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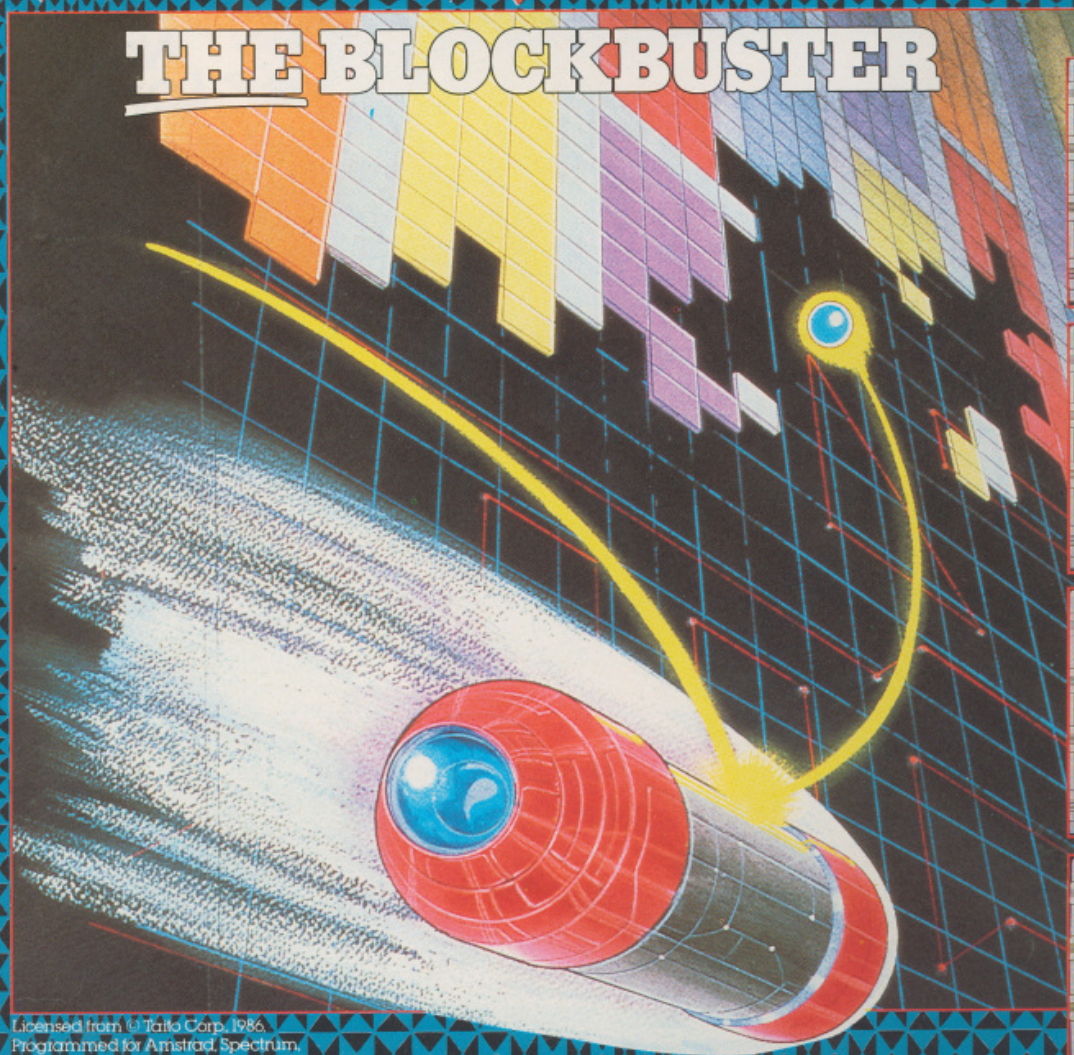

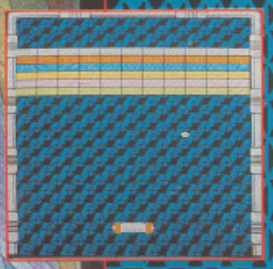

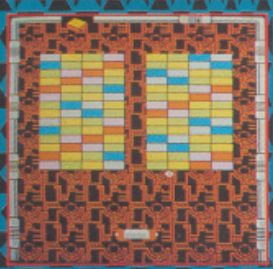

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COMPUTER GAMER

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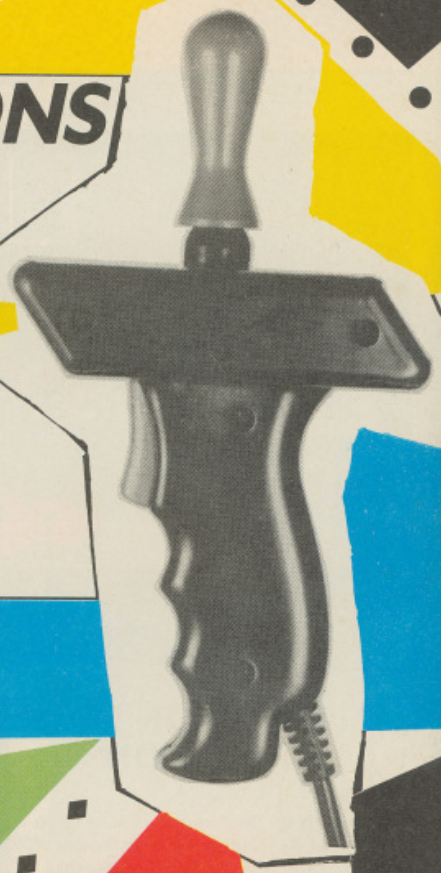

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GFL Championship Football

GRIDIRON ACTIVISION

Things are certainly moving down at Activision, now it has jumped back onto the American Football bandwagon — which Activision started some 18 months ago — with a new simulation, GFL Championship Football.

As you can see from the screen dump, the game has a different perspective. Unlike other games currently available, Activision's latest puts you right down on the gridiron. You are surrounded by the noises of the field: the barking of the quarterback's count as well as the sound of your own footsteps as you power down the field for another touchdown.

All team selection and tactics are at your command and there is a two player option which adds a new dimension to this increasingly popular computer sport.

NB. Sorry to keep harping on about it, but Enduro Racer should be appearing this month on the Spectrum and C64. The ST version is looking good but still has a long way to go before publication.

Contact: Activision Ltd, 23 Pond St, Hampstead, London NW3 2PN. Tel: (01) 431 1101.

EPYX BOUNCE BACK

American sports seem to be in vogue at the moment. The latest from US Gold is a basketball game from Epyx programmer, Andrew Spencer.

As the name suggests, Street Sports — Basketball has more to do with Harlem's street corners than with the Globetrotters. The normal problems of matchplay are there but a few amusing extras have been added. Look out for curbs, oil slicks or even next door's dog wandering across the pitch.

Before a game can commence, you have to select your team from ten neighbourhood hopefuls. Each player has a different style and quality. Some players are show-offs, some professional, while others are rough, tough teamsters who will do anything to win.

Spencer has opted for a cartoon-style screen display in this tongue-in-cheek game, it's all good, clean fun.

Also, keep an eye open for Martianoids which will be appearing in the shops soon.

Contact: US Gold Ltd, Units 2 & 3 Holford Way, Holford, Birmingham B6 7AX. Tel: (021) 356 3388.

HIGHER LEVELS

Knight Orc, Level 9's new digitised graphic adventure, should put an end to criticism of the company's old graphics system. However, the bad news is that this superb graphic adventure is only available to disk drive owners.

The adventure casts you in the role of an Orc sick of the persecution of orc-kind by humans. To wreak your revenge you must first master the spells and puzzles vital in helping you escape from the mystical world which surrounds you.

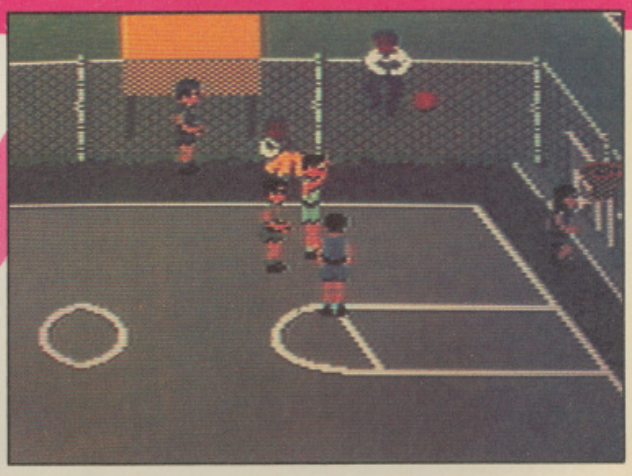
An interesting twist is the freedom of other game characters to lead their own lives: a band of five creatures can be controlled once you learn how to communicate with them through the game's superb parser which has a 1,000 word vocabulary.

Knight Orc is available from Rainbird Software on the ST and Amiga for a mere £19.95. Every possible conversion will be following soon.

Contact: Clare Edgeley, Rainbird Software, 74 New Oxford Street, London WC1A 1PS. Tel: (01) 240 8838.

Knight Orc

Street Sports Basketball



PAWS FOR THOUGHT

Gilsoft's Professional Adventure Writing System is about to be released on the Spectrum.

OK, I know we have a review in *this* issue, but we were so knocked out by it that we couldn't resist showing just one more screenshot.

As you can see, PAW allows you to take up where Level 9 left off — and Level 9 hasn't done at all badly out of the adventure market. Let's hope the new games produced with PAW show the same flair and sense of humour. The adventure market could do with a shot in the arm.

Contact: Gilsoft International Ltd, 2 Park Crescent, Barry, South Glamorgan CF6 8HD. Tel: (0446) 7327654.

editions

The launch of Startrek coincides with the rise of the Atari ST in a rapidly changing industry. Both come under the editor's gaze

Anyone taking a sounding from the software houses will be aware of one clear message: the ST's star is rising.

Atari has attacked the British market through an advertising campaign which has had the effectiveness of a whisper in a storm. Overshadowed by Commodore's pre-launch Amiga bluff — via wild press reports of a cheap, powerful machine, the ST has chugged along in its wake. But thanks to a more successful assault on the American market, the software houses over here have seen a lucrative market which they can't ignore. Now that the ST system can be purchased in more affordable modular form, the reality of an ST in the home is just around the corner and the flood of games to support this hope is starting to flow from the pipeline.

To emphasise our belief that the home computer market has stagnated for too long, this issue of Gamer enters the speculation which surrounds this machine with an in-depth look at the ST and its miriad forms.

Jack Tramiel brought CBM to the fore with the VIC20 and C64, now he is poised to give Atari the same superstar status with the ST and his forthcoming games console.

The latest move from Atari places the ball firmly in Commodore's court and we wait to see if the $500 German Amiga will appear on British soil to upset Tramiel's dream.

A rapid improvement in the profile of both of these machines would have been achieved if the companies had supplied magazines with samples. This would have guaranteed early coverage and everyone would have been exposed to the free publicity which would ensue. Rapid success will not be theirs until manufacturers get used to the idea that public interest is created by publicity, not by the intrinsic properties of a computer.

In most other areas the American's publicity machine is second to none but the conservatism in the hi-tech areas is amazing. Perhaps Tramiel is waking up to this fact first.

MUSICAL CHAIRS

The affairs of software houses leave even the best computer game in the shade. At the moment I am witness to a strange game of musical chairs. Each day programmers switch from company to company and software houses area absorbed by bigger neighbours.

In the past few months we have seen Mastertronic purchasing the freehold on Melbourne House, PSS has passed through the looking glass into Mirrorsoft, Mikro-Gen has made Creative Sparks glow brighter and Gremlin is now living in Centresoft with US Gold. Alligata's Crowther and Goodley have been snapped up by Ariolasoft. Ben Daglish is making music with Gremlin. And it's rumoured that ex-Thalamus boss Andrew Wright is seeking sanctuary with his old mates at Activision. The list seems endless.

As independent companies become fewer, the battle becomes more furious. Ariolasoft has trimmed down staff and much speculation surrounds its passion for soft centres and Minters.

If I was in the business of predictions, which I'm not, I might speculate that before this year ends we might see a repeat of last year's Monopolies Commission witch hunt against Amstrad parodied in the software industry.

STARTREK BOLDLY SHOWS ...

After a year of speculation Startrek ST has arrived, well almost. Hopefully sales of the game will allow Beyond to forgive Francis Lee, the man who started the ball rolling before resigning to form his own software house, Starlight.

The story of the game challenges the TV series for dramatic content. Startrek must be one of the most sought after licenses to be bagged by any publisher, but it has hung round the neck of Beyond like the Ancient Mariner's albatross.

The main problem has been the cult status which the programme producers attracted and maintained for two decades. Paramount, producers of the Startrek phenomenon, jealously guarded its reputation and each stage of the game has travelled almost as far as the USS Enterprise during the past year or so. Corrections and suggestions have flowed between the companies and have taken in even the smallest details down to the expression on Spock's face.

With amazing forward planning, the game is being launched to coincide with the release of Startrek IV — The Voyage Home.

But one problem still remains, the voice synthesis is superb but what happens in the non-English speaking market? In these countries the series is dubbed by local actors who sound totally different to the Kirk, Bones and Spock that we know. Now the decision must be made whether to go through the process of digitising in every language or to produce a vocally mute version of the game.

What will happen remains to be seen but in the meantime Gamer's Tony Heath has come back from Beyond with an in-depth, exclusive review which other magazines can only imagine or copy as we boldly go where no ST has been before.

Dog Feud

Mastertronic's new Bulldog budget label has taken a not inconsiderable bite out of the market.

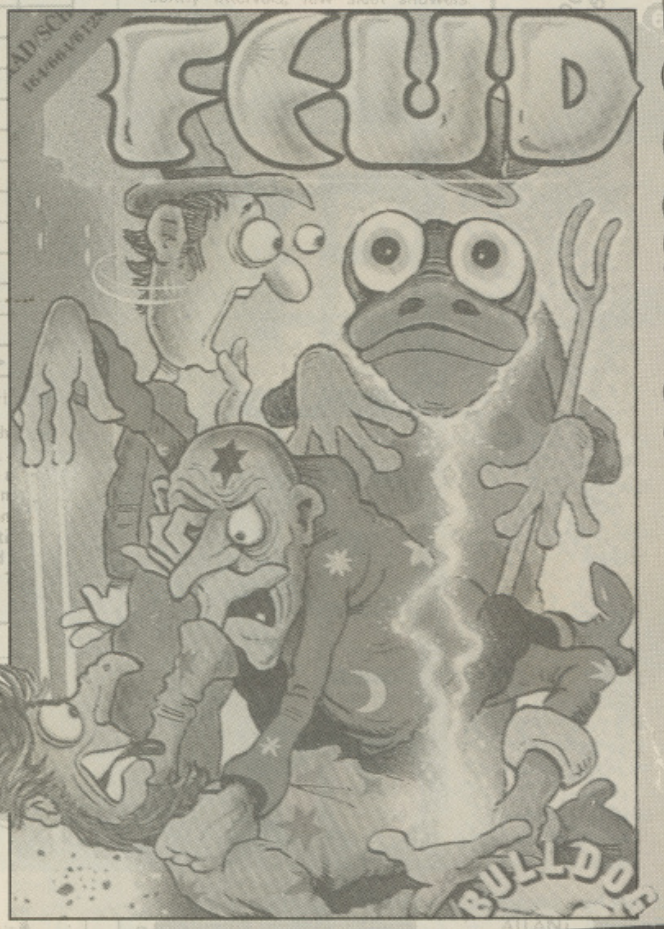
The new 'Best of British' label has cornered one per cent of the British games market — a figure confirmed by market researchers Gallup.

This has been achieved not so much by dogged persistence — so far the label features just one game, Feud — but by the fighting start made by Feud, which has already reached 22 in the software charts.

Now, having sunk its teeth into the market, Bulldog aims to keep a firm hold and has released a second Bulldog title hot on the heels of the first. The second game, due out this month, is called Colony.

Colony is a shoot-em-up. Set on an alien planet the idea behind the game is to protect the colony from alien animals who are rather partial to your crops. Lots of laser action is promised by Mastertronic, Gamer awaits a copy to decide for itself whether Bulldog has the necessary bite to succeed in the highly competitive computer games market.

Contact: Mastertronic-Bulldog, 8-10 Paul Street, London EC2.



Novel approach

Two novel new American games have had the honour of being reviewed in the US's top news magazine, Newsweek.

Newsweek calls the text only adventures computer novels but they are actually adventure games but written well enough for Newsweek to call them "literary".

Amnesia, an urban thriller from Electronic Arts, features "Bold cockroaches the size of sushi (who) patrol industriously across the ceiling". And Mindwheel, a fantasy game from Broderbund, talks about a "kiss (that) intensifies from perhaps to entirely". A bit Mills and Boon perhaps but an improvement on "kill orc then go left through eastern door".

Unfortunately the games are expensive and, at the moment, are only available in the US at around the $40 mark.

Amnesia is a good hard-boiled thriller: you wake up starkers in a hotel room, you go to the mirror and find you are a brown-eyed brunette, which is odd as you thought you were a blue-eyed blond. Not only that but you don't know your name or who the lady downstairs is even though she claims to be your fiancée.

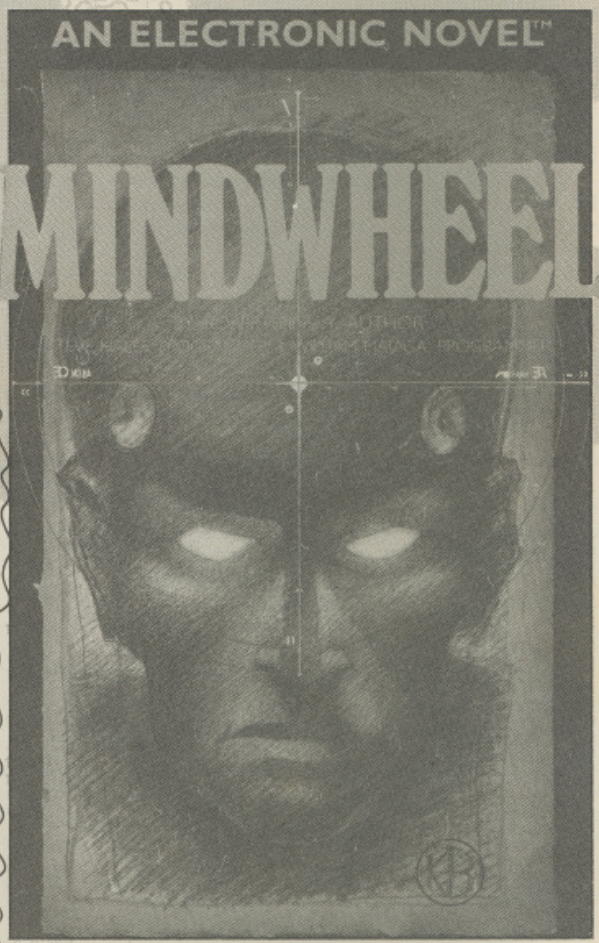
Programmer/writer Tom Disch says Amnesia taps our capacity for paranoia but it's all good clean electronic fun — 40 hours worth of it so maybe the price tag isn't so bad.

Mindwheel, by Robert Pinsky, is all about princesses, crystal staircases and beautiful winged women, but as it is written by an acclaimed poet it promises to be more of an imaginative feast than some fantasies which can be pauper's fare written as they often are by programmers with the imaginations of stunted literary pygmies.

We in Britain will probably have to wait awhile to sample the delights of Mindwheel and Amnesia but as Electronic Arts (Amnesia) is setting up shop in Britain, having dropped its British distributor, Ariolasoft, it shouldn't be too long.

Also, British distributor US Gold will soon be handling Broderbund software in Britain and 'electronic novels' are on Gold's shopping list.

The only possible bug is the British retailer who traditionally dislikes text-only adventures and goes strong on graphics although text-only adventures are preferred by both the purists and those of us who appreciate a good story well told.



Atari sales boost

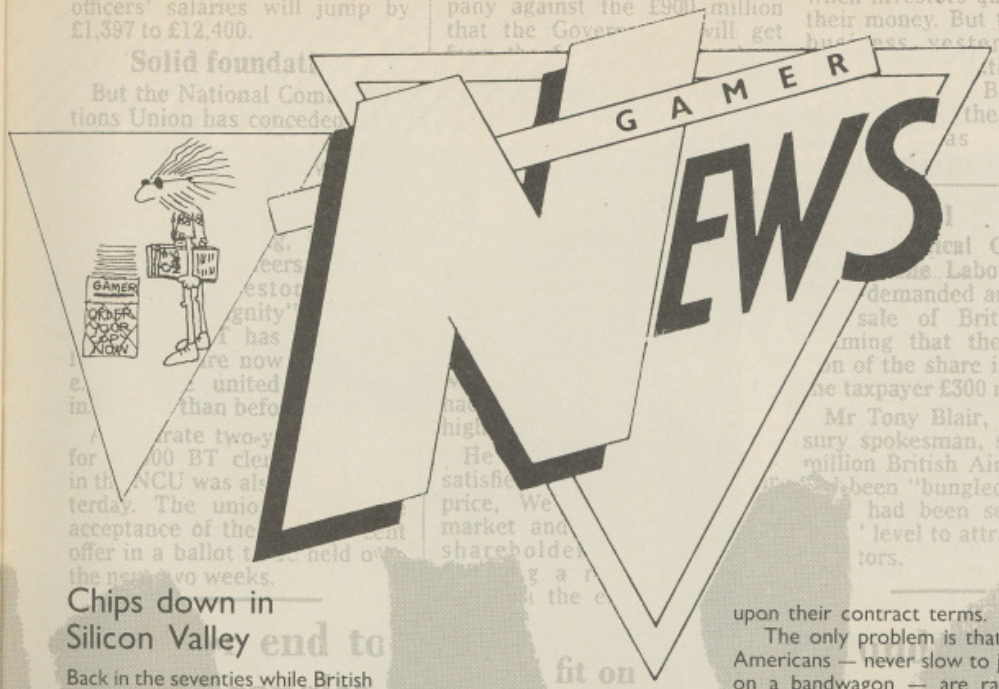
Atari's sales are up by a whopping 82 per cent and Tramiel — who many moons ago left his old firm Commodore to take over as Atari supremo — is singing his company's praises.

Except this time it is not big boss Jack but son Sam who tells us that in the last quarter of 1986 Atari's net income was up a staggering 59 million dollars on the previous year.

Sam puts the big increase in sales and loot down to the increasing popularity of the Atari-ST — the alternative to Commodore's Amiga — which, he says, is selling well in the US, although not so well over here in Europe. The recent price cuts could soon change this though.

Sam adds that Atari's video games systems — which we still await in Britain — also sold well in 1986, especially over Christmas.

These big sales have put ailing Atari back in the black, and, says Sam Tramiel, the company aims to stay there with the aid of its new range of 1987 products which include a cheap IBM PC clone (another one!), bigger and better STs and bigger, better video machines as well as a laser printer for all those Yuppie people the marketing bods keep telling us are into desk-top publishing . . . it seems Commodore *and* Apple had better look to their laurels.



Chips down in Silicon Valley

Back in the seventies while British kids were busy thrashing electric guitars in the garage, a couple of Californian lads, Jobs and Wozniak, were busy designing the first Apple computer in their garage. The computer, a Sinclair ZX style DIY job, became the first home computer. The rest is history as they say.

In Silicon Valley the chips are down again, so to speak, and what's coming up are new electronic gizmos as the valley experiences a new burst of creative energy — and commercial exploitation of this creativity.

The bright boys and girls, in the eighties do not work in garages however. But, like Jobs and Wozniak, they too have something the corporate boys want — electronic talent.

Instead of beavering away programming, the eighties computer wizard typically works for one of the new design companies that the corporations are turning to for new products. The corporations are too big and dull-witted to either dream up or develop new products at any speed. However, unlike the Apple boys, who were teenagers when they started, the new creative talents are in their 20s and 30s and armed with degrees.

But the results of their efforts are still pretty whizz. They include the mouse for the revolutionary Apple Macintosh computer, a micro-electronic monitor for recording the air speed and altitude of the Voyager and Talking Wrinkles, the talking dog that was last Christmas' hit — it features rudimentary artificial intelligence.

It all sounds rather wonderful. The not quite so little boys are also getting a slice of the action in monetary terms — they have belatedly learnt how to improve upon their contract terms.

The only problem is that the Americans — never slow to jump on a bandwagon — are rapidly crowding into the new silicon design market, so the companies are now not quite so young and fresh — and therefore probably less innovative already. Still, it might be worth Britons having a look at what is happening across the Atlantic. We learnt all about back bedroom programming from the Yanks, maybe it's time now to learn electronics eighties style from them.

But, beware, Sinclair and his electric noddy car mean that in Britain at least any budding electronic gizmo genius is likely to have a tough time getting that initial funding.

Advice? Start small. One Silicon Valley gizmo firm came up with an electronic lock for hotel rooms, an ingenious device that sold brilliantly and made the company a pretty penny as well as the big dull-witted corporate giant they knocked it up for.

Home on the Amiga Range

Commodore is making a bid to revitalise its image with the release of a new £500 Amiga, the A500.

Essentially the same as the original Amiga it costs half the price but lacks a monitor.

Simultaneously, in London and Hanover, Germany, Commodore has also released a second machine, a top grade Amiga called the A2000. Aimed at the business user it will retail for around £1,000 so it is likely the older, now middle range, Amiga, which also costs £1,000 odd, will eventually be phased out. Commodore, however, denies this at present (remember the VIC-20?).

Despite the capabilities of the Amiga A500, it is likely to act merely as a lure to those with enough cash to spend on a business machine — either for home or office — but who would like a bit of games fun too.

For the other not quite so well off home user the Amiga A500 will probably still prove a bit pricey. The problem Commodore had with its ST machines, is that while £1,000 is not considered much in the US to pay for a home computer, in Britain it is, and even £500 is considered a bit stiff.

However, Apple and IBM are going to come under serious attack — both in Britain and in the US. The Apple Macintosh, for instance, costs around £2,000 and against the new full colour, multi-tasking Amiga A2000 it will soon begin to look like a poor buy; similarly with the IBM PC range.

The A2000 can be adapted to make it MS-DOS compatible so is likely to give IBM a run for its money as this means business users could wean themselves off their existing IBM systems and onto the more graphically powerful and cheaper Amiga.

For those interested in the new machines, both are based on the powerful Motorola 68000 chip. The A500 has 512K RAM, comes with a mouse and a 3.5 inch floppy disk drive. Software available includes games such as Defender of the Crown, Chess 2000 and Mahjong and serious programs like Analyse, Organise and Scribble. Also, Rainbird, Telecom's software house, is backing the A500 and has produced Starglider, The Pawn and the Level 9 collections to run on it; so all in all the machines are well worth a look.

The A500 will sell in the high street, if you are interested in the A2000 however you will need to go an approved Commodore dealer.

GAMER NEWS

Shome Mishtake Shurely

Gamer got a pat on the back from **Argus Press Software** this month after our ace reviewer **Gordon Hamlett** pointed out that Argus' new game, Grange Hill, was bug-ridden. The bugged copies have now been withdrawn from the shops.

You may get the impression from our review of **Indoor Sports**, by Advance, that Superstar Ping Pong is included. We are now informed that this will not be the case and that only darts, ten-pin bowling and air hockey are included.

A Bad Luther?

There are a couple of ladies who can make American soul singer Luther Vandross really sing the blues. One is Ms Pacman, the other is singer Dionne Warwick. The latter has managed to beat this real life version of Lenny Henry's Theopolius P Wildebeast *twice* at Ms Pacman.

The ladies can be tough on a guy. Ms Pacman, as you probably know, is to the original Pacman what a female wrestler is to John 'Are You Being Served' Inman.

Like a lot of chaps Luther is a bad loser and hates it when he hits a bum note or, in this case, score. Talking about the game in style-bible The Face magazine, he says, "She's real good (Ms Warwick at Ms Pacman). "Actually she beat me twice," he concedes. But, he adds, "It was her machine and I question that". The big man's not so big about losing it seems.

Still, he and Ms Warwick may or may not be out of tune with each other these days, but Ms Pacman still seems to strike a chord with the funky soul man — Luther has had not one but *two* 'Pacman machines' (!) installed on his tour bus.

Another mishtake

So you thought you were really good at **Uchi Mata** did you? Well, we've news for you sunbeam, you're probably not half as good as you think you are, especially if you've got a duff copy of the **Spectrum** game. In this version the score, instead of returning to zero at the end of the game, continues to rise.

If you *do* have one of these duff copies you can return it to **Martech** who will send you a new copy and, of course, pay your postage. Alternatively, you can keep the original copy and continue to amaze your friends with your prowess and win the Wally of the Year prize.

Contact: Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE. Tel: 0323 768546.

Double debut

Identical twins and butterfly breeders, Philip and Andrew Oliver found butterflies — their first love, too flighty. But when it came to their second interest, computers, they really knew how to get things off the ground.

The Trowbridge-born twins abandoned butterflies for programming and now, at the tender age of 19, have established a thriving software company. Not only have they managed to net a lucrative contract with budget software boys, Code Masters, but government funding too.

Their company, Complex Computer Software, took off when they left Trowbridge Comprehensive School in Wiltshire last year and — with mum's help and an advance from Code Masters — secured funding through the government's Enterprise Allowance Scheme, which pays £40 a week to new businesses during their first year.

The move paid off handsomely for the Olivers. They released their first game, Super Robin Hood, late last year — it sold more than 11,000 copies, and their latest offering, Ghost Hunters, has just gone onto the shelves.

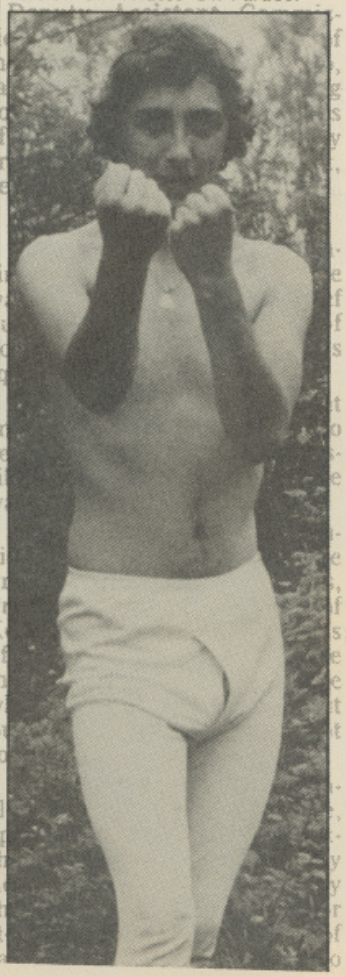
"Although we get paid every time a cassette is sold it is very reassuring having £40 a week from the EAS scheme to keep us going", said Philip.

● Anyone unemployed for over eight weeks who has access to £1,000 and a reasonable business idea can apply to their local jobcentre to go on the EAS scheme.

For game details contact: Mike Baxter, Solution PR, 2 Wellington Court, Varndean Park, Brighton BN1 6TD. Tel: (0273) 553307.

NO FLIES ON LEE

Virgin's Steve Lee has been indulging himself in a private passion for trendy thermal underwear. We're wondering if his next game will be a kung-fu strip cartoon, Long John Silver on Treasure Island, Orpheus in his Underwear or a computer version of Privates On Parade!



Steve Lee strips for action

Is This Really Auf Wiedersehen Monty?

Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.

Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.

Monty

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GAMER REVIEW

KRAKOUT

Gremlin breaks out its latest game. Gordon Hamlett takes a crack at it

Do you remember those halcyon days when home micros were but a twinkle in Sir Clive's eye and the only video games around were Pong, Space Invaders and Breakout.

Machines have come a long way since then but it's nice to know that some things never change. Take Krakout, Gremlin's latest offering, for instance, it's *another* Breakout clone. Where will it all end? We'll soon be seeing a computer noughts and crosses.

But to be fair to Gremlin, Krakout *has* moved with the times. It is somewhat more sophisticated than Breakout and more fun to play. For the benefit of anyone who has been brain dead for the last decade and hasn't got a clue what I'm wittering on about, the idea behind the game is to control a small bat and try to knock all the bricks out of a wall by hitting a ball against it. Every time a brick is hit it disappears. The ball speeds up at periodic intervals and your bat is reduced to half size but there is very little gameplay involved.

So how does the 1987 version differ? Well, the basic object remains the same: to knock bricks out of walls, but a host of other features are included to keep you on your toes.

The first thing that strikes you is that the wall has gone. Instead, there are all sorts of shapes: hearts; squares; diamonds and so on. Then there are the aliens that keep materialising. Surely they weren't in the original? On the lower levels, they merely prove distracting: if you hit one, it disappears and you score the appropriate number of points, but it does throw your ball off at a funny angle which is bad news if you hit one close to your bat — there isn't time to reposition your bat for the next shot.

As you progress to higher levels, watch out for the spacehive that launches bees. Touch one of these and your bat freezes in position — you will need to be very lucky to survive this. By level twenty-odd, a Pacman type character appears who has the temerity to chew up your ball and spit the pips back at you!

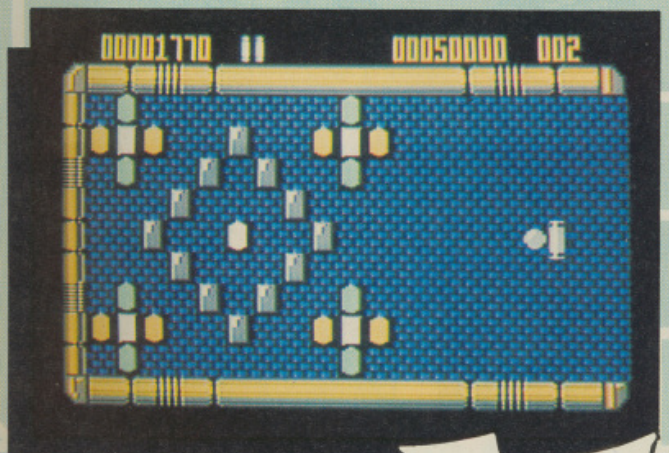
Another curiosity is that not all the bricks disappear when you hit them. The coloured ones do but the grey ones play hard to get. If the brick is solid grey then only a bomb will remove it. If, however, it has a small white mark in the top left hand corner then you can dispose of it with one, two or three direct hits.

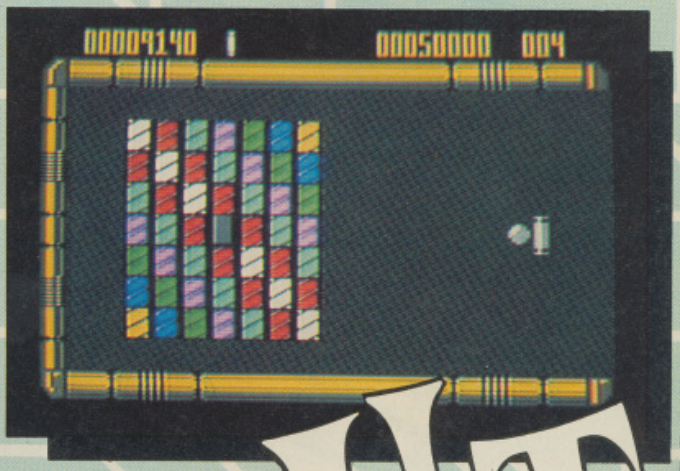
But some of the coloured bricks have a hidden bonus of sorts underneath. To collect these you must hit the brick twice. This is easier said than done as you have very little time. Only one particular bonus can operate at once and if you hit a bonus brick any previously active bonus will cease to function.

The most reassuring of these bonuses, especially when you are feeling your way in the game, is the one that doubles the length of your bat. Other features include: a points doubler; a bomb and an extra bat, ball or life, grab mechanism that makes the ball stick to your bat so you can aim it better and a screen that blocks off the playing area behind you so that the ball bounces back into play if you miss it. Finally, there is a missile that you can use to take out an entire row of bricks.

There is a comprehensive range of playing options at the start of the game. Particularly useful is the ability to rotate the screen so that you can have your bat on the left or right of the screen. Great for left handers. But although I enjoyed playing Krakout, I felt it didn't have that certain addictive quality that turns a good game into a superb one. Pink Floyd summed it up nicely when they wrote: "All in all . . . just another brick in the wall."

Title:	**Krakout**
Computer:	**C64**
Supplier:	**Gremlin**
Price:	**£9.95 (cass) £14.99 (disk)**





SCORELINE

Impact	75%
Originality	40%
Playability	85%
X-Factor	80%
OVERALL	**70%**

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"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again they have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"

"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."

"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.

