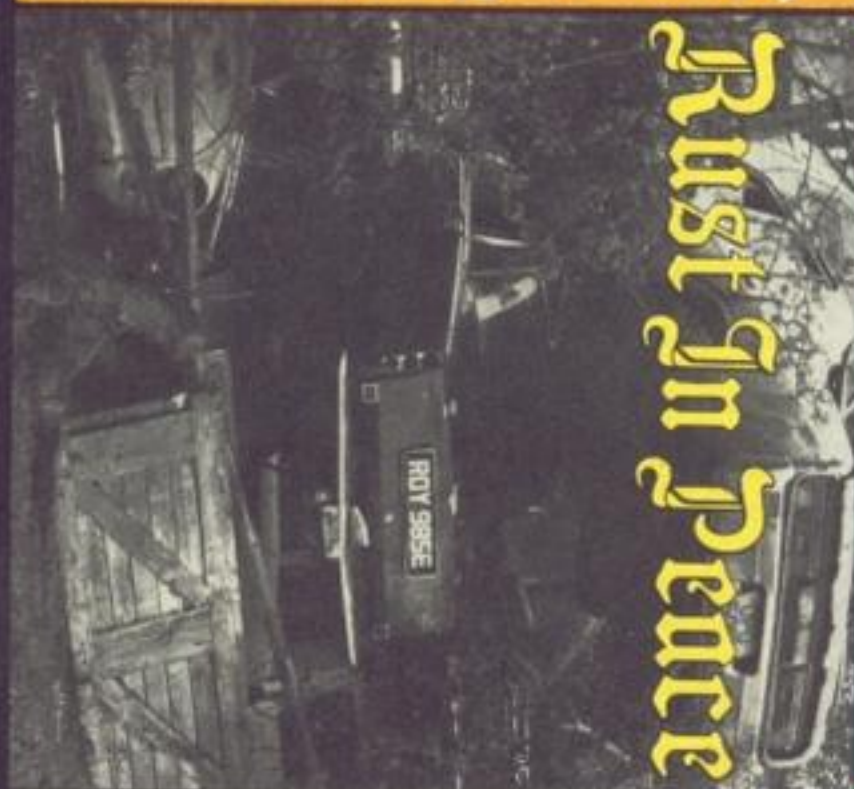


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Rust In Peace



Rust In Peace

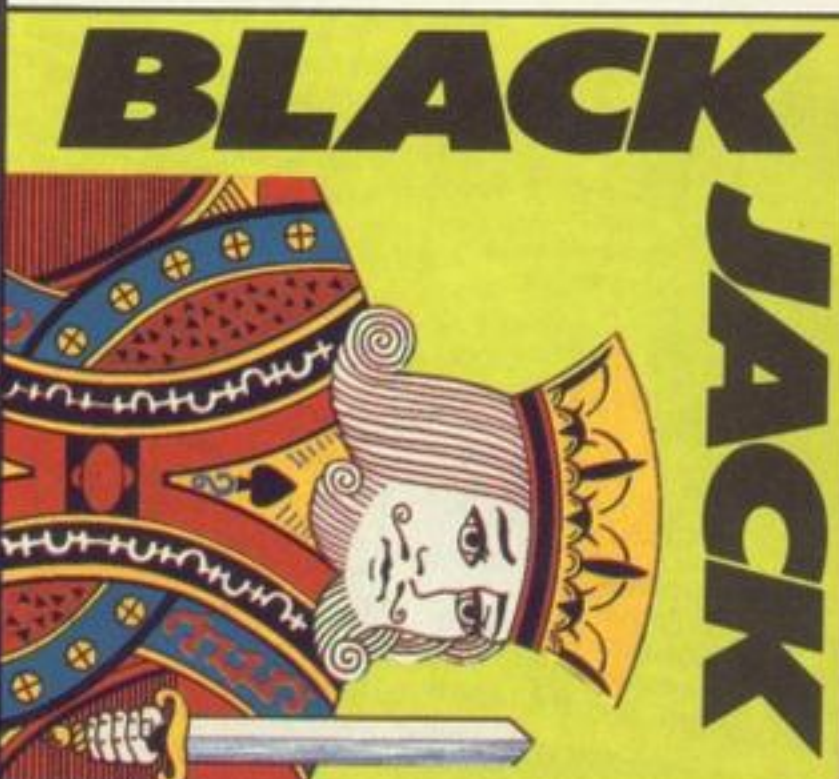


PROGRAM

for BBC



BLACK JACK



BLACK JACK



PROGRAM

for Amstrad CPC 464



HOUSE MOUSE



HOUSE MOUSE

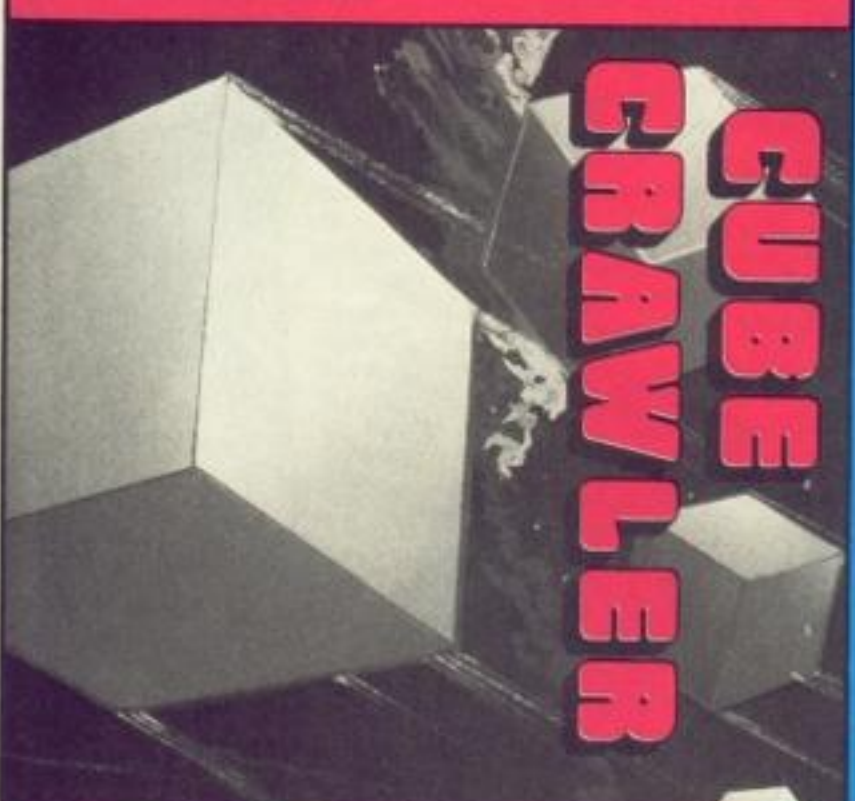


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for Sinclair QL



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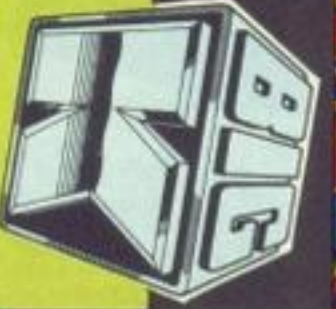


