

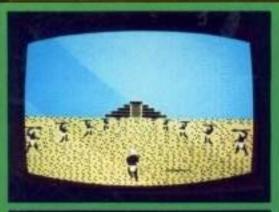
# DON'TJUST SIT THERE -PLAY SOMETHING!

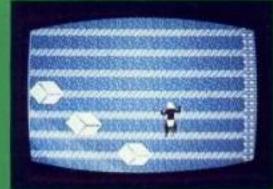
# FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



55018



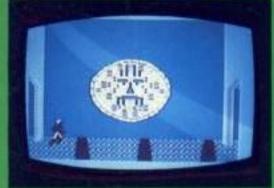


## **AZTEC CHALLENGE**

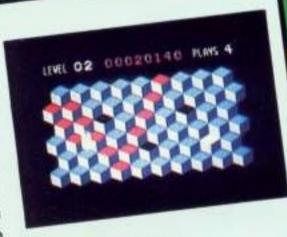
A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all

manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!

55019



Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



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# THE SCREENS ARE ALIVE...

SOUND IS probably the most neglected aspect of computer games — witness the measly tweeting of the nation's top-selling micro: the Spectrum. Even on other machines, programming musical noises can defeat even graphics experts. In BASIC, it's a chore.

All this is changing (see p.60).

Stereo on the Amstrad and

Enterprise tell their own story. Now
we have MIDI—a sort of aural MSX
— to help you make your micro talk
to synthesisers, and keyboards. It's
clear that the days of the tin-eared
are numbered. From the top, now . . .

TONY TYLER



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#### COMPETITION

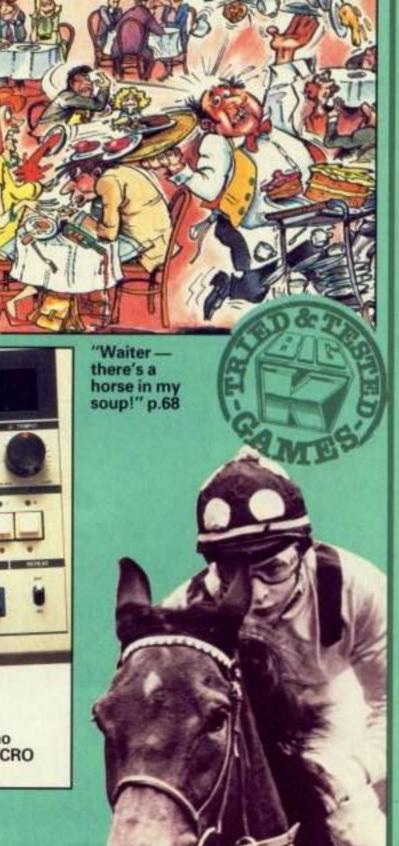
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FRONT COVER: Garden Festival? by Robin Smith



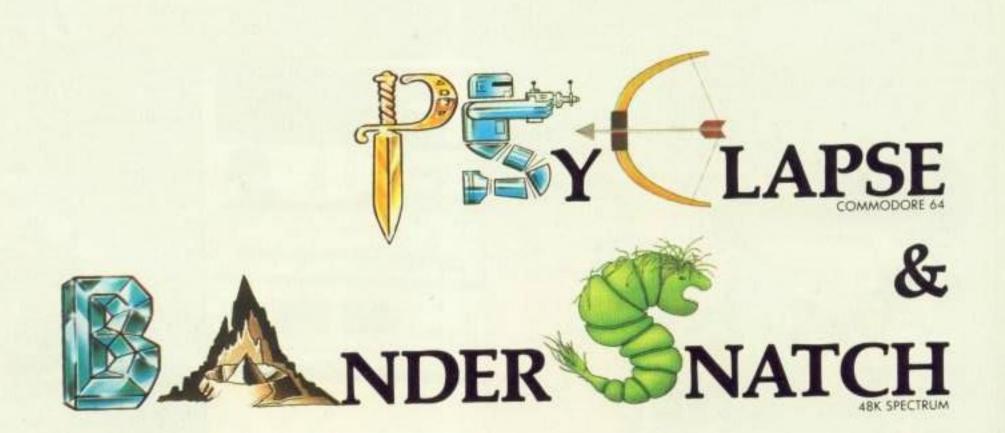
Don't you know a piano when you see one? MICRO MUSIC SPECIAL p.60

Which software outfit tried to rent this? p.18



COMPUTER SNOBS are on the increase. Spot them p.76

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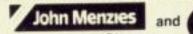




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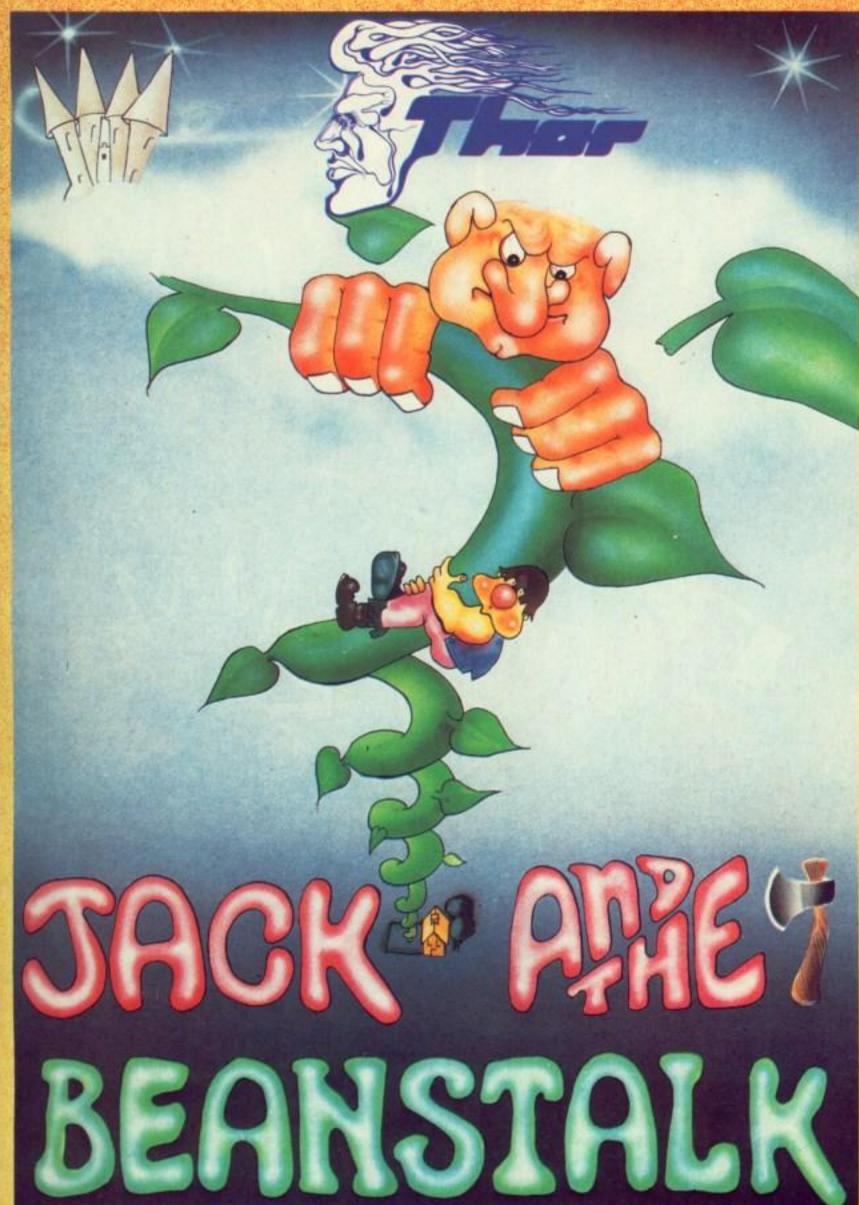


## GOD'S GREATEST!

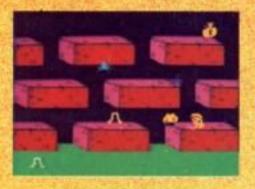
**48K Spectrum** 

Available soon for CBM 64



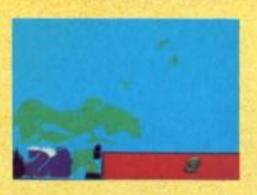






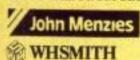






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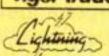


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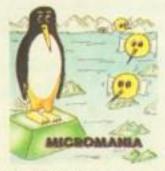


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SP = Spectrum, AC = Acorn, 64 = Commodore 64.

V20 = Vic 20, 81 = ZX 81, DR = Dragon 32, OR = Oric-1

(Dedicated

## TOP 30 GAMES JET SET WILLY FIGHTER PILOT ATIC ATAC MANIC MINER

CHEQUERED FLAG HUNCHBACK

**BLUE THUNDER** SCUBA DIVE

POGO ANT ATTACK

**LUNAR JETMAN** FRED

**NIGHT GUNNER** FLIGHT SIMULATION

CODE NAME MAT ZAXXAN

REVENGE OF THE MUTANT CAMELS SNOOKER

THE HOBBIT WHEELIE

CHINESE JUGGLER 22

POOL 13

THE SNOWMAN SPACE SHUTTLE

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THE ALCHEMIST TWIN KINGDOM VALLEY

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## VIDEO GAMES

(1)	POLE POSITION (Atari)
(3)	SPACE SHUTTLE (Activision)
(3) (2)	SUPER COBRA (Parker)
(A) (-)	PITFALL 2 (Activision)
(8)	MARIO BROTHERS (Atari)
6 (4)	POPEYE (Parker)
(25)	MS PAC-MAN (Atari)
(5)	ENDURO (Activision)
9 (7)	DEATH STAR BATTLE (Parker)
(6)	Q-BERT (Parker)
(ii)	FROSTBITE (Activision)
(12) (19)	GALAXIAN (Atari)
(1)	PHOENIX (Atari)
(14) (12)	BATTLE ZONE (Atari)
(15) (11)	FROGGER (Parker)
(14)	DONKEY KONG (CBS/Coleco)
(13)	SNOOPY VS THE RED BARON (Ata
(18) (9)	DIG DUG (Atari)
(19) (10)	MOON PATROL (Atari)
(15)	PITFALL (Activision)
~	PAC-MAN (Atari)
(21)	BIG BIRD EGG CATCH (Atari)
(22) (18)	DIG DIND EGG GATGIT[Atall]

RIVER RAID (Activision) (16)TUTANKHAM (Parker) (17)

COOKIE MONSTER MUNCH (Atari) (24)SPACE INVADERS (Atari)

JUNGLE HUNT (Atari) (20)CENTIPEDE (Atari) (27)

(22) SMURFS (CBS/Coleco) ROBOT TANK (Activision) (30)

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## also selling well ATIC ATAC in mail order

(Ultimate) **BUMPING BUGGIES** (Bubble Bus) CHUCK-E-EGG (A&F Software) COLDITZ (Phipps Associates) CYLON ATTACK (A&F Software) FIGHER PILOT (Digital Integration)

FLIGHT PATH (Anirog) THE FOREST (Phipps Associates) **FLYING FEATHERS** (Bubble Bus)

JET PAC (Ultimate) KRAKATOA (Abbex) MEGAWARZ (Paramount)

**NIGHT RUNNER** (Digital Integration) OUTBACK (Paramount) PILOT 64 (Abbex) RALLY SPEEDWAY (Aventure International) SPACE PILOT (Anirog) **TEST MATCH** (CRL)

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COMPUTER & VIDEO GAMES.

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

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WHICH MICRO? AND SOFTWARE REVIEW.

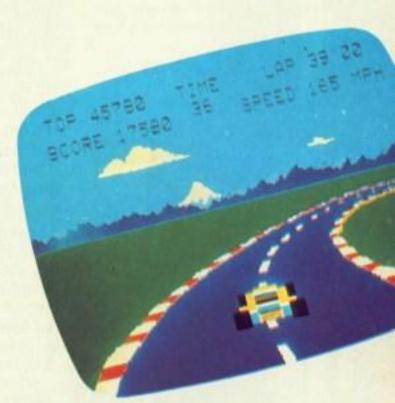
...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

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

PERSONAL COMPUTER NEWS.