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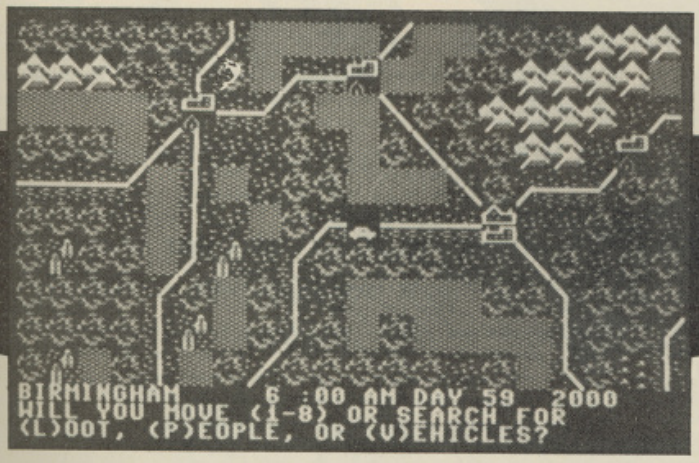
ROADWAR 2000

GAMER REVIEW

SSI has taken strategic control of the US market. Now they're fighting fit and over here

The scenario of Roadwar 2000 is chillingly plausible. It all starts in 1999 when the US is stricken by a killer disease which has brought down the nation to its knees. Society has broken down and an invader has taken the opportunity to drop nuclear bombs on major US cities. shattered and those few people left have formed themselves into gangs intent on carving out their own domains. Factions vie for control of larger areas, to maintain food supplies and to control the limited supply of anti-toxins. A hero is sorely needed. Someone who can lead a small force which



On the coasts and in the south the invasion forces have landed — they use their own vaccine to guard against the killer disease. Their nuclear attacks have, however, rebounded on them: the radiation has caused the killer bacteria to mutate. The invaders are not immune to the new strain and have no cure for the new version of the disease. However if we, the Americans, can get more anti-toxins we can negotiate peace *and* rid ourselves of both the disease and the invaders.

Scattered around the country are the eight scientists who can, if they are brought together, develop a cure for the disease. There is just one remaining research centre you have to get them to. The trouble is the organisation of the country is must travel the length and breadth of US to bring the life-saving scientists together.

The government, such as it is, decides this leader will come from the ratpacks: nature will decide who is fit for the job — it will be he who survives the best. As an aspiring leader you must travel from coast to coast, scouring the towns and cities for the missing scientists, forming your 'gang' in the process to beat off the opposition.

As strategy games go, this one is a blend of empire building and strategic battle. Your gang are hungry fighters who must be fed, armed, supplied with transport and kept free of the plague. As leader you must increase the size and strength of your force, take control of as many cities as possible while you search for the scientists *and* find the research centre. A tall order!

The size of your gang is determined by the type of vehicles you control. A maximum of six is possible but the variety of vehicles, 19 types in all, determines the number of passengers. Saloon cars are limited to a maximum of eight but a bus or trailer truck can carry about 100.

Much of your time is spent hunting around for these supplies; of food, petrol and tyres and new recruits. Recruits come in many forms, from the trustworthy but needy, through to shifty armed rabble to elite mercenaries and gangsters. Mutants, who have suffered the horrible effects of radiation are best avoided, so are cannibals.

Recruiting can be done when your gang and another meets up in battle. As you travel you meet many warlike factions and battle can be joined in two ways: if your gang is the stronger it's quicker to let the computer take over battle control, but in a close battle your skills as a 21st century Napoleon should be called upon.

If you elect to take control the screen switches to a strategic map of the road or town in which you are fighting. The roads are littered with wrecked cars, which provide shields for your vehiclesand the enemy is shown in icon form.

Battle is joined in the usual gentlemanly manner — turn and turn about.

The game is long, hard fought and complex — it takes a 16-page manual to explain it. Special team members can be recruited occasionally and there is a heirarchy within the gang which determines battle success. Fortunately, the computer has the hardest task, that of weighing up the odds to decide what effect your assaults will have.

SSI has a reputation for excellent strategy games which is why US Gold has thrown itself into this market and it is keen to distribute the game. But this doesn't mean the game is faultless. Impressive though it is, there are a few minor bugs — normally passed off by companies as special features — and oversights.

For instance, some of the messages zip past too quickly for a mere human to take in and, occasionally, supplies are not updated when taken aboard. All minor points really as they don't affect the gameplay, but they *do* spoil the overall impact.

Also, traditionalists might not like the futuristic scenario but my impression is that this simulation has been created for the type of person who is progressing from the shoot-em-up action games in search for something more intellectually demanding.

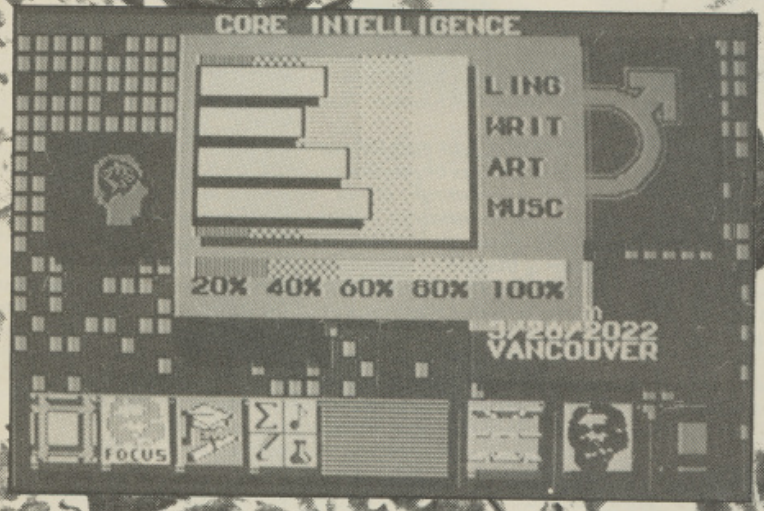
One thing is certain, with games like Roadwar 2000, as well as the traditional and successful battleground simulations, Strategic Simulations Incorporated is over here to stay and should give the British strategy houses a necessary kick up the pants. Perhaps, in return, the British will encourage the Americans to drop their prices to a reasonable level.

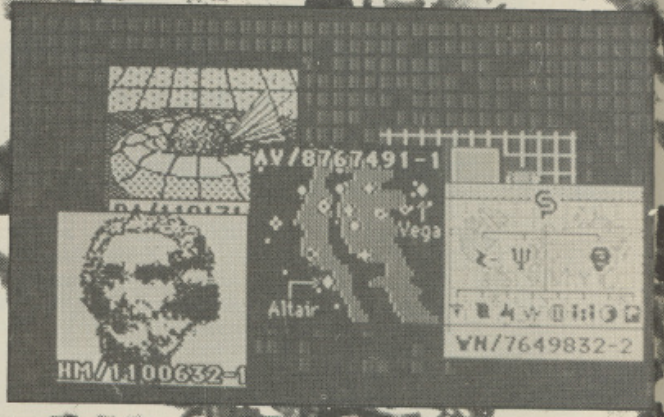
Title: Roadwar 2000
Computer: Commodore 64
Supplier: US Gold
Price: 19.99

SCORELINE

Impact	70%
Originality	80%
Gameplay	70%
X-Factor	85%
OVERALL	**76%**

PORTAL





When is a door not a door? Gordon Hamlett passes through the Portal in an attempt to discover why a few billion people have suddenly disappeared

The mission was a total disaster from start to finish. It was supposed to be a single man explorer telemetry mission to 61 Cygni, but I never got there. Next the computers on my ship, the Gyges, played up on my return journey to Earth, intercepting signals they couldn't decode. But that was nothing to what I found when I reached Earth. If I'd known then what I know now, I don't think I'd have bothered to land.

The entire world seemed to be deserted. Washington and New York were totally devoid of human life. It was all underground now of course. They had started before I had left and the project seemed to have been finished long ago but none of the machinery was working. The only bodies I could find were in a hospital and had been there so long they had mummified.

At long last, I found a terminal that appeared to be at least partially operational. It was called Worldnet. There was also an instruction booklet giving details of what to do if the mindlink wasn't working. If I knew what a mindlink was, I might have been able to decide whether this was good or bad.

It started with a load of technological gubbins that I couldn't begin to comprehend but a small passage in bold type insisted that the manual be read in case of emergency. Well, this was certainly an emergency and there didn't appear to be many other options available.

Using an archaic I/O device called a joystick — they went out of use even before I took off — it said to point to one of twelve dataspaces and access their knowledge. However they turned out to be defunct. Most of them informed me, very politely of course, that this particular database was temporarily closed. At least they didn't tell me to have a nice day!

But some of the bases did have a few files left open. There was a really dull piece on viruses in the medical DB, known as MED10. I see that the Earth's population did nothing to eliminate meaningless acronyms before it disappeared. There were also a couple of history lessons and a few telexes that appeared to have been written just before whatever it was that went wrong happened.

I got decidedly bored of all this, but just before I went off to look elsewhere, I gave the DBs one last try.

It was just as well I did! The base called HOMER, which was some sort of artificial intelligence, came to life. A sort of hi-tech Max Bygraves, it wanted to tell me a story.

The only trouble was it had forgotten it! Just what I needed — an amnesiac computer.

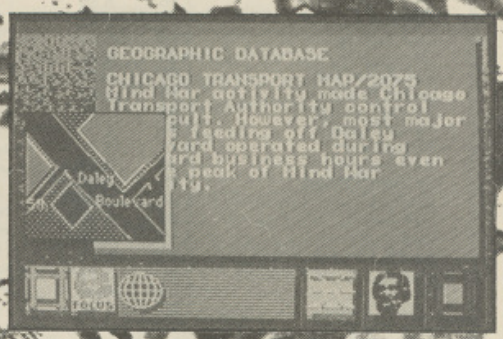
HOMER, however, assured me that the story *was* worth knowing, I just had to jog his memory a bit.

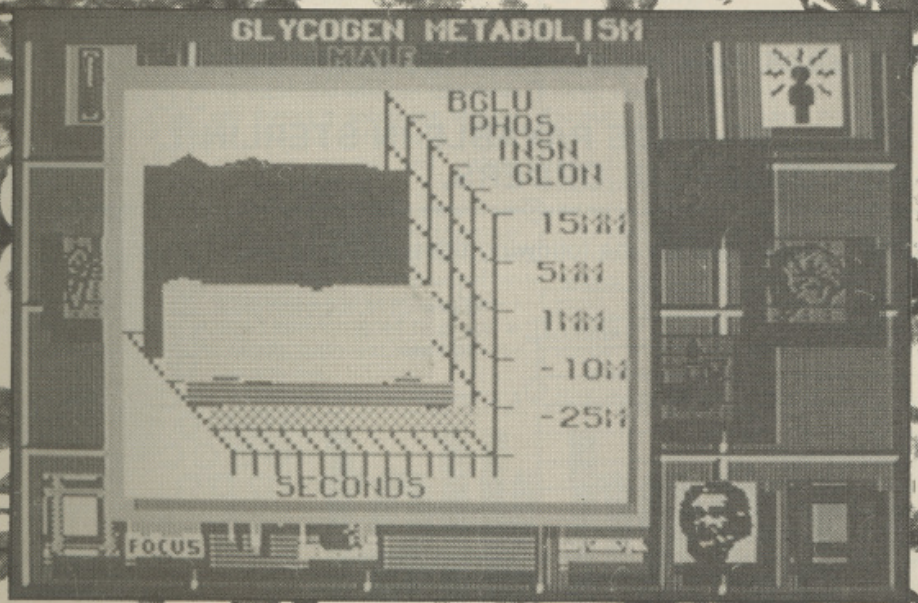
I was intrigued and decided to give it a go. HOMER suggested a couple of bases I might care to investigate and, to my surprise, files not previously available to me opened. Occasionally a fact would be uncovered that would send HOMER into rhapsodies of excitement. Other times, gibberish was the result.

The more I delved, the more amazed I became. The wealth of information held about people was phenomenal. WASATCH had complete details on everyone born since 2010, and I mean complete: family trees; intelligence; physiology profiles, they are all there. The only problem was I needed HOMER to remember a name for me first. I could also delve into people's psychological and educational profiles, as well as check up on some 20 physiological graphs — blood pressure, hormone levels, heart rate etc. I hadn't a clue how much of this stuff was relevant *or* whether I actually needed a degree in biomedical sciences.

There was also a complementary geography database. SCITECH told me about the technological breakthroughs that had developed since I left Earth. The final two bases dealt with the military and a central processing unit. Some of the bases were classified but, so far, HOMER has always helped me override the security systems.

As I finish this introductory note on my research, I am overwhelmed by the sheer volume of files. Certain patterns are beginning to develop but I still don't see how the entire population of the world can disappear at a single stroke. I don't even know if anyone will ever read this . . .





Activision describe Portal as the first computer novel and the title is certainly accurate. It must be stressed that this is not a game but a science fiction story.

The concept is totally original and brilliantly executed. Using a computer gives the story teller an edge over conventional books. Items can be introduced that could only exist as footnotes in a book. Events can be related as required without having to use strict chronological order or flashbacks. The sense of discovery this engenders in the participant player is a big part of the appeal of the computer novel.

The sheer amount of detail included helps one get away from the traditional descriptive narrative: all the graphs and charts could never be included in a book and help create a special and very credible atmosphere.

Portal is a huge program spread over five sides of disk. Looked at this way, the price tag of just under £25 doesn't seem too excessive. If you are a sci-fi freak *do* sneak up on the piggy bank now!

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talk back

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Grappling greats?

Dear Gamer,

I am disappointed at the overall standard of computer games nowadays. But, before I go on, let me say now that, despite hours of effort, I have no talent for programming or I would be doing something about it all.

The game that triggered all this off is Championship Wrestling, not an awful game by any means, just disappointing. As a great follower of both Epyx and Melbourne House, I don't write this letter with any great relish but Championship Wrestling is so pale compared to the World Games series — as is Rock 'n' Wrestle compared to Way of the Exploding Fist — that I felt I had to write.

Why do software houses always seem to take two steps forward and three back? After waiting months for Championship Wrestling it took me just *three goes* at it to floor nearly every opponent. And where is the realism we had come to expect from Epyx games? When I threw H Manslayer out of the ring he floated backwards up the side of the ring and drop kicked my wrestler! Also, I have yet to see the superman who can take three pile drivers in succession and get up immediately each time, springing around and kicking merrily away again.

Rock 'n' Wrestle may have been a bit shaky on character drawing and animation speed but at least when you pranged an opponent it had an effect. Many a time I have struggled to get up as a deadly opponent made his way towards me.

Championship Wrestling is a better looking game — but only slightly, and it is totally lacking in reality. Where is the much-advertised crowd participation? I've seen more excitement in a wax museum!

I know that programming a game takes a long time and a lot of work but why spend all that time and effort on something substandard? It must take almost the same amount of time to program a rubbishy game as it does to do a scorcher. Please, go for the scorcher in future.

The thing that saddens me is that as I work in games sales I see a lot of awful games which sell but a lot don't. What's the point of software houses producing rubbish? If you carry on one day people will just stop buying.

Another thing that bamboozles me is why the computer manufacturers don't produce an Amiga/Atari-ST computer at home computer prices. One day someone will, so why wait? Programmers could then really let rip. We all know it could be done profitably so come on boys quit stalling.

G F Kennedy,
Farnborough, Hampshire

Although you seem to suspect otherwise, no company sets out to make a bad game. I admit, however, that they do on occasion knowingly release real duffers but this is because of financial pressure. It costs a fair amount of money to commission a game and sometimes the result can be disappointing. To recoup the money invested, the game, which has probably been hyped to the eyeballs, has to appear — for good or ill.

In answer to your second question, everyone would like to see the price of the Amiga and Atari-ST drop further but these machines are business machines. To further reduce the price would mean cheaper, less reliable components would have to be used and no business, or home user for that matter, would tolerate the repair bills and delays which would result.
Ed

Dear Gamer,

I have been buying your magazine since issue three. When I first bought it I thought it was excellent, a real break from the boring stereo-typed magazines dominating the market, eg, C & VG. However, you slowly went downhill, so much so that I vowed that unless the next issue (March '87) was really good I would stop buying Gamer.

As if by magic, the March issue appeared and it was brilliant. More than 45 reviews, 10 of them full page, a round-up of joysticks, karate games and wargames, five, yes five, competitions, PBM Update — which as usual was brilliant — Unsung Heroes and, to top it all, tips for Ultima IV (please keep them coming since I really need them). All inside one issue!

Also, as an Atari owner, I appreciate the attention which Gamer gives to non-standard machines, like the Atari, MSX, and BBC, although I believe they are becoming more popular because of cheaper prices and huge software libraries.

My only grouch is the lack of a cartoon strip. Now come on, I know that you get very excited about a new style magazine, but let's not forget the basics!

Keep up the good work.

Dominic Barton,
Dundee, Scotland

*Thank you for your kind comments. We do our best to please. How do others feel about a cartoon series? Cartoons took a real hammering in a survey which we did recently, **but,** if we receive a flood of requests anything is possible.* *Ed*

talk back

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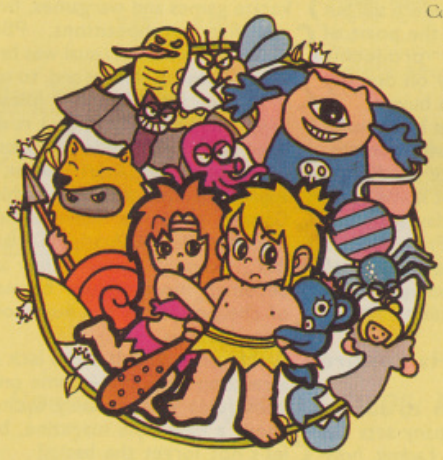
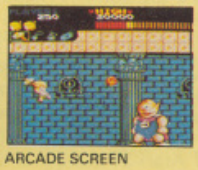
ARCADE SCREEN





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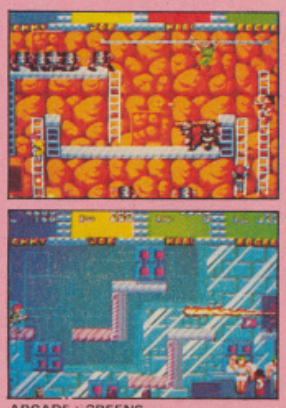

ARCADE SCREENS

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GAMER COMPETITION

Masterstronic can show you a wheel good time if you can prove you have brainpower as well as pedal power.

The budget games king is offering three pairs of matching Milk Race cycling jerseys and racing shorts plus a copy of the game to the first three entrants who can successfully solve a simple puzzle and bung the answers in the post to us pronto. All correct entries received by the closing date, April 30th, will then be put in the proverbial hat for the Big Draw.

Fifty runners-up will also win a copy of this ace game so read the rules on page 90 and get on yer bike!

Which Mastertronic games could be described as follows:

1. A darts simulation
2. A motorcycle racing game
3. A science fiction hero
4. Sounds like a French fly killer
5. A family dispute

Mastertronic Milk Race Gamer April

Name .....

Address .....

.....

.....

The games are:

1 .....

2 .....

3 .....

4 .....

5 .....

Computer owned: .....

I agree to abide by the rules of the competition.

Signed .....

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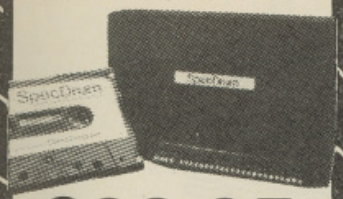

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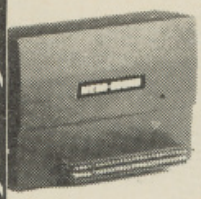

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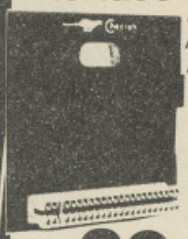

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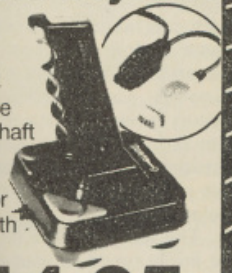

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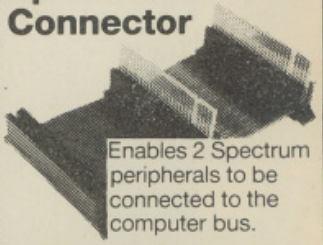

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Anthony Heath has been waggling his stick in a dimly lit room while tracing the history of sport computer style

Armchair Sports

Joystick sportsmen now have an incredible range of computer games to choose from, from FA Cup football to America's Cup sailing.

However, things weren't always so sophisticated. Indeed, it took many centuries for men to become civilised enough to compete against each other. Then they had to keep those wandering dinosaurs at bay — the giant lizards are thought to have staged the first pitch invasions.

FIRST TRY

The first sports were vicious, think of Domark's Gladiators. Contestants armed with swords, shields, nets and tridents tried to maim each other egged on by a bloodthirsty crowd. But the sport was largely restricted to the Roman domestic league it soon died out — as did the players.

Meanwhile in Sweden, the barbarians met for the first organised games. An event only recently discovered — Blood 'n Guts/American Action. The bravest and the strongest came for miles to compete in events such as the ale drinking, cat throwing, pole fighting and wrestling with the loser literally losing his head on a handy guillotine. It was probably the resulting shortage of contestants that prompted the Swedes to give up these games and instead begin the research that led to Bjorn Borg.

At this time Britain was having a bad time with away supporters who, obviously annoyed that football hadn't been invented yet, set about perfecting the techniques of rape and pillage that would prove invaluable in World Cups to come.

It wasn't until the Dark Ages — so named because of the distinct lack of floodlights — that the first real British sports events took place.

Contestants clad in heavy armour were sponsored by the king. They competed in Knight Games (English Software) in which they attacked each other with swords, pikes and spears. The object was to score points by hitting each other in a timed contest to win the favour of a lady and the chance to live to fight another day. Eventually Knight Games were banned even though the contestants claimed they were joust having fun.

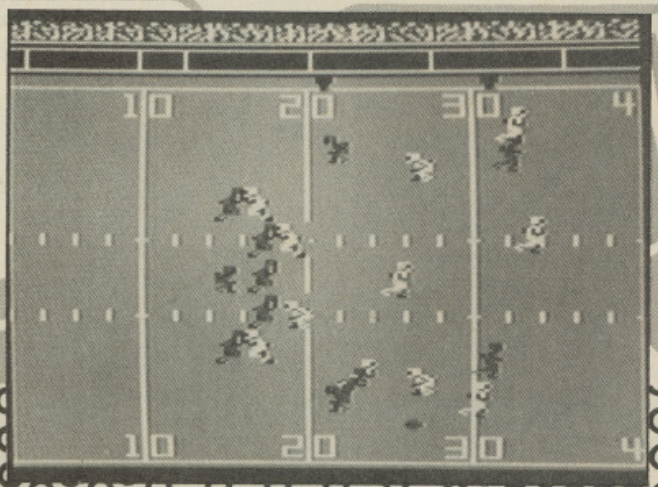
The British then, determined to invent another sport, after 900 years invented cricket. Then came football, rugby and tennis.

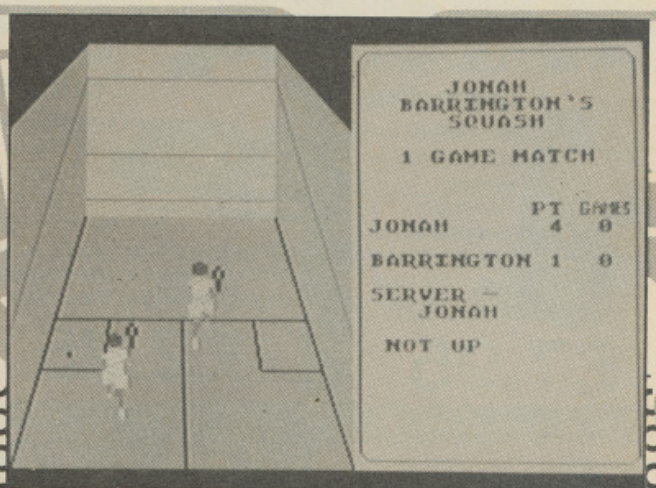
The first cricket games were a complete farce based on the ancient Virgin game of Owzhat! Played in an equally ancient format, Basic. The games were slow and repetitive and needed re-programming after every game.

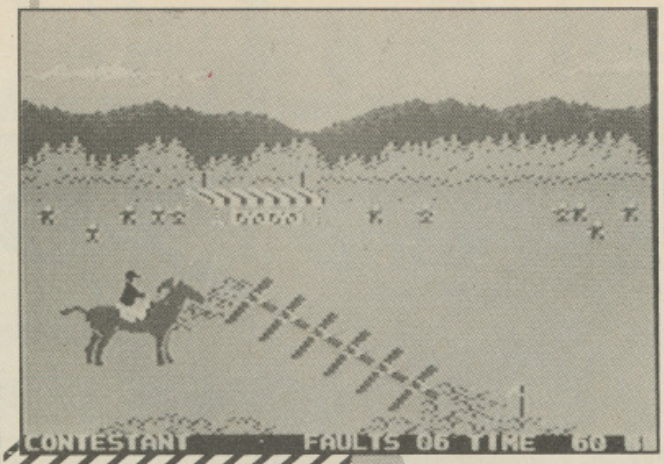
After long years the game became perfected — it was slow, repetitive and ideal for export to the world at large through the agency of British Cricket Club otherwise known as the Empire.

Unfortunately, the world quickly learned the ins and outs of the game and learnt to beat us with alarming alacrity. According to computer evidence the game can be played in two different ways. Ian Botham's Cricket (Tynesoft) is played by stick men with two human controllers. The game is slow and repetitive and historically accurate. Graham Gooch's Cricket (Audiogenic) comes in two varieties, arcade and simulation. In the simulation version you act as manager and tell the players whether to attack or defend.

The second arcade version can be finally tuned to your mood: if you want to win then simply pick an easy level, to lose pick a hard level.



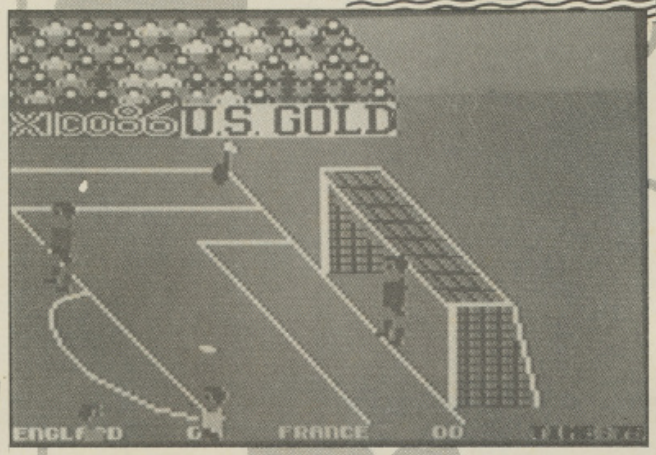




Football followed on after cricket and we taught the world to play this game too. West Auckland won the first World Cup, England did win later, in 1966, but we haven't won it since. Modern football comes in a variety of forms, from four-a-side International Soccer to the ten teams in Virgin's FA Cup.

International Soccer (Commodore) is widely acclaimed as the best football action game, despite the omission of 14 players. The cartridge C64 version has formed the basis of many tournaments and countless copies. One of the worst clones was Glen Hoddle's Soccer (Amsoft). This Amstrad game features appalling animation, unplayable gameplay and ridiculous rules which makes this game the undoubted duffer of the decade.

What is likely to be the con game of the century is also a football game, Artic's World Cup. This was claimed to be an 'improved' copy of International Soccer in which the games were part of a World Cup knockout. Last year the game — now selling as a cheapo repackaged by US Gold with a poster and a badge — was selling for twice its original price!



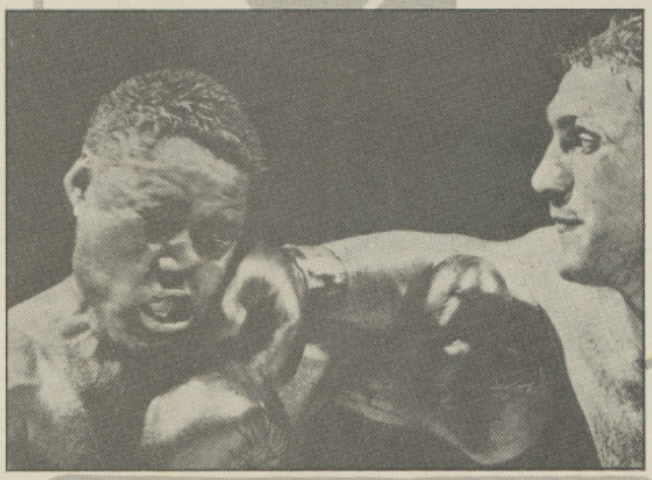
PLASTIC PITCH

However, things moved on. It was discovered that the football manager has almost as much fun as the players and one of the current best selling games is simply called Football Manager. Addictive's game is still improving on its 100,000 sales five years after initial launch, *despite* being written entirely in Basic. A few games have attempted to emulate it, some, such as Qualsoft's Mexico 86 and The Double, (from Johnston Scanatron, have come close), but none have managed to match the sheer addictiveness of Addictive's game.

Now there are football games covering almost every aspect of the game. Virgin's FA Cup gave you ten teams to steer to Wembley, Grandslam's Peter Shilton's Handball Maradona was named after a single incident in a match and Footballer of the Year was a psuedo board game plotting your progress from a 17 year old player to a First Division international. Finally, Brian Clough's Football Fortunes has combined the computer game with a board game to produce a hybrid to challenge not only Football Manager but also board games such as the classic Wembley.

Tennis developed from the bizarre game of pong in which giant bats are moved to intercept a ball. The game later developed into squash.

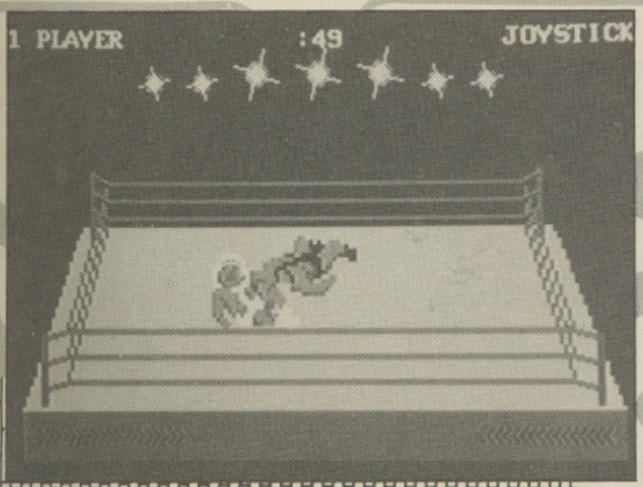
But the Swedes, sticking with the original tennis game, completed their research and produced Bjorn Borg, who dominated the real racket until the German model took over. Meanwhile Psion produced the Match Point in 1984 which is *still* champion, although now closely followed by Atari's Tennis. Other versions have lacked the strength to get over the net or were just too difficult — I'm still looking for someone who can actually play Activision's On-court Tennis.

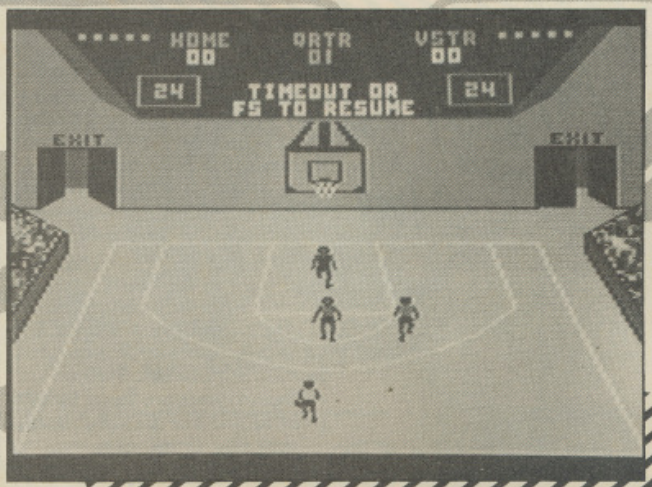


REAL RACKET

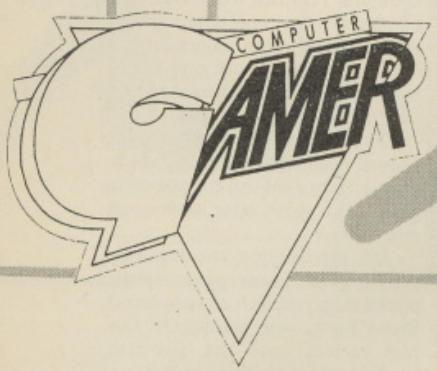
As far as I can discover there was only ever one squash game — Jonah Barrington's Squash — produced by the now defunct New Generation Software. This is an excellent game and well worth playing if you can find it.

The Olympics have spawned many classic games following the fortunes of runners, like Daley Thompson in the Decathlon (Ocean). Epyx's Summer Games may have come on the scene too late but Summer Games II — eight games for the price of one — is still a favourite. Winter Games and the recent World Games — a bizarre collection of the events from other countires around the world — are also worth a look.





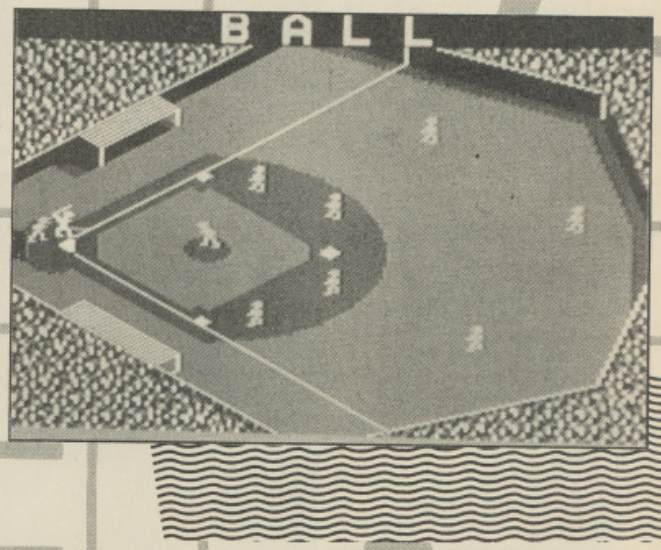
Armchair Sports

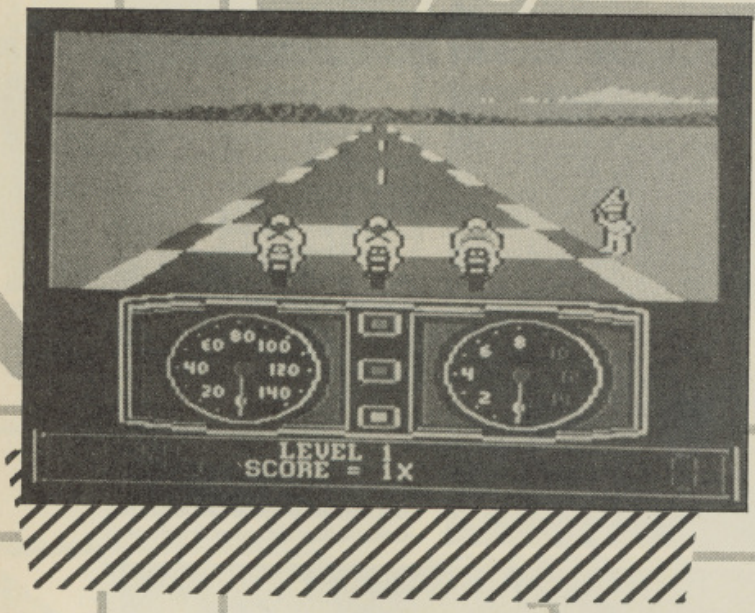


These days you can play almost any sport you wish. You can box with Frank Bruno (Elite) or Barry McGuigan (Activision) or take part in a Fight Night (US Gold), or wrestle with Rock 'n Wrestle (Melbourne House) or Championship Wrestling (Epyx). You can take part in the Tour de France (Activision), play World Series (Imagine), International (Commodore) basketball or even try your hand at Superstar Ping Pong.

Motor Sport has also produced winners, notably Mastertronic's cut price Formula One Simulator, Epyx's Pitstop II and Acornsoft/Firebird's Revs, which did for cars what Super Cycle (Epyx) and Speed King (Mastertronic) and TT Racer (Digital) Intergration did for bikes.

The inevitable clones came thick and fast and include Martech's Geoff Capes' Strongman, which featured events such as barrel rolling and the truck pull, to the more obvious Winter Sports, Winter Events, Coin-op Hyper Sports and Track and Field.





Golf has proved to be remarkably popular, despite there being only two main games although these are of very different style. Ariolasoft's Golf Construction Set is an accurate 3D simulation of four real courses on which you play to reduce your handicap. By contrast the hit and hope gameplay of Leader Board (Access) drove it to the top of the charts.