CUBE CRAWLER



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for Dragon



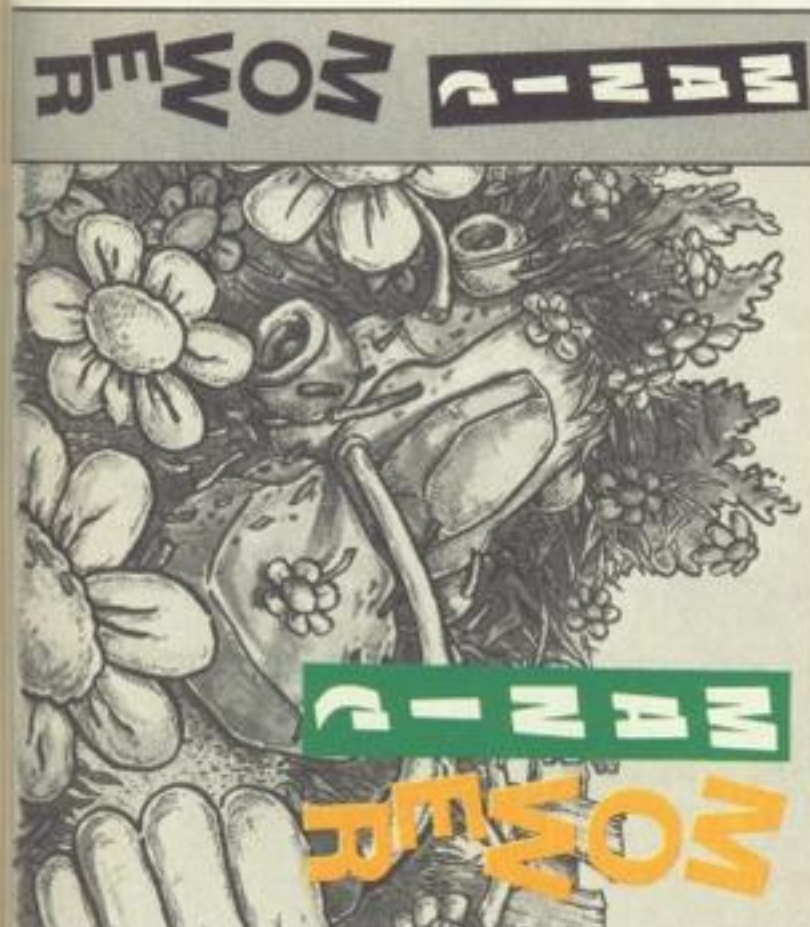
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Paint Roller