## What can we say?



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

\*\*Tom ATARISOFT\*\*

## BIG K GOES NORTH

IT MAY seem a long time ago now, but in 1964 there seemed to be quite a lot going for the city of Liverpool.

I'm not talking about the city itself. As someone who grew up there I remained convinced that Liverpool was, and most likely still is, a dump of the first magnitude (but we won't go into that). What I'm referring to is the famous explosion of pop (we still called it 'pop') talent, which twenty years ago immediately characterised the 'Pool as a city with a talent for the unexpected — just as everybody else, me included, was writing it off.

These days we find the great and gungy city beside the fairflowing Mersey (a river with its own very special breed of Goldfish) once more visibly down on its luck. Unemployment, always high, is now critical. The city

St Johns

Beacon -

Imagine

wanted it but

drove too hard

the council

a bargain.

council are at loggerheads (not half) with Westminster. By the time you read this Liverpool may be officially bankrupt. It's a gloomy picture.

Except for one small thing. From the smouldering ashheaps of Liverpool 8 a strange, alien, multicoloured tendril is creeping. And another! And two more! They pulse in glowing electronic waves but are clearly thriving, growing fast. There is an eerie tweeting sound and one can see bundles of banknotes clutched in Venus Fly Trap-like mandibles. The earth begins to vibrate.

No! No! It's ... it's ... Software!

And how.

Although there are at least half a dozen games designing operations now under way in Liverpool, this report concentrates on

only the three biggest: the uneasy legs of a single tripod (assuming you like metaphors). They are Bug-Byte, the original Liverpool games company and the wellspring of the other two; Imagine, who need no introduction from me; and the newest of the three, Software Projects, formed out of breakaways from the first two, while the second had itself been formed by people breaking away from the first. There is, in a word, a close causal relationship between the three Merseyside games companies, but despite this, they don't appear to like each other very much. There are dark sayings, and unorthodox doings up there beside the Mersey; and even darker rumours. Yet with all the Borgia-style betrayals and poisoning of each others' soup, there is still a lot to be proud of.

# MERSEY BYTE!

Liverpool — where the echoes of the Mersey Beat sixties have given way to the sound of machine code. TONY TYLER returns to his roots to check out the Big Three in 'Scousesoft'...

## WHEN THE BUG BIT BACK

IN THE beginning there was Bug-Byte.

Well, actually, in the real beginning there was University College, Oxford, and within those dreamlike portals there was Tony Baden and Tony Milner, reading Chemistry.

And lo, on a day the man Baden said to the man Milner, I have an idea, Tone, and the man Milner said, Shoot, Tone; whereby the man Baden said, let us go into the world, you with your Acorn Atom and me with my ZX80 and make a great deal of money, for verily, I have had it to the teeth with the Stinks Lab and these ridiculous gowns.

And the man Milner said, just what I was thinking, Tone; and he spoke the truth.

And on a day these two departed the city of the dreaming spires and went into the world with a total capital of a tenner; whereof they spent £4.50 on a single classified ad in Computing Today, and they chose Baden's home town Liverpool as their base,

and all was gladness, for the orders came pouring in.

Well, it was more or less like that. The names are true, as is the capital of £10.00, and the Atom and the ZX80 — as was

the fact that in those days (May 1980) Bug-Byte had no duplicating facilities, so that each mailorder requirement meant a SAVE routine.

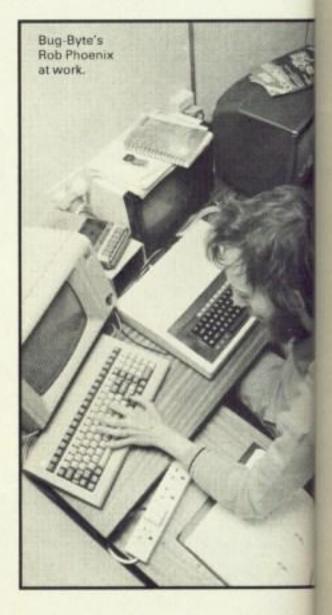
Throughout their first year Mail Order was the name of the game, with the two roles gradually coalescing into Milner (the programmer) and Baden (the marketing man). Throughout 1981 they took on staff, man by man; and apart from occassional hiccups - almost all of these of a personal rather than product kind - they just grew and grew, like many another software company during the previous two or three years. Their first real hit was Mazogs for ZX81 (written by Don Priestly, now with DK'tronics), and unusually - they were into Utilities quite early on too, with editors / assemblers / disassemblers and the like all available. And Spectrum Invaders came along to swell the coffers, as did Spectres, designed by one Dave

UPWARDS AND OUTWARDS

Within a year of this they had severly outgrown their original office, so they hight themselves to Canning Place, anent the docks. Forty-five Big Ones into the fitting out of what was now Liverpool's largest and fastest-growing software house; and at

the same time, bearing in mind all those SAVEs, they inaugurated Spool, their own duplication company. Down came their overheads in a rush, while up went their productivity.

Star programmer Dave Lawson left in July 1982 — rather





The Express

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## A fine day for tennis on your Spectrum

This is Wimbledon.

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

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

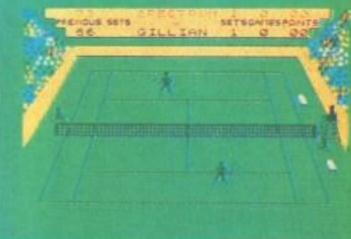
'Match Point' is one of six new, all-action programs for your Spectrum. It lets you play tenni against the computer, a friend, or just sit back and watch an exhibition match.

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

But good tennis strokes aren't everything.

To win the Match Point Open Championshi
you'll need skill and tactics.

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





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

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

At £7.95, it's a real winner!

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

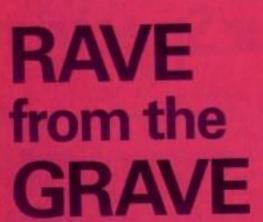
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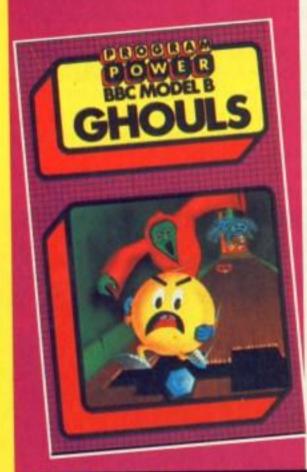
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## VIDEO GAMES • COMPUTER G

K = Could Be Better
KK = Could Be Worse
KKK = Unsurpassable





Remember Killer Gorilla? Well Ghouls is better. In fact it's probably the best game I've seen for the BBC. The graphics are superb, the sound marvellous and above all it made me laugh. It's full of nice touches that give it a real professional feel. You even have the option of music while the game is loaded and the screen change between levels has to be seen to be believed.

Ghouls is set in a haunted mansion and you have to run through four rooms in the house, avoiding poisonous spikes, bouncing spiders and contracting floorboards to rescue the power jewels. All this is accompanied by spooky background noises and if you lose a life something suspiciously like ghostly laughter floats from the loudspeaker. There are four rooms in all and each one is packed with features. You can bounce off springs, travel along moving platforms and leap onto sliding floors. There's so much going on it's unlikely you will lose interest for some time.

An original idea beautifully implemented and an absolute must for any games shelf.—K.A.

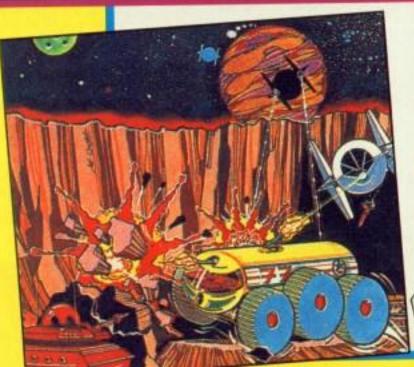
Game: GHOULS
Maker: MICRO POWER
Machine: BBC
Format: cassette
Price: £7.95

Rating: KKK



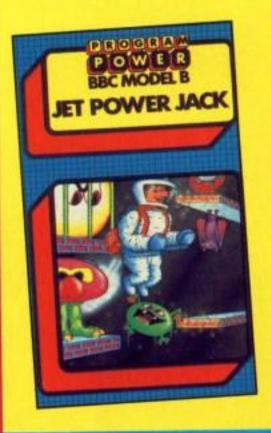
### Reviewers

STEVE KEATON
NICKY XIKLUNA
TREVOR SPALL
KIM ALDIS
TONY TYLER
RICHARD BURTON
RICHARD COOK





# This Jack's Alright



Nasty doesn't even begin to describe Jet Power Jack. Only an hour at the keys and I was reduced to a slobbering wreck who had to be physically restrained from putting a boot through the screen. It's one of those games where you control a little man with a jet pack. Poor old Jack has been caught by Nogrob the Terrible and unceremoniously dumped in a space garage.

You have controls for left, right and thrust to go up and you manoeuvre him around, avoiding the ever vigilant Space Googjies, picking up fuel pods to take back to his spaceship. Sounds easy? Not a bit of it. The walls are all electrified and touching them means instant incineration. You also have very little room to move around in and this makes it an absolute nightmare. I spent hours smashing the unfortunate Jack into walls until I finally gave up.

Unless you're a hardened games freak, used to scores like telephone numbers then keep a strait-jacket handy. — K.A. Game: JET POWER JACK.

Maker: PROGRAM POWER

Machine: BBC Format: cassette Price: £7.95 Rating: KK

### TROOPA TRUCK

Whoever invented Troopa Truck should be put in a truck of his own design, taken out into the desert, and dumped. Never has a game infuriated so much by so few attempts to play it.

Let's start with the action. You are a truck. Like in the popular arcade games you have to move across the screen, blastin' boulders and jumpin' over any obstacles in your path. You are also plagued by airborne craft which must be elimiated before they blow holes in your way. It quickly became apparent to me that if I held down the fire button continuously, I could simultaneously eliminate the boulders and the flying craft. So there I lurked, never using any speed so that I could see what was coming. That's it. You carry on, sweaty mitt on button, until you get zapped, which you always do. For some obstacles are simply insurmountable. So you fall victim and the performance starts all over again.

Good points: When the truck is destroyed, the chassis collapses and sinks to the ground. The wheels fall off and scatter, making a rippingly good 'churning-scrunch' sound. The truck noise itself is really great — sounds just like the brisk clip-clop of a horse. (Though Thrang knows why a truck wants to sound like

a horse.)
All this joy crystallises against a background as eyecatching as a plate full of mud. Flat layers of colour form a landscape designed by a kindergarden impressionist. If I could spell what a raspberry sounds like, I'd blow one here. — N.X.

Game: TROOPA TRUCK

24

Maker: RABBIT Machine: COMMODORE 64 Format: cassette Price: £5.99 Rating: K

MES. COMPUTER GAMES VIDEO GAMES. COMP Better Worse

Acorn can usually be relied on to produce good versions of classic games and this is no exception. Crazy Tracer is a copy of the

excellent Painter. You have to guide a paint roller around squares while avoiding monsters intent on flattening the roller. There are two different screens which alternate with each other. On the first you have to trace round each square which fills in when completely surrounded. The second is more difficult. You can only fill squares adjacent to ones already filled. If you change direction or move away from the square the roller runs out of paint and you have to go back to

Extra lives are awarded for every 10,000 points scored and you can make the monsters jump if you get caught in a desperate situation. You also get bonus points for filling squares containing fruit.