Then, belatedly, from the US came two new sports: American football and baseball. The current champion games are Super Sunday (Nexus) and Hardball (Accolade) respectively, but there are at least four more gridiron games to come this year.

Sports then moved from the playing fields to custom designed centres — probably because all the grass had been worn out.

Alleykat Races (Hewson) has motor racers competing on seven different surfaces in races designed to test speed, endurance, slalom and destruction skills, all at high speed and with robot laser firing gravcraft to urge them on. This game has not occured in the real as opposed to computer world yet.

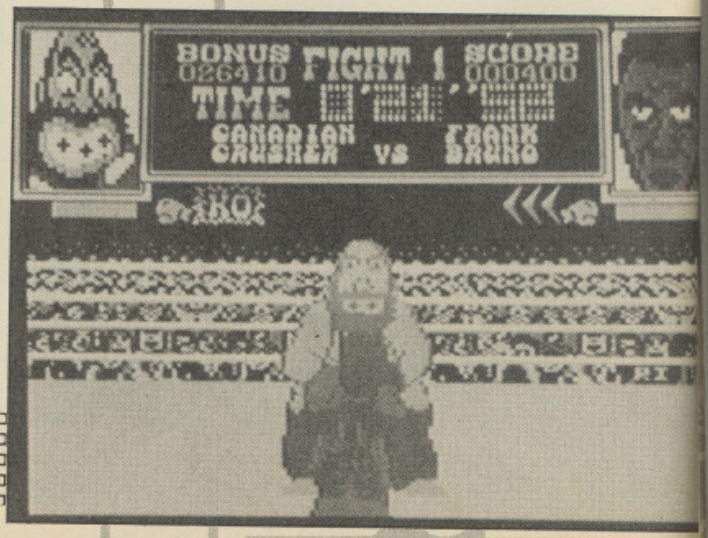
In this future computer games world the ancient shove ha'penny pub game becomes Xeno (Quicksilva) and Hyper Bowl (Mastertronic) one in which the old pennies are replaced by custom built space craft designed to fire a steel ball into a goal.

Another steel ball, called a plasmorph, is the centre of attention in the superb Ballblazer in which two players hurtle around a curved pitch trying to catch the ball with 'rotafoils' and then fire it into a moving goal.

Another future game, Hypa Ball, (Odin) is a mixture of basketball and three-a-side football with the teams trying to fire the ball at a goal that constantly moves up and down a central pole. Room 10 (CRL) is a sort of cut down indoor version of Ballblazer merged with Pong. Giant bats are moved about to intercept the ball as the players attempt to bat the ball past opponents.

Finally, pool has been converted into a futuristic sport in English Software's 3D Atari ST game Q-Ball!

All together now! Here we go, here we go, here we go . . .



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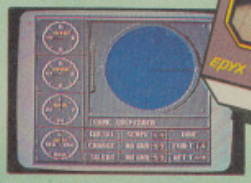

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SURFACE TENSION

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Or so you thought. But now look what you've got. Thirteen fully-operational, earbursting battle stations to worry about, all armed to the gills. Not to mention radar. Navigation. Sonar.

And half the Japanese fleet crawling up your spine.

Time to make some tactical decisions.
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Gunship

Experience the danger and excitement of combat helicopter flying *without* the suffering and bloodshed.

That's the claim of this superb program that allows you to plot your progress from trainee pilot to combat pilot, fighting your way through the warzones of the world. Forget all the other so-called simulations, this is the real thing, featuring so many options they'll make your head spin as fast as your rotorblades!

Even the game's box is impressive if a little daunting as it not only contains the game, on tape or disk, but also a keyboard overlay, to make sense of the game's 31 keyboard and joystick controls, and an 84 page instruction book.

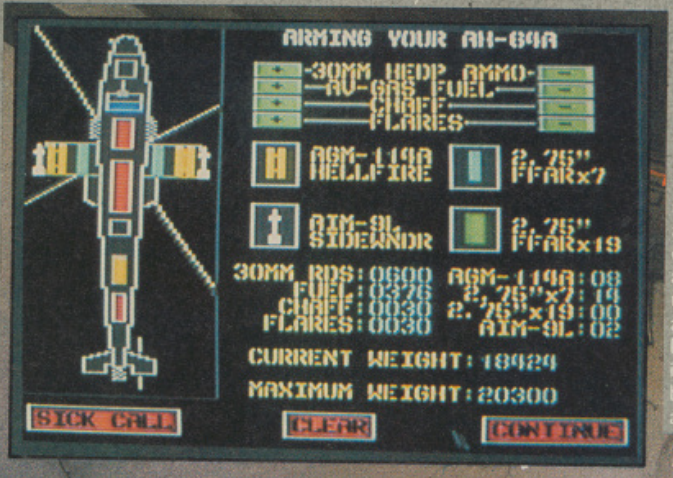
Your helicopter is a digitised version of the Apache AH-64A high-tech combat helicopter, featuring lasers, cameras, night viewers, infra-red and radar warning systems, jammers, computers and an impressive arsenal of guns and missiles. All contained in only 64K!

Luckily, flying the Apache is easier than it looks initially as basically all you have to do is control the power feed through to the rotorblades and move the joystick forwards and backwards to control height and speed. But this doesn't mean you'll become an expert in five minutes. Indeed, initial attempts are likely to turn very low risk training flights into suicide missions! However, if you follow the two flight tutorials and use the keyboard overlay and pause button it won't be too long before you leave the training grounds behind and line up for the real thing.

Before you begin a mission you must read the brief that defines your primary and secondary targets, study the map to plan your attack route, digest intelligence reports warning of the enemy's threat and arm your Apache with the weapons to do the job. The targets can be either enemy headquarters, fuel depots or heli-bases, or an area that must be cleared of infantry, tanks and artillery to prepare a landing zone. The game contains over 100 missions, varying from easy strike missions to almost impossible clearing missions a long way from base that take you through miles of hostile air space. If you don't think you can handle the job then you can always go on sick leave, but even this entails risk as you'll be immediately transferred to another warzone.

The screen display shows a 3D view through the forward, left or right cockpit windows and your panel of instruments, displays and warning lights. The main flying instruments are the four dials that display current airspeed, height (altimeter), rate of climb or descent and an artificial horizon so you can maintain level flight. Additional data comes from the fuel gauge, compass, destination indicator, radar and infra-red warning lights that alert you to incoming missiles. A threat display plots enemy helicopters and a bank of fourteen warning lights monitor any damage. The most important display is the 'CRT' that either shows a mini map of your current location, a message from base, or locks in to your 'TADS' weapons system.

Once you can fly the helicopter, and steer clear of the mountains that litter the landscape, your success will depend on how well you use the TADS (Target Acquisition and Designation System) weapons system. This highly sophisticated computer controlled system locks onto any target in range and presents you with a cursor to aim guns or missiles, or a vector graphic of the target indicating its range. Unfortunately, the system locks onto *any* target — including your own tanks and infantry so you should check before you fire!



A list of units included in the game are detailed in the back of the booklet but you'll soon find out if you hit the wrong target. Once TADS has locked onto a target you can fire at it using any of your weapons but only one at a time. Which weapons to use for which target is also a skill to be learnt by rookie pilots.

Before you take off on a mission you can arm your Apache with 30mm cannon shells and a selection of sidewinder, hellfire and 2.75" Ffar rockets and missiles. The sidewinders are ideal for gunning down enemy helicopters — they're known, aptly, as fire and forget air to air missiles as once fired they guide themselves to their target leaving you free to attack something else. The hellfire anti-armanent missile is ideal for taking out tanks and bunkers but useless against anything else. The hardest to fire are the Ffar rockets which are unguided and travel in a straight line so you must aim your cursor in the centre of the TADS sight before firing. It's also wise to fire a salvo of rockets to make sure of

a hit. But it's worth the effort to learn how to use these rockets since they make mincemeat out of the enemy's helicopters and can wreck guns, depots *and* command headquarters.

The exact nature of the enemy you will face depends on the mission and the region you're fighting in. After training, your first position is likely to be in south east Asia battling against poorly armed, but hard to find forces. The main threat to you will be 57mm guns. Tougher guerillas await you in central America, but it's the Middle East that presents the real challenge as you'll be up against armoured mobile SAM missiles as well as Hind helicopters. Finally, you can join in the pitched battle against the Russians in a conflict in Western Europe where your chances of survival are unlikely.

In most computer games losing a life is only a temporary setback but in Gunship it could mean the loss of a few months work. You begin the game as a lowly sarge but by completing missions you score points, win medals, such as the Central American Campaign (CAC) medal, and get promoted to warrant officer through to lieutenant, captain and major to colonel. Getting killed in a mission means the end of the line and a fresh start as a sergeant!

Real heroes can spice up the action by volunteering for extra hazardous or suicidal missions and by adding in more levels of reality, that make flying more difficult, by restricting the weapons they carry and increasing the strength of the enemy, for instance.

This is the first game from Microprose since it set up its own UK operation and is an impressive debut. Over 100 missions — day and night — should keep most pilots glued to their screens and send them back again and again to fly just one more mission. Playing the cassette version obviously slows down the action because of increased loading times but has added bonuses, including a title screen where the helicopter rises up onto the screen then blasts the title with its 30mm cannon.

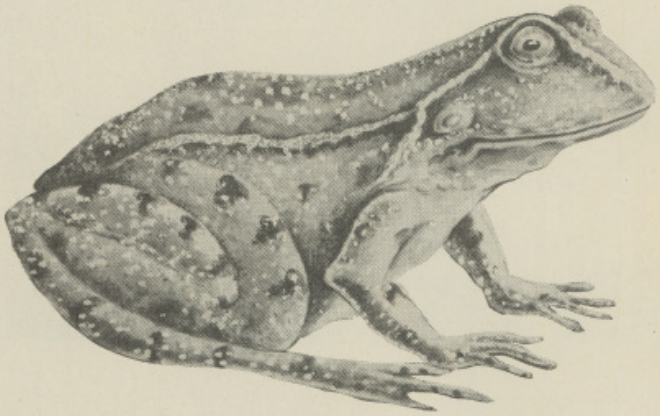
Congratulations to Microprose for turning a much maligned format into an incredibly addictive game.

SCORELINE

Impact	90%
Originality	85%
Gameplay	100%
X-Factor	95%
OVERALL	**93%**

GAMER REVIEW

ranarama



A few years ago Hewson made a name for itself with a series of games by Steve Turner based around 'Dragontorc'. These games had an intrepid hero battling through a maze of dungeons in a 3D 'Atic Atac' sort of way using magic, fighting various guardians of the peace and generally making a nuisance of himself.

Recently Gauntlet has been a great success in the arcades and in the home market. The various Gauntlet clones that appeared before and after it were equally as successful. The format of a vertical plan view of a dungeon level with all the nasties and heroes is now the current fashion. Gauntlet was the simplest — all good ideas are simple but the clones had to have something extra to let them compete with the original in a fair fight.

Ranarama has a great deal extra, combining elements of both games. The instructions go on, and on, and on. Even then they only scratch the surface of what's going to happen. If the theme of Gauntlet was treasure, then the theme of Ranarama is magic. Starting off as a menial apprentice you gain in power and ability as you progress through the dungeons.

Whilst playing with his master's magic potions, Mervyn, the sorceror's apprentice and hero of the game, has turned himself into a frog! To add insult to injury he has also transported himself into an evil warlock's dungeon. Your job is to help him escape whilst causing as much mayhem as possible.

Your little frog has a number of powers. You start off with 'find', that will locate hidden doors in a room, though you can acquire spells that will allow you to teleport or summon demons. Unfortunately you can only use one of these types of spell at a time.

To raise a spell by a level you have to engage a warlock in ritual combat. To do this you must run up and touch him. The screen then changes to show the runes which spell out 'Ranarama'. These then re-arrange themselves as your 'life force' is calculated. You then have until the life force counts down to zero to re-arrange the runes to form the original word. If you don't then your power spell zaps back to 'mortal', making you vulnerable — or, if you are already mortal, you die.

If you are successful the warlock dies and will drop some runes. You then have a short time to pick them up before they fade away.

In the dungeon you also find glyph flagstones. These are symbols on the floor that you stand on to perform one of several functions. The Glyph of Seeing gives you a map of all rooms in the dungeon that you have already visited. The Glyph of Power will destroy or damage creatures in the room that you are in and the Glyph of Travel will transport you between dungeon levels. The final glyph is the Glyph of Sorcery. This glyph is the one that allows you access to new spells and powers. When you activate this glyph you get a screen showing you what active spells you possess. From this you can scan through screens of information on spells both active and available. You can then 'spend' the runes that you acquired earlier on spells of greater power.

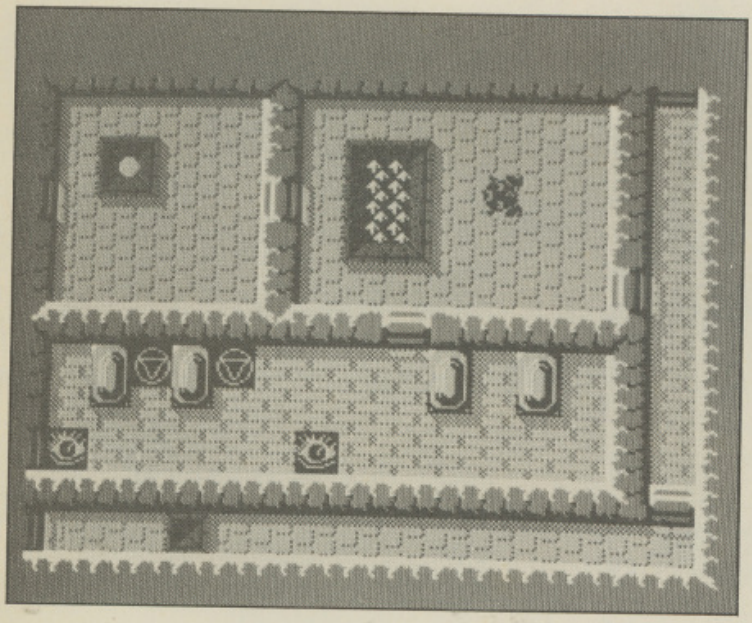
AS MUCH MAYHEM AS POSSIBLE

The part of the game that makes it *really* different from the other Gauntlet clones is that the plan view of the dungeon only shows the rooms that you have been in. As you go through a door the room appears on screen, complete with lots of nasties in it, and will reappear each time you enter that section of the dungeon.

There is an awful lot to this game. Which spells to use and when, where to go, which warlocks to attack and when to travel down to other levels. The invisible rooms are a great idea. I mean, you wouldn't know what was in a room until you had been in it, would you?

This is a great game and there is no reason why it shouldn't go straight to the top. Hewson produced a couple of games around the 'Dragontorc' theme. Let's hope that there are more Ranarama games.

Title: Ranarama
Computer: Spectrum
Supplier: Hewson
Price: £8.95



Spell types — offence, defence, power, and effect. Offence level dictates the power of your shots, and defence relates to how much the enemy shots can hurt you. Power is your general energy provider. More powerful offence and defence spells will draw power faster and require a better energy spell. 'Effect' gives you a special effect spell that gives you extra

SCORELINE

Impact	85%
Originality	30%
Gameplay	90%
X-Factor	85%
OVERALL	**73%**

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Each room has a number. Enter each one in the correct order to achieve your goal. You should get enough 'heal' spells to see you through as long as you don't hang about too long in a room. If you must pause the 'hold-it' spell is best.

Willow Pattern — Firebird Silver

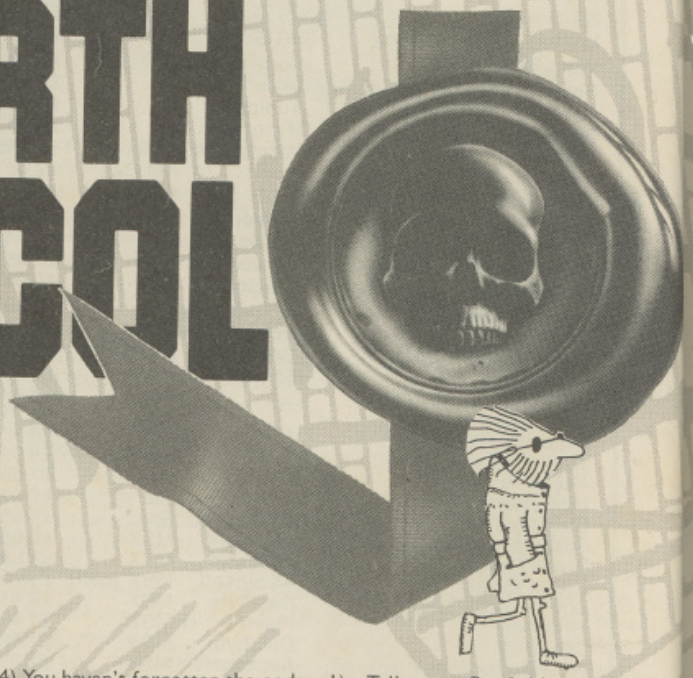
Sorry this isn't a beautifully artworked map but it will help get you to the princess then you can go through again and get all the treasures to maximise your score. Remember that grey ninjas don't throw swords at you but orange ones do.

From your starting point exit left and you'll see an orange ninja. Approach him carefully and be ▶

Stuck in a rut, can't complete your latest game? Kirk Rutter may have the solution

THE FOURTH PROTOCOL

Ariolasoft



The film of the Fourth Protocol is about to be released and Ariolasoft will be bringing out new versions of the game to coincide with it. They are highly recommended and here are a few tips to help you on your way.

The Nato Papers

1) The traitor has access to a photocopier and all five files. Read the NATO papers, the Cabinet, Foreign Office and the MOD files to get a list of suspects.
2) When Stanislav becomes a problem, enter 'Turn Stanislav' in the 'Other Suggestions' option.
3) After Bracton's phone call, watch him closely and you'll get some very weird reports that suggest he's involved in black magic. Inform medical security when asked for proof.
4) Anna Nilson's notepad has fingerprints on it. If you compare them with Nilson's diplomatic file in Stockholm you will glean some important information.
5) Check the glossary when Plumb asks how the traitor was recruited. The answer will tell you the kind of traitor you're looking for.
6) Make a note of the numbers at the end of this section.

The Bomb

At Gordon's there are a few things to do if you want to progress.
1) Get the wallet, tube map, computer and ID card. You'll need them!
2) To get the passwork for the lift use the One-time Pad (No. 2) and convert the numbers from the end of the NATO Papers section into letters.
3) After talking to Harcourt Smith, head for Sentinel House via Euston underground station.
4) You haven't forgotten the code numbers, have you?
5) Other important tube stations:
Barbican — flowers for Brod
Boston Manor — hobby shop
Great Portland St — Boots, university
Heathrow — conference centre, take a camera and bug-receiver
Oxford Circus — Boots
Paddington — the Bristol train
Victoria — the Dover train, substitute metal discs with washers and take the discs to a specialist for scanning
Westminster — Sentinel House

Sentinel House is where you'll get kitted out for your mission but first you'll have to lose the lift.

1) Talk to Penfold in the administration office and you'll get a poem cypher. Use the computer file to convert Gordon's code into the password
2) Get more money from C's secretary.
3) Brod will give you a 'make' on an illegal.
4) Get a gun from the Armoury.
5) Important information can be found in the printing room.
6) The Special Projects room contains essential equipment.

For the third part of the mission Svetofor and Tower Hill are important and I hope you remembered to check out Bremerhaven earlier.

GET OUT

prepared to run. When you're close to him he'll throw his sword, run away — not off the screen, chicken, and the sword will land harmlessly behind you. Pick it up and leave by the bottom left exit. Next you'll reach the bridge.

Crossing bridges follows the same pattern each time. Wait until the hand of the guard is fully extended downwards before you jump. As you move the hand will lift out of the way. It's easy when you know how.

Go up and kill the grey ninja and continue upwards. You'll see an orange ninja, probably the meanest one in the game. To get his sword, look carefully at the left side of the gap in the border and you'll see a small protuberance. Place your character's feet about midway up and move right. The bush should stop you going too far but be prepared to run left and then down very quickly otherwise you'll catch the sword between your shoulder blades. Pick up the sword and throw it at the ninja.

Go two screens to the right and pick up the sword. Ignore the ninja at the top of this screen and go left and kill the next one. Continue through the gap he leaves and cross the bridge.

Go up and right, get the sword from the orange ninja but don't kill him. Go left and then up after killing the grey ninja. Don't touch the sword lying on the corner, you'll need it later. Go right four times using each ninja's sword to clear a path. Return to the sword in the corner and then go back and kill the next grey ninja you meet. Go right again and you'll see a sword and an orange ninja. Pick up the sword.

Go down the channel next to the one guarded by the orange ninja and kill the guard on the next screen. Continue downwards and get the sword from the next ninja but don't kill him.

Go left and left again, then kill the grey ninja. Go up through the gap, ignore the sword and go right. kill the guard with his sword, go right, up and left — you may as well grab the jewel here. Head left, take the sword and go down. Kill the grey ninja and go left twice.

Avoid the orange guard but get the sword lying nearby and go back left and then down.

Continue downwards after you take out the grey guard and then you'll have to go right until you meet an orange ninja. Kill him with his sword and go back to where you picked up the sword near an orange guard (left, left, up, up, left). Get the ninja to throw his sword, grab it and then go back to where you were before (right, down, down and then right as far as you can).

Go up twice and you'll find a grey ninja, kill him and go up until you have to turn left. Get the sword from the orange ninja and top him. Retrace your steps to where the last grey ninja was (right, down, down) and take the right-hand exit downwards until you meet an orange ninja. Get his sword and carry it up two screens, move across to the left and go all the way up that path. At the top go left and left again, kill the ninja and cross the bridge. Go up and take the right exit. Go down and collect the sword.

If you're still with me, go up and then left, take exit and go left. Kill the grey ninja and then the orange one on the next screen to the left and go up.

Now things get tricky. Get the sword from the orange ninja but don't kill him. Go left and you'll see another orange guard. Lure him into throwing his sword at you but don't pick it up yet. Kill the guard with the sword in your hand and then pick up the other sword (phew!). Go down the left exit, go across to the ninja guarding the up exit, eliminate him and go up and left.

Another clever piece of swordplay for you now. You'll see an orange guard and a sword. There's no way to reach the guard without picking up the sword first, so get it. Make the guard throw his sword and leave it on the ground. Nip into the gap between the sword and the guard and kill him. Pick up the sword, exit left.

After that bit of excitement, kill the next guard and go up. Next, go right twice by killing the ninjas in your path. Go right again. Whoops! You've picked up another sword. OK, let's go down and wipe out another guard. Go left through the exit he was guarding, get the key and go back out again to the right.

Grab the sword and go up the right-hand passage — the one above the sword. Take a right and kill the ninja. Leave by the upper right exit, steal the guard's sword and come back left again. I know there's a jewel there but let's not be too greedy, the princess is waiting.

Go down off the screen, kill the grey ninja and bear right until you meet an orange one. See him off and continue right. Take the exit at the bottom right — we'll see to the grey ninja in a minute. Get the sword from the orange guard and go back up and kill the grey one. Go up twice and then left. Kill the orange ninja with his sword and take the path downwards — it's behind you! Go left and get the sword, then go right, up, left and left again. Kill the ninja and go left and then down — almost there! Kill the orange guard blocking your way and go up where he was standing and then head left, killing the next guard with his sword.

Another guard waits off to the left, kill him and go left again to kill yet another orange fiend.

Retrace your steps right and right again. Get the sword from the orange ninja but don't use it yet. Go left three times and kill the guard at the bridge. Cross the bridge and go left.

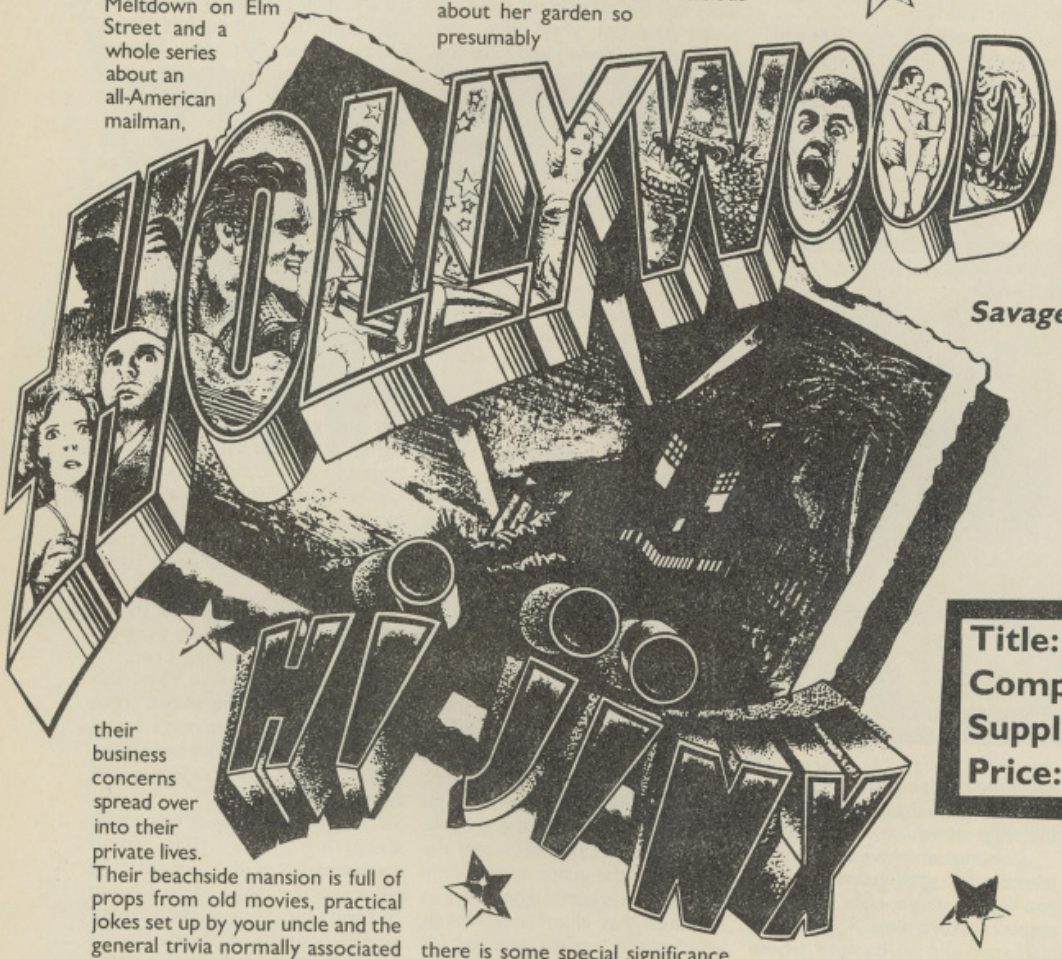
No, your eyes are not deceiving you, that small unimpressive sprite is in fact the princess, but don't jump for joy just yet, you've got to get her back to the boat *alone!* Ta-ra, chuck.

If you need help with a game or you have some hints, tips or pokes for Kirk to try, send them to: 'Get Out of That,' Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB.

The best entry each month will win a brand new game so remember to tell Kirk which computer you own.

OF THAT!

HOLLYWOOD HI JINX



Your Uncle Buddy Burbank and your Aunt Hildegarde have passed away. As they had no children of their own and you were their favourite nephew, the estate is due to pass to you. Knowing what sort of people they were, you suspect that getting your hands on the money is not going to be straightforward. Your suspicions are confirmed when the lawyer hands you a letter from your Aunt.

Between them, your Aunt and Uncle built up one of the largest and wackiest film companies in the history of Hollywood. Specialising in B-movies with such unforgettable titles as Vampire Penguins, Meltdown on Elm Street and a whole series about an all-American mailman, their business concerns spread over into their private lives. Their beachside mansion is full of props from old movies, practical jokes set up by your uncle and the general trivia normally associated with a movie existence.

Your Aunt's letter is in fact a copy of the Will. As they made their fortune from nothing, you are expected to put in a bit of work before you inherit the estate. Hidden somewhere within the mansion and grounds are ten treasures and you have just one night to collect them all. Fail, and another of your cousins gets the chance. Your only clue is a poem on the back of a postcard from your Uncle that might as well have been written in Greek for all the sense it makes.

You start off outside the house and a cursory examination soon reveals that all the doors are locked. There is a statue of Buck Palace, the all-American mailman. He is armed to the teeth with bazooka, machine guns, ammunition belts, rifles and bayonets, all the paraphernalia a postman needs to fend off irate dogs. And, of course, his mailbag. A sort of cross between Postman Pat and Rambo. More sinister perhaps is the fact that the statue rotates to point his bazooka in different directions.

As you wander round the grounds, you discover the rose bed includes one sickly rose bush where you threw up as a child after smoking one of your uncle's cigars. Your Aunt was most fastidious about her garden so presumably there is some special significance attached to the bush. There is the entrance to the maze, not the traditional adventure type maze of twisty little passages all alike, but one edged with thick hedges and a warning not to enter without a map.

A sort of cross between Postman Pat and Rambo

A staircase leads down to the beach but it is broken and you cannot get across. There is a ladder down the cliff near a cannon that may be of use, if you can find a way of carrying it. All these problems and you are still no nearer to getting into the house.

As with all Infocom's games there is a wealth of text at every location. Descriptions must be read carefully as you attempt to separate the wheat from the chaff. This is no real hardship as one of Infocom's specialities is to ensure that you get sensible answers to impractical ideas whenever possible. This makes the game so much more enjoyable than a typical page full of 'you can't do that' responses.

The parser, once the envy of the adventure writing world is now beginning to look a little dated. Some of the commands that I tried to use, especially multiple commands just didn't work. There was also the slightly annoying feature of not being able to enquire about items that have just been described in the text. For example, examining the mailbag on the statue of Buck Palace elicited the response 'you can't see a mailbag here.' This is no doubt because there is another mailbag somewhere else in the game but this is not the sort of thing that Infocom usually let through.

As usual, the game's packaging is superb. As well as copies of the letter from your Aunt and postcard from your Uncle, there is a copy of the magazine Tinsel World. This is a beautiful spoof on all those 'secrets of the stars'

Savaged by a psychotic gerbil

magazines with such features as a man being savaged by a psychotic gerbil and a three-headed boy who has just been signed up for a huge fee. Then of course there are all those wonderful adverts: send a nail clipping plus $12.00 and I will send you your lucky numbers, fat-melting chewing gum and a swizzle stick that is guaranteed to bring you instant wealth. So convinced are Infocom that this article is genuine, they have even included a free one in your packaging.

Of course, all these bits and pieces do have an ulterior motive as there are several clues hidden within the text that are essential if you want to get anywhere within the game. It is by far the best way of combating piracy.

Hollywood Hijinks takes an excellent swipe at the movie industry and will be loved by film buffs everywhere, plus, of course, anyone else who enjoys state of the art adventuring. Who needs pictures? *(Try telling that to the chain stores — Ed).*

Title: Hollywood Hi Jinx
Computer: C64
Supplier: Infocom
Price: £24.99 (disk)

SCORELINE

Impact	90%
Originality	95%
Playability	80%
X-Factor	85%
OVERALL	**88%**

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Magic Madness

GAMER REVIEW

Title:	**Magic Madness**
Computer:	**C64**
Supplier:	**Anco**
Price:	**£7.95**

Neverland used to be ruled by four magicians, each of whom derived his power from a magical scroll. The four used their combined talents for the good of Neverland which prospered.

But that changed with the arrival of Colo!

The skies turned black when he arrived with a deafening roar. The evil sorceror killed the four magicians where they stood, stole the scrolls and took over.

Neverland changed, tyranny ruled, so desperate did things become that the inhabitants decided that Colo and his minions must be destroyed at all costs.

So it was that a deputation of Neverlanders arrived at your cave one morning pleading with you to help them. As a witch, they explained, you should be able to use your magic to destroy Colo. They offer you four gifts to help you in your task — a cape, a cross, a wand and a sand glass. You find it impossible to resist their pleas, accept their gifts and make your way to the entrance of Colo's burrow.

The burrow is divided into four levels, each one contains one of the scrolls. Only when you possess all four scrolls can you seek out Colo himself.

You start off in the forest. Above you, if you can reach it, is the divine level — lots of clouds to be bounced over. One level below are the caverns and below that, the ice.

You can drop down levels through selected gaps but jumping up again is trickier.

You start off with a selection of weapons and spells. Your normal mode of attack is with bolts of energy fired from your wand. Provided there is still some energy left in the wand, you can toggle between it and any other weapon acquired. These can be found in treasure chests, of which there are many in the burrow. The chests may also contain bonus scores and balloons — vital for elevation to higher levels.

However, should your wand energy run out — it does replenish with time — you will be forced to resort to bare knuckle fighting.

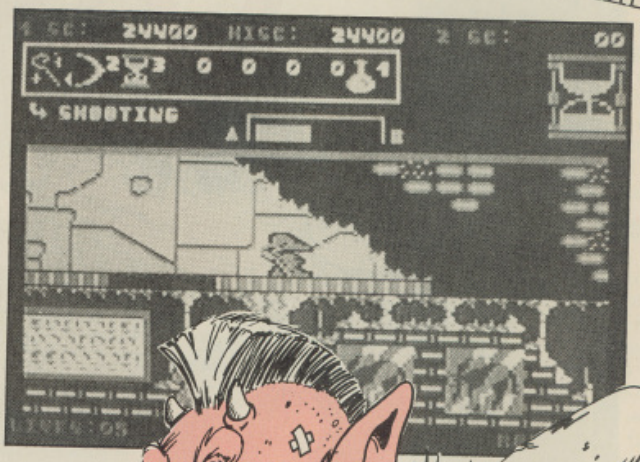
The weapons and spells you pick up are for use against the different creatures that you encounter. Some are impervious to certain weapons but vulnerable to others. For example, wand bolts will bounce off the club-wielding Marhkos, although you can thump them out of your way. In practise, it is easier to jump over them though, an art to be practiced as the longer you keep the joystick in the 'up' position, the higher you leap.

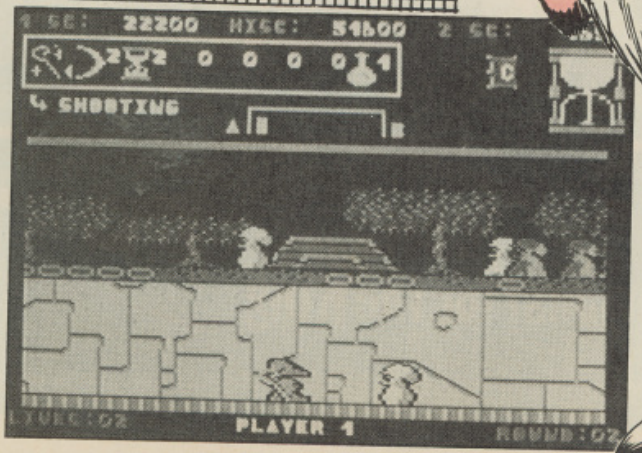
The spells include a cutter, a type of boomerang, shield, fireball, guard, as well as other weapons.

As each scroll must be found within a certain time limit there is also a timestop.

Apart from the Marhkos, the other denizens of the burrow who are equally hostile, include goblins, skeletons and slugs. There is also something called a 'lift genius' whose sole object in life is to drag you down two levels thus making the divine and forest scrolls even harder to attain. If you reach the end of a level, you are given the scroll by a guardian ant-eater! (who comes up with these ideas?) and the monsters become more vicious.

Magic Madness is a cross between Ghosts and Goblins and Cobra. Although the graphics are a bit blocky, on-screen presentation is generally good. The game plays well and is quite addictive. Written back in 1985, it is a pity Anco could not get the rights then as there are now several games of this type on the market.





SCORELINE

Impact	75%
Originality	70%
Playability	85%
X-Factor	80%
OVERALL	**78%**

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GREMLIN

GAMER COMPETITION

WIN PHASOR {1}

Wasting alien hordes comes easier when you have the best equipment. And the latest state of the art joystick — which has wonderful wasting capabilities and is the joystick equivalent of the Colt 45 — should help.

It is called the Phasor 1 Joystick and it would set you back £14.95 in the shops but good old Gamer is virtually giving away not one, but 20 of 'em.

We reviewed the stick last month along with Mastertronic's Magnum and the Phasor came out ahead. A simple no-nonsense stick based on a pistol, it has a butt and a trigger where a trigger should be making for great shoot-em-up fun. The stick itself sits on top. The E loved it and whiled away more than a few happy hours supposedly evaluating it.

If you — like the Ed — prefer the joys of gaming to those of spring all you need do is sort out the eight mixed up games below then write the answers on the back of an envelope, chuck the entry form inside and send it to: Phasor 1 Competition, Computer Gamer, ASP Ltd., 1 Golden Square, London W1R 3AB. The closing date is April 30th so get working and don't be an April fool and read the rules on page 90 first!