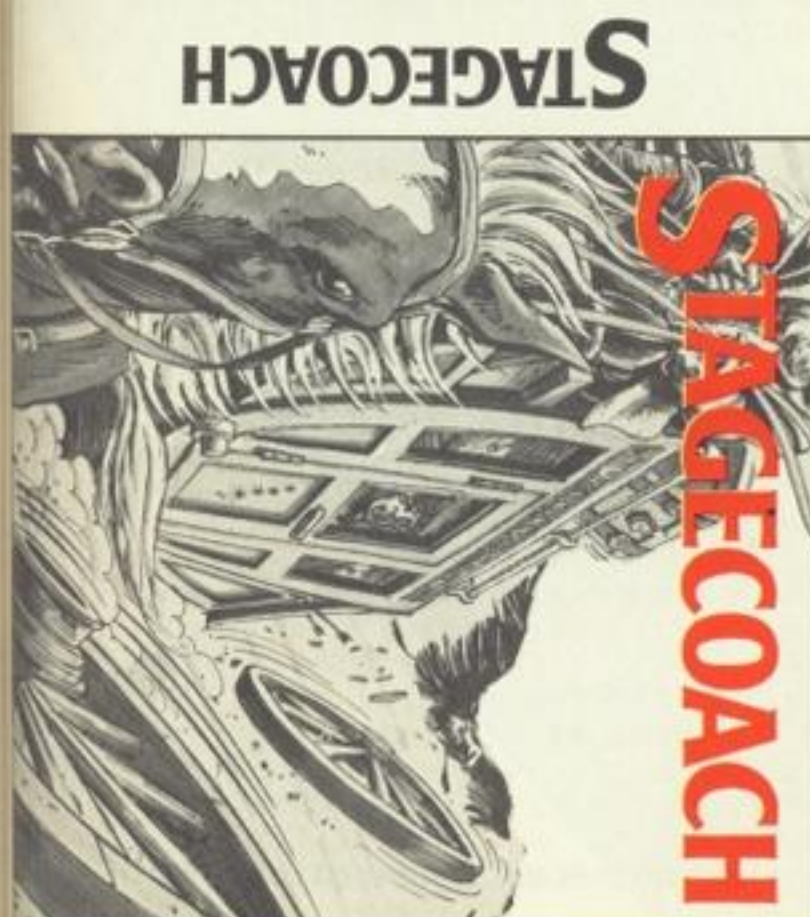
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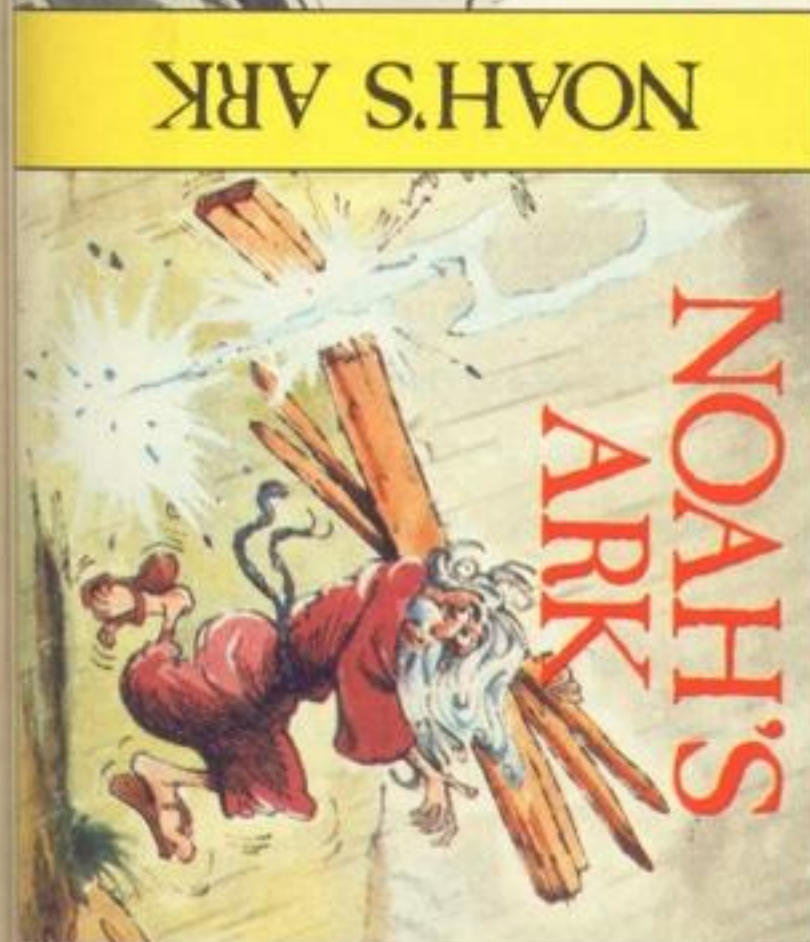
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for Oric