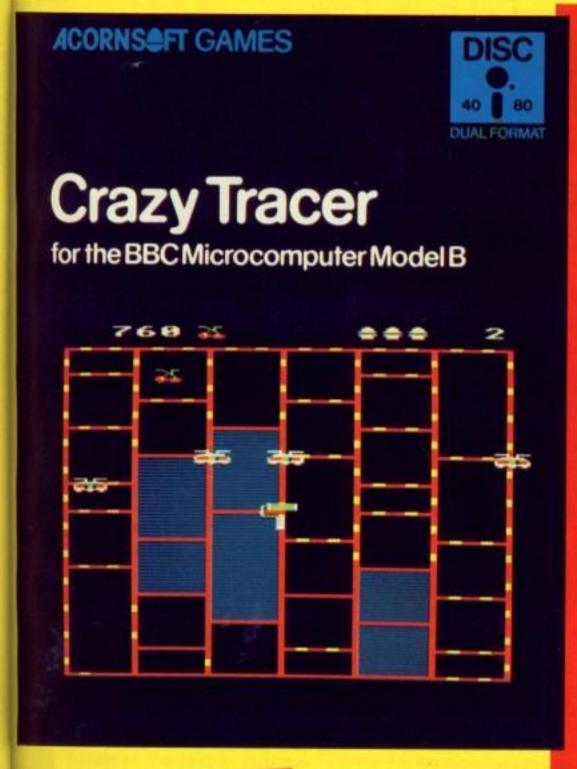
a completed square for a refill.

Crazy Tracer has all the addictive qualities of games like Pac-Man. Basically simple and yet totally absorbing. — K.A.

Game: CRAZY TRACER Maker: ACORNSOFT Machine: BBC

Format: cassette or disc Price: £9.95 (cassette)

£11.50 (disc) Rating: KK



# FLAP, FLAP, SPLAT!

Flying Feathers is an X-rated game for animal lovers. Imagine: it's a beautiful summer's day. You sit in a rustic rowing boat on a calm lake. Distant fields can be viewed, stretching out like Mother Goose's patchwork quilt over the horizon. Suddenly, the brilliant blue sky fills with birds. So you shoot them. Flap, flap, splat!

But you're only doing your job. You're a game warden with a shotgun, and you gotta git them critters afore they swoops durn an' gits yur fish.

A solidly-crafted, addictive game this. Very attractive hi-res graphics. A madly quaking duck bolts across the lake if you manage to aquire a bonus fish. There's even a theme tune that I actually hadn't heard before not just another well worn music-hall favourite. Well worth a thrash - but strictly not for the birds. - N.X.

Game: FLYING FEATHERS Maker: BUBBLE BUS Machine: COMMODORE 64

Format: cassette Price: £6.99 Rating: KK

### Down with the Peasants!

A worthwile strategy game idea is deflated by an exceedingly tame format. Like Temptation's other games the graphics operate at subsistence level in this simulation, where up to four players (the solitaire version is hopelessly dull) tussle to be top baron in a feudal environment. Feed workers, hire mercenaries. plant crops or attack other holdings in scenarios that range between 5 to 50 moves according to your boredom threshold.

My threshold came in very low when I realised how soporifically functional the text was and how youhave to conduct baronly affairs like Attila The Hun to inject any life into the game.

There is supposedly a threat of assassination if you mistreat your serfs but they never gave me much trouble, most games proceeding to a peaceful resolution with a points total dictating

A few more hazards or a wittier range of consequences might have enlivened a game that reminds me of Lothlorien's old strategy games fo the ZX81. In this advanced age that won't do.

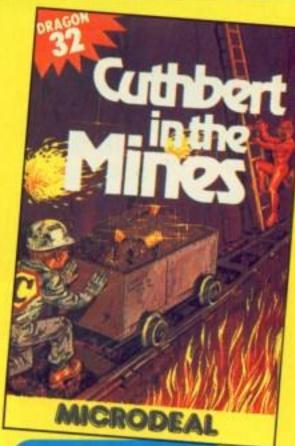
#### BARONY OF Martin

FOOD/MONEY LAND MERCENARIES ARMED WITH WORKERS

1685 DUBLOON/BUSH 80 ACRES SPEARS

DO YOU WISH TO BUY OR SELL LAND EACH ACRE IS WORTH 12 DUBLOONS

Game: BARON Maker: TEMPTATION Machine: SPECTRUM 48K Format: cassette Price: £6.99 Rating: K



## MAKE MINE **CUTHBERT**

The continuing saga of Cuthbert reveals Microdeal's hero/victim to be trapped underground, his ambition (and, of course, yours) being to reach the surface. Cuthbert needs to jump up five levels along which trundle sets of trucks as obstacles to be avoided. Cuthbert must jump into the gaps if he is not to be knocked down to the level below. The bottom of the screen is a fiery pit which means the end of Cuthbert should he fall too far. To complicate matters a demon patrols a ladder spitting fiery death should he spot Cuthbert on a level.

Cuthbert has four 'lives' ("we can rebuild him, we have the technology") and you can use either the joystick or the arrow keys to guide to the single surface exit. Eight escapes means promotion to the next screen. There are five of these, ranging from 'easy' to 'impossible'. You can select which screen to start at, a feature which I feel should be the norm rather than the exception.

The graphics are good with Cuthbert response is quick and all the game sound have been well thought out an executed. Presentation includes a demonstration mode and a high score table is provided for those of you who are good enough to get on it. All in all, a thoroughly addictive fun game.

One minor (had to get it in) niggle: why does the documentation entitle the program 'Cuthbert in the Mines' when the title page on-screen declares 'Cuthbert in the Mine'? Does Microdeal know something about NCB policy that we don't? -

Game: CUTHBERT IN THE MINES

Maker: MICRODEAL Machine: DRAGON 32 Format: cassette

Price: £8.00

Rating: KK

## 25

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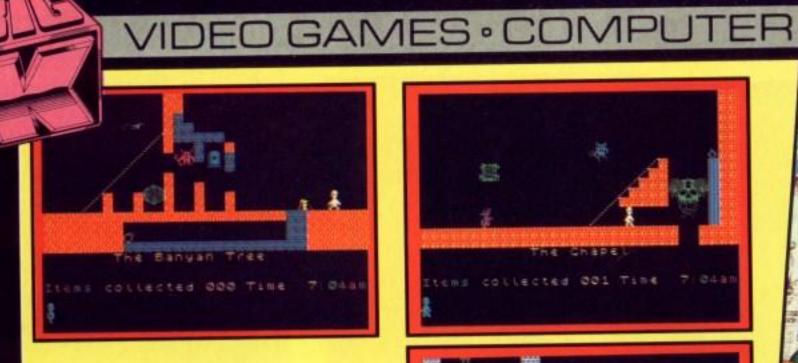
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## **GREAT** GAME, **BUT...**

Jet Set Willy arrived at the BIG K office late (thanks a bunch, SP), the prerogative you might say of the micro scene's cosmic megastar. However, this put me in the unenviable task of trying to review a game that, as I write, is already Number One (with a bullet) in most of the game charts. I guess that neatly disposes of the questions; will you like it and will it be a success!

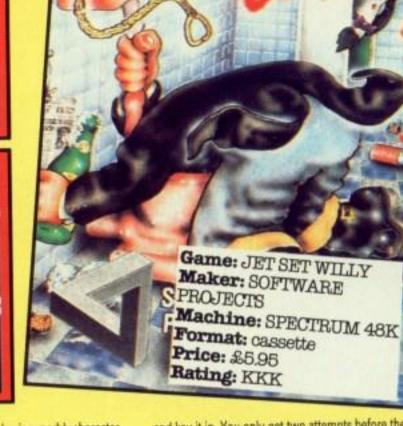
So, for the few who've recently returned from swan-upping in darkest Belgium, here we have the second appearance of Miner Willy, fresh from his starring role in the Bug-Byte/Software Projects mega-hit Manic Miner.

Willy makes his elegant reappearance on the cover of Jet Set Willy, head down the lav in a graffiticovered bathroom (tasteful, SP), his non-NCB approved wellies akimbo. The premise, it seems, is that Willy has become so stinking rich from the fortune he discovered in Manic Miner that he has bought himself a huge mansion and thrown the mother of all parties.

The party's over and Willy wants to crawl into bed (and die?) but his housekeeper insists he collects







every glass and bottle left in the mansion before he can do so.

The stage is set for Willy to take off on another sojourn through the strange mind of Matthew Smith as each room he enters (and there are around 60) is some incredible carnival of moving things, hazards and rewards. In this respect it is identical to Manic Miner. All you have to do is keep Willy moving and try to jump over any traps or dangers. Use up all his lives and it's The Foot (unclad this time) for you, my

The major disappointment for me was the lack of demo mode. SP claim Jet Set Willy is a "Total Graphics Adventure" (say what?) and are offering a Big Prize to the first person who cracks it. All well and good, but at least no-hopers like myself who can only manage about half a dozen screens had the chance of seeing the full range of Matthew Smith's lunacy on MM. Any kind soul out there want to tell me what I'm missing?

That said, Jet Set Willy is a worthy successor to Manic Miner. The graphics, amimation and sound are as good as, if not better than the original. Maria, the housekeeper, in particular, is superbly characterised. The way she taps her foot as Willy approaches his bed and then points an accusing finger towards the mess he has to clear up is brilliant.

Okay, compliments out of the way - let's talk about the security system on Jet Set Willy.

Software companies are of course going to fight the serious piracy problem in any way they can and I support them in the fight, but the hare-brained system in use on JSW isn't going to help anyone!

A small, inlay-sized card containing 180 different 4-colour combinations comes with each copy of JSW. Once loaded the program asks for the particular combination at column x, row y on the card. The user then has to search out that combination and key it in. You only get two attempts before the program wipes itself. There's no way you can erase

The system fails on two levels. First, the card is too small and the print quality so bad that it is difficult to distinguish between a red and a magenta even if you have good eyesight. Secondly the system takes no account of people who are colour blind or who may be playing on black and white sets.

The system is a hindrance and I'm sure will discourage people playing JSW as often as they'd really like. A shame that a program of this quality and popularity should inhibit the majority of honest, funloving hackers on account of the actions of the minority of rip-off merchants.

Think again, SP.-R.B.

## Too Late... **Too Pricey!**

LIKE A GUEST late for his own party Pac-Man finally arrives on the Spectrum scene.

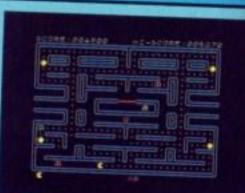
Yes, folks, the genuine, fully authorised, accept-no-fakes, original Ghost Gobbler is here. Purists who have been holding out against the hordes of Pac-Clones, this is it!

The best compliment that can be paid to Atarisoft's Spectrum edition of Pac-Man is that it is an extremely faithful reproduction of the original arcade barnstormer. All the ingredients that made the game a classic (ghosts, power pills, fruit, etc.) are rendered in easily recognisable graphics

In fact about the only thing that shows up the Spectrum's limitations is some rough animation. Sound, however, is very good and manages to retain the characteristic 'wacka wacka' sound of the

A high score table, attract mode, keyboard/joystick options and a cute 'interlude' after each two screens round off a generally high quality presentation - which is to be expected of an Atari product.

The big problem of course is



that Pac-Man has already been done to death. Atari have attempted to close the proverbial stable door with the horse cold in its grave.

Even those who haven't already got some form of the ghost chomping game in their collections will be hard put to cough up nearly £15 for this cassette-based edition. Atari seem to be blind to the realities of the software marketplace in this country. Someone had better perform some laser surgery on their corporate optic nerve before lack of foresight condemns this particular game to some dusty shelf in a Hall of Fame somewhere. - R.B.

Game: PAC-MAN Maker: ATARISOFT Machine: SPECTRUM Format: cassette Price: £14.99 Rating: KK

# Pitching and Punching

The first two releases for the ColecoVision game system designed to make full use of the Super Action Controllers (see review next month) are EXCELLENT. Compared to the disastrous Buck Rogers game for the Adam, they are living proof that what Coleco do, they do darned well (and should perhaps have stuck to doing just that).

Rocky represents the fruits of a deal done between CBS and, one assumes, S. Stallone. Whale the tar out of your computer! The graphics are excellent — even filmically pictorial — and if they don't actually move that much, who cares? Using the various buttons, triggers and so on, on the futuristic Super Action gizmo, manoeuvre your pugilist (i.e. Rocky) across the ring and slug the stuffing out of your opponent, who can be the computer or a "pal". You can advance, retire, let fly with a straight right, low left, or duck, or guard your mug. The machine keeps time and every now and again you hit the canvas. Excellent piece of work.