1. Manic Wrestling
2. Speed Patrol
3. Dragons of the Universe
4. Ace Miner
5. Park Harrier
6. Space King
7. Masters of Aces
8. Championship Lair

eg: Trivial Frame and 10th Pursuit would give you 10th Frame and Trivial Pursuit. Geddit? Easy innit?

Phasor 1 Gamer April

Name .....

Address .....

.....

.....

The games are:

1 .....

2 .....

3 .....

4 .....

5 .....

6 .....

7 .....

8 .....

Computer owned: .....

I agree to abide by the rules of the competition.

Signed .....

Indoor Sports

GAMER REVIEW

Game, set and match to Advance — Gordon Hamlett takes an approving look at their latest offering

At long last an indoor equivalent of the famous World/Summer/Winter Games. Although going under the unoriginal title of Indoor Sports, Advance Software's latest includes four events any one of which could stand up in its own right. The four sports are: ten-pin bowling; darts; air hockey and table tennis.

Title:	**Indoor Sports**
Computer:	**Commodore 64**
Supplier:	**Advance**
Price:	**£8.95 cass/£14.95 disk**

Hot on the heels of US Gold's 10th Frame, the ten-pin bowling makes for an interesting comparison. To start with, Advance's graphics are a lot bigger and brighter. The game is presented side-on as the bowler delivers his ball, the action then switches to head-on as you see your ball hurtling down the lane and, in my case, usually straight into the side gutter. On the debit side, controlling your ball is a lot harder than in 10th Frame.

You start by positioning your man in the lane and then choosing the spot you are going to aim for. Timing the release of the ball is crucial. Get it wrong and you either trip over your own toes or get dragged down the lane after your ball. Either of these occurrences tends to severely hamper the accuracy of your shot! The bowling action is excellent in sideways perspective but determining your aim and the degree of hook is very difficult. As the action switches to the skittles, you also get a picture of your man's head pulling a variety of faces depending on the success or otherwise of your ball.

the best I have seen so far

Darts has never been particularly well done on computer. Advance's darts is the best I have seen so far but still lacking something. You start by moving your hand across the bottom of the board until it lies under the spot you want to try and hit. Throwing the dart involves selecting the arc of your throw and the power. The scene then switches to a graphic of your man throwing the dart.

This method of throwing works a lot better than the usual wobbly hand and is also a lot harder to judge accurately. This is because there is no one set combination of angle and power that works for a particular shot. You can throw hard and flat or slow your shot down and go for more elevation. There are all the usual options to choose from — 301, 501 or 701, starting or finishing on a double, and the accuracy of your opponent.

Onto air hockey, a game I have not come across before on the computer, but one in which I have smashed many a knuckle playing in amusement arcades. The basic idea is to slam a plastic puck across a table into your opponent's goal before he does likewise to you. The puck is supported on a cushion of air, hence the name and, while brute force is particularly satisfying, you tend to have more success when the puck is bounced sneakily off the side walls.

Again, the simulation is excellent with the speeds and angles of bounce feeling just right. The game is played to a time limit but finishes earlier if one side scores 12 goals.

The final game is table tennis. Advance's version has also been released on its own under the name Superstar Ping-Pong. It was reviewed some months ago in Gamer and is by far the best of the various table tennis games available. One useful tip with this one is to let the bat move itself while you are getting used to the game. This stops you losing heavily.

the simulation is excellent

All four game events are characterised by an impressive menu driven option chart which allows you to select different speeds, game variations and difficulty levels. All the games, apart from air hockey, can be played solo and there are options to play against either the computer or a human opponent. All in all, Indoor Sports is an excellent package, well presented and superb value for money.

SCORELINE

Impact	90%
Originality	75%
Playability	85%
X-Factor	85%
OVERALL	**84%**

Mike McGarry reports on the Second Annual PBM Convention. A thousand gamers from Britain and the continent turned up and a good time was had by nearly all

PBM UPDATE

The clock above the stage showed almost 10.30am. I cast a frantic look around the hall, everything seemed OK. The last computer had been plugged in and the posters looked as if they would stay up. The faces of the games masters behind the stands showed optimism, greed or blind terror. The sound system was less than perfect, but the cans of lager behind the bar and the 500 sandwiches piled high in the refreshment area looked inviting.

The order went out: "Let 'em in". Silence for about a minute, then the first visitors came through the doors. The trickle became a flood and suddenly the hall was full of people. My spirits rose: all the work had payed off. But my satisfaction was short-lived: "Mike McGarry to the stage" the speaker spluttered out. Wayne smiled at me: "Someone has been sick on the stairs, can you do something about it?"

In front of the stage the game competitions were also in full swing and voting for the PBM awards was brisk. At 11.00am the bar opened and for a while things quietened until players, beers in hand, got down to the serious business of eliciting information from games masters and fellow players. Money changed hands and company reps began to smile. On stage Wayne was offering a free start up for Gameplan to the first player who could name the quarter back at the Green Bay Packers. Things were going well.

I moved to the quieter lecture room where Simon Letts from Sloth was addressing an audience of about 15 on how to start a PBM company. As far as I could make out his advice was don't bother, it will only lead to poverty.

At 1.30pm it was my turn to lecture. I chaired a discussion with four star players; Pete Thornhill, Mark Coulshed, Keith Moseley and Nick MacKenzie. A hundred players turned up and asked sensible questions, the panel gave intelligent answers. Things *were* going well.

However, it turned out to be a great day and everyone seemed to enjoy themselves. In one large alcove the role-playing games were in full swing. Advanced Dungeons and Dragons proved a great success for Scotland with Jimmy Johnstone from Glasgow walking off with first prize.

At 2.30pm the live role-playing people from the Labyrinth put on their mini-adventure behind the stage, hitting each other with rubber swords and casting spells. Meanwhile someone bought a convention T-shirt, only 49 left now, we had run out of coke and only the paté sandwiches were left.

3.00pm and we announced that the Knights Of The Holy Grail were to perform a fantasy scenario and cleared a space for them. An appreciative audience were spellbound as six guys dressed in full armour wielding real weapons put on a small playlet with a lot of swordplay and excellent choreography.

At 3.15pm the knights finished their act rather abruptly. One of the knights did not bow to the audience as he was bleeding rather badly from a wound on his arm. "It's part of the act", someone said. "It's tomato sauce". One of the knights whispered to me: "We've had an accident, can you get an ambulance?" There wss blood on the floor. They tooke him away. I forgot that I didn'y drink and had a double scotch. Things were not going quite so well.

With only 90 minutes to go Nicky Palmer is hosting 'Flagship

ROLL OF HONOUR

BEST PBM ENTERPRISES
1 SLOTH ENTERPRISES
2 LEGEND INC
3 VENGEANCE GAMES
KJC GAMES

BEST ROLE-PLAYING GAME
1 SATURNALIA (SLOTH)
2 AES (LEGEND)
3 ORION'S FINGER (VENGEANCE)

BEST TRIBAL GAME
1 TRIBES OF CRANE (MITRE)
2 WORLD OF VENGEANCE (VENGEANCE)
3 EXPLORERS OF ORION (ORION)

BEST TACTICAL GAME
1 KINGS OF STEEL (SLOTH)
2 GLOBAL SUPREMACY (MITRE)
3 EARTHWOOD (KJC)

BEST SCIENCE-FICTION GAME
1 STARGLOBE
2 CAPITOL (KJC)
3 VORCON WARS (VORCON)
ORION'S FINGER (VENGEANCE)

BEST NEW GAME
1 AES (LEGEND)
2 IT'S A CRIME (KJC)
3 WHERE LIES THE POWER (VENGEANCE)
DELENDA EST CARTHAGO (WAVENEY)

BEST GAME MASTER
1 JOHN TODE (LEGEND)
2 NEIL PACKER (SLOTH)
3 CAROL MULHOLLAND (TIME PATTERNS)
BOB MOSS (LEGEND)

BEST MAGAZINE COVERAGE OF PBM
1 FLAGSHIP
2 CRASH
3 COMPUTER GAMER
ADVENTURER

BEST PLAYER
1 NICK MACKENZIE
2 MARK COULSHED
3 KEITH MOSELEY

[redacted]

and the Future of PBM'. With him in the lecture hall were Mark Coulshed and Mo Halkar. Nicky answered some very technical questions from some very earnest players. My stomach felt better after the scotch. Things were going OK again.

At 4.00pm I did the rounds of the PBM companies. All had done well. The real winners were Legend Inc and The Laboratory, but everyone had taken money. The Laboratory had taken nearly a 100 start ups for Further Into Fantasy. One of their chaps, who looks like Arnold Swartznegger's younger brother, was on their success, while John and Bob from Legend had run out of rule books — John had handed out a 1,000 leaflets about his player association. Convention T-shirts were now selling for £1.00 each but *still* nobody wanted them. All the beer had gone.

With only half an hour to go it was the awards ceremony. The players of the year were announced. There were comments for Keith, generous applause for Mark and silent amazement followed by good natured cheering for Nick. Pete Thornhill read the voting results and the winners collect their prizes, Sloth nominated their newest recruit, Dave Fletcher, to pick up their role playing trophy. He tripped as he went up the stairs. Everybody laughed. The biggest cheers were for Time Patterns with their sci-fi award and John Tode, the best game master. The convention wound down, things had gone very well.

Convention over, the players departed to the pub across the road. The stewards hurried us along, there was Scottish country dancing later. We hurried and soon everything was gone. We seemed to have given away the convention T-shirts. Mo Halkar was dragged from the lecture room where he had been trying to talk the cat into joining Saturnalia. We loaded the stuff into the car, took a last look around: we have had a great time and will be back next year. Things are looking good for PBM.

[redacted]

PBM AWARDS

The highlight of the day was the awards ceremony. Players had been voting all day and most stayed on for it. Last year had seen the battle for best company played out between Sloth Enterprises and KJC Games, but this year, with KJC making a last minute decision to attend the convention and their players notably absent, Sloth swept home virtually unopposed. New company, Legend, came in second with KJC relegated to third with Vengeance, closely following were Time Patterns and Vorcon.

Saturnalia retained its role-playing title but the other three games categories were close run; Starglobe, who came from third last year, took the sci-fi award from Capitol, Tribes of Crane retained its lead in the tribal section in the closest contest of the day, while Kings of Steel from Sloth won the Best Tactical Game award.

It had been confidently predicted that Its a Crime would take Best New Game; the surprise winner was AEs (pronounced ay-as) who won by a large margin.

There were two new awards. The first for best game master of a hand moderated game, this turned into a straight contest between John Tode, of AEs, and Neil Packer, of Saturnalia, with John just beating Neil on the last vote. A case of the young pretender usurping the old man. AEs has been running for less than a year and John has played Saturnalia for several years with Neil as his game master.

Flagship took the award for best magazine with more votes than all the rest put together. This was hardly surprising since it is the only professionally produced PBM magazine, although available on subscription only. Trailing in Flagship's wake came the magazines with PBM columns. Gamer came a very creditable third.

The Player of the Year award is based on nominations from PBM companies. Strong cases were made for Lloyd Gold and Pete Thornhill, but in the end it was a straight fight between Nick MacKenzie and Keith Moseley, both role players, and last year's winner, Mark Caulshed, a sci-fi man.

Nick won and looked astonished as he picked up his trophy. Nick has played successfully in most of the well known fantasy games notably Saturnalia and Crasimoff's World and is a regular reader of PBM Update.

Overall the awards were a triumph for Sloth and Legend. But it was very good to see the smaller companies doing so well.

NEXT MONTH

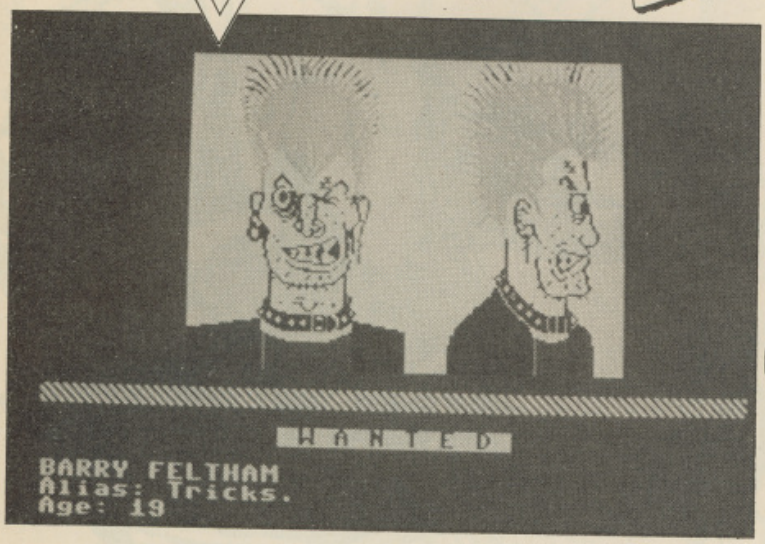
Back to normal in May with news and letters. It's A Crime has been running for over a year and I will be assessing it now that all the wrinkles seem to have been ironed out and I'll be giving tactical advice.

Addresses

- **SLOTH ENTERPRISES:** Freepost Southampton SO9 1BH
- **LEGEND INC:** 38 Overton Drive, Chadwell Heath, Romford, Essex.
- **VENGEANCE GAMES:** 6 Rose Farm, Fold Altofts, Normanton, West Yorks.
- **KJC GAMES:** PO Box 11, Cleveleys, Blackpool FY5 2UL.
- **MITREGAMES:** 189 Balham High Rd., London SW12.
- **VORCON GAMES:** 59 Juniper Birch Hill, Bracknell, Berks RG12 4ZG.
- **TIME PATTERNS:** 97 Devonshire Rd., Birmingham B20 2PL.
- **WAVENEY GAMES:** 28 Diprose Rd., Corfe Mullen, Wimborne, Dorset BH21 3QY.
- **ORION GAMES:** 6 St Austell Rd., Manchester M16 8QW.
- **THE LABORATORY:** 19 Colbourne St., Swindon, Wilts SN1 2EQ.
- **HISTORICAL ENGINEERING:** The Stable, The Temple, Gt. Wilbraham, Cambs CB1 5JF.

GAMER REVIEW

DODGY GEEZERS & Thugs & Villains



Title: Dodgy Geezers
Computer: Commodore 64, Spectrum, Amstrad, BBC
Supplier: Melbourne House
Price: £9.95

A dodgy duo star in the first of these two crime games, Dodgy Geezers. Although the aim is the same in both games — to pull off the Crime of the Century — they are totally different.

The second game, They Stole a Million, uses the computer as an icon driven database of crooks, fences and targets whereas Dodgy Geezers is a straight adventure.

Dodgy Geezers was written by Lever and Jones who sound more like soap powder manufacturers than a pair of programmers. They were also responsible for Melbourne House's other comic adventures, Hampstead and Terrormolinos, but we don't hold it against them.

Dodgy Geezers was written using an enhanced version of Quill so features some graphics as well as text. Using standard two word adventure commands you begin the game in a prison cell — luckily it's your day of release! — and then proceed to plan and recruit for your next big job.

Scouring the streets for likely associates you come across a bullion truck. The driver has fortuitously stopped off for a cuppa. You also see some possible recruits featured on wanted posters.

The game is mainly text with a few small pictures thrown in at key times — such as the posters, as well as important locations. Once you've found your target and assembled your gang you're ready for the second part of the games. But you need a password first so there's no diving straight in before you've done the groundwork.

Dodgy Geezers is in the same humorous vein as Hampstead and Terrormolinos with lots of 'can't do that, John' cockney phrases which don't quite work, thrown in.

SCORELINE

Impact	45%
Originality	85%
Gameplay	55%
X-Factor	55%
OVERALL	**60%**

Ariolasoft's They Stole a Million uses a database for skullduggery: punch up a selection of jobs, fences and crooks to help you hit the big time. The game is in two parts: you select target, fence and hire your team before planning and executing the raid.

Using SWAG (Software for Aspiring Gangsters) you can buy information about your target, the stuff you hope to steal and the alarm system protecting it. You must then choose the right fence. For example, Small Change Sue is ideal for coins but useless for shifting paintings. Then there are the drivers, safe blowers, electronics experts and other hoodlums you need to do the job.

Planning the raid is simple. You use joystick controlled icons to control the action, the movements are mapped out on blueprints which can be edited to speed things up and make them more efficient. During the raid itself one of your crooked associates takes on the risky job of lookout. You should be ready to freeze the action in case the cops suddenly appear and even be prepared to do a runner leaving your hoods to face the fuzz!

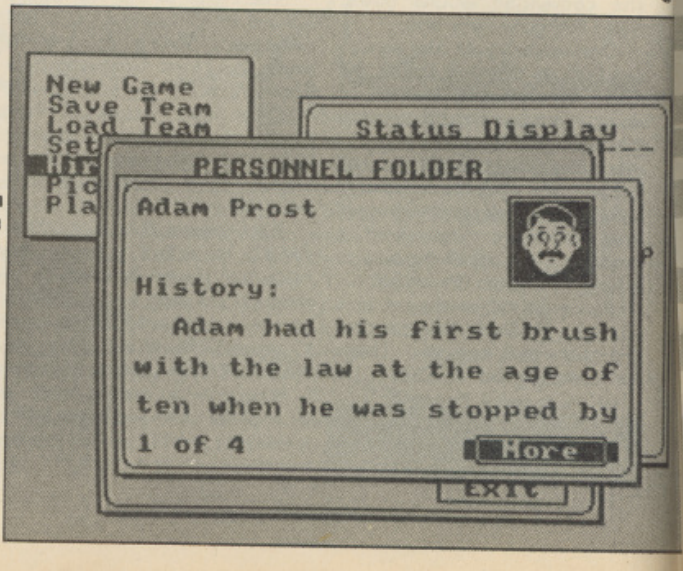
If all goes well you'll have enough profit to organise bigger and better jobs until, finally, you can go for a million.

I thought They Stole a Million the better of the two games, but Dodgy Geezers will appeal to the dedicated Lever/Jones followers.

Title: They Stole a Million
Computer: C64
Supplier: Atiolasoft
Price: £9.95

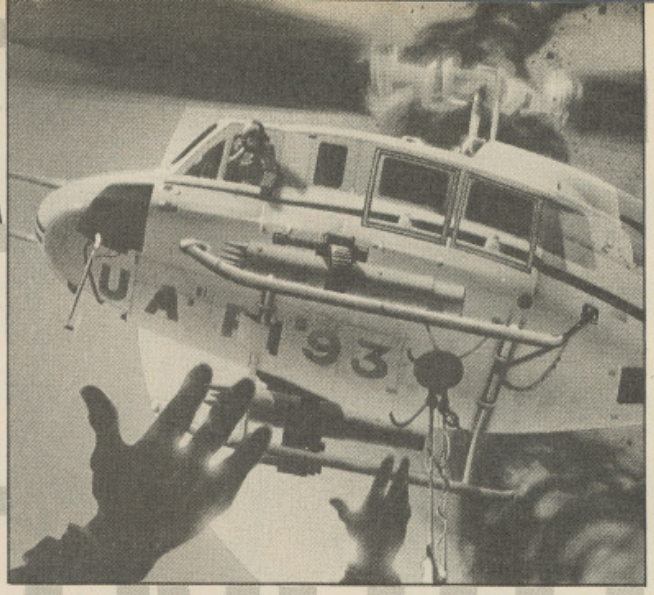
SCORELINE

Impact	75%
Originality	85%
Gameplay	70%
X-Factor	75%
OVERALL	**75%**



TOP NOTCH

Steve Applebaum joins the anti-nuclear protesters, sails the Barbary Coast and pilots Super Huey — without leaving his armchair!



S.D.I.

A couple of issues ago, there was a short piece in Gamer about Mindscape's brilliant Defender of the Crown. Apart from being the most graphically advanced game to emerge for the Amiga, it was also the first of what looked like a very promising new series of programs known as 'Cinemaware.'

Sadly, S.D.I. available on the ST and Commodore — the second Cinemaware game, fails to match its predecessor's standard. One of the game's biggest faults is its subject matter: it's yet another example of computer programmers trivialising one of the most emotive subjects of modern times, nuclear arms.

S.D.I. is the acronym of Bonzo Reagan's incredibly naive plan to protect America from Russian nuclear missiles. The idea is to set up a system of satellites equipped with powerful lasers, so, should the unthinkable happen, and Russia launch a nuclear attack on Uncle Sam, these so-called killer satellites will shoot down the incoming warheads before they can re-enter the earth's atmosphere and fulfill their terrible purpose.

The game starts with Russia going through a new revolution. The Red Army, together with a small KGB element, is trying to depose the Russian government.

As Moscow falls, the S.D.I. satellites come under attack from squadrons of small fighter craft whose aim is to cripple Reagan's protective 'umbrella' as well as the Russian space defence station, too. V.I. Lenin as it is called, is in danger of being taken over by another breakaway revolutionary group.

S.D.I. is a modern day fairy tale. And, just like old fairy tales, it has a hero and a heroine, Sloan McCormick, captain of the Orbital Marines and all round good guy, and Natalya Kazarian, commander of the Lenin space station and long time friend of McCormick. The pair are mankind's only hope. Only they can stop the immminent nuclear destruction of the world.

S.D.I. is actually little more than a fast zap 'em, reminiscent of Star Raiders and countless other such games. Like them, it involves flying through space and downing alien craft. The game also has an OK Corral style shoot-out in the Lenin space defence station. On top of all this, you have to repair any satellites damaged by enemy gunfire.

S.D.I. is a washout and far from what one would expect after Defender of the Crown. Some of the graphics are quite nice, but both the scenario and the gameplay smack of desperation. The game neither contributes to the advance of computer games nor the Star Wars debate.

Chicago

Even though S.D.I. fails to make the grade, Cinemaware should not be dismissed as a one off. Another Cinemaware program just out, Chicago, a Mugsy-like rendering for the Macintosh, has all the features that made Defender of the Crown such a resounding success. Gamer will be taking a closer look at it in a later issue.

But for now, we return to Earth with high jinks on the open seas in Pirates of the Barbary Coast.

Throughout the 18th century, the Barbary Coast was notorious as a haven for pirates. It was also on one of the world's most important trade routes making merchant trading very hazardous.

In the game you play the captain of a frigate whose daughter, Katherine, has been kidnapped for ransom by a ruthless priate named Bloodthroat. In order to raise the cash, the captain, that's you, must trade in the seaports dotted along the treacherous Barbary Coast.

Being a sporting gent, Bloodthroat has given the captain a set period of time in which to raise the cash. Should he fail it is curtains for Katherine. Unfortunately, the other pirates along the Barbary Coast care neither about the captain or his daughter — their only passions are money and run. They pose a major threat to the captain and must be dealt with in the harshest possible way. Only by scuppering them can the captain be sure of delivering the money to Bloodthroat in time to meet the deadline.

Pirates is one of those games that comes up out of the blue every so often, after little, if any, pre-launch publicity. Which is a bit odd in this case because it really is a gem of a game. The screens are well drawn and the animation is delightful. I particularly liked the cannon firing sequence where a cannon is loaded and fired using the exact same procedure used onboard ship all those years ago.

My only gripe concerns the lack of documentation. Some might say it is unnecessary on the Atari ST and Amiga, where instructions can be given on screen. This is true, up to a point. It is no excuse for doing away with supplementary documentation altogether, however.

Super Huey

Super Huey Helicopter Flight Simulator has been around for some time now but has only just popped up on the Atari ST and Amiga.

However, some of us are averse to flight simulators, simply because the guys who write them take it as an opportunity to see just how many controls they can force the poor player to use.

I thought things couldn't get any worse after Aviator on the BBC. But I was wrong, along came Super Huey, a game which requires you to use both a joystick — 12 movements — *and* the computer keyboard. Not only that, but the Huey's control pannel has an incredible 33 different instruments on it, all of which must be periodically checked while one is airborne.

Super Huey is divided into four sections or missions. They are : School — flight instruction; Explore — exploration and mapping; Combat — air battle and Rescue — personnel rescue mission.

Because of the sheer complexity of the Huey craft, all novice pilots have to go on the flight instruction mission. The object of this is to make you feel at home with the controls and to ease you into your role of helicopter pilot.

Exploration is an equally important mission, since the game does not come complete with a map. This means the only way to discover what the land surrounding your base is like is to fly over it.

The rescue mission is where your training really pays off. Somewhere, in an unspecified location, are several stranded military personnel. Your mission is to locate and rescue them.

Combat is a deadly air battle with an unidentified enemy helicopter force. This mission is a fast and furious shoot'em-up which should make even the most experienced joystick pusher sweat.

Super Huey is an excellent example of what a flight simulator should be. It is difficult and requires a lot of patience, but in the end you are rewarded with real action.

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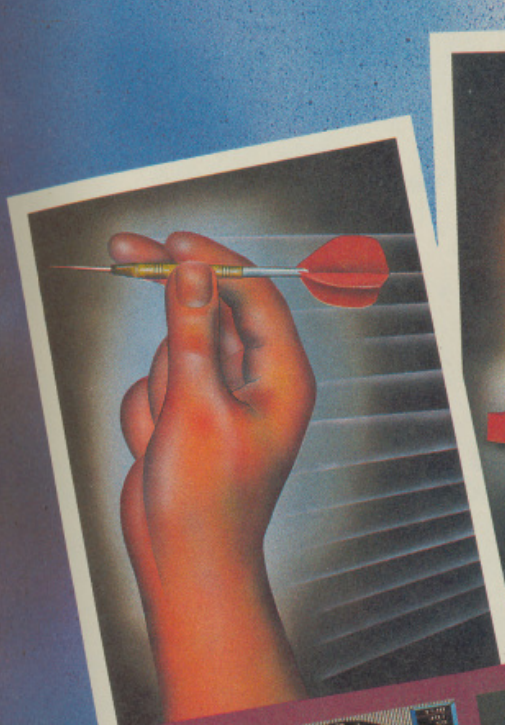

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Advance

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THANATOS

In this magical game you take control of a dragon, Thanatos the destroyer, whose eternal destiny lies in conflict with the forces of the underworld. The dragon which is very large and superbly animated, flies, walks, swims, and burns its way through the landscape. The game features fantastic landscapes with a totally new panoramic scrolling action.

"Wow! This game is really amazing; stunning, astounding, brilliant! The tune on the title screen is very nice, but the graphics are absolutely superb." CRASH, December 1986 (overall rating 93%)

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£7.95 Commodore 64 cassette, £9.95 Commodore 64 disk

DEEP STRIKE

At last an opportunity to try your luck against the Red Baron and his flying circus of World War I flying aces. This game not only lets you take-off in a fully armed fighter, but also gives you control of the four bombers of your DEEP STRIKE attack force. It uses the latest techniques to bring you a smooth-scrolling and tilting 3D landscape viewed from the cockpit in full colour.

"...after a few games I really got into it. The way you can bomb the ground features (especially churches) makes the game much more enjoyable than if you just had to shoot planes!Overall a game that you should come back to quite a lot in the future." AMTIX, February 1987 (overall rating 71%)

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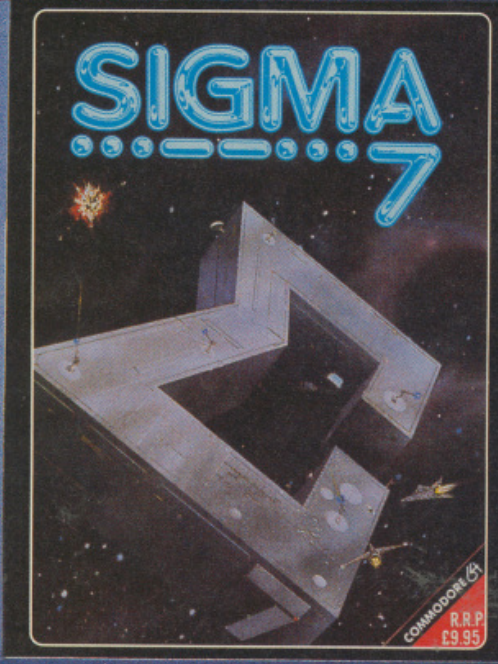

SIGMA SEVEN

An all-action arcade game featuring imaginative state-of-the-art 3D graphics and exciting synthesised sound. There are seven increasingly more difficult stages to the game which starts-out easy but ends-up almost impossible. Each stage is split into three phases : first take a space-fighter and blast your way to the next station through swarm-mine defences, then free that station's internal pathways of killer-robots and radioactive deposits, to finally reach the remote-controlled main panel which must be reset within a critical few seconds.

"I really like this – it has three neat mini-games all of which are very playable and addictiveThe graphics are really crisp and clear with a beautiful starry backdrop..." ZZAPP, February 1987 (overall rating 70%)

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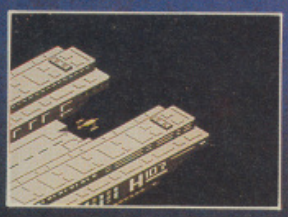

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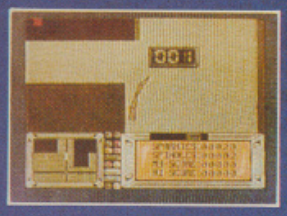
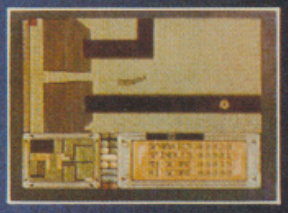
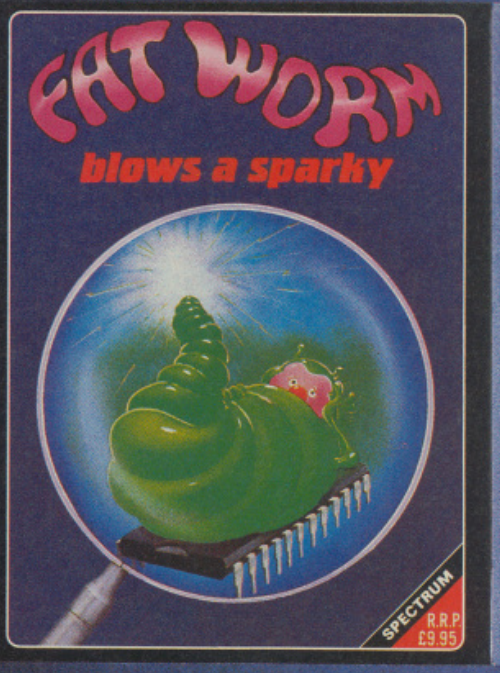
"Playability and addictiveness are of the highest standard, but as for the graphics – well, what can I say? As far as animation and solid 3D goes, this is probably the best I have ever seen" CRASH, November 1986 (overall rating 95%)

£9.95 Spectrum cassette only







SABOTEUR II – Avenging Angel

A follow-up by the original author, where as the Ninja's beautiful sister, your mission is to revenge your fatally wounded brother. The rebels have found that the disk he stole in "SABOTEUR" also contains data for one of the dictator's missile silos. Your job is to fly in by hang-glider, fight your way through the security guards, pumas, dogs and radio-controlled robots, to seek out some top secret punched tape to activate the missile's launch control. Launch it, disable the electric perimeter fence, then break-out by motor-bike. Over five hundred locations, three buildings, underground caverns, intelligent guard dogs and stupid guards.

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"Unlike most compilations where one title carries the others, the BIG 4 are actually four big games. A collection worth collecting." C & VG, December 1987

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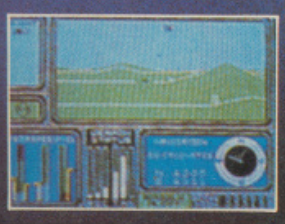

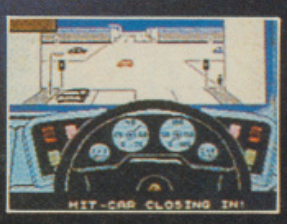

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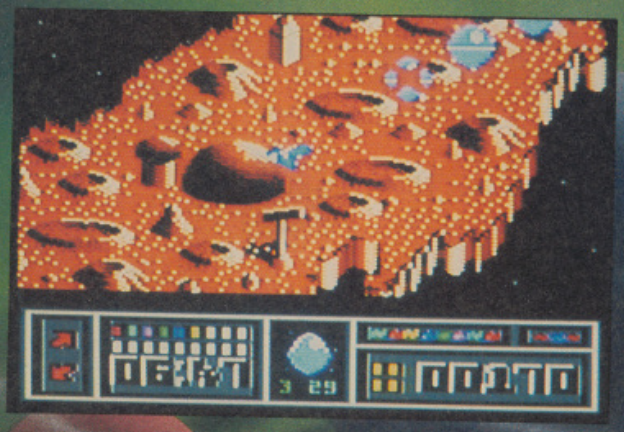
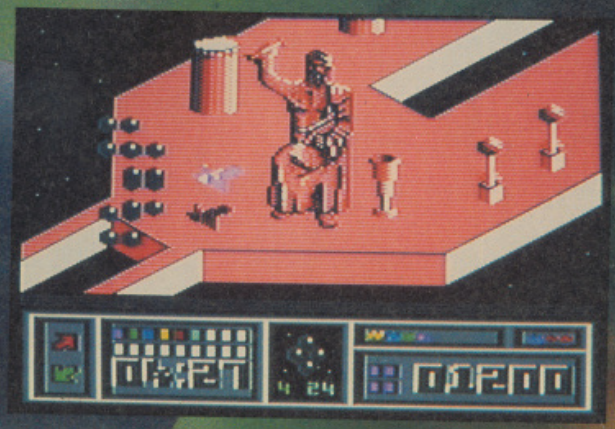
LEVIATHAN

GAMER REVIEW

Title:	**Leviathan**
Computer:	**C64**
Supplier:	**English Software**
Price:	**£9.95 (cass) £14.95 (disk)**





Inspiration for games come from many sources: from films; TV programmes, books, even dreams. Inspiration for this one came when English Software boss, Philip Morris, was watching ZZ Top video!

But it doesn't feature hordes of scantily clad women *or* a big red car, instead it's a variant of Zaxxon.

The video in question is Rough Boy in which a red car escapes from a giant wheel by flipping into hyperspace!! From that came the idea for Zaxxon, which features a ship that flips every which way — forwards, backwards, dives, climbs, flies left and right *and* rolls too.

The object of Leviathan is to wipe out alien hordes in three different landscape zones. Unfortunately, this isn't as easy as it sounds. Leviathan is an extremely difficult game — it must be, you get five lives!

The screen display features a Zaxxon style diagonally scrolling game screen on top of an instrument bar that displays fuel gauge, number of remaining aliens, lalitude, score, bombs remaining, ships and time. The mission must be completed within a time limit that decreases as you progress through the levels. Run out of time and you run out of game.

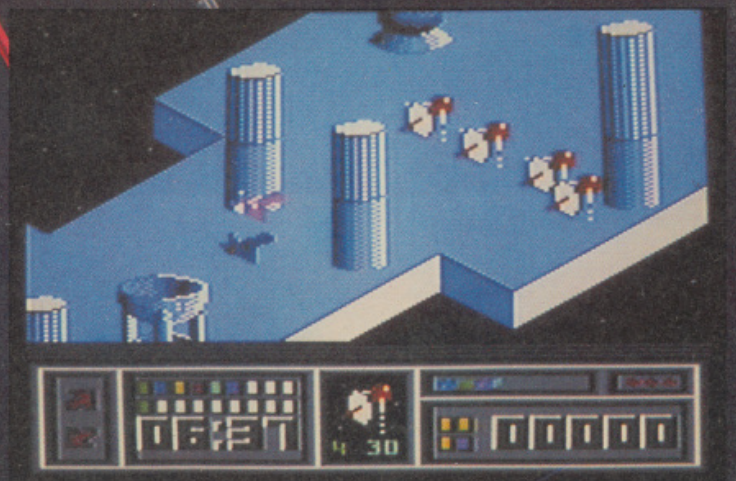
Leviathan is more than just a difficult version of Zaxxon, however. It's success lies in its landscapes: there are three and you must complete the levels contained in all three to finish the game. You can attempt them in any order and swap between them.

Each landscape has different challenges; these include 3D objects that stand in your way, and land-based enemies that try to gun you down — high tech laser firing gun towers and aerial dishes lurk in the city and lunar landscapes, while an incredible dart-firing giant statue features in the Greek landscape.

You must battle a bewildering array of aliens before time and fuel run out. You can get more fuel in the city by landing on fuel depots marked with giant arrows or by destroying revolving fuel cubes.

If things get desperate you can use one of your three bombs to clear the screen of aliens or the Zaxxon type ships.

The action is accompanied by a background hum that changes to a high pitched whine whenever the aliens close in. This game isn't going to get too many points for originality but it does illustrate how a classic game can be successfully reworked to produce a second excellent game.