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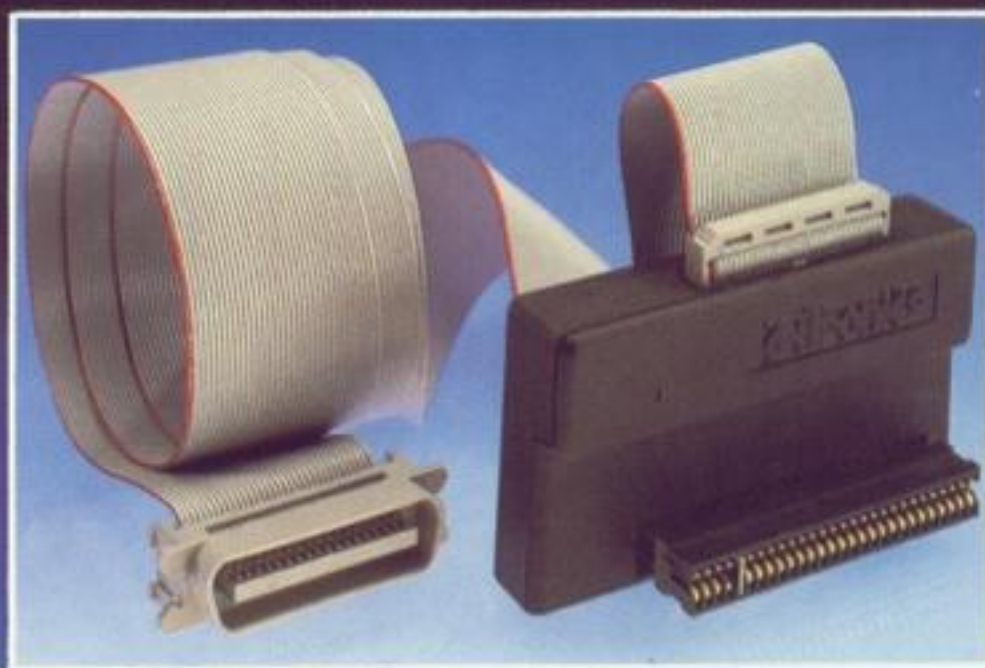
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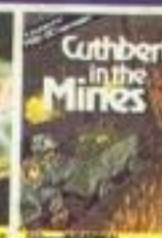
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