Even better is CBS's Baseball for the same system. Again, using the many options available on the Controller, you control, not just a baseballer, but a whole team. Pitch! Hit! Run! Field! Buy popcorn! Well, actually, you can't do that but it feels as if you could. There's whistling from the crowd, "windows" to allow you to keep track of the field, and a choice of combinations for the pitcher to allow him to deliver a wide variety of balls. Graphics (as in Rocky) are excellent and pictorial — very American in style, very Coleco in execution. All in all, these two games — used with the special Controller represent the very pinnacle of the dedicated videogame art so far.

Pricey but well worth it.-T.T.

Game: ROCKY and BASEBALL Maker CBS-COLECO Format: ROM Price: \$29 or less (Baseball only available with Super Action Controllers)

FOR ANY SPECTRUM
Twilight Zone by Nick Outram
You have now entered the Twilight
Zone against your wishes. Your only
thoughts are of escape but the
powers that be have decreed that to
be set free you must compete and
win in the games. You have to reach
the Ultima Zone. We wish you all
the best. Earthling. the best, Earthling.



AVAILABLE FROM ALL

GOOD COMPUTER STOCKISTS

FOR ANY SPECTRUM Night Stalker by Frankie Dunn While working on a top secret experiment for the government, Professor Amron dropped some of his special formula onto the floor. Within minutes, the insects that Earth. Unfortunately Earth's supply of Uranium is dwindling fast. Jupiter has unlimited supplies of the precious were on the floor, became noticeably larger. Your mission, to kill the insects before they can breed, but beware of the deadly Centipede.

GOD'S LATEST!

Games from the Gods

FOR ANY 48K SPECTRUM ack and the Beanstalk by Chris Kerry Will Jack get the riches from the Giant's castle without being stomped on. Will he climb the beanstalk without falling off; only you (and lack) will know as you rush around looking frantically for the treasures you desire.



FOR THE BBC 'B'
Wonder Worm by Kevin Bramhill
Help Wally the worm turn into the
mighty Wonder Worm by moving
him around his garden eating the
special pods as he soes. But beware
not everything in Wally's Garden is
friendly as you will soon find out.

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FOR THE 3K OR 8K EXPANDED VIC 20 Lav Bug by John Parker

Luv Bug by John Parker

Dudley is a bit of a Romeo, now try
telling that to his girifriend Bertha:
she'll kill you. And that's what she
intends to do to Dudley if she ever catches him. Linda is the new woman in Dudley's life and Dudley will need all your skill to help him avoid Bertha and still see Linda. Oh for the joys of Love!



FOR THE BBC 'B' Blocker by Martin Sykes
Poor Oswald is trapped inside a
video same by the evil arch enemy the Bomber. His only chance of survival ites in your hands as you guide him around his ever decreasing



FOR ANY 48K SPECTRUM

Uranium has become the main fuel for

Gremlins by Chris Kerry

FOR ANY SPECTRUM Spider's Web by Peter Milne Micky is a greedy little spider. He impa lots of Flies and Wasps on his web and then stores them to eat later but it's tough for Micky, as the Flies

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FOR ANY SPECTRUM Mega Fruit by Bob Hitching This is the ultimate fruit machine, with all the features of the real Arcade machines, such as Nudge, Hold, Gamble etc.



FOR THE UNEXPANDED VIC 20 and the CBM 64 (CBM with Adman Speech) 3D Silicon Fish by Chris Stamp Sillo has to collect Silicon and return to Earth before the Krilyon destroys him. Will he make it and collect his reward? Only you can tell. RETAILERS CONTACT:

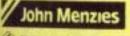


FOR THE BBC 'B' Pyramid Painter by Chas Smith Can you help Bert the painter finish off the pyramids before the balls or Thin Man finish him?



Desperate Dan by Reiner Bjerkeli Deep down in Dan's dungeon are the ghastly monsters, he keeps them at bay with liquid dartanium. This liquid is very sweet and is liked by several rodents. Dan is desperate for help to keep the creatures at bay. Can you help?

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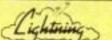


WHSMITH



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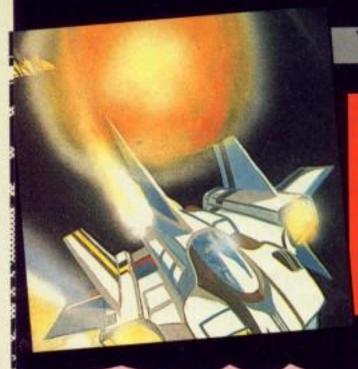
Bulldog

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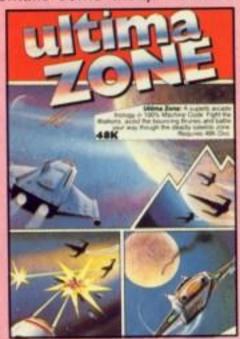
## **MEGAWARZ**

Game: MEGAWARZ
Maker: PARAMOUNT SOFTWARE
Machine: COMMODORE 64

Format: cassette Price: £7.50 Rating: KK Mega Warz is a cracking game derived from Asteroids. To return to Earth you have to visit seven planets. Each has its own, increasingly determined nasty alien hordes to contend with. I hate to admit it, but I only got as far as Neptune. And it wasn't for lack of trying. It takes a lot of skill to manoever the sensitive spacecraft, without sending it flying into collision with a Baddie. That's my excuse and I'm sticking to it. Pure addiction — I loved it! — N.X.

## Tri-Zapper

An attractive, smooth-running arcade three-parter that's simple enough to lure you inwards yet complex enough to give you a run for your money after a level or six (which frankly is all I've ever managed). You grapple first with what appear to be a mutant bunch of those tried and true Invaders, the spear-carriers of the video game and here, appropriately enough, dubbed "Walkons". This task is complicated by the gradual release of hazardous and disconcerting bouncing bombs. Proceed to the cunning bonus stage which entails some tricky manoeuvr-



ing of a "Henk Class Cruiser" before destroying some small and perfectly defenceless white dots. Finally you must pilot another ship through rows of enemy craft and past lethal comets in order to dispose of a hostile spy satellite.

Thereafter it all repeats, but with more Walkons, bouncing bombs, enemy craft, comets, spy satellites and of course small, defenceless white dots.

Controls are pleasingly simple, graphics neat if a trifle flat and unimaginative. A game where calm and method count for more than flash and bravado which at first made me think its pleasures were subtle, but left me wondering whether they were merely shallow. — P.R

Game: ULTIMAZONE
Maker: TANSOFT
Machine: ORIC 48K
Format: cassette
Price: £8.50
Rating: KK

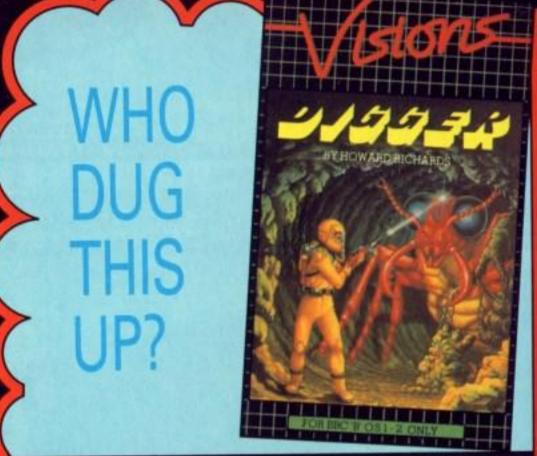


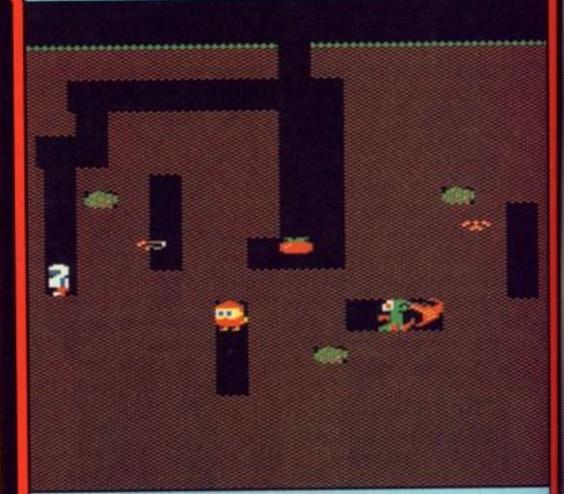
## THOSE ...

A witty and inventive "Paranoid Fantasy" - so sub-titled, it seems, because "THEY" are out to get you. Sure, that just gives it something in common with about 95% of all other arcade games, but in this one "THEY" are fiendish indeed: taunting demons, homing bombs and worst of all - question marks that follow you around. Add to this some devilishly awkward controls - IJKM for up-down, left-right movement and firing direction plus further keys for shields and bullets - and it all adds up to the kind of game that can send you scuttling off to your first nervous breakdown. In short, it's horribly difficult.

Good job, then, that it's got a sense of humour. You, for example, are a dippy-looking smiley face. The question mark's a laugh too. So is the ather melodramatic fourth stage actually, like the second, a bit of a doddle) in which you're trapped on a 'Conveyorbelt To Doom", like a scene from an old Vincent Price movie, until you blast the "nightmares" in the time-honoured fashion. Even the fifth level, where you must match up pairs of funny bones with yet more smiley faces, looks like it might be a giggle but I've only got there a few times and am thus still thrust into a state of panic and confusion whenever I do. — D.R.

Game: THEM
Maker: VIRGIN
Machine: ORIC 48K
Format: cassette
Price: \$5.95
Rating: KK





What's this? Digger? Sounds like an Australian down a coal mine. Let's load it and see what happens (Loads program and reads title page). 'By the Keyboard Kid' says the screen. Yawn. The title page shows the controls so I know what to do. Up, down, left, right and pump. Pump? Nothing here about mending punctures (re-reads minimal instructions on package). Ah. It seems there's this garden plagued by things called Footas and Pubars which are highly averse to being pumped up with said pump. They have a tendency to explode. I'm sure I would too. Footars can breathe fire and gamma rays which is no good for the tomatoes so it's up to you to do something about it.

It only took a couple of goes to form an opinion about *Digger*. The sound was like the wind going out of a rubber duck. The graphics were slow and jerky with nasty glitches left on the screen when the beasts explode and the program crashed twice for no reason and had to be reloaded.

In a word forget it. I have. - K.A.

Game: DIGGER Maker: VISION Machine: BBC Format: cassette Price: £6.96 Rating: Zilch

At £9.99 our games were a bargain...

At £6.99 they're a STEAL!!

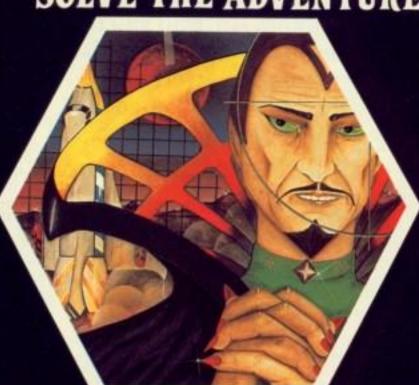
COMPLETE THE ARCADE GAME

FLIP THE CASSETTE SOLVE THE ADVENTURE



SPECTRUM 16/48

Jokers Wild. Enemy aliens are capturing our souls with hypnotic cards. Stop them and save the human race! By Nic Ford



**CBM 64** 

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THE GOOD HAD

Quest For the Garden of Eden. Travel back through time to stop Adam eating that apple! By Brandon James



DRAGON

The Emperor Must Die. The corrupt Emperor must be eliminated and you have been chosen! By Tyrone Howe



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Apprentice. Find the right spell to halt the mischievous brooms!

By Stuart Barnes

The Sorcerer's

**CBM 64** 

PHOENIX

.. Now there isn't a CHOICE

VIC 20

Four Gates. Rescue the humans from the catacombs of the Xzinon Ants! By Simon Wickes

PROGRAMMERS! Have you written any good software! Send it to us or assessment and details of our super toyalty scheme.