SCORELINE

Impact	90%
Originality	35%
Gameplay	80%
X-Factôr	80%
OVERALL	**71%**

THE REBEL UNIVERSE

Space, the final frontier. These are the computer adventures of the starship Enterprise as it boldly goes where no game has gone before.

Forget the previews, forget the rumours, Star Trek is finally ready to beam down on the Atari ST. At last trekkies get *their* chance to command the Enterprise, go to Warp Factor Ten and battle Romulans and Klingons in glorious galactic dogfights. And it all comes in equally glorious technicolour digitised graphics accompanied by stunning sound effects.

Captain James T. Kirk himself sets the scene as he tells you, again, that space is the final frontier. This is followed by a fair rendition of the Star Trek theme, then the bridge fills the screen and you're ready to take command.

Programmer Mike (Lords of Midnight) Singleton has resisted the temptation to base the game on a single film or TV episode — even though the latest film, Star Trek IV, is imminent. Instead, he has created a scenario that highlights the military and explorative strengths of the Enterprise.

It seems that in the last few months 20 Federation ships have gone renegade, switching their allegiance to Klingons. All the action is taking place in a sector of space centred around the star Dakiak which the Federation has now sealed off, using a Klien Sphere, after it calculated that the rate of spread of the mutiny would mean the entire Federation would be affected in a few months. Just before the Sphere is closed the Enterprise is sent in to find out what has happened, bring the renegades back into the fold and save the 1,000 stars that will become isolated forever should Kirk and co. fail.

As expected, the Klingons are the cause of the rebellion — they are emitting psi-beams and telepathically controlling the 'renegades' from their base on an energy refining planet near the centre of the Sphere.

The Klingon admiral is aware that the Federation is constructing a Klien Sphere but is carrying on regardless as, if his plans succeeds, the Klingons will be able to take over the universe.

To add to the Enterprise's problems there are also Romulan planets trapped in the Sphere so you will have to fight off Romulan ships as well as the Klingon and rebel starships!

The game features yet another amazing Mike Singleton system — remember his landscaping in Lords of Midnight that created thousands of views? Now he's created 'multivision', this consists of a main screen, which occupies three quarters of the display, surrounded by seven mini screens. Using these screens you must control the Enterprise, explore the 1,000 star quarantine zone locked in the Klien Sphere and stop the Klingon experiment. OK!

The bridge is the main control area and you can get to any controls by clicking your Federation symbol cursor over the responsible crew member.

STAR TREK

GAMER Gold Award

Selecting Kirk allows you to inspect the ships stores for artifacts and to choose a landing party. Spock analyses planets and gives you damage reports. Sulu controls navigation and Chekov mans the weapon systems. Injured crew members recover in Dr McCoy's sick bay. Uhura takes messages from Starfleet command and special archive planets and, finally, Scottie reports on the state of Warp and Impulse Drives.

Your first job is to select Sulu's controls and plot a course to a star in the Sphere. Then you select Spock, who reports on the size and alignment of the star system — for example, Klingon, six planets. The engine screen allows you to select warp speed. At Warp Ten a digitised Scottie voice warns you that: "If you carry on at this speed, she'll blow up, capt'n", so you reduce to Warp Factor Eight.

A ping announces your arrival in the relevant star system and produces a system map. Click each planet and Spock will isolate the planets that are life supporting, which are the only ones you can beam down to. Select Impulse power and you'll soon be in orbit around your chosen planet — the main screen fills with an impressive picture of the Enterprise in orbit. Kirk can then select six of the seven main crew members to beam down to the planet's surface.

Down on the planet, the landing party will meet anything from a stubborn door that won't open, to humble janitor robots, and superior intelligences that could wipe out the Enterprise with a single thought. On the surface the screen display is disappointing, however, as it consists only of the heads of the landing party and a line drawing of the object in their path.

You are now faced with a mini-adventure sequence in which you must get past locked doors, robots and forcefields to gain a useful object that can then be beamed up to the Enterprise's store room. Whatever the problem each crew member will have their own way of dealing with it. For example, Kirk will look for hidden switches, Spock will try to decode, Sulu will fire his phasor at it and Chekov will kick it — it may be better to leave Chekov on the Enterprise. A control bar at the top of the screen will report reaction to these activities — nothing, it worked or a crew man is injured and so on until you either complete the sequence or you have to beam back to the Enterprise to let your landing party recover in sick bay.

Some of the objects that you find can be installed into the Enterprise to make it more efficient, such as Cherenkov crystals that extend the life of your valuable dilithium crystals, and synapse bombs that wipe out any Klingons in the system.

Next a loud red alert klaxxon announces the arrival of enemy ships that can be plotted through Chekov's Elite style display. The Enterprise appears in the centre of the revolving scanner with any approaching ship marked as a 'T' with the height of the 'T' reflecting altitude.

If you're on a planet you'd better beam back to the ship, select some impulse power, to give you some ROOM to manoeuvre, and then select either phasors or photon torpedoes. The approaching craft will then show up as a vector graphics drawing on Chekov's battle screen which you must lock onto using a red targetting circle. This circle decreases in size the closer you get to your opponent and marks the area your shots will randomly hit. If the circle is large and engulfs the whole ship then you're likely to miss, whereas a small circle surrounded by the ship will guarantee a hit. Destroying the enemy may take lots of hits, depending on where you attack — a shot to the bridge is more effective than a blow to an engine or one of the decks.

Selecting Spock will give you details of the enemy's damage as well as your own.

The mark of a good captain is knowing when to fight and when to warp out of trouble, which you can do if you can get to Sulu's controls in time. It is also important to scout out repair docks and friendly planets to replace your energy, dilithium crystals and torpedo stores. Lose too much of any of these and the game will end with the destruction of the Enterprise and a raised eyebrow from Spock.

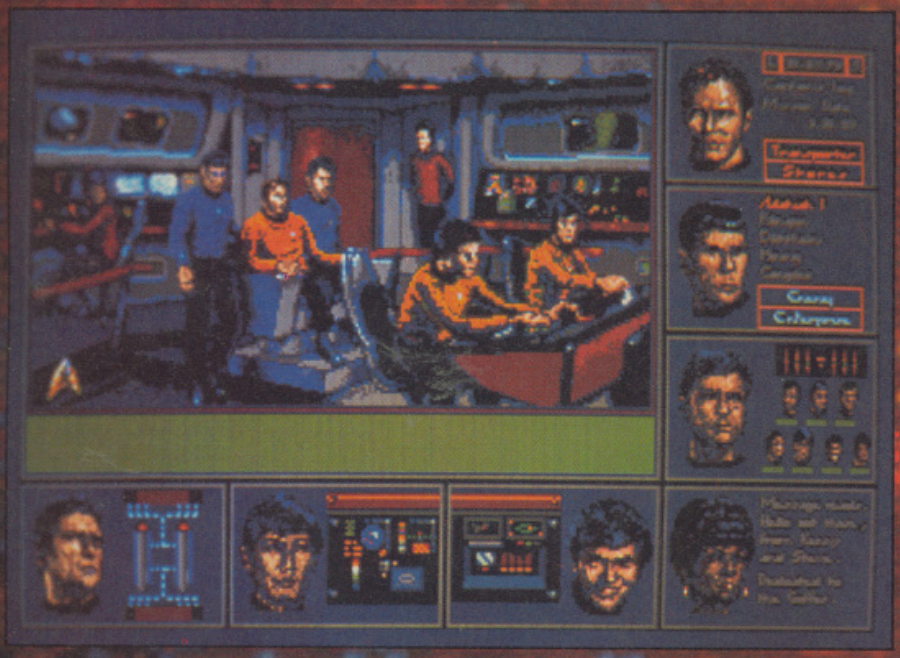
Some of the planets you encounter are harmful, but some can help you by shielding you from Klingon scanners or healing your injured crew. The curious archive planets will beam important clues that can be picked up by Uhura.

Star Trek is a massive game in which you must explore a system that contains 1,000 stars around which are 256 life supporting planets to explore. Initially, you should keep to the outer parts of the Sphere as the main Klingon and Romulan forces patrol the centre. This will give you a chance to map out the necessary repair planets before you delve deeper.

Although the screen display shows eight different screens — the main one and seven mini screens that can be accessed by clicking them — these may not include the ones you need. Therefore it helps to punch up Chekov's displays and the system maps so you're ready to react quickly in case you are ambushed.

The action is accompanied by digitised speech and sound effects, such as the red alert alarm, and the transporter beam. These add tremendously to the atmosphere and appeal of the game.

Beyond promises other versions later, which are likely to be similar as the game uses mainly static screens without too much fast action that would be slowed down by lesser machines. Not many machines could match the painterly quality of this ST version but the C64 could come close. But until Beyond — or others, do the conversion work, trekkies can only look on with envy unless, of course, they rush out and buy an ST. They won't be disappointed with this guaranteed number one hit.



SCORELINE

Impact	95%
Originality	90%
Gameplay	90%
X-Factor	100%
OVERALL	**94%**

SCORELINE

COMPUTER GAMER

SCORELINE is a guide to the entertainment value of the games we review.

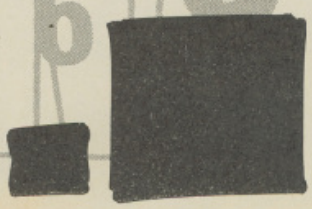
ORIGINALITY is rare these days but even an old idea can be given a new twist.

GAMEPLAY is a measure of the ease with which a game can be played. Stupid ideas and lousy control systems will be penalised.

X-FACTOR gives the reviewer the chance to express an aversion to sickly coloured cassettes, permits a hangover allowance and provides an adjustment for programs that are in bad taste.

GAMER GOLDS will be awarded to those games which reach a sufficiently high overall score. The award is weighted towards Impact, Originality and Gameplay.

BANE OF THE MONTH is not always a duffer but it's certainly the kind of game which makes you reach for a crucifix to hold it at bay!



CHEAP THRILLS

GAMER REVIEW

Title:	Hyper Bowl
Computer:	C64
Supplier:	Mastertronic
Price:	£1.99

Although the name makes it sound like Odin's Hypa Ball, Mastertronic's futuristic sports game is actually closer to Argus Press Software's Xeno and the ancient game of shove ha'penny.

Hyper Bowl is the latest craze to sweep The Empire which features in the game. It is played on an energy bounded playing field and the object of the game is to control the ship you pilot and steer the ball into your opponent's goal by ramming it or directing it with your laser.

There are ten different ships you can choose to pilot, each offering a different combination of speed, acceleration, friction rating — how much the field slows you down — ease of control and laser homing devices useful in controlling the ball.

You win if you score more points than your opponent within the five minute match or score a nine point 'killing'. Perhaps after a few games you may be ready to progress to the expert or ace league and have a chance to become the Hyper Bowl champion. **AH**

Title:	Feud
Computer:	Amstrad
Supplier:	Bulldog
Price:	£2.99

Bulldog is the new label from budget king Mastertronic. Priced in its 'higher' bracket at around £3, you'd expect the games to be of a similar quality to the much acclaimed MAD range. Sadly, this is not the case.

This particular game, Fued, concerns an argument between two wizards. Yourself, Learic, and your brother, Leanoric. The location is the small village of Dullford in Devon. To play the game you have to search through the forest to find herbs to mix and cast spells. However, your enemy is doing exactly the same thing *and* trying to do nasty things to you as well.

The forest is set out in a similar way to those screen-to-screen maze games of yesteryear and, more recently, games like Toadrunner. The view is taken from an almost vertical aspect, yet the objects are depicted from a side elevation. This is a well tried old technique used to give a bit of depth to graphics, but now much superseded by the new true 3D games.

The screen has the forest scenery — trees, bushes, fences, etc — arranged with space in between for your man to move through. When you go off the edge of a screen you are moved to the next screen and so on. Occasionally you come across a herb. This can be collected for later use — when you have the appropriate ingredients you can mix a spell.

To create spells you must return to your hut and look through your spell book. This is always displayed in the status area at the bottom of the screen and is used to select spells. The appropriate page will also give you a list of 12 spells. These range from the offensive — fireball, lightning etc, to spells for invisibility, healing, protection etc.

These spells can all be used against your enemy. Some may be cast once, others a number of times. Some may only be cast in certain situations — for instance, you can only teleport when no-one is looking!

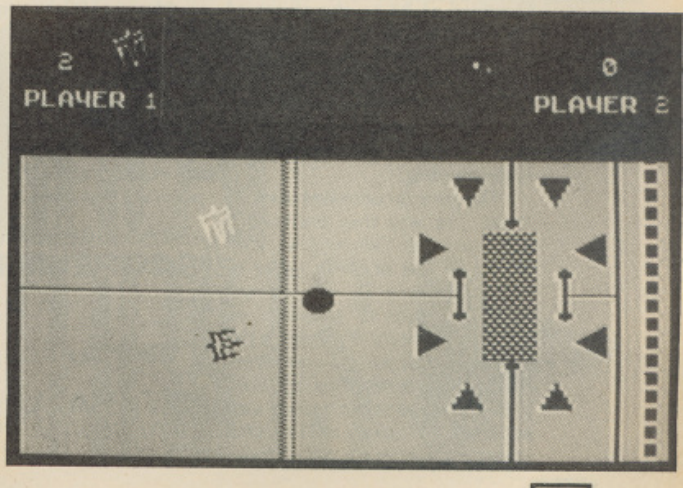
The game is a reasonable budget game and, compared to others, good value. However, compared to Mastertronic's other £3 games, the game is an old one with a new twist — the spell casting. This is good but not good enough. **MR**

SCORELINE

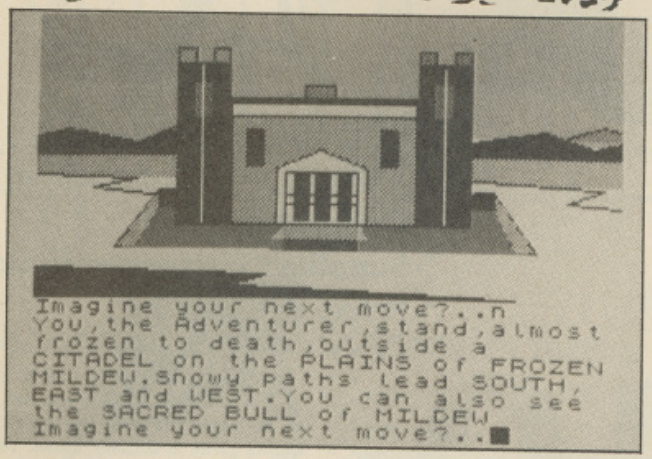
Impact	60%
Originality	35%
Gameplay	65%
X-Factor	40%
OVERALL	**50%**

SCORELINE

Impact	75%
Originality	35%
Gameplay	60%
X-Factor	60%
OVERALL	**57%**



Title: Imagination
Computer: Spectrum and C64
Supplier: Firebird
Price: £1.99



Rummaging through your local computer shop one day, you come across a disk with no markings on it. The shopkeeper has no idea what it is and lets you have it for nothing. Rushing home you can't wait to see whether you've got a gem.

Upon loading the disk, you find yourself presented with four options. Selecting any one drags you into the computer where you can take part in one of four different mini-adventures. The games are interconnected and the object of them is to answer one of the great remaining mysteries: how many stars are there in the universe?

The four games poke gentle fun at typical adventure scenarios. There is a space game, a fantasy story, a modern set in an airfield and a text version of a platform game! You can also get out of any game and return to your computer terminal simply by typing the command 'pinch arm' — a lovely touch.

Imagination was written by Peter Torrence, author of the popular Seabase Delta, and at under £2 is excellent value for money.

SCORELINE

Impact	65%
Originality	75%
Gameplay	60%
X-Factor	65%
OVERALL	**66%**

Title: Kobyashi Naru
Computer: Commodore 64
Supplier: Mastertronic
Price: £1.99

An early contender for oddest title of the year, Kobyashi Naru is an icon driven adventure in which you seek immortality.

Kobyashi Naru consists of three tests which you must complete to achieve their objective.

You have been sent by the Overlord of All to the planet of Ygor where you are waiting in a closed chamber. In front of you are three doors. Each puts you on the path to a different quest to seek out an item of power. The paths lead to knowledge, wisdom and understanding.

The game is controlled using 23 icons. The way they are used is quite unusual. Selecting an icon results in one of three types of action. There is the direct command, such as 'go north' or 'save game'. Secondly, there is the use of objects you have acquired, which are represented by small pictures. If you select an icon such as 'use' it will call up an illustrated inventory for you.

Finally, if you want to analyse an object mentioned in the text, you can highlight the appropriate word by moving a cursor round the text window. This saves you having to type anything in and also gets round the problem of giving too much away — you are given no clues as to what is or is not important.

Mastertronic's previous icon driven adventure, Zzzzz, didn't work very well but Kobyashi Naru is much better. The game itself should appeal to those people who loathe spending hours searching for exactly the right combination of words necessary to solve a particular problem. **GRH**

SCORELINE

Impact	70%
Originality	65%
Playability	60%
X-Factor	55%
OVERALL	**61%**

Title: Molecule Man
Computer: Commodore C16
Supplier: Mastertronic
Price: £1.99

In this 3D maze game you take control of the Molecule Man. You must help him escape from the radioactive maze in which he is trapped.

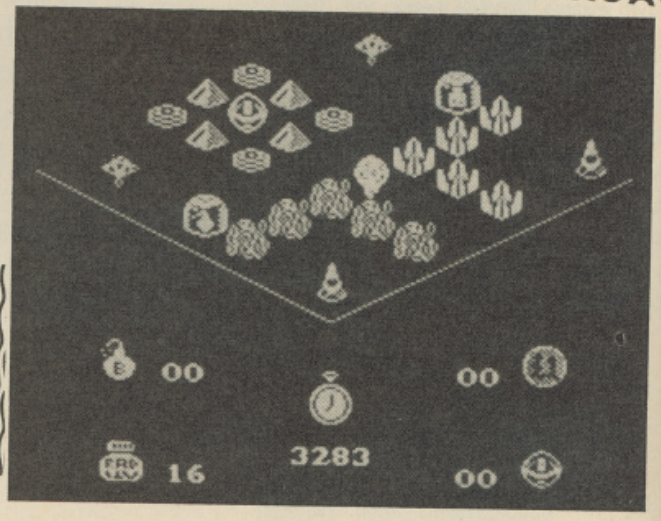
The maze is divided into 256 locations and contained within them are the essential items to liberate your man. Escape from the maze is achieved by finding the 16 circuits needed to activate your teleport. But time and the radiation are against you.

The radiation rapidly drains your life, but this problem can be overcome by buying extra life time with money that can also be found in the maze. However, cash is also needed to buy bombs from the bomb vending machines scattered around the maze and they are needed to blow up parts of the maze that are otherwise unreachable. It is the successful juggling of bombs and time that is the essence of this difficult game.

The graphics are dull — most obstacles are either block or pyramid shaped, and gameplay isn't helped by the fact that there is no joystick response so you have to settle for key control. Overall the game doesn't have sufficient appeal to sustain interest for long.

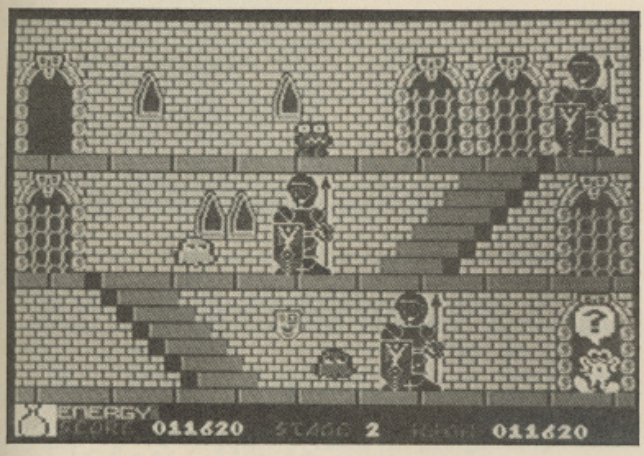
SCORELINE

Impact	40%
Originality	40%
Gameplay	35%
X-Factor	45%
OVERALL	**40%**



GAMER REVIEW

Title: Olli & Lissa
Computer: C64
Supplier: Firebird Silver
Price: £1.99



Olli and Lissa has been tremendously successful as a Spectrum budget game and has now been released on the Commodore 64.

Shiliore Castle is in the barren, rocky highlands of Scotland. A peaceful place, this peace is about to be shattered — the building is to be removed stone by stone and shipped to America. The castle ghost, Sir Humphrey, is, not surprisingly, perturbed by this and Olli and Lissa are recruited to stop our friendly spook being forcibly emigrated.

When I say that Olli and Lissa will help, I really mean that Olli will do the dirty work. Lissa plays no real part at all, except as moral support for her boyfriend.

Shiliore can be saved if Olli can retrieve all the ingredients for Sir Humphrey's invisibility potion. When the potion takes effect the ghostly knight can then, hopefully, cause sufficient havoc to thwart the export deal.

Each ingredient is hidden on a different screen of this platform game and each screen can only be tackled when the previous ingredient has been found and placed in the cauldron. To reach a new screen Olli must pass through all the screens he has solved before, recover the next item on the recipe and return to the castle. This means that the game gets progressively more difficult and by the time I reached the eighth and final screen it was a daunting task even to return home.

In the tried and tested platform tradition everything depends on timing. Solve the problem of when and where to jump and you should have no problems. If this was a full price game I would say that the entertainment value was limited because the game only took a couple of hours to complete. But £1.99 — for two hours or more of fun — is relatively cheap these days. If you want a cheap challenge you will find it difficult to find something better. **ED**

SCORELINE

Impact	65%
Originality	70%
Gameplay	70%
X-Factor	85%
OVERALL	**73%**

Title: The Equalizer
Computer: C64
Supplier: The Power House
Price: £1.99

The new Power House label is old Alpha Omega in disguise. But although Alpha games have rarely stunned the world they are visually fairly cheerful.

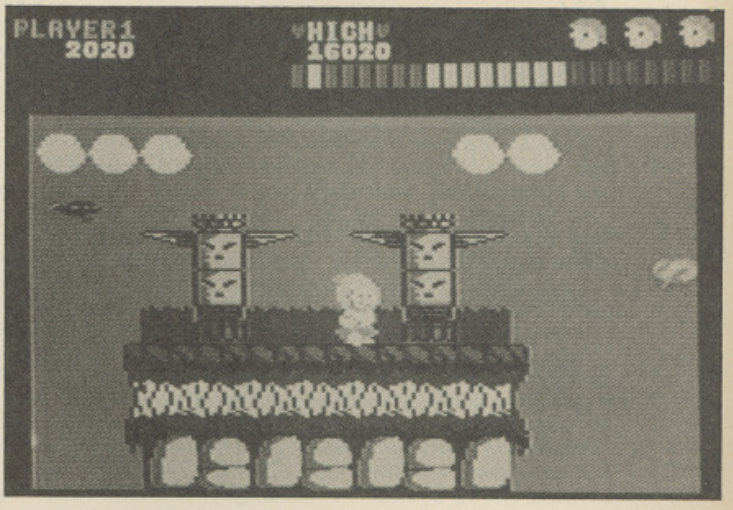
The Equalizer, the latest, has nothing to do with the TV series but deals with the evolution of man. It is about about the survival of the fittest as you battle across screen after screen in this jump and shoot action game.

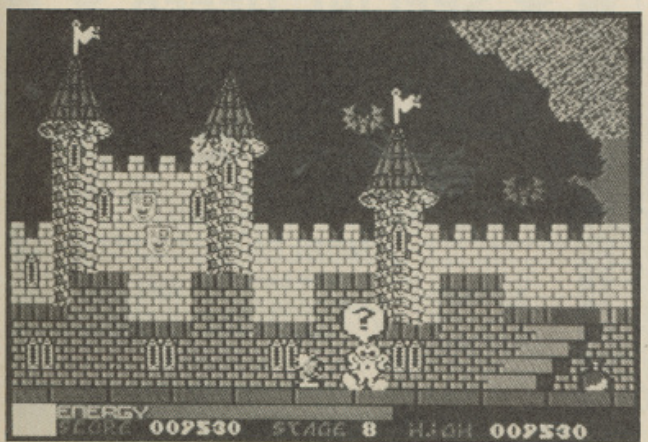
Starting off in a prehistoric jungle you battle your way through the ages and, finally, into the future to rescue your girlfriend. On the way herds of strange creatures try to stunt your growth with their lethal touch (!) as you leap from platform to platform.

The graphics are blocky and reminiscent of the Japanese's MSX characters, and the action is linear. Also, the platforms are all in a line unlike the now standard ladders and ramp style. Still, The Equalizer is a mean game, but it is hardly likely to stun the world. **ED**

SCORELINE

Impact	50%
Originality	30%
Gameplay	50%
X-Factor	30%
OVERALL	**40%**

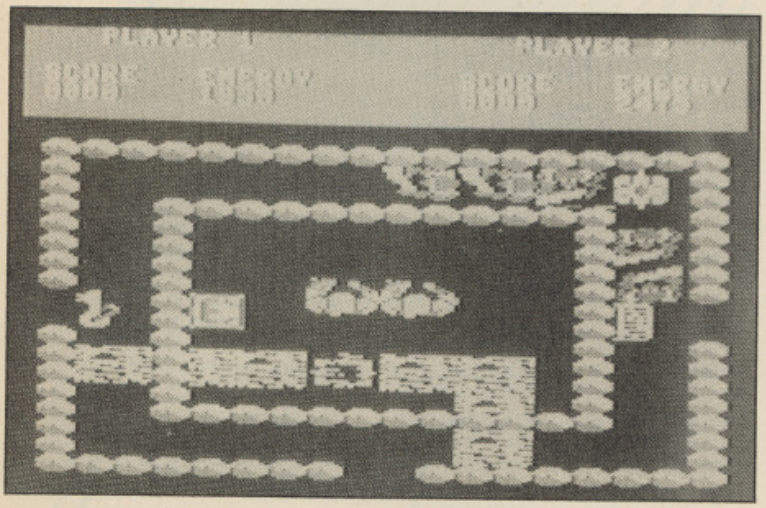




CHEAP THRILLS

GAMER REVIEW

Title: Storm
Computer: Commodore C16
Supplier: Mastertronic
Price: £1.99



Storm is a one or two player arcade adventure game that revolves around the characters of Agravain the Undead, Una Cum and Storm the Warrior.

Una Cum, the evil one, has imprisoned Storm's wife in his laboratory lair where he conducts his evil experiments. So, realising that life without his missus would be impossible, Storm braves the lair to rescue his wife.

You play Storm and on your mission you are accompanied by the magician Agravain whose magical powers can prove invaluable. After several rounds of this game there are several factors worth mentioning that will assist you in your quest. Three snake brooches are required to unlock the door to Una Cum's lair. Armour, food and restorative fluids all boost your energy levels but the most important things to collect are scrolls, amulets and masks. All of these items play a significant part in the game and need to be used wisely. Also, be wary of cabbalas that release traps which can be both advantageous and disadvantageous.

The evil one's minions roam throughout the lair but can easily be destroyed. Generators create the minions but these can be destroyed although they re-materialise if a room is re-entered.

The characters can be controlled in two player mode otherwise control of Storm is given. The graphics are rather bulky and the use of colour is not particularly good but otherwise this is a fast moving action game with plenty of appeal. **SK**

SCORELINE

Impact	65%
Originality	65%
Gameplay	70%
X-Factor	70%
OVERALL	**68%**

Title: Riding the Rapids
Computer: Amstrad
Supplier: Players
Price: £2.99

The idea for this game is far from new. Versions of it have cropped up in games by both Hewson and Epyx. However, this is the first game of this genre available at a budget price for the Amstrad.

As its name suggests, Riding the Rapids is about canoeing. You guide your boat through gates, hopefully keeping it a) upright and b) going through the gates in the right order *and* in the right direction. Additional hazards include rapids, whirlpools and sandbanks. Contact with any of these destabilises your craft and can flip it over.

The course is displayed in a vertical window on the left of the screen, this takes up about half of the viewing area. The remainder is split between your current time, a picture of your man paddling the boat and status information such as remaining energy, penalty points and the course record.

The graphics are adequate using mode zero, this is the 16-colour low resolution mode. Colour has to be used well if the resolution reduction of this mode isn't going to be noticed. Luckily the graphics are quite convincing if a little fat at times.

The big plus of this game is its ability to re-design the river and save your designs — an easy editing section allows you to re-design the four existing tracks or to design a new one. The instructions are explicit and actual editing very easy. All you have to do is move a cursor along the river and place items at the cursor position selected from a graphical menu displayed in the 'time' area of the screen. The status area of the screen gives you a bird's eye view of the whole river.

With this editing addition the game becomes very good value. The four rivers can easily be navigated in a couple of evenings. However, whether the time spent re-designing them will actually keep up your interest in the game is another matter. It all depends on how much you like canoeing, I suppose. **MR**

SCORELINE

Impact	75%
Originality	50%
Gameplay	75%
X-Factor	75%
OVERALL	**69%**

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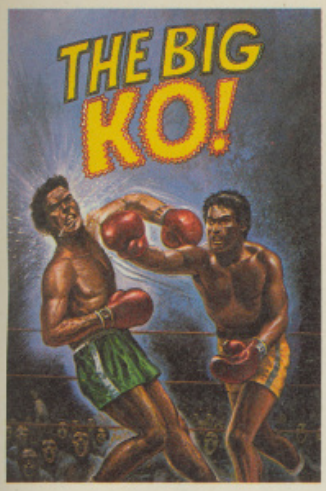

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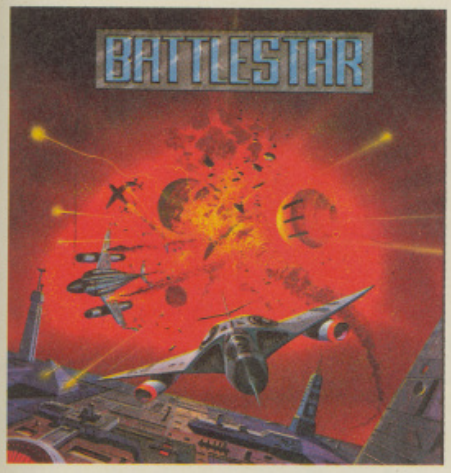

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COMPUTER GAMER

The Professional

Adventure Writing System

In the beginning was the word and immediately God started ordering the universe. Millennia later we have small worlds created by adventure writers which must be given form. In the beginning, software houses wrote their own generators, and then the Quill was born.

With the Quill, Gilsoft brought adventure writing to the masses, updated it with the Illustrator and then Incentive declared war with GAC. Now Gilsoft re-enter the battle for the ultimate, commercial adventure system with the Professional Adventure Writer.

Tim Gilbert, who led the programming team behind PAW, started out by looking at the adventure market and studying the techniques authors were using in their programs. He has tried to give PAW users every feature they're likely to want — text compression, an editor with word wrap, the potential to create independent characters, real-time situations and so on. He has also recognised the need every author has to personalise his offerings. The on-screen presentation is flexible, allowing text only adventures, split screen graphics and even independently scrolling windows.

Tim went back to basics to develop his sophisticated parser. He spoke to an English teacher, studied books on grammar and even made trips to the local library! He was helped by the fact that the 'command' has one of the simplest forms in the English language. For instance, haven't you noticed that, whatever the adventure and however complex the parser, most of your input ends up as verb/noun. It's also why verb/noun has served so many computer authors so well in the past.

PAW 'understands' commands such as 'put all the magazines except Computer Gamer in the large shredder and then turn it on immediately' or, more simply, 'unlock the north door with gold key'. The first thing it does is to

Gilsoft brags that its new system will beat any adventure creation program on the market. Nigel Brooks of Smart Egg Software gets his professional paws on a copy

separate the command into 'logical sentences' by recognising punctuation and conjugations (eg: and, then). Words in the vocabulary — PAW reads the first five letters of each — are classed according to the part of speech they belong to. It puts the first adverb with the first verb, the first adjective with the first noun and, in this fashion, boils the most complex of commands into standard verb/noun format. This saves the writer from having to anticipate every possible way that the player will type in his responses, but don't imagine it makes things *too* easy!

PAW has been developed from the Quill and shares the same underlying principles. In fact, it is possible to type a Quill database into PAW virtually unmodified, so being familiar with the Quill should be a distinct advantage.

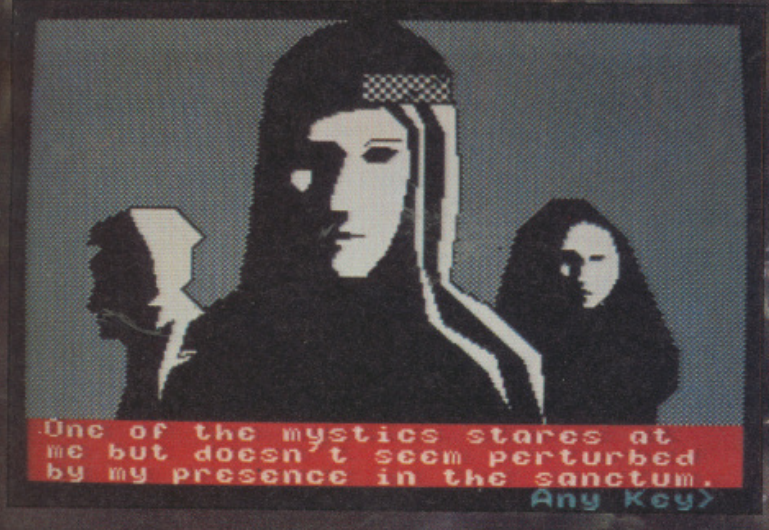
At PAW's core are some fairly basic assumptions about how an adventure should work. The author creates an imaginary world. This is based on a series of interlocking locations, with features such as independent characters, objects to manipulate and problems to solve.

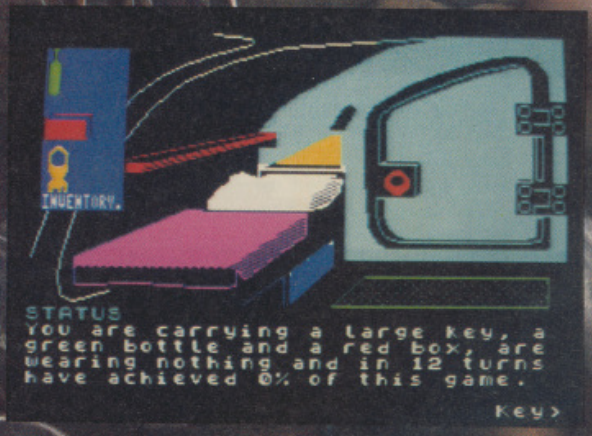
The **RESPONSE TABLE** is where the writer anticipates the player's commands. The **PROCESS TABLES** — up to 253 of them — are where the player's on-going status and matters such as whether it is light or dark are recorded and checked. Process Table 1 is scanned each time a location is described, Process Table 2 is similar to the Status Table in the Quill and is scanned between turns. Each of these tables can call up a further process table which becomes an extension of the table that called it, effectively providing a powerful subroutine system.

An example of how a response table should look is:

```
UNLOCK DOOR ADJECT1 NORTH
            PREP WITH
            NOUN2 KEY
            ADJECT2 GOLD
```

As you can see, PAW's language is simple and nearly entirely in the form of **IF, THEN, AND** type statements. GAC, which has its faults, by comparison has **OR** and **XOR** commands which the writer can use to make programming statements such as 'if the player is carrying the lamp or the torch then describe the location'. PAW would require two separate entries to say this. On occasion, this can be frustrating, although it must be said that almost any desired result can be achieved.

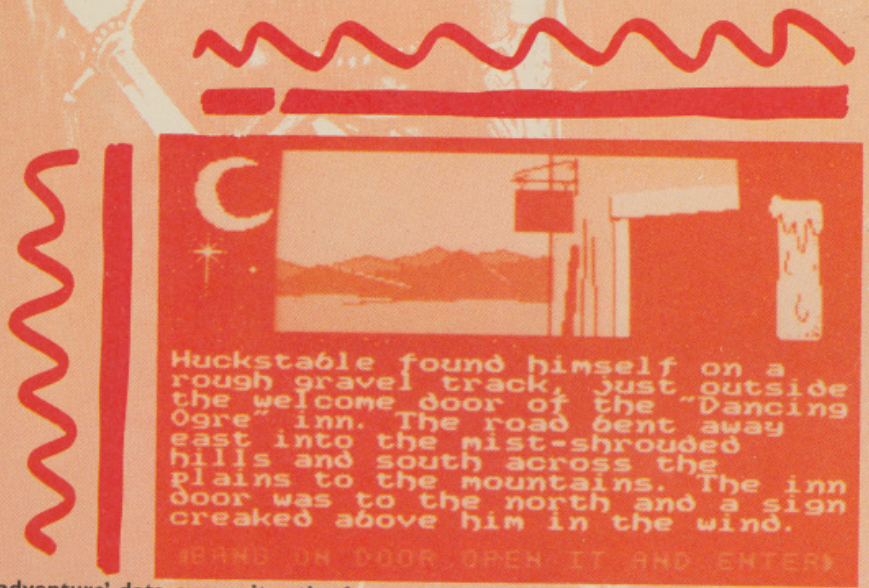




The Professional Adventure Writing System

PAW is based upon sound principles and has the potential to create sophisticated adventures but, for PAW to succeed, writers must be able to get on with the job quickly and easily. It is a 'utility' and it must be usable. With that in mind, here are some of PAW's more general features. It has a system of memory overlays in both 48K and 128K modes to gain maximum free memory. As an example, PAW has a font designer with which you can create or modify your own character sets (though 22 are provided with PAW). Once the adventure has been written this code becomes redundant, so if memory starts to get tight, new 'adventure' data overwrites the font designer. At this point if the writer wants to use the designer again he must load it back from tape. Even the game test facility can be overwritten in this way, leaving an interpreter just 4K long for the completed adventure! In 48K mode, several features must be pulled off tape in this fashion right from the start, making 128K mode, which is otherwise identical, a little more friendly and convenient.

If you've used the Quill by now you may be asking how does PAW compare? Here are a few titbits to help you decide. There are 256 flags available. New conditions include 'is an object at/not at a given location?' and flags can be manipulated in just about any way imaginable — add one to another, subtract it and so on. Objects can be weighted and put into one another. New commands include GETALL, DROPALL, RAMSAVE and RAMLOAD. Diagnostics has an error trapping feature, so if the game ever crashes during testing, you can find out exactly what went wrong. Finally, there is an EXTERN command to call up personal machine code routines for any programmer still not satisfied with what PAW offers.



Now for the graphics. They are drawn Illustrator-style on the screen in the same fashion as old Level 9 or GAC games. This is not as quick or elegant as flashed on-screen, art-package style graphics, but the draw routines and, in particular, the fill routines are fast. The package is simplicity itself to use with many useful features such as rubber banding and subroutine calls. It's economical and, what's more, I have already seen some excellent results achieved with it.

New users will enjoy the results they can achieve with PAW but, as with any utility, it will take time to master. Anyone who's grappled with a new word-processor or art package will appreciate this fact. PAW represents the state-of-the-art of adventure programming in 1987, although there has been a degree of compromise in producing a utility that just about anyone can use to good effect. Adventures written with it will not, by definition, be breaking new ground but I don't think that this is important. Probably no more than one in 100 users will ever take PAW to its limits in any case. I suspect that what people want in an adventure, or piece of interactive fiction, as Infocom would have it, is a believable world, created with imagination and possibly a touch of humour, with well-structured problems and, of course, good presentation. A writer can achieve all this and much more with PAW.

The two manuals which accompany PAW cover the all-important details on how to use the package. The technical manual is clear and concise, amply covering all aspects of PAW in just 40 pages. For beginners to adventure writing systems the second manual contains worked examples of simple adventures which cover the important facilities provided by the suite of programs. There is also an essential lesson in English grammar to enable the user to distinguish between verbs, adverbs, prepositions and all of the other parts of speech which the parser must be able to recognise.

Initially released at £22.95 for the Spectrum 48K/128K machines, the Commodore 64 conversion is expected within the next few months and future plans include an Atari ST PAW and a CPM version for the Amstrad PCW. Gilsoft is also considering the Amiga and IBM PC as worthy contenders for future developments.

PAW is a well thought out, polished utility written by people who genuinely care as much about the amateur writer as they do about the professional, but what you get is only the start. What you achieve with it will depend entirely upon your own imagination and dedication ...

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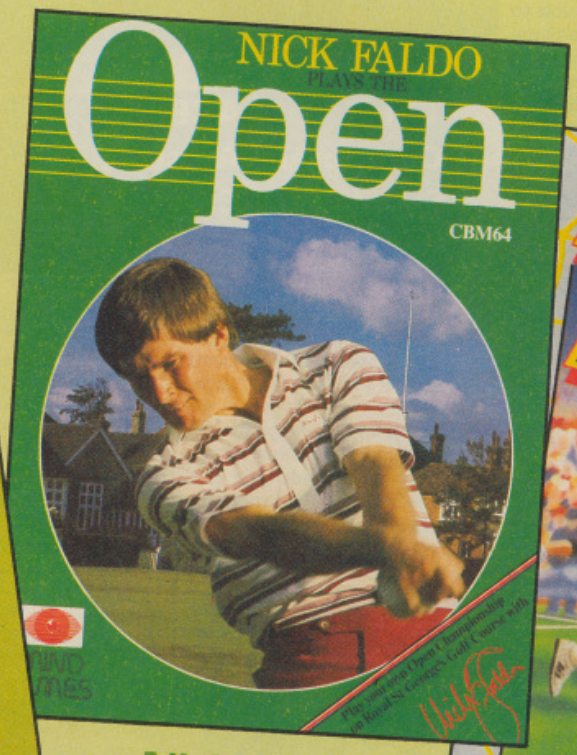

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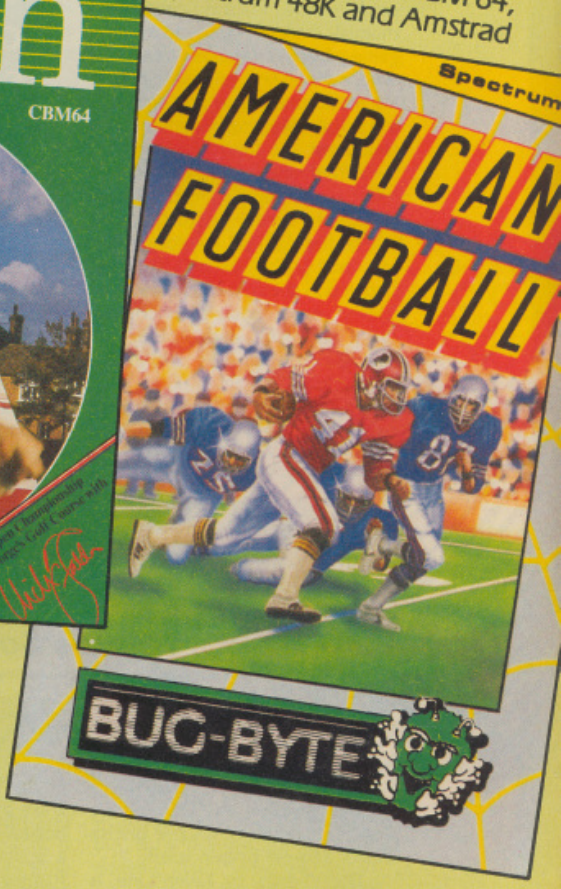

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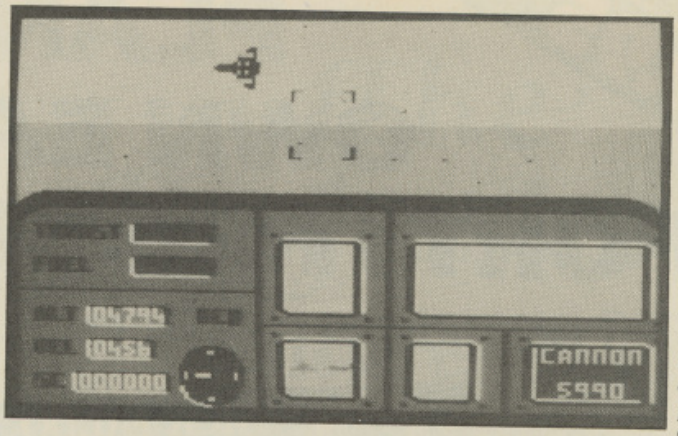


Title:	**ACE**
Computer:	**Amstrad**
Supplier:	**Cascade**
Price:	**£8.95**

ACE is not just another boring flight simulator. In fact, flight simulator lovers will probably hate the game.

In ACE you are the pilot overlooking the controls of a jet fighter and your mission is to fight and destroy the entire air, land and sea forces of your enemy single-handedly, thereby saving your homeland from conquest.

With the game comes a sheet of instructions, but it is possible to skip these at first and just play the game by referring to a very clearly set out key table. This makes a nice change from having to read every single word in the instruction manual before even loading a game. Even if you *do* read the whole sheet first you will find the instructions are clear and simple — a radical departure for a flight simulator.

When you start, the instrument panel appears in the lower half of the screen, with the view out of the cockpit window in the top half. The panel, like the instruction sheet, is clearly set out. Clever use is made of uncomplicated graphics and colour to highlight the displays and make them clear.

The instrument panel really comes into its own when you actually play the game. It is relatively simple to keep tabs on your height and speed as well as the position of the aircraft all at the same time.

But playing such a game without a joystick is no fun at all — a game like this needs the quick reactions provided by the stick, this makes it more interesting for the player. Controlling an aircraft, even with a joystick, can be a little hairy to start with but with practice it is possible.

Another oddity of the game unusual in a flight simulator is an ability to change between summer, winter and night-time scenarios — most flight simulators keep to night scenarios to avoid having to draw scenery.

Each scenario in ACE comes in full colour with superb graphics. Another plus is the smoothness of the graphics as the aircraft flies through the air — the enemy aircraft bank and turn in front of your eyes at high speed just as they would in real life.

On the debit side, the game can be somewhat tedious to start with — you can get to be good at taking off but nothing else. It can be extremely frustrating to fly long distances towards enemy aircraft just to be told that you have crashed and have to start back at base again.

If you want an accurate and detailed boring flight simulator then I would look elsewhere. However, if you want fast action with enough realism to add to the action and plenty of mission options and weapons payloads, along with in-flight refuelling and weather changes, then have a good look at this game. **TH**

SCORELINE

Impact	85%
Originality	75%
Gameplay	90%
X-Factor	90%
OVERALL	**85%**

Title:	**The Vikings**
Computer:	**C64**
Supplier:	**Status Software**
Price:	**£8.95**

After the recent, albeit short-lived, Swedish invasion the Danes have launched an attack on the British charts and on Britain itself.

The Vikings, by Kelen Line, is a tale of pillage from the Dark Ages. In style, however, it is more reminiscent of Commando or Who Dares Wins II. The game concerns the rescue of a warrior queen who has been captured by the British. Well, it makes a change from rescuing princesses, I suppose.

The game is set on a pair of islands — apparently Britain used to be two islands! Although the queen is imprisoned on Death Island, it is Krag Island which holds the weaponry and other objects necessary for an attack on the northern isle.

In true Viking style success requires the burning down of villagers' huts to find the equipment needed for the long-boat which will carry you to the north. First you must find a spear and a shield, with which to beat off hordes of attackers, then you need a scaling ladder — to reach the flaming torch in the tower. Each time you play the game the objects are found in the same location so this phase of the game gets easy.

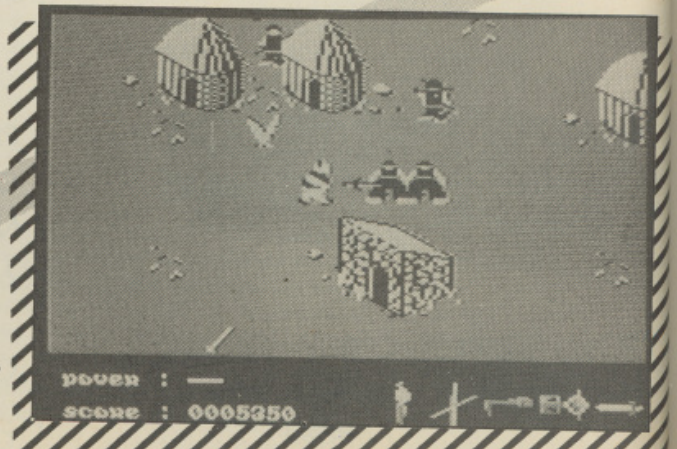
The next problem is how to get to the next island. It lies somewhere up north (heavy clue) but if your navigation goes wrong you will be able to watch as your ship sails gracefully off the edge of the world into the fires below.

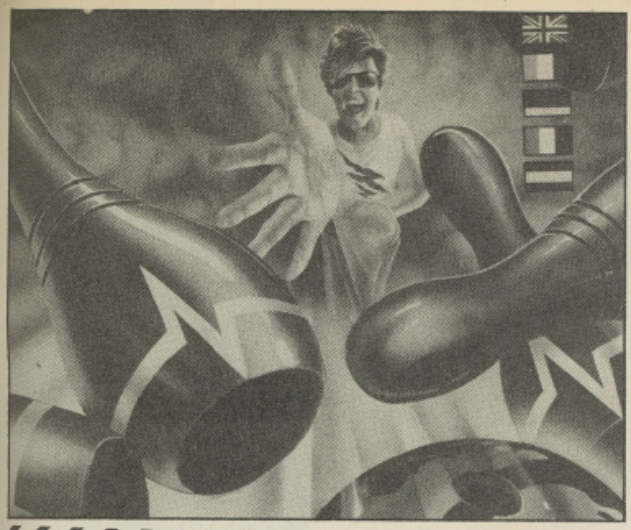
Death Island is aptly named and not just because that was the usual fate of villagers who came up against intrepid Viking warriors but because the Saxon guards are supplemented by zombie skeletons. After fighting your way into a fortress you pass into the sacred maze labyrinth to plunder the wine and treasure stores. The enchanted enclosure is the next hurdle you need to overcome before entering the royal stronghold where your queen awaits you.

Apart from interesting loading screens, which include a gigantic Viking picture which uses the border as well as the screen, the game itself is fairly run of the mill. But if you prefer an earlier era to that of World War II then this game is OK and no better or worse than the world war variety.

SCORELINE

Impact	60%
Originality	50%
Gameplay	40%
X-Factor	50%
OVERALL	**50%**





Title: Short Circuit
Computer: Amstrad CPC
Supplier: Ocean
Price: £8.95

Short Circuit, both the game and the film, concerns a nuclear weapons transportation robot that gets hit by a bolt of lightning. This makes the robot sentient, ie self aware. The chase is then on for the authorities trying to catch him. The scientist who made him wants to take him apart to find out what has happened. The President of Nova Robotics (the manufacturer) wants to capture him before the weapons he is carrying kill millions of people, and the security chief wants to blow him up so that he can get home in time for dinner!

The game is in two parts, each individually loaded. Though your score is carried forward from one to the other to make a composite at the end, each game is playable separately. The first game is one of the now familiar 3D maze games that are proliferating on the Amstrad at present. The main difference with this game is that the view is not isometric, ie viewed from a corner of a room but a more direct one square on to the room. This works very well as there isn't the usual control confusion and is the one original feature on the game. It allows three walls to be shown rather than the two so there is more detail than usual.

The only problem is that all the furnishings in the rooms look identical. All the desks look the same, all the potted plants look the same, all the filing cabinets are of one design and all the coat stands have the same coats on them. This is a reasonable technique for saving memory, but when you have two desks and two bookcases and a wall full of filing cabinets in every room things do start to get a bit tedious.

The idea is to find your way around the Nova complex. This is the factory where the robot was built. You have to find objects and solve puzzles. There are also programs you can run. You can only hold three of these in memory at any one time, though you can freely change the three that you have. You start off with only the Link program. This allows you to hook yourself up with computers lying around in various offices and download software in their memories.

Other programs, like search, allow you to examine objects in rooms to find out if they contain anything of significance. Other programs — like laser, are needed for the next stage of the game. Constructing an artificial robot to act as a decoy is the main aim of the game, however.

The second stage of the game is a cut-down version of Stryker's Run. You move across a scrolling 2D background with animals coming at you from one direction — jump over them for points — and enemy soldiers and robots from the other. All this, as well as having to jump over puddles, streams, and boulders as well, would be comical if it wasn't so awful. Even shooting the guards just paralyses them and makes their trousers fall down!

The second game is of even lower quality. However, the first game is of such low quality itself that one begins to wonder if two games which are so bad are even worth the price of one! My conclusion was that the second game is dreadful and the first game a mediocre budget maze game. The trouble is Ocean aren't in the business of selling games at budget prices.

MR

SCORELINE

Impact	45%
Originality	20%
Gameplay	50%
X-Factor	35%
OVERALL	**38%**

Title: 10th Frame
Computer: Spectrum
Supplier: US Gold
Price: £8.99

If you enjoy shattering the pins with a 15 pound ball then you'll love this ten pin bowling simulation.

Up to eight players can compete in a one to five game series which can be played at different skill levels so everybody has a chance.

The screen display shows the view down the alley as the machine resets the ten pins. You can play your shots by moving both a player character and a marker that plots the path of the ball. At the side of the screen a speed hook gauge is used to control the shot. Pressing the fire button starts the approach and releasing it decides the strength of the shot; a second joystick press determines the amount of hook or spin on the ball. It's vital to time these joystick movements accurately as there's only a narrow margin for error, the ball can easily end up in the gutter for which your score will be zero. The game can be played at kids, amateur or professional level. The timing becomes more and more important at each level.

This is a highly addictive game for a group of friends who can compete on equal terms — the computer keeping track of the score. If you have any spare cash buy this one, it will bowl you over.

AH

SCORELINE

Impact	85%
Originality	75%
Gameplay	90%
X-Factor	80%
OVERALL	**83%**

Title: Jailbreak
Computer: C64
Supplier: Konami
Price: £9.95

The prisoners have escaped from jail and you must catch them. This is the simple plot of this coin-op conversion.

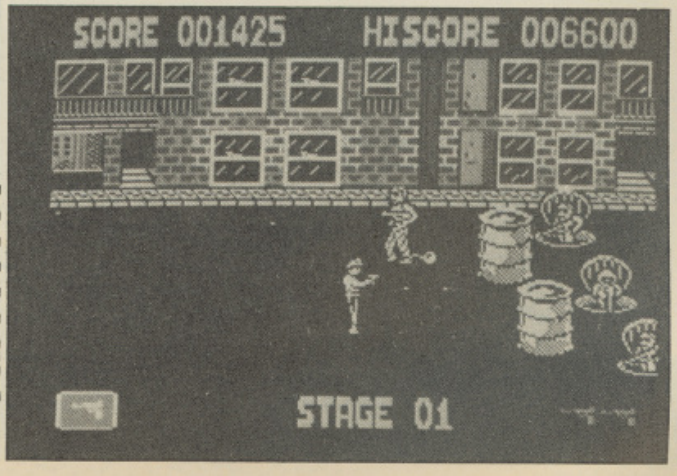
However, the prisoners have also broken into the armoury and you'll have to be a crack shot if you're going to survive long enough to save the innocent people that get caught up in the drama. Save them and you get a better weapon with which you can blast (arrest) the prisoners who are hiding behind cars and inside nearby buildings.

Although the prisoners all trail ball and chains behind them the graphics are at best blocky and the action limited — you and the convicts can only move and fire in four directions.

Despite these limitations the game still has addictive appeal and would do well as a budget game, but as a full priced one it just doesn't make the grade.

SCORELINE

Impact	40%
Originality	35%
Gameplay	65%
X-Factor	55%
OVERALL	**48%**



Title: 10th Frame
Computer: Amstrad
Supplier: US Gold
Price: £9.99

It amazes me how some companies can even think of launching some of the software they do at full price when other better software houses would probably turn their noses up at the stuff at a budget price.

Unfortunately, 10th Frame is one of these games. Based on ten-pin bowling — a game popular in the US but not played very much over here, it is similar to skittles but has a complex scoring system which involves carrying over scores from one frame to the next.

This US Gold/Access implementation of the game is okay — the rules are explained properly and jargon defined with diagrams to show various shots. All scoring is automatic with the various calculations carried out for you. The game allows a number of players to play against each other and will also handle league play with teams of up to four players playing each other.

The screen shows a perspective view of a full bowling alley. However, only the centre run is used. This means that the majority of the screen is not used at all, very pretty, but not very useful. The top of the screen is the scoreboard and this is similar to the standard scorecard as used in normal play.

When you bowl a ball you first position the player on screen and set his aiming point. You then have to catch a moving power bar in exactly the right area or you will slip up and the ball will go anywhere.

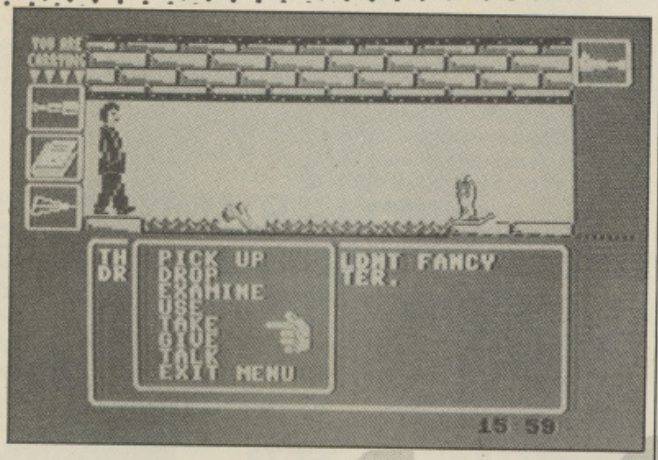
The animation of the player bowling is very good but this isn't enough to save the game graphically.

This Amstrad implementation is adequate but no more. The gameplay is uncomplicated and unchallenging. A disappointing game that looks more like a single event from a multiple sports game than a stand alone product. **MDR**

SCORELINE

Impact	45%
Originality	80%
Gameplay	50%
X-Factor	40%
OVERALL	**55%**

Title: Grange Hill
Computer: C64 and Spectrum
Supplier: Argus Press Software
Price: £9.95



Based on the long running TV children's series, Grange Hill is an adventure set in and around this famous fictional school.

You play the part of Luke 'Gonch' Gardner and start the game in something of a pickle: you have managed to get your Walkman confiscated and your mum is going to kill you if you don't return home with it. Ever since you had your first one stolen, she has insisted on seeing the new one every day, so you have to go back into school and get it back. The fact that the school gates are locked is only a minor setback.

You can rely, at least at the start, on your good friend Hollo — Paul Holloway — who is keen to help, but you will have to work hard to keep him by your side in times of crisis.

Other characters you will encounter on your travels are Griffiths, the school caretaker, and the dreaded Imelda. She is a bully of such outrageous proportions that she makes Flashman look like a wimp. A drug pusher also puts in periodic appearances, but if you keep saying no you'll be alright.

The game is a curious hybrid of arcade and traditional adventure. Gonch is controlled by joystick for actions such as walking, jumping and climbing, but a press of the fire button brings up a menu of further options. Small pictures illustrate objects present in various locations and most of the option commands refer to these items, eg 'pick up'. Talking to someone allows you to type in a row of text. The command 'use' prompts the computer to ask you how you want to use an object.

I like the TV series but, despite this, I didn't find the game inspiring either in gameplay or presentation. **GRH**

SCORELINE

Impact	50%
Originality	65%
Gameplay	40%
X-Factor	35%
OVERALL	**47%**

Title: Murder Off Miami
Computer: C64
Supplier: CRL
Price: £8.95

Murder is the name of the game and it is up to you to see that justice is done! Getting away from his usual spoof games, Fergus McNeill, author of Boggitt and Bored of the Rings, has written an adventure based on a mystery novel by Dennis Wheatley.

Bolitho Blane, a British soap industrialist, has apparently committed suicide whilst on a holiday cruise. Also on that cruise was Carlton Rocksavage, Blane's rival in this soap about soap. There had been talk of mergers and bankruptcy, so when the suicide turns out to be murder he is obviously going to be a major suspect. As he stands to gain so much by eliminating his business rival, the motive is there for all to see.

But is it too obvious? What about the other guests? The Bishop of Bude, for example. Far from being pillars of the establishment, in 1920s crime fiction — when the novel was written, bishops rated only slightly lower than butlers as the person most likely to have done the dastardly deed.

Blane's secretary, Stodart, also had murderous opportunities, and the Italian count and Japanese businessman are also suspicious characters.

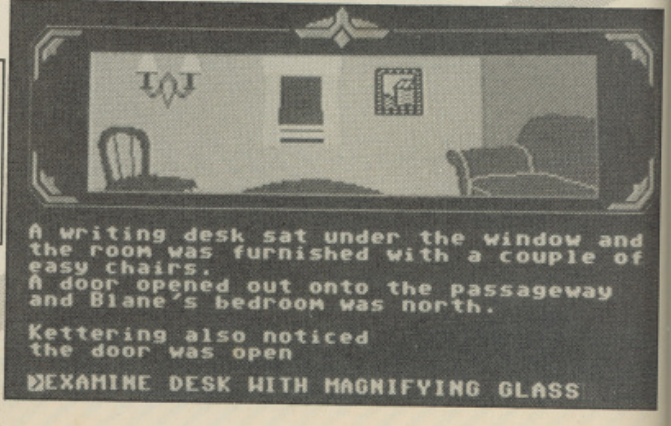
The game comes in three parts, each part corresponding to one day's investigation. Time is very tight and if you do not succeed in gleaning certain facts by a certain time, the game ends.

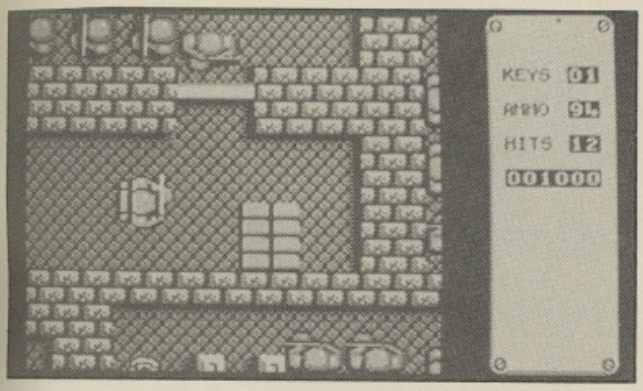
As the game is Quilled, input is the traditional verb/noun and involves lots of talking. The construction used is 'talk to' somebody followed by 'ask about' something or someone. Some of the statements obtained are very long and you will need to make careful notes.

Murder Off Miami is a reasonable attempt at a who-dunnit adventure, but I found the atmosphere lacking, although I couldn't put my finger on what I thought was wrong. Perhaps it was just that I have been spoilt with classics like Infocom's Deadline and Witness. **GRH**

SCORELINE

Impact	65%
Originality	55%
Gameplay	65%
X-Factor	55%
OVERALL	**60%**





Title: Into the Eagle's Nest
Computer: C64
Supplier: Pandora
Price: £8.95

A first release from a new label is always interesting. Will it be able to break into the highly competitive games market? Pandora's first offering looks pretty good, so it looks like it's in with a chance.

Into the Eagle's Nest is another Gauntlet clone, but it is the first one to get away from the thud and blunder fantasy setting. Set in the Second World War, the plot is not a million miles away from Alistair Maclean's Where Eagles Dare.

There has been a suspicious build up of enemy troops in what was always thought to be a strategically unimportant area. This leads to rumours of a major counter attack. The enemy's forces are centred in a mountain fortress impervious to normal forms of attack. Already three of your agents, who have tried to penetrate the schloss, have been captured, although one of them did manage to wire the place up with explosives.

There are four missions for you to undertake. The first three involve rescuing your colleagues, the last the detonation of the explosives which will destroy the castle. The castle's commander is an avid collector of fine art treasures which you get to keep if you defeat him. A nice secondary objective here.

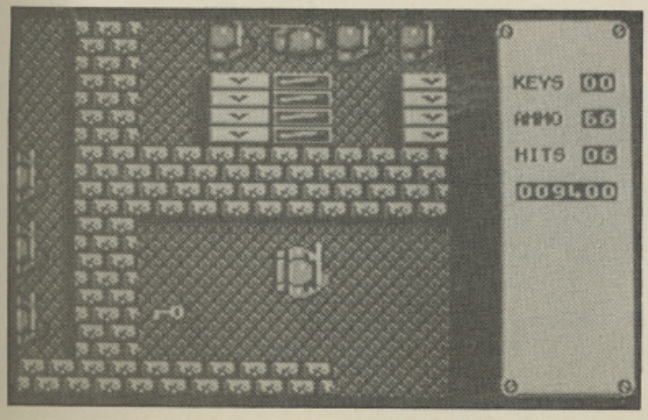
This is a very attractive game although a bit slow in places. My major grumble is that everyone uses pop guns as weapons! Also, it takes *two* bullets to kill a soldier. You can take up to 50 hits before you die, but there are medical supplies dotted around.

Other features include ammunition boxes, to replenish your supplies, explosives that, not surprisingly, explode if you shoot them and lifts, which can only be used if you have a lift pass.

Overall, Eagle's Nest is a thoroughly enjoyable game. Perhaps not quite top notch but Pandora shows definite signs of promise. **GRH**

SCORELINE

Impact	80%
Originality	65%
Gameplay	70%
X-Factor	75%
OVERALL	**72%**



Title: Masters of the Universe
Computer: C64
Supplier: US Gold
Price: £9.99

Anybody who has ever watched the TV programme or seen the Masters of the Universe toys will know that Skeletor is pretty evil, so it comes as no real surprise to discover that he is still struggling to take over Eternia in this latest adventure from US Gold.

To help him in his struggle, he has developed an 'Earthquake' device. This allows him to control an army of Rockbinders, huge boulder beasts who can tunnel through solid rock *and*, if that wasn't enough, can also regenerate after battle. As the game starts, they are burrowing their way beneath the Shadowlands, approaching the borders of Eternia.

You play the part of Adam, Prince of All Eternia, although you can change into your alter-ego, He-Man, as soon as you have the Sword of Power — your bedroom is a good place to start looking for it. A trip to the local hostelry may also pay dividends if you see someone you recognise, then it's onto battle with the creature of the moat or to discover how to escape from Evil-Lyn's spells.

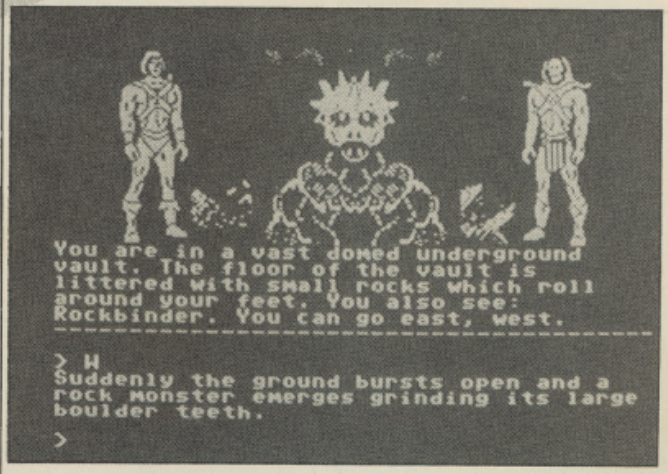
The parser is reasonable and includes such commands as 'get all'. You can also save the game to RAM and — most useful if you turn out to be not quite the hero you thought you were, a BOM command. This allows you to go back one move — necessary if you have just come to an unfortunately premature end.

The highlight of the game is its graphics. Bright colourful pictures that should appeal to all He-Man fans. However, if you are not an addict of the TV series you may find the storyline somewhat confusing: little niggles like the fact that you can only cross the moat in one direction when there is no obvious reason for not returning.

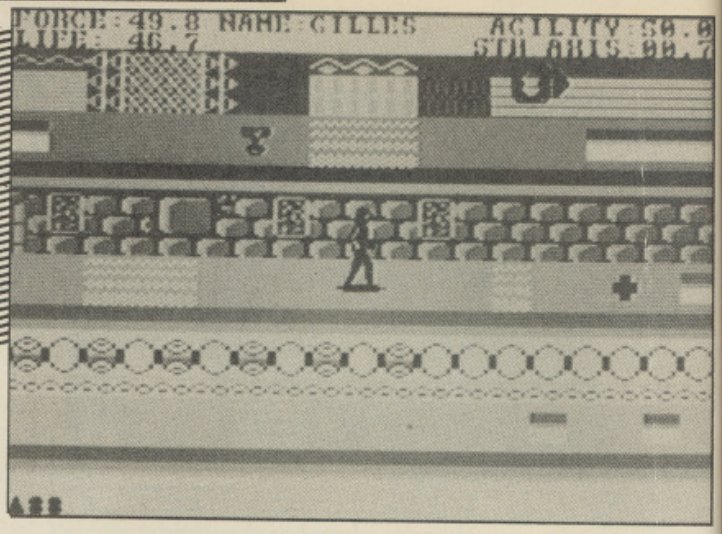
Masters fans will be keen on the game but I don't think it will appeal to general adventure players. **GRH**

SCORELINE

Impact	75%
Originality	65%
Gameplay	55%
X-Factor	45%
OVERALL	**60%**



Title:	**The Fifth Axis**
Computer:	**Commodore 64**
Supplier:	**Activision**
Price:	**£9.99**



Imagine a cross between Impossible Mission and Kung Fu Master and you have something similar to The Fifth Axis.

The plot revolves around the evil Professor Chronos who has used a time machine to create paradoxes in time. This meddling has caused time to loop back on itself and caused the fifth axis.

The professor and his machine have exploded in time and started a chain of events that will lead to the destruction of everything we hold near and dear.

It is your job to return through time and restore all the ancient artefacts that the professor has collected over the years to their correct time. You must also return the bits of the time machine to your own time. Fail in your quest and time itself will disintegrate.

The game is a four way scrolling ladders and ramps game. Your character is able to run along different levels of the professor's lab to find the ancient artefacts. In each level of the lab there are various holes and lifts. A lift takes you up a level and a hole drops you down — though dropping too far will result in your life force diminishing. Holes can occasionally be bridged by finding keys that lie around the lab.

It *sounds* easy but there are guard robots that make things difficult. These must be fought or pushed down holes. This is where the game starts to look like Kung Fu Master, as your character can fight very furiously indeed.

All the time that you are fighting off robots your fifth axis is increasing. This is a score that shows the current percentage of normality that exists. A 100% fifth axis results in the end of the game. Every 10% gives you the chance to travel back in time to recover another part of the machine. Now you enter a different game in which you try to avoid being killed too often — a bit reminiscent of Aztec Challenge this bit.

The game's graphics are good and fast, with the little man being superbly animated in a similar manner to Impossible Mission. This makes for a challenging game.

TH

SCORELINE

Impact	70%
Originality	50%
Gameplay	70%
X-Factor	65%
OVERALL	**64%**

Title:	**Academy**
Computer:	**Amstrad**
Supplier:	**CRL**
Price:	**£8.95**

The third game in the Tau Ceti series from Pete Cooke and CRL is based around the first game that gave its name to the series. Academy, however, takes a step back in time to the training days of skimmer pilots.

The original game involved flying a craft over the surface of a planet, killing robots, bombing buildings and solving puzzles. The latest game is similar but has a different game system.

The plot centres around the pilots' training academy. A skimmer pilot has to complete blocks of training missions to become qualified. To qualify on one level you must score 90% on each of the four missions in that level. Information on the next level is restricted, so you can only use the academy's computer to get info on the current four missions.

The skimmers are customisable. Three skimmers are already provided and you can select any of them but you can also design your own various functions and equipment selectable. But there is a penalty to pay. All skimmers must be built to a budget and all skimmers have a weight restriction. Each item of equipment has a weight and a price — each skimmer can carry 100 galactic megatons and must cost less than 100 M credits. As the instructions say: 'May the GalCorp budget be with you!'

Once you have designed your craft you can then put the controls and main screen anywhere you like on the computer's display — truly customisable this bit.

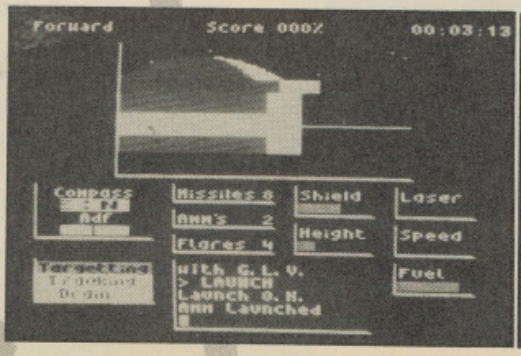
There is more gameplay to this game than Tau Ceti. The missions are quite different from each other and you certainly feel that you are doing something when you go for a mission in Academy.

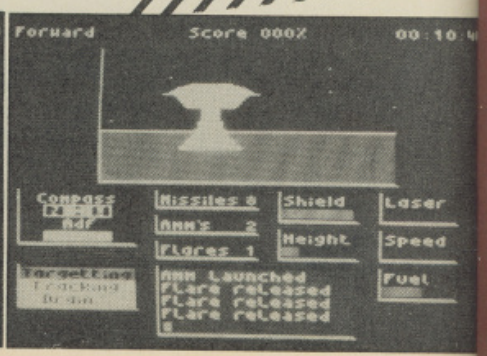
A great sequel to a good game.