Please supply:

Quest For the Garden of

Jokers Wild Eden \_

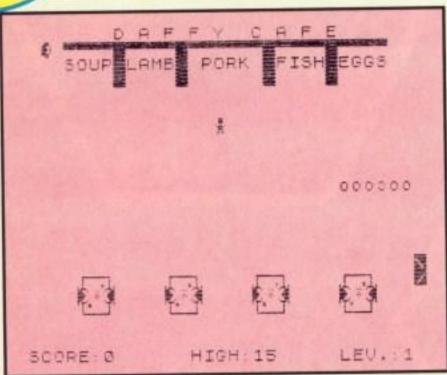
The Emperor Must Die 

The Sorcerer's Apprentice Four Gates

Phoenix Software Ltd., Spangles House, 116 Marsh Road, Pinner, Middx. 01-868 3353

# by Adam Bull for SPECTRUM

"Ees no good, Mr Fawlty.
Ees too much! The trolleys,
they chase me. The
customers, they get angry
and change the order. The
feet they throb from
running. An' you say the
game she has 13 levels?
Aargh! I go crazy!"
You'll have to excuse him,
he's from Barcelona.



5 REM # @ BY ADAM BULL 1984 # 10 RANDOMIZE : LET hi =0: PRINT "PLEASE WAIT...": FOR X =0 TO 10 READ a: POKE USR "a"+x,a: NEX 20 PRINT PAPER 2; INK 6; FLASH 1; AT 20,0; "PRESS A KEY: "I" FOR INSTRUCTIONS": IF INKEY \$="" THEN GO TO 20 30 IF INKEY\$="i" THEN GO SUB 3 000 40 LET d=0: LET L=1: LET sc=0: LET m\$="": LET #2=0: GO SUB 100 50 LET me=1: LET x\$="\delta": LET x =6: LET y=15: LET xx=x: LET yy=y 60 LET w1=3: LET w3=1: DIM y\$( 4,4): LET t\$=""\delta" 70 IF & THEN FOR U=1 TO 10130: 70 IF d THEN FOR U=1 10 10130:
PRINT AT 6,4;""d" to go on "q"
to quit": GO TO 120
100 FOR U=1 TO 20: PRINT AT x,y
;x\$: IF xx() x OR yy() y THEN PRIN
T AT xx,yy;""
110 LET xx=x: LET yy=y: LET x=x
+(INKEY\$="6")-(INKEY\$="7"): LET y=y+(INKEY\$="8")-(INKEY\$="5"): L ET z=ATTR (x,y): IF z=23 OR x<0 OR y<0 THEN LET x=xx: LET y=yy 120 IF z=32 THEN GO SUB 500 130 IF INKEYS="q" THEN GO TO 70 140 IF INKEY \$="d" THEN LET L=L+
1: LET sc=0: PRINT PAPER 2; FLAS
H 1; INK 6; AT 21,0; " SCREEN DEM NSTRATION LEV.: "; AT 21,30; L LET d=1: GO TO 820 150 IF Z=57 THEN GO SUB 600 160 IF Z=77 THEN FOR a=1 TO 10: "; AT 21,30; l ONSTRATION BEEP .002,50: BEEP .002,51: NEX T a: LET SC=SC+75+1: PRINT AT 21 ,6; PAPER 2; INK 6;SC 170 IF Z=59 OR W1=4 AND X=8 AND ₩2 0 THEN GO TO 700 180 IF' me = 7 THEN GO TO 800 190 IF W2 THEN PRINT AT 8, W1;"
; INK 3; AT 8, W2; "H": LET W1=W2:
LET W2=W2+W3: IF W2=28 THEN LET W3=-W3 200 IF W2=3+(13 AND L)4) THEN L ET W3=-W3 210 NEXT U. FOR W=1 TO 4: IF t\$ (w) <>""" THEN LET t\$(w) =CHR\$ (CO

DE ts(W)-1)

PRINT AT 17, (w-1) \$7+5; t\$(w) ts(#) ="0" THEN GO TO 700 IF 230 NEXT W: IF RND #20 (L+4 THEN .02,40: LET W=INT (RND+4+1) : LET t\$(w) = "9": LET V = INT (RND \* 5): LET y\$(w) = ("SOUP" AND NOT V) + ("LAMB" AND V=1) + ("PORK" AND V= 2) + ("FISH" AND V=3) + ("EGGS" AND V=4): PRINT AT 17, (w-1) +7+5; ts(w AT 20, (W-1) +7+4; PAPER 2; INK 7; y \$ (W) 240 PRINT AT 11,5; " "; AT 11,5; PAPER 2; INK 7; ("=" AND RND).45) 250 IF ()7 THEN PRINT AT 5,2; " AN IF L 7 THEN PRINT AT 5,2;" 6,2; PAPER 2; INK 7; ("■" AN D RND).63) 260 GO TO 100 500 REM \* TAKE A MEAL 510 BEEP .02,30: LET ms=("50UP" AND y(7) + ("LAMB" AND y)7 AND y(12) + ("PORK" AND y)12 AND y(19) + ("FISH" AND y)19 AND y(24) + ("EGGS" AND y>24) + " 520 LET X\$="\\" IF M\$<>"" THEN PAPER 2; INK 7; AT 10, 530 PRINT AND # = "") 14; ms+(" X=XX: LET Y=YY: RETURN REM + DROP A MEAL + 510 LET t=1+(y>8)+(y>15)+(y>22) IF ms=ys(t) THEN LET me=me+ LET us(t) =" " LET ms = " : LET to s = " : T ts(t) = " " BEEP .01,20 : BEEP .01,24: LET sc=sc+15\*1: PRINT A 17,(t-1)\*7+5: ": AT 20,(t-1)\*7 4; PAPER 2; INK 7: "; AT 21, INK 6; sc; AT 10,23+me; "0": GO TO 520 630 GO TO 540 700 PRINT AT XX,99;" ";AT X,9; FLASH 1;"+";AT 20,0; PAPER 2; IN K 6;"<<<<<< > YOU HAVE FAILED! >> FOR X=40 TO 25 STEP -1 BEEP .1, X+1: BEEP .1, BEEP .1, X: x-1: NEXT X 710 IF scohi THEN LET hi =sc 720 GO TO 20 800 REM \* NEW LEVEL 810 PRINT FLASH 1; AT 6,10; " \* B ONUS! \* ": LET !=!+1: FOR x=1 TO 30: BEEF .01,20+x: LET sc=sc+5: PRINT PAPER 2; INK 6; AT 21,6; SC; AT 21,30; L: NEXT X 820 PRINT AT 6,10;" "; AT 20,0; PAPER 2; INK 7;" ... GO SUB 1030 830 IF 1>2 THEN LET W2=3+(14 AN D ()4): IF ()3 THEN PRINT PAPER 2: INK 7; AT 10,8; ""; AT 9,21; ( "AND ()6); AT 11,22; (" AND ()7); AT 6,2; (" " AND ()7); PAPE R 7; INK 0; AT 6,2; (" " AND ()6) 840 FOR X=0 TO (: PRINT INK 3; A T\_INT (RND+3+13), INT (RND+28+2); 850 IF (>5 AND (<10 THEN FOR X= 1 TO (-2: PRINT INK 3; AT INT (RN D\*4+4), INT (RND\*26+3); "H": NEXT 860 IF L)9 THEN PRINT AT 4,2;"
";AT 5,2; PAPER 2; INK 7;"
"+(" " AND L 670 IF L>11 THEN PRINT INK 3; AT 13,2; "\$-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\* 13,2; "\*-\*-\*-\*-\*-\*--\*-"+("\* AND ()12) 880 GO TO 50 1000 REM \* PICTURE \* 1010 BORDER 2: PAPER 2: INK 7: C 1020 PRINT INVERSE 1; AT 15,31; "\
"; AT 16,31; "/"; INVERSE 0; INK 6
"AT 0,2; " D A F F Y C A F E HIGH: "; h ": AT 21,0; "SCORE: 0 HIGH: "; 1 1; TAB 25; "LEV.: 1". 1030 INK 0: PAPER 7: FOR X=2 TO 8: PRINT AT X,3; " NEXT X NEXT X 1040 FOR X=9 TO 11: PRINT AT X,8 ";AT X,21;" ": NEXT X 1050 FOR X=12 TO 19: PRINT AT X, 1; TAB 31: NEXT X 1060 FOR X=4 TO 25 STEP 7: PRINT. INK 1; AT 16, X; "[]"; AT 17, X; "E"

1070 PRINT PAPER 4; AT 1,3; "

OUP LAMB PORK FISH EGGS"; AT 3, 3;"
1080 FOR X=1 TO 10: PRINT AT X,0
+(X)3 AND X(7);""+(" "AND (X=3) OR X=7)): NEXT X: PRINT AT 10,1; "AT 11,5;" "; AT 1,1; PAP ER 1; INK 5; BRIGHT 1;" 0; AT 10,25; "0000000": RETURN



Any capital letters which are not obviously part of a word or sentence are user-defined graphics characters. These are in lines 50, 60, 190, 210, 520, 620, 840, 850, 870, 1060, 1080, 3080.



— countdowns shown on the tables

s£(4,40) — meals on order

m£ — meal you are carrying w1,w2,w3 — used for

w1,w2,w3 — used for manic tea trolley

S

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up

me — number of meals delivered

x£ — picture of waiter (with or without a meal)

— ATTR of place you want to move to

used for loop in the main game

xx,yy — used for saving the old x,y values

v,w,etc — general purpose variables

\* CHARACTER DATA \* 2010 DATA 0,0,31,16,16,16,16,144 ,0,0,255,0,0,0,1,1 2020 DATA 0,0,248,8,8,8,136,137, 188,226,240,248,248,240,226,188 2030 DATA 0,20,0,8,20,8,0,0,61,7 31,15,71,61 2040 DATA 145,1 ,15,16,16,31,0,0 128,128,0,0,0,255,0,0 2050 DATA 9,8,8,8,8,248,0,0,28,2 8,28,73,52,28,20,54 2060 DATA 28,92,252,73,62,28,20, 54,255,66,126,66,126,66,231,231 2070 DATA 14,30,57,61,61,57,62,1 3000 REM # INSTRUCTIONS # 3010 BORDER 7: PAPER 7: INK 0: C 3020 PRINT INK 1; " Welcome to the DAFFY CAFE.." INK 0'"You take the part of a waiter ina busy c are. At intervals each of the tabl es will order a meal andyou must deliver it before they become a ngry and get you fired. Each tab le will wait for a countof nine (shown on the table) forits meal before getting angry. 3030 PRINT ""The ordered meal is Under the table." displayed "To pick up a meat you move up against the appropriate counter in the Kitchen (To change a mea tsimply move up against another counter), and to deliver a meal you move against the required table. PRESS ANY KEY"

3040 IF INKEY \$="" THEN GO TO 304 3050 "YOU PRINT cannot del wrong meal to a tabl e, so look out in they chan case their minds!"" Extra points will be awarded if you wash your hands in the gentscloakroom the left of the cafe." 3060 PRINT "The meal you are ca be displayed in the the screen."'"Use rrying will centre of the cursor keys to steer HOUL "' "Mind out for drunks waiter. and manic tea trollies, which will kill PRESS ANY KEY 900.

3070 IF INKEY\$="" THEN GO TO 307
0
3080 CLS: PRINT " is the wa
iter (you)" INK 1;" TAB 0;
"E:3"; INK 0;" is a table"; INK
1; TAB 0;" INK 3;" INK
0;" is a drunken man" INK 3
;"H"; INK 0;" is a manic tea
trolly" PAPER 1; INK 5;" 0"; PA
PER 7; INK 0;" is the washbas
in"

3090 PRINT '"There are more than thirteen different levels to pass through ""Press "d" after start for demo of the other levels; "q" to quit" ""Good luck.
""PRESS ANY KEY TO BEGIN"
3100 IF INKEY \$="" THEN GO TO 310

41

## A SS GAMES OF OUR TIME

# No.3 RIVER RAID (Activision)

YOU CAN easily imagine professional fighter pilots turning pale and mumbling excuses when faced with Carol Shaw's River Raid. On the face of it, a suicide mission if ever there was one. This is a one-way river all right.