MR

SCORELINE

Impact	85%
Originality	85%
Gameplay	80%
X-Factor	90%
OVERALL	**85%**





CAN YOU HANDLE THE EXCITEMENT?

SARACEN

From the blazing deserts of the Sahara and Gobi, the mystical palaces of the Middle East and age old encampments of bedouin tribesmen, came a warrior race feared by all that fled before them. Outstanding horsemen, fearless in battle, driven to destruction by a Holy fervour, the Saracen warrior was the scourge of the people's of Europe and North Africa.

A warrior race that ran unchallenged until a class of Teutonic and Norman gladiators, the noble knights of England, France and Germany gathered together in a united cause to defeat this foe.

Thus the Crusaders were formed and one in particular, Ilan the Mighty, set forth to rout the threat of these murdering infiltrators and put paid to their threat once and for all. And so we see chronicled the Holy Wars, an eternal struggle of bloody encounters between these warring factions and within this all action adventure you have the opportunity to take on the mantle of the mighty Ilan in his battle to conquer the Saracen horde and their charmed fortress.

Or will you call quits when faced with the challenge from a time beyond recall or an age when chivalry and honour reigned supreme or even the Wild, Wild West where men were men.

BLACK MAGIC

Born to a life in a world of gloom, to a people stricken with terror in fear of Zahgrim the evil warlock and his murderous minions, the future does not appear to hold much hope.

Yet in ages past, in a time when the magician Anakar protected this land: life was good, food was plentiful and the people happy. Happy that is until the skills of the ageing Anakar proved no match for the black magic powers of Zahgrim whence the kindly magician found himself banished within the petrified body of a mammoth swamp monster. From there he has surveyed the destruction of this once beautiful land, powerless to act or defend its inhabitants. But as with all evil there is a secret to its undoing the innocence of youth, the might of good.

Legend would have it that you've been blessed with these qualities but do you have the courage to meet the challenge?

GUNSLINGER

Dust off your Levis, grease down your six guns here's a saddle sore adventure straight from the annals of classic Wild West history. As retired Texas Ranger, Kip Starr, your bravery and cunning is once more called into action to rescue a friend from his early grave as a result of an unfortunate meeting with a Mexican hangman's noose. But as in all the best tales no folkhero is created without a nailbiting shootout with the Dalton Brothers, a hairaising encounter with uprising Indians, a perilous excursion across unexpected waterfalls and a weary journey that takes you across murderous wastelands, down danger filled mineshafts, through eerie ghostowns and finally brings you to rest in inhospitable Mexico.

You don't need to look to the future for action packed adventure the Wild West has seen enough thrills and spills for you never to want more.

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COMPUTER GAMER

HiScore

Welcome to our international Hi-Score competition. Each month we publish the details of the all-time best scores in Gamerland.

To enter all you have to do is send in your score. Remember to include a passport-sized photo of yourself and a hint sheet. This proves two things:

1) That you're human
2) That you've played the game. It also helps others to try to equal your score.

The best hint sheet each month will win a software prize *and* the title of Master Blaster of the Month will be bestowed upon the author.

Send your entries to: Hi-Score, Computer Gamer, ASP Ltd, 1 Golden Square, London WIR 3AB

Remember to include a stamped, addressed envelope if you want your photograph returned.

Hi-Score **Gamer April**

Game .....

Manufacturer .....

Score .....

Computer .....

Name.....

Address.....

.....

.....

Age.....

I enclose a photo and a hint sheet with my confirmed Hi-Score.

Signed.....

Witness.....

April 1987

Game	System	Scorer	Score
ACE	C64	Ian Grimney	16910
	Spectrum	Richard Dunseith	111550
Action Biker	C64	Richard Ewart	258920
	Atari	Nigel Clarke	237462
Alternate Reality	Atari	Christopher Beard	889432(exp)
Avenger	Amstrad	Mike Roberts	36%
Bombjack	Spectrum	Michael Brown	1436230
	Amstrad	Jostein Rortveit	1447420
Commando	C64	Steve McDonald	9507500
	Spectrum	Freyr Kolbeinsson	17163150
	Amstrad	Justin Brown	141450
Dragon's Lair	C64	Wayne Ingold	230098
Druid	C64	Graham Jones	Light Master
Eidolon	Atari	Simon Gardner	78112
Elite	C64	Jason Kennedy	428957315
	Spectrum	Barry Dyson	431316.7
	BBC	Robert Booth	214748364
	Electron	Craig Burbridge	1100476
Exploding Fist	C64	Steinar Andersen	714300
	Spectrum	Robert McKane	853200
	Amstrad	Chris Rasteiro	94800
	BBC	Wyndham Townend	156700
Fist II	C64	Stuart Cantwell	518100
Fractalus	Atari	Martin Craven	220723
Gauntlet	C64	Edwin Hayward	319606
Ghosts & Goblins	C64	Lee Markham	501150
Gold Digger	BBC	Paul Renwick	20723
Green Beret	C64	Mark Cunningham	1301850
	Spectrum	David Robertson	260850
	Amstrad	Loucas Thomas	7682000
Hunter Patrol	C64	John Watson	132350
Hyper Sports	C64	Sigurd Winsnes	139842
	Spectrum	David Stein	415980
Ikari Warriors	Amstrad	David Harrison	5878500
Kane	Amstrad	Terje Mentyjaervi	34608
Krakout	C64	Gordon Hamlett	175810
Lightforce	Spectrum	Vidar Wernes	352700
Paradroid	C64	Rick Oberoi	54470
Pole Position	Atari	Dominic Anderson	136650
	BBC	David Brown	123350
Raid Over Moscow	C64	Adrian Watson	423300
	Spectrum	Mark Henley	672650
Rambo	C64	Adrian Watson	3500100
Silent Service	Spectrum	Andrew Tatlock	WGSC
Trailblazer	C16/Plus4	Stephen Auis	218610
Uridium	C64	Declan Curran	1486290
	Spectrum	Kurt Freeman	135505
Xevious	C64	Mark Cunningham	96060
	Spectrum	Mike Roberts	51860
Yie Ar Kung Fu	C64	Jeff Barber	20096400
	Spectrum	Paul Mahon	2750000
	Amstrad	Robert Montgomery	3502300
	BBC	Peter Lipscombe	809900
Zaxxon	C64	Mathew Taylor	2456200
	Atari	Simon Jones	199130
1942	C64	Adrian Davies	56100

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THE FINEST FROM THE BEST

The Hit SQUAD

The Hit SQUAD

GAMER LISTING

by ANDREW CLARKE

Ever watched ice hockey on TV and wondered to yourself which team is the meanest? Well, you're about to meet them in the armoured flesh.

In this, the Biff'n'Bonk Ice Hockey League (Promoted by Drill'n'Fill Dental Practices Inc.), teams normally have seven outfield players and a goalie. Trouble is, this week your team, the Altogether Niceguys Club have come up against Mince & Maul Butchers Club.

Your six outfield colleagues have fled leaving you, Ace Milligan, to face M.M.B.C. alone (That is, those colleagues of yours that could walk — and only two managed that. Even then one did an undignified hop).

Your goalie is solid and trustworthy (i.e. thick) and will stand by you in any emergency, through rain and wind, storms and hurricanes (i.e. exceptionally stupidly dense).

Mince & Maul Butchers Club are sponsored by Mince & Maul Butchers Ltd. You must ignore the rumours about the fact that the ambulances are actually butchers' vans or that the Red Cross people on the sidelines are YTS butchers' apprentices.

Take your stick and string up your skates. And win!!!!!

HOW TO PLAY

Use a joystick in Port Two to guide your sole player down the field to the bottom goal. In doing so you must avoid the opposing players who come at you one at a time. You are the player in the blue, with your seven opponents in red. Okay, seven to one is unfair but they only attack one at at time. You must aim to beat each player (who will turn light red when he is coming at you) by getting past him. Once you are past him he is deactivated — well almost because, although he doesn't chase you, you mustn't run into him. Beating some players may be easy but you mustn't 'deactivate' them in such a way that you cannot get by!

```
0 REM************************************
1 REM*** ICE HOCKEY FOR THE CBM 64 ***
2 REM*** WRITTEN BY                  ***
3 REM*** ANDREW CLARKE (C) 1986      ***
4 REM************************************
6 GOSUB100:FORS=240TO247:FORT=0TO62
8 READW:POKES*64+T,W:NEXT:NEXT:CLR
9 V=53248:S1=0:S2=0:GOSUB630
10 V=53248:Q=1:P1=V+2:P2=V+3:POKEV+21,0
12 GOSUB200:GOSUB300:GOSUB150
14 POKEV+28,255:POKEV+38,10:POKEV+37,0
16 X=129:Y=64:POKE2040,240:CH=0
18 POKEV+39,6:GOSUB560:POKEV+30,0
20 POKEV,X:POKEV+1,Y:POKEV+21,255
22 JS=PEEK(56320):IFJS<>127THENPOKEWA,12
9:GOSUB550
24 IFJS=126ANDY>60THENY=Y-5:POKE2040,243
26 IFJS=125THENY=Y+5:POKE2040,240
28 IFJS=123ANDX>42THENX=X-5:POKE2040,240
30 IFJS=119ANDX<226THENX=X+5:POKE2040,24
1
32 IFJS=122AND(Y>60ANDX>42)THENX=X-4:Y=Y
-4:POKE2040,242
34 IFJS=118AND(Y>60ANDX<226)THENX=X+4:Y=
Y-4:POKE2040,243
36 IFJS=117ANDX<226THENX=X+4:Y=Y+4:POKE2
040,241
38 IFJS=121ANDX>42THENX=X-4:Y=Y+4:POKE20
40,240
40 IFQ<8THENGOTO350
41 IFQ>=8ANDY>220THENGOSUB510:GOTO400
42 IF(PEEK(V+30)AND1)=1THENGOSUB520:CH=1
:GOTO400
44 POKEVO,0:GOTO20
```

```
99 END
100 POKE53280,0:POKE53281,0:PRINT"□"
102 PRINT"□        /■■                    ■"
104 PRINT"□        H■■ ■□++++++++++++++/■■
 ■"
106 PRINT"□        H■■ ■□++++++++++++++H ■■
 ■"
108 PRINT"□        H■■ ■□++++++++++++++H ■■
 ■"
110 PRINT"□        H■■ ■□++++++++++++++H ■■
 ■"
112 PRINT"□        \■■ ■□──────────────\■■
 ■"
114 PRINT"□                ──────────────── "
116 PRINT"     ■■■   ■ ■   ■ ■   ■      ◣WRI
TTEN BY"
118 PRINT"■■      ■ ■  ■ ■    ■ ■ "
120 PRINT"■■      ■ ■  ■ ■    ■  ■      ▣AND
REW"
122 PRINT"■■      ■ ■  ■ ■    ■ ■      ▣CLA
RKE  (■C▣) ■1986"
124 PRINT"■■    ■   ■ ■   ■ ■    "
126 PRINT"□_____"
128 PRINT"□\    \ ◣     ■ ■  ■ ■ ■   ■ ■
 ■ ■ ■ ■ ■   ■ ■ ■     ■ "
130 PRINT"□ \    \◣     ■ ■  ■ ■ ■ ■ ■
■ ■   ■ ■ ■ ■  ■ ■     ■ ■ ■ "
132 PRINT"□  \    \◣    ■    ■ ■ ■ ■ ■ ■
■   ■  ■   ■  ■     ■ "
134 PRINT"□   \    \◣   ■ ■   ■ ■ ■ ■ ■ ■
■ ■   ■ ■ ■ ■  ■ ■     ■ "
136 PRINT"□    \    \◣  ■ ■   ■ ■■ ■   ■■ ■
 ■ ■ ■  ■ ■ ■   ■     ■ "
138 PRINT"□     \    \──────────────────────
──────
```

If you make it to the baseline without being tackled you have the chance to score. A goal appears with the computer playing the goalie and you as the attacker. Press fire to hit the puck then use your stick to steer the ball in. A goal or save will result.

Similarly if you are tackled the goalie/attacker scene appears, but you are the goalie and the computer is the attacker. Press fire when ready then attempt to save the ball — careful, the computer plays a mean puck!

Goals are awarded each time a keeper is beaten. You are the HOME team and the computer is the AWAY side. First to five goals will win.

At the end you are asked if you want another game, press FIRE for yes or 'N' for no. Careful! 'NO' will reset the machine so save a copy to tape before playing.

OUT OF DATA or ILLEGAL QUANTITY errors will result if you make a mistake with the sprite data. The data is REMmed so that errors can be found easily.

```
140 PRINT"                \      |||||||||||||||||||
    |
142 PRINT"                \     |||||||||||||||||||
    |
144 PRINT"                ____________________
____
146 RETURN
150 PRINT"■■■
```

```
418 X1=170:X2=170:POKEV+15,196
420 POKEV+2,X1:POKEV+14,X2:POKEV+21,131:
GOSUB560
422 PRINT"■■■■■■■■■PRESS ■FIRE ■TO SHOOT
"
423 PRINT"■■■■■■■■■YOU ARE THE ■ATTACKE
R"
424 IFPEEK(56320)<>111THEN422
425 GOSUB530
426 FORT=196TO100STEP-3:POKEV+15,T
428 JS=PEEK(56320)
430 IFJS=123ANDX2>100THENX2=X2-6
432 IFJS=119ANDX2<242THENX2=X2+6
434 IFX1>X2THENX1=X1-5:POKE2041,245
436 IFX1<X2THENX1=X1+5:POKE2041,246
438 POKEV+14,X2:POKEV+2,X1
440 IFT>150THENPOKEV+30,0
442 IFT<150AND(PEEK(V+30)AND130)=130THEN
PRINT"SAVE!!!":GOSUB520:GOTO10
444 NEXT:PRINT"GOAL!!!!":S1=S1+1:GOSUB51
0:GOTO10
450 POKEV,170:POKEV+1,190:POKE2040,242
452 POKEV+3,130:POKEV+46,10
454 POKE2041,244:POKE2047,247
455 POKEV+39,2:POKEV+40,6
456 X1=170:X2=170:POKEV+15,196:K=0
458 POKEV+2,X1:POKEV+14,X2:POKEV+21,131:
GOSUB560
460 PRINT"■■■■■■■■■PRESS ■FIRE ■WHEN REA
DY"
461 PRINT"■■■■■■■■■YOU ARE THE ■GOALKEE
PER"
462 IFPEEK(56320)<>111THEN462
463 GOSUB530
464 FORT=196TO100STEP-3:POKEV+15,T
466 JS=PEEK(56320):IFJS=127THENPOKE2041,
244
468 IFJS=123ANDX1>100THENX1=X1-5:POKE204
1,245
470 IFJS=119ANDX1<230THENX1=X1+5:POKE204
1,246
471 IFX2>100ANDX2<220ANDK=0THENU=10:L=-1
0:K=INT((U-L)*RND(1))+L:X2=X2+K:GOTO476
472 IFX2>100ANDX2<220ANDK<0THENU=1:L=-10
:K=INT((U-L)*RND(1))+L:X2=X2+K:GOTO476
474 IFX2>100ANDX2<220ANDK>0THENU=10:L=-1
:K=INT((U-L)*RND(1))+L:X2=X2+K
476 POKEV+14,X2:POKEV+2,X1
478 IFT>150THENPOKEV+30,0
480 IFT<150AND(PEEK(V+30)AND130)=130THEN
PRINT"SAVE!!!":GOSUB510:GOTO10
482 NEXT:PRINT"GOAL!!!!":S2=S2+1:GOSUB52
0:GOTO10
500 FORC=54272TO54296:POKEC,0:NEXT
```

```
502 VO=54296:AT=54277:WA=54276
504 SU=54278:HF=54273:LF=54272
506 POKEAT,32:POKESU,255:POKEWA,129
508 RETURN
509 REM *******  VICTORY NOISE
510 GOSUB500:POKEWA,33:POKEVO,15
512 FORT=1TO100:POKEHF,T:NEXT
514 GOSUB500:RETURN
519 REM *******  DEFEAT  NOISE
520 GOSUB500:POKEWA,33:POKEVO,15
522 FORT=100TO1STEP-1:POKEHF,T:NEXT
524 GOSUB500:RETURN
529 REM *******   HIT NOISE
530 GOSUB500:POKEVO,15
532 POKEHF,20:FORT=1TO30:NEXT
534 GOSUB500:RETURN
539 REM *******   NEW MAN NOISE
540 GOSUB500:POKEVO,15:POKEWA,33
542 POKEHF,20
544 RETURN
549 REM *******   SKATING NOISE
550 POKEWA,129:POKEVO,15
552 IFZ=243THENZ=241:POKEHF,Z:RETURN
554 IFZ=241THENZ=243:POKEHF,Z:RETURN
```

```
556 Z=241:POKEHF,Z:RETURN
559 REM *******   WHISTLE NOISE
560 GOSUB500:POKEWA,65:POKELF+3,4:POKEVO
,15
562 FORT=100TO200:POKEHF,T:NEXT
564 GOSUB500:RETURN
569 REM ******* WINNER NOISE
570 GOSUB500:POKEWA,65:POKELF+3,8
572 POKEVO,15:FORT=1TO20:FORS=1TO20
574 POKEHF,S:POKEHF,T:NEXT:NEXT
576 GOSUB500:RETURN
579 REM ******* LOSER NOISE
580 GOSUB500:POKEWA,65:POKELF+3,8
```

```
582 POKEV0,15:FORT=20TO1STEP-1:FORS=1TO2
0
584 POKEHF,S:POKEHF,T:NEXT:NEXT
586 GOSUB500:RETURN
600 POKEV+21,0:PRINT"■"
602 POKEV+33,0
604 PRINT"■■■■■■■■■■■■■■RESULT"
606 PRINT"■■■■■■■■■■■■■■┌──────"
608 PRINT"■■■■■■■■◣HOME TEAM :■"S1
610 PRINT"■■■■■■■AWAY TEAM :■"S2
612 IFS1=5THENPRINT"■■■■■■■■WELL DONE! A
 GREAT WIN!":GOSUB570
614 IFS2=5THENPRINT"■■■■■■■■HARD LUCK! A
 BAD DEFEAT!":GOSUB580
616 PRINT"■■■■■■■■■ANOTHER GO?"
618 PRINT"■■■■■■■FIRE■ - YES"
620 PRINT"■■■■■■■'N'■  - NO"
622 POKE198,0
624 GETA$:IFPEEK(56320)=111THENCLR:RUN
626 IFA$<>"N"THEN624
628 GOSUB100:SYS64738
630 PRINT"■"
632 PRINT"■■■■■■■■■■■■■■■ICE HOCKEY"
634 PRINT"■■■■■■■■■■■■■■■┌──────────"
636 PRINT"■■■■■◣GUIDE ■YOUR PLAYER DOWN
THE FIELD,"
638 PRINT"■■■■AVOIDING THE OPPOSING PLAY
ERS."
640 PRINT"■■■■◣EACH ■MAN WILL ATTACK AL
ONE AND"
642 PRINT"■■■■YOU MUST GET PAST HIM TO B
EAT HIM."
644 PRINT"■■■■◣IF YOU ■SUCCEED,YOU HAVE
 A CHANCE"
646 PRINT"■■■■AT GUIDING THE PUCK AROUND
 THE"
648 PRINT"■■■■OPPOSING GOALKEEPER."
650 PRINT"■■■■◣IF YOU ■ARE TACKLED THEN
 YOU MUST"
652 PRINT"■■■■FACE THE OPPOSING STRIKER.
"
654 PRINT"■■■■■THE WINNER IS THE FIRST
TO FIVE."
656 PRINT"■■■■■■■PRESS ■FIRE■ TO PLAY"
658 IFPEEK(56320)=111THENRETURN
660 GOTO658
30000 REM**** PLAYER RIGHT FACING
30001 DATA0,0,0,0,0,0,0
30002 DATA0,0,0,0,84,0,0
30003 DATA116,0,0,252,0,0,252
30004 DATA0,0,48,0,0,168,0
30005 DATA3,172,0,3,188,0,3
30006 DATA248,0,3,232,0,1,168
30007 DATA0,5,84,0,4,68,0
30008 DATA20,68,0,16,68,0,80
30009 DATA68,0,64,68,5,65,69
30010 REM**** PLAYER LEFT FACING
30011 DATA0,0,0,0,0,0,0
30012 DATA0,0,21,0,0,29,0
30013 DATA0,63,0,0,63,0,0
30014 DATA12,0,0,42,0,0,58
30015 DATA192,0,62,192,0,47,192
30016 DATA0,43,192,0,42,64,0
30017 DATA21,80,0,17,16,0,17
30018 DATA20,0,17,4,0,17,5
30019 DATA0,17,1,0,81,65,84
30020 REM**** PLAYER RIGHT BACK
30021 DATA0,0,0,0,0,0,0
30022 DATA0,0,0,0,84,0,0
30023 DATA84,0,0,84,0,0,84
30024 DATA0,0,48,0,0,168,0
30025 DATA3,168,0,3,168,0,3
30026 DATA168,0,3,168,0,1,168
30027 DATA0,5,84,0,4,68,0
30028 DATA20,68,0,16,68,0,80
30029 DATA68,0,64,68,5,65,69
30030 REM**** PLAYER LEFT BACK
30031 DATA0,0,0,0,0,0,0
30032 DATA0,0,21,0,0,21,0
30033 DATA0,21,0,0,21,0,0
30034 DATA12,0,0,42,0,0,42
30035 DATA192,0,42,192,0,42,192
30036 DATA0,42,192,0,42,64,0
30037 DATA21,80,0,17,16,0,17
30038 DATA20,0,17,4,0,17,5
30039 DATA0,17,1,0,81,65,84
30040 REM**** GOALIE #1
30041 DATA0,0,0,0,0,0,0
30042 DATA84,0,0,116,0,0,252
30043 DATA0,0,252,0,0,48,0
30044 DATA0,168,0,1,169,0,1
30045 DATA169,0,5,169,64,52,168
30046 DATA112,0,168,0,0,84,0
30047 DATA0,84,0,0,84,0,0
30048 DATA68,0,0,68,0,0,68
30049 DATA0,1,69,0,0,0,0
30050 REM**** GOALIE #1
30051 DATA0,0,0,0,0,0,0
30052 DATA84,0,0,212,0,0,244
30053 DATA0,0,244,0,0,48,0
30054 DATA53,212,0,1,101,0,0
30055 DATA105,0,0,42,0,0,42
30056 DATA0,0,10,128,0,5,64
30057 DATA0,1,80,0,1,80,0
30058 DATA1,20,0,1,85,0,0
30059 DATA20,0,0,0,0,0,0
30060 REM**** GOALIE #1
30061 DATA0,0,0,0,0,0,0
30062 DATA1,80,0,1,112,0,1
30063 DATA240,0,3,240,0,3,7
30064 DATA0,5,212,0,22,80,0
30065 DATA26,64,0,42,0,0,168
30066 DATA0,0,168,0,0,84,0
30067 DATA1,80,0,1,80,0,1
30068 DATA16,0,21,16,0,17,80
30069 DATA0,1,0,0,0,0,0
30070 REM**** BALL THINGY
30071 DATA0,0,0,0,0,0,0,0
30072 DATA0,0,0,0,0,0,0,0
30073 DATA0,0,0,0,0,0,0,0
30074 DATA0,0,0,1,240,0,3,248
30075 DATA0,3,248,0,3,248,0,1
30076 DATA240,0,0,0,0,0,0
30077 DATA0,0,0,0,0,0,0,0
30078 DATA0,0,0,0,0,0,0,0
30079 DATA0,0,0,0,0,0,0,0
```

therom & the icy wastes

Did you know that the system programmers concealed a game in the spare ROM memory of the C64!

```
 5 REM GRAPHICS SYMBOLS- UP=CURSOR UP:
   CR=CURSOR RIGHT:DWN=CURSOR DOWN
10 PRINT"[CLR,DWN 5,CR 13]COMPUTER GAMER"
20 PRINT"[DWN 2,CR 16]PRESENTS"
30 PRINT"[DWN 2,CR 7]THEROM AND THE
   ICY WASTES"
40 PRINT"[DWN 6,CR 12,RVS ON] PRESS
   ANY KEY [RVS OFF]"
50 GETA$:IFA$=""THEN50
60 PRINT"[UP 1,CR 12,RVS ON] INITIALISING
   [RVS OFF]"
70 DATA 21,8,10,0,151,52,53,44
80 DATA 49,54,54,58,151,52,54,44
90 DATA 56,58,156,0,49,8,76,0
100 DATA 153,34,147,31,17,17,17,17
110 DATA 17,17,34,58,153,166,49,51
120 DATA 41,34,65,80,82,73,76,0
130 DATA 70,8,169,0,153,166,49,52
140 DATA 41,34,154,71,79,84,67,72
150 DATA 65,33,33,33,0,87,8,208
160 DATA 0,153,166,49,57,41,34,31
170 DATA 70,79,79,76,154,0,131,8
180 DATA 249,0,129,65,178,49,164,49
190 DATA 48,48,58,129,66,178,49,164
200 DATA 55,53,48,58,130,58,151,53
210 DATA 51,50,56,48,44,49,52,58
220 DATA 151,53,51,50,56,49,44,49
230 DATA 52,0,166,8,250,0,129,66
240 DATA 178,49,164,55,53,48,58,130
250 DATA 58,151,53,51,50,56,49,44
260 DATA 54,58,151,53,51,50,56,48
270 DATA 44,54,58,130,0,0,0,255
280 A=2049:C=0
290 D=A+C:IFPEEK(D)<>70THENC=C+1:GOTO290
300 IFPEEK(D+1)=0AND PEEK(D+2)=131 GOTO320
310 C=C+1:GOTO290
320 E%=D/256:POKE43,D-E%*256-2:POKE44,E%
330 READA:IFA=255THEN350
340 POKE2049+B,A:B=B+1:GOTO330
350 POKE43,1:POKE44,8:RUN
```

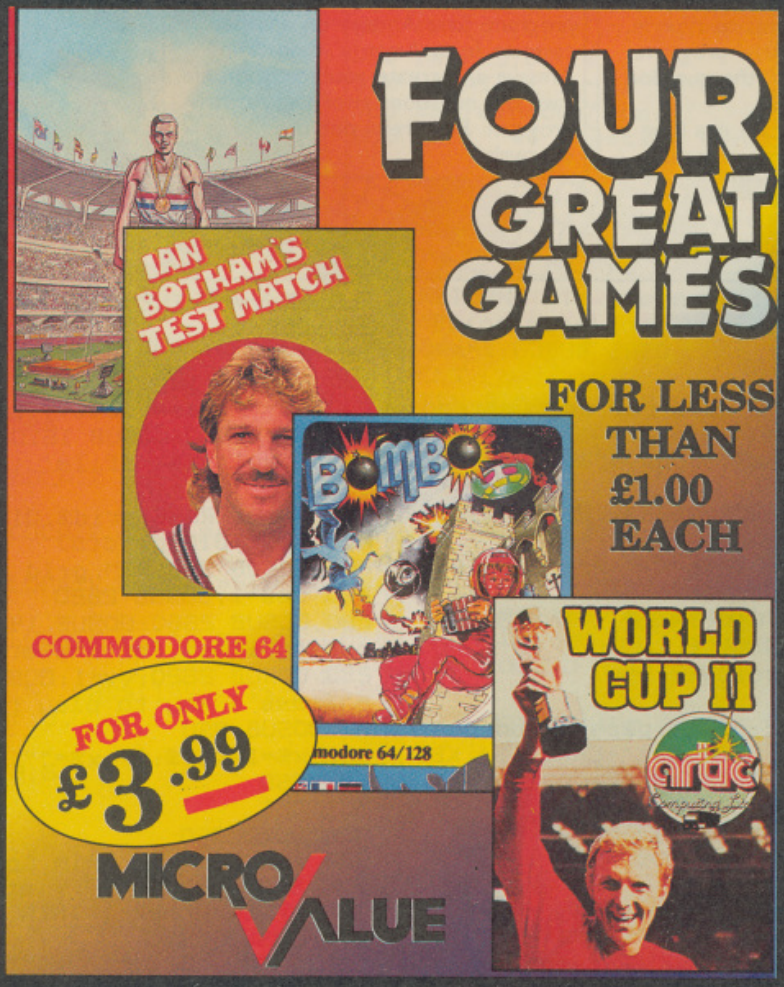
The Icy Wastes game has remained hidden in the ROM for so long because it needs a boot program to set up essential parameters. On a visit to the US for the CES Show I managed to find a friendly Commodore employee who supplied me with the necessary program details.

Icy Wastes is not exactly a complex game, it's a simple a dodge-the-meteorites reaction game. The spaceship is controlled using the f1 and f7 keys for up and down and the space bar for fire.

We are offering a prize for the highest score received before April 30th, 1987 so try your luck and send your score to: Icy Wastes, Computer Gamer, 1 Golden Square, London W1R 3AB.

Nº1

IN A SERIES FROM MICROVALUE



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AMSTRIV

By NEIL ROBINSON

Amstriv' is a quiz game for one or two players. The game features a noughts and crosses grid, the ability to load different question files, and multi-choice answers.

Typing in

There are two programs to type in. One is the main Amstriv' program, the other is "Amsave", the question editor/creator program.

The Amstriv' program is a long one to type in and I recommend saving it at regular intervals in case of power failure or other disasters. I have used "REM" statements which are on the same line as commands, but leave in the ones at the beginning of routines.

When finished, save onto tape or disc and type in the Amsave program. Save Amsave on another cassette from Amstriv' then "run" Amsave and create your question file. Save the questions after the Amstriv' program. Be careful not to overwrite!

GAMER LISTING

AMSTRIV'

```
5 REM Amstriv - a quiz for any Amstrad
 CPC
10 roond=1:DIM ta$(4),q$(5,400):name$=
"Nes":high=250
20 pan=0:MODE 1:GOSUB 2810:SPEED WRITE
 1
30 KEY 3,"window swap " ' Pressing f3
key prints 'WINDOW SWAP'
40 INK 1,25:INK 0,0:INK 2,1:INK 3,20:P
EN 1:PAPER 0:BORDER 6
50 DIM grid(9),grid$(3,3)
60 tik=999
70 KEY 9,"mode 2:pen 1:paper 0:border
21:ink 1,24:ink 0,6:list"+CHR$(13):KEY
 0,"run"+CHR$(13)  '  Press f9 to 'LIS
T' progam & f0 key to 'RUN' it.
80 KEY 8,"edit "
90 CLS
100 RANDOMIZE TIME
110 KEY 1,"%":KEY 2,"&":KEY 3,"'":KEY
4,"("
120 REM The above line is IMPORTANT if
 u want a 2 player game option.
130 INK 1,20:INK 3,0:INK 0,2:INK 2,24
140 BORDER 2
150 GOSUB 460
160 des=2:GOSUB 2620:GOSUB 2780:des=1:
GOSUB 2620
170 IF vv=1 THEN GOTO 250
180 des=1:GOSUB 2620:q$="Do you want a
 two player game?":GOSUB 850:des=0:GOS
UB 2620
190 x$=INKEY$:IF x$="" THEN 190 ELSE x
$=UPPER$(x$):IF x$="Y" THEN pl=2 ELSE
IF x$="N" THEN pl=1  ELSE SOUND 1,100,
50,15:GOTO 190
200 IF vv=2 THEN 250
210 CLS #1
220 REM
230 n$="!file":IF vv=1 THEN vv=0
240 q$="Please wait...Loading question
s":GOSUB 850:GOSUB 1610:REM   load fil
e (default is '!file' (n$))
245 CLS
250 vv=0:ERASE grid$:DIM grid$(3,3):ER
ASE grid:DIM grid(9)
260 GOSUB 990:REM grid format routine
270 des=1:GOSUB 2620
280 GOSUB 2560:GOSUB 1440 ' "Draw sepe
rating lines for answer window...
290 GOSUB 2620:vv=1:GOSUB 1120:vv=0:q$
="Press a key to play round"+STR$(roon
d):GOSUB 850
300 x$=INKEY$:IF x$="" THEN 300 ELSE G
OTO 350
301 CLS
310 GOTO 350
320 REM !!!Main MAIN Loop here!!!
330 GOSUB 1120 ' "Print the cat's...
340 IF tiebreak=1 THEN 2670
350 GOSUB 2560
360 GOSUB 1720:REM find & split questi
ons
370 GOSUB 1840:REM ? questions & answe
rs.
380 GOSUB 1970:REM Input routine...
390 IF tik<1 THEN GOTO 2600 ELSE GOSUB
 2050:REM check answer routine.
400 GOSUB 2170:REM Add score & draw X
or O
410 GOSUB 2560:REM clear answer window

420 GOSUB 2370:REM check for a winner.
430 IF pl=1 AND w=2 THEN GOSUB 2540
      :REM computer to move
440 GOTO 320
```

Playing the game ...

Reset the computer and 'run'' 'Amstriv'. When Amstriv' has loaded it will ask you if you want a two player game. Answer Y or N. It will then start the tape again and load the question file. The file only loads in once so you can rewind the tape now.

For a one player game ... use the keys 1, 2, 3 or 4 (or F1, F2, F3, F4) to choose your answer to the question. Beware! The answers are placed in random positions! If you get the answer correct a cross will appear in the centre of the X and O grid and you must choose another category by using the spacebar and the delete key.

If you get the answer wrong then the computer gets a 'O' and chooses a place to go.

For a two player game the rules are the same except player 2 uses the function keypad to choose his/her answers. (Player 1 is always X's).