You are, collectively and individually, the pilot(s) of five low-flying, heavily armed marine attack aircraft, and your mission is to fly at nought feet up an endless branching fjord filled with the paraphernalia of war. Battleships steaming to and fro; fuel tankers; tanks; helicopters; jet aircraft and of course a series of bridges, each of which you must take out before you can continue your breakneck low-level mission.

Your mission is, simply, to blast as much as you can.

Isn't it always?

Nought feet is very low. You can fly over nothing and when objects in your path - like oddly nimble battleships - move to intercept you, you must either dodge or blow them away - because if you don't you fly smack into the side, pal, and that's where you lose one of the five-man team. Other hazards include mobile AA that shoots at you from the banks and bridges - the width of the banks varies amazingly, the River getting narrower the further you ascend it - and the unexpected appearances, after about Bridge 7, of phantom-like jet fighters.

Later still you get the fast helicopter gunships.

### TRAPPED AT ZERO FEET

You measure your ascent by bridges. These are the only regular feature in a fjord-like configuration that branches endlessly into islands and sub-waterways, some of these very narrow indeed. Sometimes these channels will be filled by enemy vehicles; at other times they will be empty save for the striped fuel tanks.

The fuel, embarrassingly, is collected by flying over it. (Oh well.) You keep track of your tank state by means of a gauge, and bells sound when the

fuel gets low.

And get this. No matter what gets in your way — what unlikely or totally credible combination of enemy war machines should appear — you can never rise above nought feet. So to help you manoeuvre out of what can look like impossible situations, your

# ONE WAY DOWN THE RIVER OF DEATH



attack plane has massive air brakes that enable it to pull hi-G turns, as well as afterburners for that often-needed last-minute burst of speed.

Your armament, thankfully, seems infinite. A regular stream of armourpiercing rockets pours away with satisfying speed. Warships, beetle-like wandering helicopters, stationery fuel dumps... all disintegrate on the instant when clobbered by these magnificent air-to-ground missiles, so powerful that even bridges disin-

tegrate on impact.

The earliest bridge-to-bridge killing zones are the easiest. Ships lie stationary and choppers hover dully, like bored flies. All fall prey to your jinking low-level fighter, flaps full on, pulling hi-G zigzags from bank to bank, blasting the enemy's property into scrap, and flying blithely through the tumbling ruins. Fuel dumps are common as muck, and as your fuel is still high you blast these contemptuously, content to collect the few lousy points they represent. The first bridge can be taken out at leisure - you even have time to pick off a couple more helicopters before flying through into the next open reach of River.

By now the defences are waking up and things are starting to happen. A great cruiser pulls into your path just as you approach; a swift salvo and he vanishes in flame, but now here is a helicopter doing the same. A quick shot—he goes down—and a swerve past another chopper . . . a shot at a fuel dump . . . another, which misses, at a battleship— and you're past the first wave of defences and faced with a choice of routes.

The arm on the right is narrower, and involves a tighter turn to enter, but is relatively free from enemy, and moreover possesses two unguarded fuel dumps. (We are beginning to need fuel.) The one to port is wider, but more thickly peopled with enemies.

### SCORES, AWARDS AND MORE...

You hesitate too long, attempt the right-hand arm of the river, blow the turn, and pile into the island cliff. One down.

Next man starts from the last bridge passed. Pretty soon you are at Bridge Seven, and the enemy jets have

showed up.

They come in fast, from left to right (or the other way around), pale blue ghosts that come right at you and can only be downed by good deflection shooting — and if not downed must be dodged by skilled flying. Avoiding them, you come into range of the banks, where mobile AA starts firing. They get your range very quickly, so if you see them landing salvoes ahead but in line . . . change your line fast. If you see them on the bridge, blast the bridge.

You can score very highly indeed at River Raid. There are reports of a million being scored. Certainly Carol Shaw's game, designed for and marketed by the US company Activision, has all the ingredients of compulsiveness. It is one of the very best—if not the best—of the vertical scrollers; the Defender of Up-and-down Land.

The game appeared originally in the UK early last year as an Atari VCS ROM, having already won countless awards from the US Game industry. Last Christmas it turned up as a ROM

for Atari computers.

It is, of course, as we said, and as they always are, a suicide mission. Sooner or later your fuel gives out, or you misjudge a tight turn, and fly smack into something. Then it's over and you're left with a score which won't go halfway to telling the full story of all the sweat and terror of your last mission up the River of Death.

TONY TYLER



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g more odified with the for ORIC by KEVIN FREEMAN

1 CLS: POKE618, 10: HS=0

10 GOSUB1000

```
14 M=34: N=2: X=12: Y=23: Z=X: C=Y
16 PAPER4: INK7: CLS
18 FL=1750: MS=200: SC=0: SS=76: HH=16
20 PLOTO, 0, 16: PLOTO, 1, 16
22 PLOT38,0,20:PLOT38,1,20
24 A2$="ahija":B2$=" g"
26 A3$=" k":B3$="olmno"
30 FORI=16T026:PLOT0, I, 18:NEXT
32 FORI=3T026: PLOT1, I, 3: NEXT
34 PLOT21,0,1:PLOT21,1,5
36 PLOT1,0,4:PLOT1,1,6
100 REM.....CONTROL.....
102 REPEAT: SOUND4, 40, 6: PLAY0, 7, 7, 0
110 Q$=KEY$
112 IFQ$=""THENGOT0150
115 IFQ$=","THENX=X+2
120 IFQ$="."THENX=X-2
 125 IFQ#="Z"THENY=Y-2:HH=HH-1
 130 IFQ$="A"THENY=Y+2:HH=HH+1
 145 IFQ$=" "THENGOSUB400
 150 GOSUB200
 152 FL=FL-1: IFFL<0THENFL=0
 155 PLOT2,0, "FUEL
                          "+STR$(FL),4)
 156 PLOT11,0,RIGHT$("
 160 PLOT22,0,"SCORE
                           "+STR$ (SC),4)
 162 PLOT31,0,RIGHT$("
 165 PLOT2,1,"MISSILES:"
                           "+STR$ (MS) ,3)
 167 PLOT11,1,RIGHT$("
 170 PLOT22,1,"HI-SCORE:"
                            "+STR$ (HS) ,4)
 175 PLOT31,1,RIGHT$("
 178 IFMS<20THENPLOT1,1,12
 180 IFFL<100THENPLOT1,0,12
 181 PLOT20,0,8:PLOT20,1,8
 185 IFMS=ØTHENFL=Ø
 190 UNTILFL=0
  195 PLAY0,0,0,0:GOTO700
  200 REM
  205 PLOTZ+2,C-1," "
  210 PLOTZ, C, "
  215 PLOTZ, C+1,"
  220 A1$=" d":B1$="abeca"
  225 C#=" "
  240 X=X-INT(RND(1)*3):X=X+INT(RND(1)*3)
  250 Y=Y+INT(RND(1)*2):Y=Y-INT(RND(1)*2)
  260 IFX>33THENX=33
  262 IFX<2THENX=2
  264 IFY>23THENY=23
  266 IFY<3THENY=3
  268 IFY(BTHENA1 = A2 =: B1 == B2 =: C == "f"
  270 IFY>13THENA1$=A3$:B1$=B3$
  272 PLOTX+2,Y-1,C$
   274 PLOTX, Y, A1$
   275 PLOTX, Y+1, B1$
   280 Z=X:C=Y:FL=FL-1
   284 PLOT16,6,"[:]":PLOT16,16,"[:]"
   286 PLOT11,11,"[-":PLOT22,11,"-]"
   288 IFHH>25THENHH=25
```

Ah, Roger, Oric base. Have the rogue bird in my sights. Understand need for direct hit to engine port to down enemy. Intelligence briefing showed effects of attack on other parts of rogue negligible. Beginning my run now. Fuel and

Thunder 5 — wish me luck...

missiles should just get me through. Ah, this is

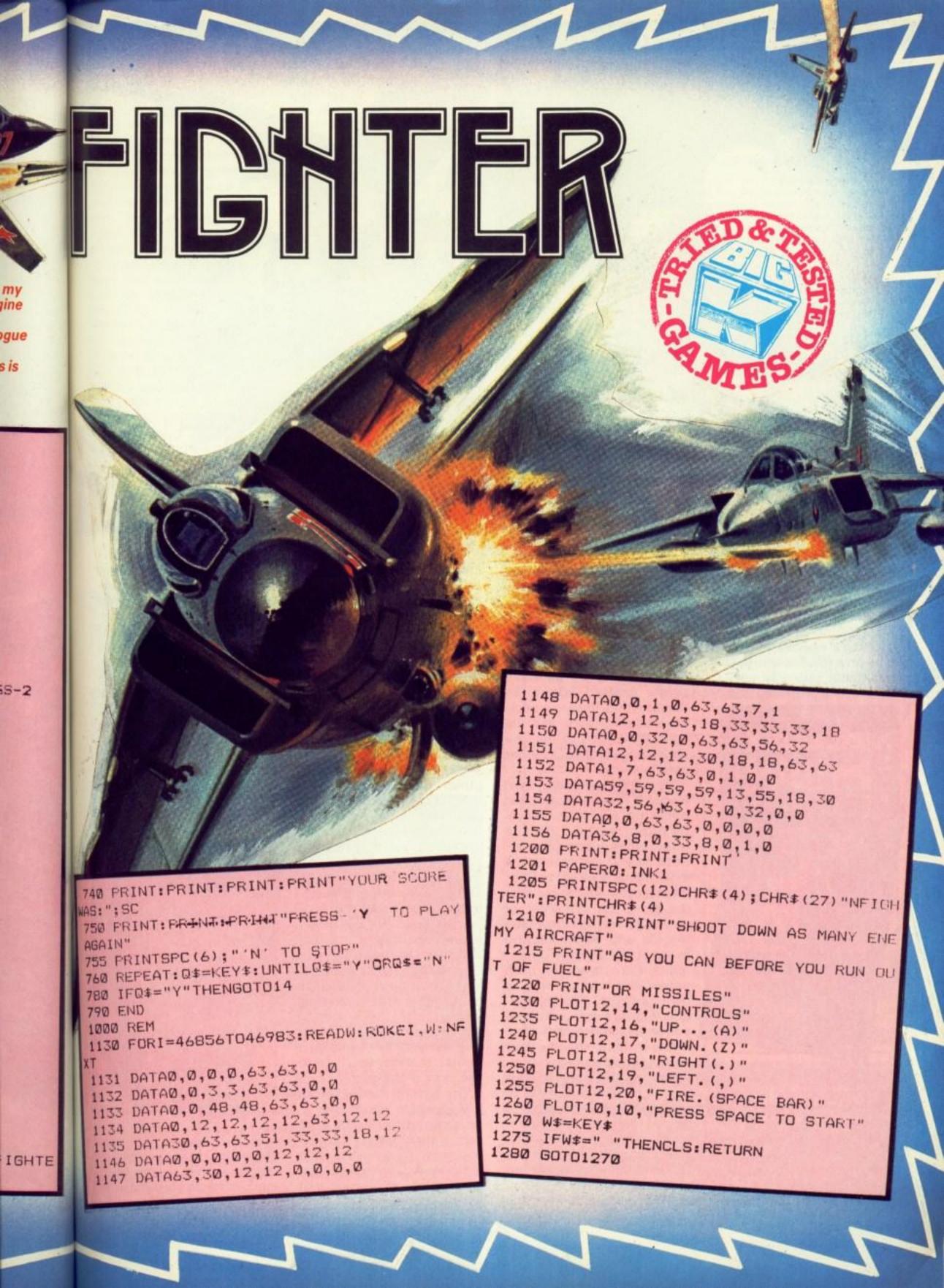
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290 PLOTO, HH, 18: PLOTO, HH-1, 20
  300 RETURN
  400 REM....MISSILES....
  401 GOSUB200
  402 PLOT17,6,"+":PLOT17,16,"+"
  403 FLOT12, 11, "+": PLOT22, 11, "+"
  404 SOUND4.11.9
  405 FORJ=26T014STEP-3
  410 PLOTM, J, "\"
  415 PLOTN, J, "/"
  420 FLOTM, J, " "
  422 PLOTN, J, " "
  424 M=M-3: N=N+3
  425 NEXT
 430 M=34:N=2:FL=FL-1:MS=MS-2:SS=SS-2
 432 IFSCRN(16,J)=98THENGOSUB600:
 435 PLOT17,11,"p"
 440 SOUND4, 40, 6: PLAY0, 7, 7, 0
 450 PLOT17, J, " "
 499 RETURN
 600 REM......HIT.....
 601 SOUND4, 10, 0: PLAY0, 7, 5, 4
 605 PLOTX,Y," pp
 606 PLOTX, Y+1, "p p p "
 610 WAIT15: SOUND4, 3500,0
 615 PLOTX, Y, "P P P"
 620 PLOTX, Y+1," p pp"
 625 WAIT15: PLAY1,7,5,7
 630 PLOTX, Y,"
 635 FLOTX, Y+1,"
 645 WAIT15: SOUND4, 30000, 0
 650 SC=SC+150+SS
 655 IFHS (SCTHENHS=SC
 660 SS=75: X=27: Y=20
 665 FLAY0,7,7,0
 699 POP: RETURN
 700 REM..... END OF GAME...
 705 PLOT12,8,"DISENGAGE"
 708 WAIT150
 710 CLS
715 PAPERØ
720 PRINTCHR$ (12): INK1
730 PRINTCHR$ (4); CHR$ (27) "J
                                     FIGHTE
R ": PRINTCHR$ (4)
```

WA

7

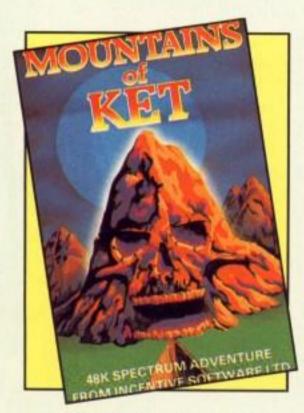
1-1-1

289 IFHH<5THENHH=5





CURRENTLY causing much consternation on the Big K campus is a deceptively tricky adventure called Mountains of Ket, from Incentive Software, which runs on a 48K Spectrum. This traditional text-only epic is the first of a proposed trilogy set in the mythical land of Ket, a familiar-sounding suburb full of Orcs, Ogres and other routine 'Obgoblins.



It boasts both a commendably strong plot and a pot full of puzzles that run a gamut of difficulty. Apparently Ket, long troubled by feuding warlords and the like, has been thrust into uncharacteristic unity by some attacks from beyond the mountains; the work, it seems, of a band of mad, marauding monks. You've been summoned by the Lords of Ket to sort these beggars out. Some task! To ensure that you at least try to complete this hazardous mission, the Lords have kindly grafted Edgar, an assassin bug, into your neck. Try and do a bunk and the little devil will sink his poisoned pegs into your tender parts.

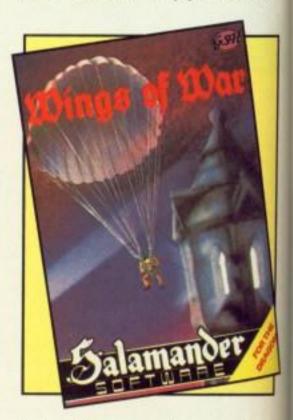
Despite the standard Sword & Sorcery format, Ket offers up a number of refreshing twists. Take the opening sequence f'rinstance. As you saunter into the local village it's a fair bet that most players, conditioned by the senseless slaughter of similar games, will draw their swords and begin hacking away at the earliest opportunity. Here, however, such antisocial behaviour reaps its own rewards. The inhabitants will, as a man, set about you with ill-disguised glee. Better by far to sheathe your sword and attempt to barter. There are a number of items that can be bought, all of which will prove of use once you've entered the mountains. Although it must be said that with what appears to be a village inhabited solely by grumpy pensioners ("Speak up sonny, I'm a

little deaf!" and "I've no time for idle chatter!" being typical replies) it's extremely tempting to swing that sword and remove a few heads.

Although primarily a puzzle adventure the game features an effective combat routine based on the Dungeons and Dragons slugger system. Upon starting the game you'll be allocated points for Prowess, Energy and Luck, and these, come a punch-up, are compared against the statistics of your opponent. The 'puter then plays out the battle in a series of rounds. You're given a running commentary on the slashes and thrusts along with opportunities to either dodge or run. It's an effective and well presented routine that adds considerable punch (no pun intended) to the proceedings. As a general rule it's best to avoid crossing swords with those with a higher prowess rating. Just swallow your pride and do a runner; that way you'll get to see more of the game.

I'm currently stuck before a wall which I'm told is in 'mint condition'. The clue here is presumably 'Polo', so obviously (?) there's a hole in the wall somewhere. Just a question of sussing out where, I guess...

NOW SHOULD you be tired of all this D&D style adventuring Salamander Software offer an entertaining alternative in the shape of Wings of War (which runs on the Dragon 32/64). Set in France, circa WW2, you get to play an officer in some sort of secret task force who's (been) volunteered to infiltrate an occupied chateau. Apparently the krauts (no offense chaps) have developed a secret weapon and the Brits want it. The mission begins with a descent by parachute

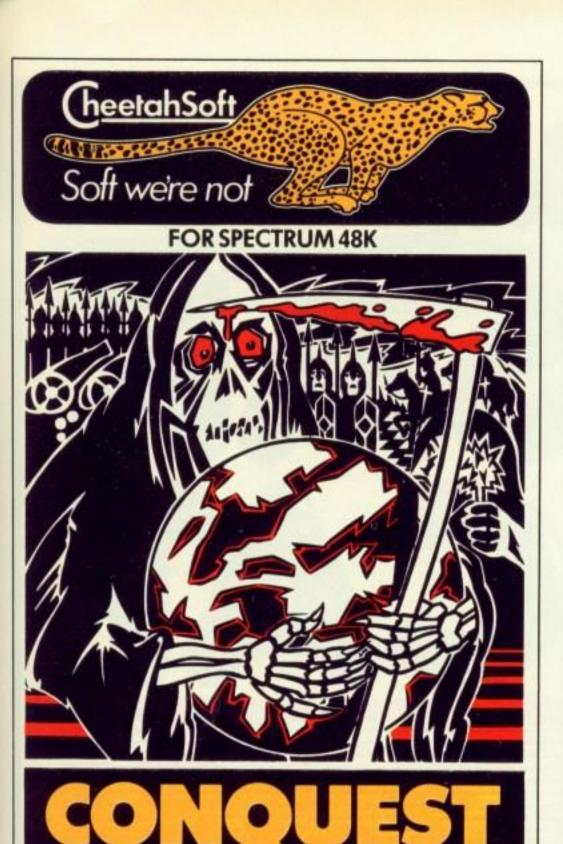


into the wood near the chateau. Unfortunately a rough landing scatters your equipment as you land. Not the best of omens.

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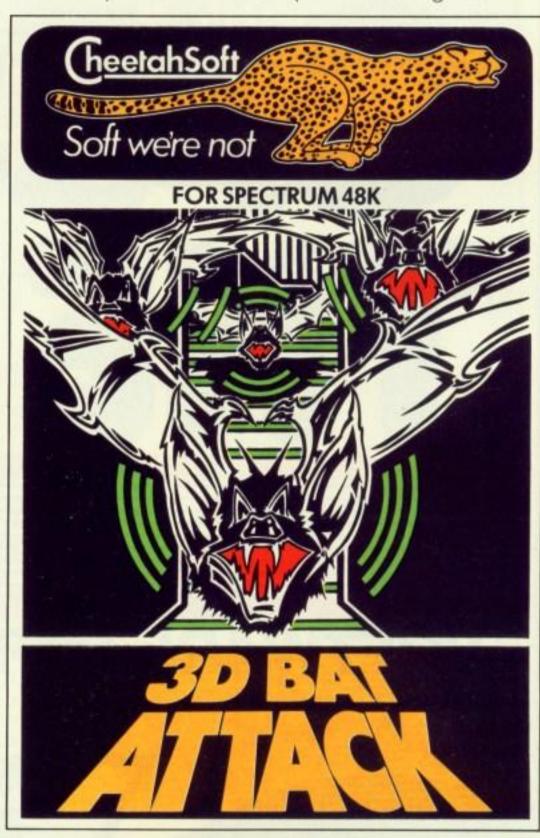
CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

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Part organ, part computer, it's designed around the revolutionary "Playcard" system. That is, a vast library of popular tunes with magnetic memory strips along the base. Simply slide these strips across the PC 100's "electronic brain" and in a split-second the entire score is memorised, ready to be played back at any speed, rhythm or instrument voice you choose.

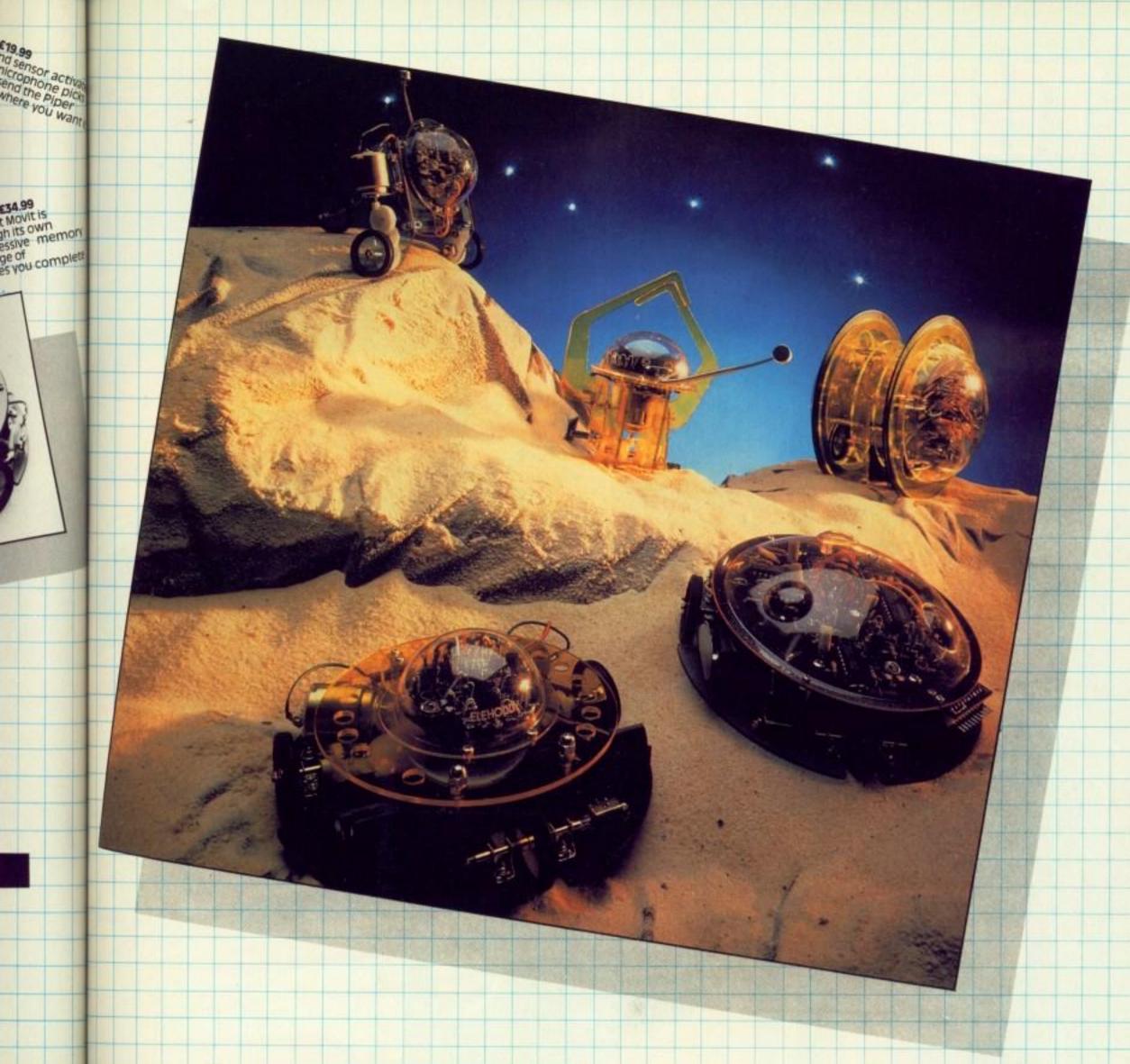
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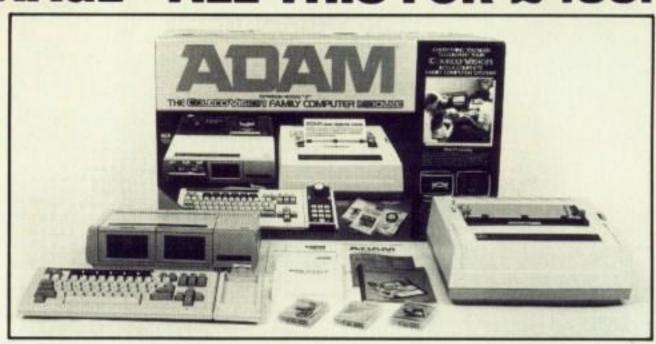
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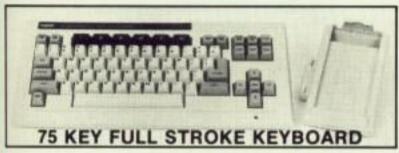


by Micheal Beaton for SPECTRUM

# A COMPLETE PACKAGE - ALL THIS FOR £499!

- \* 80K\* RAM (Exp to 144K)
- \* Full Stroke Keyboard
- \* 256K Data Storage Unit
- \* Daisywheel Printer
- \* Built-in Word Processing
- \* Buck Rogers Arcade Game
- \* Colecovision Compatible













enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console" with a built-in 256K digital data drive; a professional quality, stepped and sculptured 75 key full-stroke keyboard; a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also 'Buck Rogers - Planet of Zoom' (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.

MEMORY CONSOLE/DATA DRIVE: "The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accompdate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen

LETTER QUALITY PRINTER: The Smart Writer letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's Smart Writer word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with Smart Writer word processing built-in. This program easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do. Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system

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FROM THE moment you drop the coins in the slot and literally feel the jet engines rumble to life, you know you are in for a *ride*.

Mylstar Electronics' M.A.C.H. 3 is the most sophisticated, the most hopelessly gripping laser game yet — one that uses real-life footage to put you in the cockpit of a modern jet fighter. Ever wanted to fly a crack Israeli Air Force raid across the Golan Heights? Ever wondered what a victory roll feels like at 2,000 feet? All you have to do is scramble and go upstairs in this baby.

The hardware alone is impressive. Designed by Dave Pfieffer, the wrapover console and the special panoramic screen image interacts with the aural (and — I promise you — physical) sound effects to create a startling and highly effective fantasy. The engines throb beneath you, missiles impact with a distant thud, and as the jet banks and rolls, you find yourself leaning helplessly into the turns.

Select a game option to start: either over-flying - i.e.

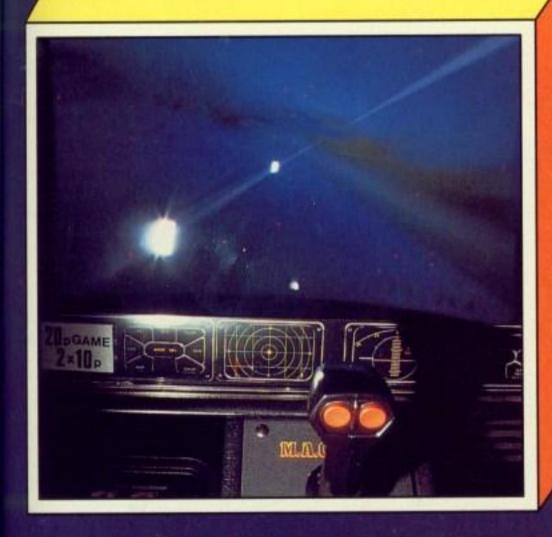
looking straight down on what is in fact actual footage of San Diego in California; or flying through — with a view straight ahead as though from a real cockpit — a series of linked scenes probably filmed in the arid, rocky terrain of the American South West.

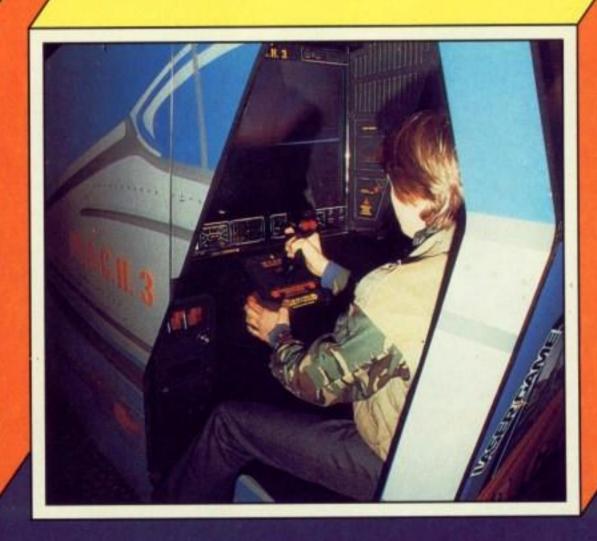
#### THRILLS AND SPILLS LASER-STYLE

In both options, your unmarked Military Air Command Hunter jet is superimposed using computer graphics, but the first — over-flying — definitely lacks the excitement of the latter. It's much slower and, despite targets on the roads, quayside and industrial sites below, your attention is drawn to the mundane business of dodging enemy jets and rockets that scroll across the screen in the all-too-familiar patterns of games like *River Raid*.

Everyone but the M.A.C.H. 3 neophyte will opt straightaway for the second game. Targets appear marked by comons -suit king ices







age of view ries of of the

nmand out the of the roads, drawn ockets

raighty computer-generated 'windows' into which you must fire missiles as you hurtle across the landscape, coming in low over rocky outcrops and banking hard into valleys to outflank enemy rockets. A steep climb takes you high into clouds that hide helicopter gunships; diving down again, your target is a hydro-electric dam. A hair-raising turn takes you over some hills and into a heavily-fortified ravine. Here the enemy gunners have heat-seeking rockets on their side, and many lives have been spent mastering the knack of hitting these exasperating projectiles before they intercept. The interminable, perilous (and costly) ravine finally opens out onto flatlands, with no target in sight and time for a well-earned victory roll.

Programmed by Chris Brewer and Fred Darmstadt, M.A.C.H. 3 is a real roller-coaster—a loud, dizzy, high-speed, vertigo-inducing tumult of sights and sounds. Simply hanging on to the joystick and plummeting through the air is a thrill, never mind scoring any points. The daredevil man-

oeuvres executed in the course of this 3D spectacle are a challenge for the strongest stomachs. So captivating is it that one reviewer even wrote that she heard verbal instructions advising which targets hit (or was I so caught up that I didn't?).

#### ALONG COMES EASTWOOD

Like Taito's Laser Grand Prix — a Pole Position game superimposed on actual footage of the Mount Fuji race circuit — M.A.C.H. 3's real backgrounds are an eye-popping advance on Don Bluth's cartoon animation for Dragon's Lair. By the time you read this it will have been joined by Atari's Firefox, incorporating footage from the Clint Eastwood film about stealing a Soviet jet. And it can only be a matter of time before you are sitting alongside Knightrider or even playing tennis with John McEnroe. Imagine the sound effects on that!

# SOFTWARE INVASION...

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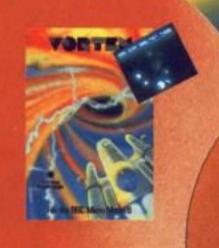
#### 3D BOMB ALLEY

the continued thunder of the hissing ground missiles had long now deafened him - unless he had some of those bombers down, the fleet, in the small stretch of water was a sitting duck... 3D ACTION, SOUND EFFECTS, BEAUTIFUL GRAPHICS, BBC MODEL B £7.95 CASSETTE £11.95 DISK



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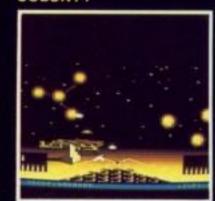
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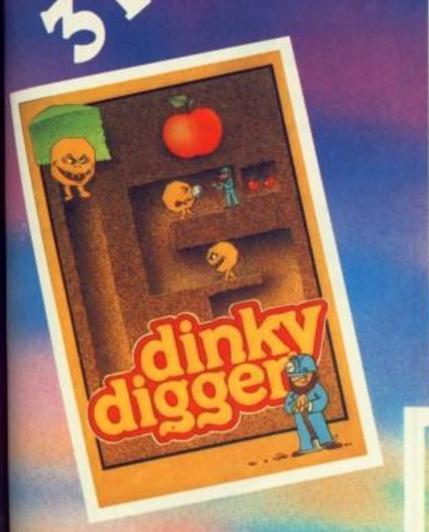
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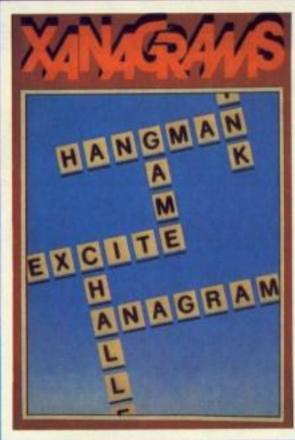


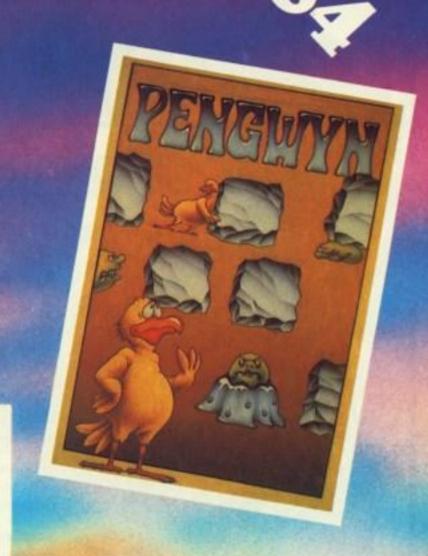
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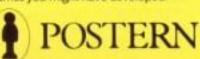
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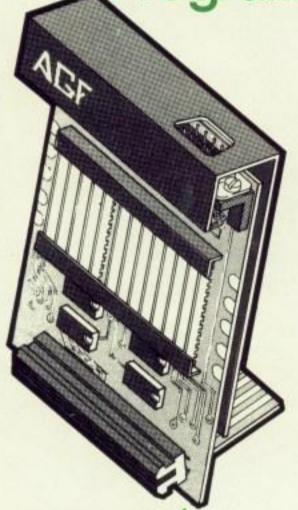
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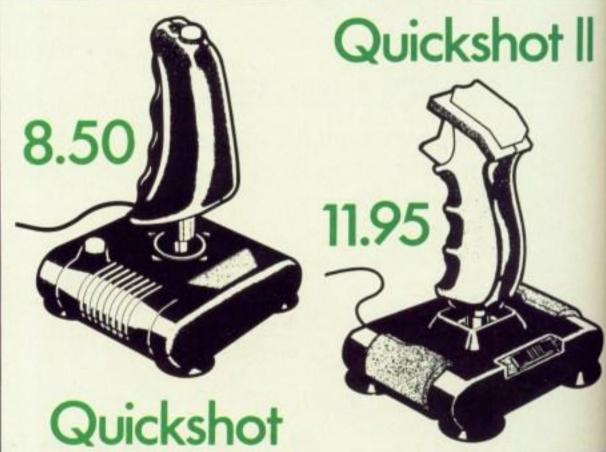
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