There are three 'rounds' to a game and all games are played against the clock. Points are given for correct answers and a bonus is given at the end of each round based on the time left. In a two player game you must try to beat your opponent to the correct answer.

```
450 END
460 REM !! Draw The Screen Routine !!
470 WINDOW #3,22,40,7,25:REM x & o win
do
480 WINDOW SWAP 0,3
490 PEN 1:PAPER 3:CLS
500 LOCATE 7,2:FOR co=2 TO 18:LOCATE 7
,co:PRINT CHR$(149):NEXT co:REM draw o
 & x lines...
510 LOCATE 13,2:FOR co=2 TO 18:LOCATE
13,co:PRINT CHR$(149):NEXT co
520 LOCATE 2,13:FOR co=2 TO 18:LOCATE
co,13:PRINT CHR$(154):NEXT co
530 LOCATE 2,7:FOR co=2 TO 18:LOCATE c
o,7:PRINT CHR$(154):NEXT co
540 LOCATE 7,7:PRINT CHR$(159):LOCATE
7,13:PRINT CHR$(159):LOCATE 13,7:PRINT
 CHR$(159):LOCATE 13,13:PRINT CHR$(159
):REM Crosses on lines
550 PEN 3:PAPER 3
560 FOR co=1 TO 19:LOCATE co,1:PRINT C
HR$(144):NEXT co
570 FOR co=1 TO 19:LOCATE 1,co:PRINT C
HR$(144):NEXT co
580 FOR co=1 TO 18:LOCATE 19,co:PRINT
CHR$(144):NEXT co
590 FOR co=1 TO 18:LOCATE co,19:PRINT
CHR$(144):NEXT co
600 LOCATE 19,19:PRINT CHR$(144);:REM
Draw    round the grid..
610 WINDOW SWAP 3,0
620 WINDOW #1,2,40,3,5
630 WINDOW SWAP 0,1
640 PEN 0:PAPER 2
650 WINDOW SWAP 1,0:PAPER 0:PEN 1
660 LOCATE 2,2:PRINT"????????????????";:P
EN 2:PAPER 0:PRINT"--AMSTRIV'--";:PAPE
R 0:PEN 1:PRINT"????????????????":REM  1
4 '?' and 15 '?'s respectivly there...
670 LOCATE 2,11:PEN 0:PAPER 1:PRINT"AM
STRIV'"
680 CLS #1
690 REM define the answer window...
700 WINDOW #2,2,20,7,21
710 WINDOW SWAP 0,2
720 PEN 3:PAPER 1
730 CLS
740 WINDOW SWAP 2,0
750 WINDOW #4,2,14,23,25
760 WINDOW SWAP 0,4
770 PEN 0:PAPER 2:CLS:LOCATE 1,2:PRINT
" Sc "CHR$(203)":"sc1:PRINT:PRINT" Sc
"CHR$(202)":"sc2
```

```
780 REM time window
790 WINDOW #5,16,20,23,25:WINDOW SWAP
4,0:WINDOW SWAP 0,5
800 PAPER 1:PEN 0:CLS:PRINT"TIMER":WIN
DOW SWAP 5,0
810 LOCATE 1,1
820 REM windows are:
830 REM    #1 Question window
             #2 Answer window
               #3 X & O window
                 #4 Score window
                   #5 Time Window
                     -------------"
840 RETURN ' To the main loop...
850 'Print question in window #1
860 des=1:GOSUB 2620
870 CLS
880 PEN 3:PAPER 2
890 REM des=1:gosub swap routine
900 IF LEN(q$)>=38 THEN GOSUB 950 ELSE
 q1$=q$:q2$=""
910 FOR co=1 TO LEN(q1$):LOCATE 2+co,2
:PRINT MID$(q1$,co,1):SOUND 1,150,2,15
,1,1:SOUND 1,0,3,0:NEXT co
920 IF q2$="" THEN RETURN
930 FOR co=1 TO LEN(q2$):LOCATE 1+co,3
:PRINT MID$(q2$,co,1):SOUND 2,150,2,15
:SOUND 2,0,3,0:NEXT co
940
950 REM check line overspill
960 x=39
970 x=x-1:IF MID$(q$,x,1)=" " OR MID$(
q$,x,1)="," OR MID$(q$,x,1)="." OR MID
$(q$,x,1)="?" THEN q1$=LEFT$(q$,x):q2$
=RIGHT$(q$,(LEN(q$)-x+1)) ELSE IF x>1
THEN 970 ELSE PRINT" ERROR! ":STOP
980 RETURN
990 REM Achtung! format x & o grid.
1000 FOR co=1 TO 3:FOR cc=1 TO 3
1010 x=INT(c*RND)+1:grid$(co,cc)=ca$(x
)
1020 NEXT cc,co
1030 grid=0
1040 des=3:GOSUB 2620
1050 PEN 2
1060 grid=0
1070 FOR co=1 TO 3:FOR cc=1 TO 3:grid=
grid+1:grid(grid)=1:GOSUB 1470:grid(gr
id)=0:do=do+2:IF LEN(grid$(co,cc))=3 T
HEN ac=ac+1
1080 LOCATE ac,do:ENT 1,2,1,1,2,-1,1:E
NV 9,10,1,1,15,-1,1:SOUND 1,4000,0,0,9
,3,15:FOR ck=1 TO 99:NEXT ck:PRINT gri
```

AMSTRAD

```
d$(co,cc):NEXT cc,co
1090 PEN 3
1100 des=1:GOSUB 2620
1110 RETURN
1120 REM Choose square. This routine t
ook some writing let me tell you!
1130 IF vv=1 THEN 1180
1140 grid=1:FOR co=1 TO 3:FOR cc=1 TO
3:IF grid$(co,cc)="X" OR grid$(co,cc)=
"O" THEN grid(grid)=2 ELSE grid(grid)=
0
1150 grid=grid+1:NEXT cc,co:jog$="":FO
R co=1 TO 9:jog$=jog$+STR$(grid(co)):N
EXT co:IF jog$="222222222" THEN tiebre
ak=1:RETURN
1160 IF pl=2 THEN PRINT"  Player "w" t
o choose"
1165 IF pl=1 AND w=1 THEN PRINT"  Choo
se a place to go..":PRINT
1170 IF pl=1 AND w=2 THEN PRINT:q$=" I
 Choose a place to go..":GOSUB 850:des
=3:GOSUB 2620 ELSE PRINT" <SPACEBAR> t
o move & <DEL> to choose"
1180 des=3:GOSUB 2620:PEN 2
1190 IF PL=1 AND w=2 THEN des=3:GOSUB
2620:x=INT(9*RND)+1:grid(x)=1:GOSUB 13
60:IF grid$(ax,dx)="O" OR grid$(ax,dx)
="X" THEN grid(x)=2:GOTO 1190 ELSE cam
$=grid$(ax,dx):GOSUB 1470:do=do+1:LOCA
TE ac,do:PRINT"F F F":do=do+2:LOCATE a
c,do:PRINT "D D D":GOTO 135
1200 IF vv=1 THEN grid(5)=1:GOSUB 1360
:cam$=grid$(ax,dx):GOSUB 1470:do=do+1:
LOCATE ac,do:PRINT"F F F":do=do+2:LOCA
TE ac,do:PRINT "D D D":GOTO 1350
1210 REM here cos' I felt like a rest.
..save program here in case of power f
ail      cos' you will be real peeved
to lose all this that you've typed in.

1220 grid=1
1230 IF grid>9 THEN tiebreak=1:GOTO 13
50
1240 IF grid(grid)>0 THEN grid=grid+1:
GOTO 1230
1250 grid(grid)=1: GOSUB 1360:GOSUB 14
70:ENT -3,2,1,1,2,-1,1:ENV 9,15,1,1,15
,-1,1:SOUND 1,4000,0,0,9,3,15:do=do+1:
LOCATE ac,do:PRINT"F F F":do=do+2:LOCA
TE ac,do:PRINT "D D D"
1260 x$="":x$=INKEY$:IF x$="" THEN 126
0 ELSE IF x$=" " THEN 1280 ELSE IF x$=
CHR$(127) THEN 1270 ELSE 1260
1270 CLS #1:GOSUB 1360:cam$=grid$(ax,d
x):GOTO 1350
1280 GOSUB 1470:grid(grid)=0:do=do+1:L
OCATE ac,do:PRINT"      ":do=do+2:LOCATI
E ac,do:PRINT "      "
1290 grid=grid+1:IF grid>9 THEN grid=1

1300 IF grid(grid)=2 THEN 1290
1310 grid(grid)=1
1320 IF grid>9 THEN grid(grid)=0:grid=
1:GOTO 1290
1330 ENT -3,2,1,1,2,-1,1:ENV 9,15,1,1,
15,-1,1:SOUND 1,4000,0,0,9,3,15:GOSUB
1360:GOSUB 1470:do=do+1:LOCATE ac,do:P
RINT"F F F":do=do+2:LOCATE ac,do:PRINT
 "D D D"
1340 GOTO 1260
1350 PEN 3:des=1:GOSUB 2620:RETURN
1360 REM grid(n) to grid$(a,d) transla
tion
1370 IF grid(1)=1 OR grid(2)=1 OR grid
(3)=1 THEN ax=1
1380 IF grid(4)=1 OR grid(5)=1 OR grid
(6)=1 THEN ax=2
1390 IF grid(7)=1 OR grid(8)=1 OR grid
(9)=1 THEN ax=3
1400 IF grid(1)=1 OR grid(4)=1 OR grid
(7)=1 THEN dx=1
1410 IF grid(2)=1 OR grid(5)=1 OR grid
(8)=1 THEN dx=2
1420 IF grid(3)=1 OR grid(6)=1 OR grid
(9)=1 THEN dx=3
1430 RETURN
1440 des=2:GOSUB 2620:PEN 0:FOR co=4 T
O 12 STEP 4:LOCATE 1,co:PRINT"--------
----------":NEXT co ' That's 20 '-' s
igns there...
1450 des=1:GOSUB 2620:PEN 3
1460 RETURN
1470 ' Locate routine..
1480 FOR cp=1 TO 9:IF grid(cp)=1 THEN
ON cp GOSUB 1510,1520,1530,1540,1550,1
560,1570,1580,1590
1485 REM This line is the official hal
fway point. Well done!
1490 NEXT cp
1500 RETURN
1510 ac=2:do=2:RETURN
1520 ac=8:do=2:RETURN
1530 ac=14:do=2:RETURN
1540 ac=2:do=8:RETURN
1550 ac=8:do=8:RETURN
1560 ac=14:do=8:RETURN
1570 ac=2:do=14:RETURN
1580 ac=8:do=14:RETURN
1590 ac=14:do=14:RETURN
1600 STOP
1610 REM Load file routine...
1620 OPENIN n$
1630 INPUT #9,num
1640 INPUT #9,c
1650 FOR co=1 TO c:INPUT #9,ca$(co),nu
m(co):NEXT co
1660 FOR co=1 TO c
1670 IF num(co)<400 THEN FOR cc=1 TO n
um(co):INPUT #9,q$(co,cc):NEXT cc ELSE
 xx=INT((num(co)-400)*RND):FOR cc=xx T
O xx+400:INPUT #9,q$(co,cc):NEXT cc
1680 NEXT co
1690 CLOSEIN
1700 RETURN
1710 PRINT" press key to cont"
1720 ' questions and answers 'slice' r
outine...
1730 qr$="":q$="":CAN$="":TA$(1)="":TA
$(2)="":TA$(3)="":TA$(4)="":ANA$="":AN
B$="":ANC$=""
1740 FOR co=1 TO c:IF ca$(co)=cam$ THE
N cam=co
1750 NEXT co
1760 l=1:q=INT(num(cam)*RND):qr$=q$(ca
```

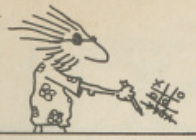
```
m,q)
1770 IF LEN(qr$)<4 THEN 1730
1780 IF MID$(qr$,1,1)=CHR$(141) THEN 1
790 ELSE q$=q$+MID$(qr$,1,1):1=1+1:GOT
O 1780
1790 1=1+1:IF MID$(qr$,1,1)=CHR$(142)
THEN 1800 ELSE can$=can$+MID$(qr$,1,1)
:GOTO 1790
1800 1=1+1:IF MID$(qr$,1,1)=CHR$(143)
THEN 1810 ELSE ana$=ana$+MID$(qr$,1,1)
:GOTO 1800
1810 1=1+1:IF MID$(qr$,1,1)=CHR$(143)
THEN 1820 ELSE anb$=anb$+MID$(qr$,1,1)
:GOTO 1810
1820 1=1+1:IF MID$(qr$,1,1)=CHR$(143)
THEN 1830 ELSE anc$=anc$+MID$(qr$,1,1)
:GOTO 1820
1830 RETURN
1840 REM Print the question & answers
up!
1850 GOSUB 850:ERASE ta$:DIM ta$(4)
1860 des=2:GOSUB 2620
1870 PEN 3
1880 FOR co=1 TO 4
1890 x=INT(4*RND)+1:IF ta$(x)<>"" THEN
 1890 ELSE ON co GOSUB 1900,1920,1910,
1930:NEXT co:GOTO 1940
1900 ta$(x)=ana$:RETURN
1910 ta$(x)=anb$:RETURN
1920 ta$(x)=can$:RETURN
1930 ta$(x)=anc$:RETURN
1940 x=0:FOR co=2 TO 14 STEP 4:x=x+1:L
OCATE 1,co:PRINT x;ta$(x):NEXT co
1950 des=1:GOSUB 2620
1960 RETURN
1970 REM Input routine here..
1980 des=5:GOSUB 2620
1990 x$=""
2000 TIK=TIK-1:LOCATE 1,2:PRINT TIK:IF
 TIK<1 THEN RETURN ELSE X$=INKEY$:IF X
$="" THEN 2000 ELSE IF x$="1" OR x$="2
" OR x$="3" OR x$="4" OR X$="&" OR X$=
"%" OR X$="'" OR X$="(" THEN RETURN EL
SE 2000
2010 IF PL=2 AND X$="%" THEN X$="5" EL
SE IF X$="&" THEN X$="6" ELSE IF X$="'
" THEN X$="7" ELSE IF X$="(" THEN X$="
8"
2020 IF pl=1 AND VAL(x$)>4 THEN 2000
2030 des=1:GOSUB 2620
2040 RETURN
2050 REM is answer right? & who got it
?
2055 IF x$="1" OR x$="2" OR x$="3" OR
x$="4" THEN 2060 ELSE IF x$="%" THEN x
$="5" ELSE IF x$="&" THEN x$="6" ELSE
IF x$="'" THEN x$="7" ELSE IF x$="(" T
HEN x$="8"
2060 x=VAL(x$):wr=0:w=0:q$=""
2070 des=1:GOSUB 2620
2080 IF pl=2 THEN 2130
2090 IF x>4 AND pl=1 THEN x=x-4
2100 IF ta$(x)=can$ THEN q$=" CORRECT!
":GOSUB 850:w=1:FOR co=1 TO 50:SOUND 1
,co,1,15:NEXT co:GOTO 2160
2110 q$=" WRONG!!":GOSUB 850:SOUND 7,1
50,50,15:SOUND 7,250,50,15:wr=1:w=2
2120 GOTO 2160
2130 IF x<5 THEN 2090
2140 x=x-4:IF ta$(x)=can$ THEN q$=" CO
RRECT!":GOSUB 850:w=2:FOR co=1 TO 50:S
OUND 1,co,1,15:NEXT co:GOTO 2160
2150 q$=" WRONG!!":GOSUB 850:SOUND 7,1
50,50,15:SOUND 7,250,50,15:wr=2:w=1
2160 RETURN
2170 REM O & X Draw Routine
2180 des=4:GOSUB 2620
2190 IF w=1 THEN sc1=sc1+10
2200 IF w=2 THEN sc2=sc2+10
2210 CLS:IF pl=1 THEN PRINT" Sc X:";sc
1:PRINT:PRINT" Comp:";sc2:GOTO 2230
2220 PRINT" Sc x:";sc1:PRINT:PRINT" Sc
 O:";sc2:GOTO 2230
2230 des=1:GOSUB 2620
2240 REM  X & O!
2250 IF w=1 THEN grid$(ax,dx)="X" ELSE
 grid$(ax,dx)="O"
2260 grid=0
2270 FOR co=1 TO 3:FOR cc=1 TO 3:grid=
grid+1:IF co=ax AND cc=dx THEN grid(gr
id)=1
2280 NEXT cc,co
2290 GOSUB 1470
2300 des=3:GOSUB 2620
2310 IF w=1 THEN PEN 0 ELSE PEN 2
2320 FOR co= do TO do+4:LOCATE ac,co:P
RINT"      ":NEXT
2330 IF grid$(ax,dx)="X" THEN GOSUB 23
40:GOTO 2360 ELSE GOSUB 2350:GOTO 2360
2340 ac=ac+1:do=do+1:LOCATE ac,do:PRIN
T CHR$(242) CHR$(247) CHR$(241):do=do+
1:LOCATE ac,do:PRINT CHR$(248) CHR$(24
9) CHR$(246):LOCATE ac,do+1:PRINT CHR$
(244) CHR$(245) CHR$(243):RETURN
2350 ac=ac+1:do=do+1:LOCATE ac,do:PRIN
T CHR$(220) CHR$(249) CHR$(221):do=do+
1:LOCATE ac,do:PRINT CHR$(249) CHR$(22
4) CHR$(249):LOCATE ac,do+1:PRINT CHR$
(223) CHR$(249) CHR$(222):RETURN
2360 PEN 3:des=1:GOSUB 2620:RETURN
2370 REM Check fer a winna!  ...Keep go
ing, nearly there now...
2380 FOR co=1 TO 9:jog$=jog$+STR$(grid
(co)):NEXT co:IF jog$="22222222" THEN
tiebreak=1
2390 win$=""
2400 FOR co=1 TO 3:FOR cc=1 TO 3:win$=
win$+grid$(co,cc):NEXT cc:IF win$="XXX
" OR win$="000" THEN winn=1:winn$=win$
 ' Those 000's are LETTERS NOT NUMBERS
.
2410 win$="":NEXT co
2420 FOR co=1 TO 3:FOR cc=1 TO 3:win$=
win$+grid$(cc,co):NEXT cc:IF win$="XXX
" OR win$="000" THEN winn=1:winn$=win$
2430 win$="":NEXT co
2440 IF winn=1 THEN 2480
2450 win$=grid$(1,1)+grid$(2,2)+grid$(
3,3):IF win$="XXX" OR win$="000" THEN
winn=1:IF winn=1 THEN winn$=win$:GOTO
2480
2460 win$=grid$(1,3)+grid$(2,2)+grid$(
3,1):IF win$="XXX" OR win$="000" THEN
winn=1:IF winn=1 THEN winn$=win$:GOTO
2480
2470 RETURN
2480 IF winn$="XXX" THEN winn=1 ELSE w
inn=2
2490 des=1:GOSUB 2620:IF pl=2 THEN q$=
" Player "+STR$(winn)+" has won round
"+STR$(roond) ELSE IF pl=1 AND w=2 THE
N Q$=" I have won round "+STR$(roond)
```

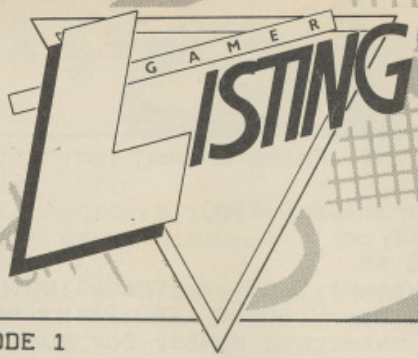
```
ELSE IF pl=1 AND w=1 THEN q$="Congratu
lations You win round "+STR$(roond)
2500 IF tiebreak=1 THEN q$=" Round "+S
TR$(roond)+" is a draw!"
2510 GOSUB 850:IF WINN=2 THEN SC2=SC2+
INT(TIK/10) ELSE IF WINN=1 THEN SC1=SC
1+INT(TIK/10)
2520 DES=4:GOSUB 2620:IF PL=2 THEN PRI
NT" Sc x:";sc1:PRINT:PRINT" Sc 0:";sc2
 ELSE IF PL=1 THEN PRINT" Sc x:";sc1:P
RINT:PRINT" Comp:";sc2
2530 FOR CO=1 TO 1000:NEXT co : vv=1:G
OTO 2670
2540 REM Computer finds move here...
2550 RETURN
2560 REM Clear ansa winda
2570 des=2:GOSUB 2620:FOR co=2 TO 14 S
TEP 4:x=x+1:LOCATE 1,co:PRINT "
            ":LOCATE 1,co+1:PRINT "
              ":NEXT co
2580 des=1:GOSUB 2620
2590 RETURN
2600 REM Outa time buddies..
2610 q$=" You have run out of time .."
:GOSUB 850:GOTO 2670
2620 REM window swap routine. des=wind
ow wanted & pan=current window.
2630 IF pan=0 THEN 2650
2640 WINDOW SWAP pan,0
2650 WINDOW SWAP 0,des:pan=des
2660 RETURN
2670 roond=roond+1:vv=1:W=0:WINN=0:WIN
$="":WINN$="":FOR CO=1 TO 9:GRID(CO)=0
:NEXT CO
2680 IF ROOND=4 OR tiebreak=1 THEN 269
0 ELSE GOTO 60
2690 VV=2:roond=1:IF pl=2 AND sc1>sc2
THEN q$="Player 1 won the game" ELSE I
F pl=2 AND sc1=sc2 OR tiebreak=1 THEN
q$=" A Draw!" ELSE IF pl=2 AND sc2>sc1
 THEN q$="Player 2 won the game!"
2700 IF sc1>high THEN GOSUB 2740
2710 IF sc2>high THEN GOSUB 2740
2720 sc1=0:sc2=0:tiebreak=0
2730 GOSUB 850:FOR co=1 TO 1000:NEXT c
o:GOTO 60
2740 IF sc1>high THEN x=1 ELSE x=2
2750 IF x=1 THEN high=sc1 ELSE high=sc
2
2760 IF pl=1 AND sc2>sc1 THEN q$="I ha
ve achieved a new high score!":GOSUB 8
50:high=sc2:name$="Nes":des=2:GOSUB 26
20:GOTO 2780
2770 q$="Player "+STR$(x)+" has achiev
ed a new high score..well done!":GOSUB
 850:des=2:GOSUB 2620:CLS:PRINT" enter
 name":PRINT:PRINT"  (3 letters)":PRIN
T:INPUT name$:IF LEN(name$)>3 THEN nam
e$=LEFT$(name$,3)
2780 CLS:PRINT:PRINT:PRINT:PRINT"  Hi-
Score:-":PRINT:PRINT:PRINT" ";high;" B
y *";name$;"*"
2790 RETURN
2800 '  define the noughts & crosses..

2810 SYMBOL AFTER 1
2820 SYMBOL AFTER 220
2830 SYMBOL 241,8,28,62,126,255,254,25
2,240
2840 SYMBOL 242,8,60,124,254,126,63,31
,15
2850 SYMBOL 243,240,248,252,254,127,12
6,60,16
2860 SYMBOL 244,15,63,127,255,126,124,
56,16
2870 SYMBOL 245,255,231,195,129,0,0,0,
0
2880 SYMBOL 247,0,0,0,0,129,195,231,25
5
2890 SYMBOL 248,15,7,3,1,1,3,7,15
2900 SYMBOL 246,240,224,192,128,128,19
2,224,240
2910 SYMBOL 249,255,255,255,255,255,25
5,255,255
2920 SYMBOL 220,1,7,15,31,63,127,127,2
55
2930 SYMBOL 221,128,224,240,248,252,25
4,254,255
2940 SYMBOL 222,255,254,254,252,248,24
0,224,128
2950 SYMBOL 223,255,127,127,63,31,15,7
,1
2960 SYMBOL 224,129,0,0,0,0,0,0,129
2970 '          Program written By N.Robi
nson. 1986.
2980 RETURN
```

AMSTRIV

AMSAVE

```
5 REM AMSAVE datamaker for Amstriv'
10 DIM ca$(5)
20 DIM q$(5,400),num(5)
30 BORDER 12:SPEED INK 30,30:SPEED KEY
 100,100:KEY 4,"speed key 10,3"+CHR$(1
3)
40 GOSUB 1820: GOTO 150
50 OPENIN "file"
60 INPUT #9,num
70 INPUT #9,c
80 FOR co=1 TO c:INPUT #9,ca$(co),num(
co):NEXT co
90 REM dim q$(c,400) (see line 1)
100 FOR co=1 TO c
110 IF num(co)<400 THEN FOR cc=1 TO nu
m(co):INPUT #9,q$(co,cc):NEXT cc ELSE
xx=INT((num(co)-400)*RND):FOR cc=xx TO
 xx+400:INPUT #9,q$(co,cc):NEXT cc
120 NEXT co
130 CLOSEIN
140 RETURN
150 KEY 9,"mode 2:ink 1,22:ink 0,0:pen
 1:paper 0:list"+CHR$(13)
160 KEY 0,"run"+CHR$(13):KEY 8,"edit "
170 CLS:MODE 1:PEN 1:PAPER 0:INK 1,24:
INK 0,3
180 PRINT"    Press space to load & ad
d to an ":PRINT:PRINT"  existing file
else press any":PRINT:PRINT"  other ke
y to start a new one"
190 x$=INKEY$:IF x$="" THEN 190 ELSE I
```






```
F x$=" " THEN GOSUB 50 ELSE 200
200 IF x$=" " THEN Nu=0:GOTO 290 ELSE
nu=1
210 CLS:PRINT"   Enter the number of c
at's (3-5)":PRINT:INPUT ">";c:IF c>5 T
HEN c=5 ELSE IF c<3 THEN c=3
220 PRINT:PRINT" Catergories:";c:IF re
do=1 THEN FOR co=1 TO c:PRINT ca$(co):
NEXT
230 FOR co=1 TO c:PRINT" name of cat";
co;":";:INPUT ca$(co):IF LEN(ca$(co))>
5 OR LEN(ca$(co))<1 THEN PRINT" Length
 error..re-do name":co=co-1:GOTO 260
240 IF redo=1 THEN 260
250 num(co)=0:
260 x$=LEFT$(ca$(co),1):x$=UPPER$(x$):
x2$=RIGHT$(ca$(co),LEN(ca$(co))-1):x2$
=LOWER$(x2$):ca$(co)=x$+x2$:NEXT co:IF
 redo=1 THEN redo=0:RETURN
270 CLS:PRINT:PRINT"          Cat's:";c
280 PRINT:PRINT:FOR co=1 TO c:PRINT" C
at";co;":";ca$(co):NEXT co:FOR co=1 TO
 3000:NEXT co
290 REM Main Edit Menu
300 GOSUB 1760:MODE 1::PEN 1:PAPER 0:I
NK 1,22:INK 0,3:BORDER 1
310 CLS:INK 2,20:INK 3,25:INK 0,1
320 PEN 2
330 PRINT:PRINT"                MAIN MEN
U":PEN 1:PRINT"                ---------
"
340 PRINT:PRINT:PRINT"      A:Add to t
he Current file"
350 PRINT:PRINT"      B:Save the Curre
nt file"
360 PRINT:PRINT"      C:Load a new fil
e":PRINT:PRINT"      D:Change catergor
y names"
370 IF num>0 THEN PRINT:PRINT"      E:
Ammend a file entry":PRINT:PRINT"
 F:List Current file"
380 PEN 2:PRINT:PRINT:PRINT"    Enter
Choice..'$' Ends program":PEN 1
390 GOSUB 1760
400 m$=INKEY$:IF m$<>"" THEN 410 ELSE
400
410 m$=UPPER$(m$):IF m$="A" OR m$="B"
OR m$="C" OR m$="D" OR m$="E" OR m$="F
" OR m$="$" THEN 420 ELSE 400
420 IF num=0 AND (m$="E" OR m$="F") TH
EN 400
430 PRINT:PRINT"          Choice:";:PE
N 3:PRINT m$:PEN 1
440 x$=""
450 IF m$="$" THEN CLS:GOSUB 1760::INK
 1,6,26:PRINT:PRINT:PRINT"    ARE YOU
SURE?":WHILE x$="":x$=INKEY$:WEND: x$=
UPPER$(x$):IF x$="Y" THEN INK 1,22:CLS
:PRINT"AMSAVE (By N.Robinson) Terminat
es.":END ELSE INK 1,24:GOTO 290
460 IF m$="D" THEN redo=1:GOSUB 210
470 IF m$="C" THEN GOSUB 1620:IF x$="Y
" THEN GOTO 150 ELSE GOTO 290
480 IF M$="A" THEN GOSUB 540
490 IF m$="E" THEN GOSUB 1010:GOTO 290

500 IF m$="B" THEN GOSUB 1460
510 IF m$="F" THEN GOSUB 1270
520 GOTO 290
530 STOP
540 ' Input Question routine...
```

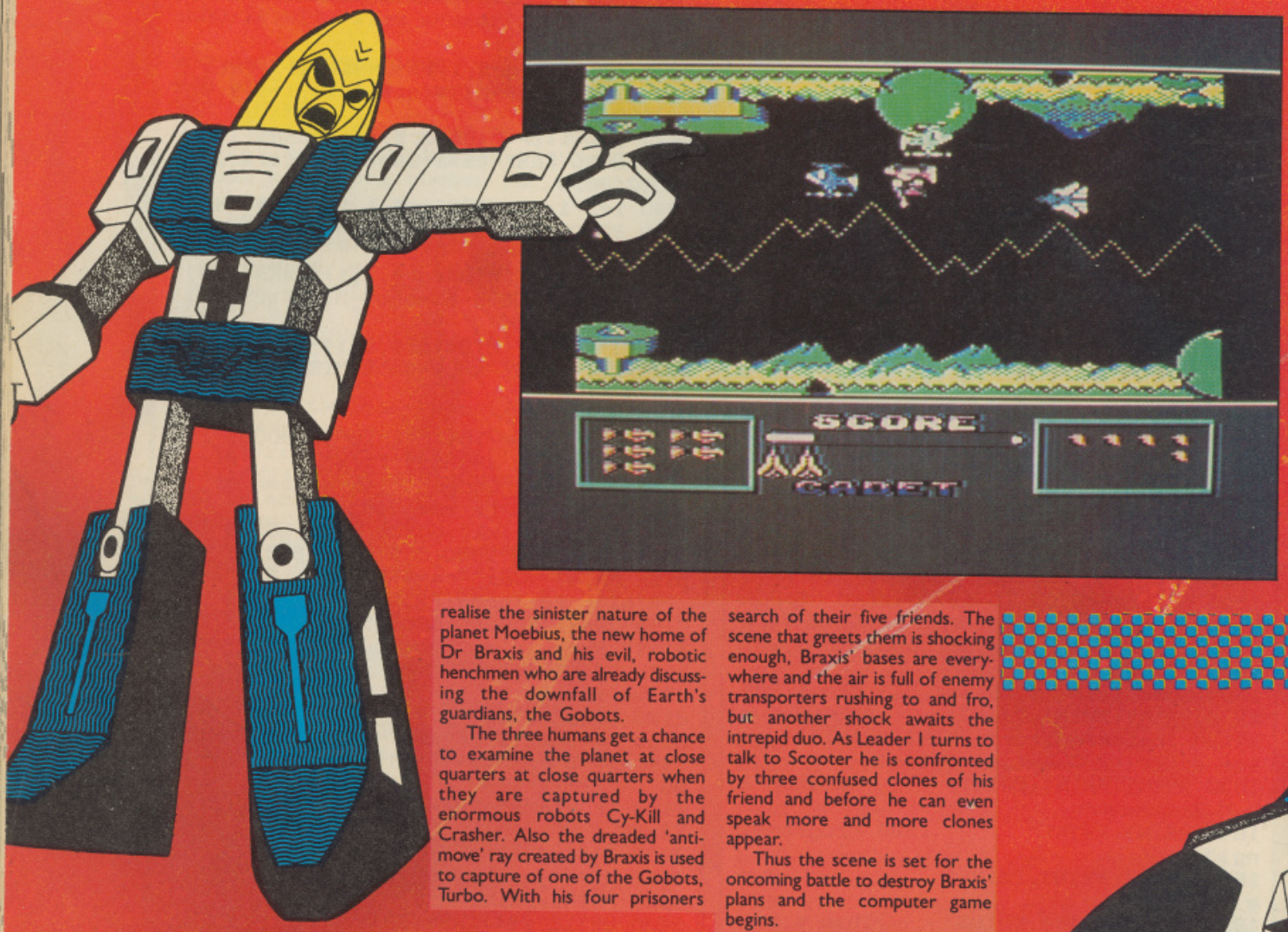
```
550 MODE 1
560 IF cur<>0 THEN WINDOW SWAP cur,0:c
ur=0
570 WINDOW #1,1,40,1,3:WINDOW #2,2,40,
5,8:WINDOW #3,2,19,10,12:WINDOW #4,1,4
0,15,20
580 FOR co=1 TO 4:des=co:GOSUB 1680:CL
S:NEXT co
590 IF cur=4 THEN des=0:GOSUB 1680
600 des=4:GOSUB 1680
610 IF ammend=1 THEN ammend=0:RETURN
620 REM Start adding them questions &
answers..
630 des=1:GOSUB 1680:CLS:LOCATE 2,1:PR
INT "1>";ca$(1);":";num(1);TAB(20)"2>"
;ca$(2);":";num(2)
640 PRINT " 3>";ca$(3);":";num(3);:IF
c>=4 THEN PRINT TAB(20);"4>";ca$(4);":
";num(4) ELSE PRINT
650 IF c=5 THEN PRINT " 5>";ca$(5);":"
;num(5)
660 IF amm=1 THEN des=4:GOSUB 1680:mm$
=" ":GOTO 730
670 des=4:GOSUB 1680:CLS:PRINT:IF num=
1 THEN s$=" There is 1 Question in pre
sent file" ELSE s$=" There are"+STR$(n
um)+" Questions in present file.":PRIN
T s$
680 BORDER 1
690 PRINT:PRINT"  Press <SPACE> to add
 another '^' to     re-do or '$' for o
ptions menu."
700 GOSUB 1760
710 mm$=INKEY$:IF mm$="" THEN 710 ELSE
 IF mm$="$" THEN des=0:GOSUB 1680:m$="
":RETURN
720 IF mm$="^" AND num<1 THEN 700 ELSE
 IF mm$="^" AND num>0 THEN q$(ka,num(k
a))="":num(ka)=num(ka)-1:num=num-1:GOT
O 740
730 IF mm$<>" " THEN 700
740 CLS
750 IF amm=1 THEN 760 ELSE num=num+1
760 ka=0
770 des=4:PRINT:PRINT"Enter Question..
Max length 70 charactors"
780 des=2:GOSUB 1680:CLS:l=70:GOSUB 22
00:qq$=c$:q$=UPPER$(qq$)+"?":CLS:GOSUB
 1900
790 IF amm=1 THEN des=4:GOSUB 1680:GOT
O 810
800 des=4:GOSUB 1680:CLS:PRINT"Length
of question";num;"is";LEN(qq$)+1;"char
actors"
810 PRINT:PRINT" Enter correct answer
(Max 16 long)"
820 des=3:GOSUB 1680:CLS:l=16:GOSUB 22
00:can$=c$:CLS:cr$=UPPER$(can$):PRINT:
PRINT" ";cr$:des=4:GOSUB 1680:CLS:PRIN
T:PRINT" Now enter false answers 1 2 &
3..":PRINT:PRINT" Correct answer:";cr$
830 FOR co=1 TO 3:des=3:GOSUB 1680
840 CLS:l=16:GOSUB 2200:x$(co)=c$
850 x$(co)=UPPER$(x$(co)):des=4:GOSUB
```

```
1680:PRINT" False answer";co;":";x$(co
)
860 des=3:GOSUB 1680
870 NEXT co
880 CLS #2
890 IF amm=1 THEN x$=STR$(k):GOTO 930
900 CLS:des=4:GOSUB 1680:PRINT:PRINT"
Choose catergory number for question..
"
910 GOSUB 1760
920 x$=INKEY$:IF x$="" THEN 920 ELSE I
F x$="1" OR x$="2" OR x$="3" OR x$="4"
 OR x$="5" THEN 940 ELSE 910
930 IF amm=1 THEN q$(k,num(kk))=q$+CHR
$(141)+cr$+CHR$(142)+x$(1)+CHR$(143)+x
$(2)+CHR$(143)+x$(3)+CHR$(143):GOTO 95
0
940 ka=VAL(x$):IF ka>c THEN 920 ELSE n
um(ka)=num(ka)+1:q$(ka,num(ka))=q$+CHR
$(141)+cr$+CHR$(142)+x$(1)+CHR$(143)+x
$(2)+CHR$(143)+x$(3)+CHR$(143)
950 IF amm=1 THEN CLS:PRINT" Question
ammended":GOTO 970
960 CLS:PRINT:PRINT" Question num.";nu
m;"is in ";ca$(ka);" catergory"
970 PRINT" PRESS ANY KEY..."
980 GOSUB 1760:WHILE X$="":X$=INKEY$:W
END
990 IF amm=1 THEN amm=0:RETURN
1000 GOTO 620
1010 REM   Ammend a file entry...
1020 ammend=1:GOSUB 540
1030 des=1:GOSUB 1680:CLS:LOCATE 2,1:P
RINT "1>";ca$(1);":";num(1);TAB(20)"2>
";ca$(2);":";num(2)
1040 PRINT " 3>";ca$(3);":";num(3);:IF
 c>=4 THEN PRINT TAB(20);"4>";ca$(4);"
:";num(4) ELSE PRINT
1050 IF c=5 THEN PRINT " 5>";ca$(5);":
";num(5)
1060 mn$=""
1070 des=4:GOSUB 1680
1080 PRINT:PRINT"   A:Choose question
to ammend":PRINT:PRINT"   B:Return to
main menu"
1090 mn$=INKEY$:IF mn$="" THEN 1090
1100 mn$=UPPER$(mn$):IF mn$="A" OR mn$
="B" THEN 1110 ELSE 1090
1110 IF mn$="B" THEN RETURN
1120 CLS:PRINT:PRINT" Enter catergory
of question '$' aborts"
1130 x$=INKEY$:IF x$="" THEN 1130
1140 IF x$="$" THEN RETURN ELSE IF x$=
"1" OR x$="2" OR x$="3" OR x$="4" OR x
$="5" THEN 1150 ELSE 1130
1150 k=VAL(x$):IF k>c THEN 1130
1160 PRINT:PRINT"   Cat:";ca$(k)
1170 IF num(k)<1 THEN PRINT:PRINT"  No
 Questions in that catergory":FOR co=1
 TO 3000:NEXT co:RETURN ELSE PRINT:PRI
NT" Question no.( 1 -";num(k);") To am
mmend"
1180 l=3:GOSUB 2200:x$=c$
1190 kk=VAL(x$)
1200 IF INSTR(q$(k,kk),"COW") >0 THEN
PRINT:PRINT"   No chance Bud..":FOR co
=1 TO 1000:NEXT co:RETURN
1210 GOSUB 2120
1220 IF ab=1 THEN ab=0:RETURN ELSE ab=
0
1230 amm=1:GOSUB 620
```

```
1240 CLS:IF cur<>4 THEN des=4:GOSUB 16
80
1250 CLS:GOTO 1010
1260 STOP
1270 REM   List the Questions & Answer
s here people...
1280 MODE 1:PRINT:PRINT"    Enter cate
rgory to list Bud.."
1290 PRINT:PRINT:FOR co=1 TO c:PRINT c
o;">";ca$(co):NEXT co
1300 GOSUB 1760:WHILE x$="":x$=INKEY$:
WEND
1310 IF x$="1" OR x$="2" OR x$="3" OR
x$="4" OR x$="5" THEN 1320 ELSE 1300
1320 IF VAL(x$)>c THEN 1300
1330 CLS:PRINT:PRINT"     Cat' listing
:";ca$(VAL(x$))
1340 WINDOW 2,40,5,25
1350 ama=VAL(x$)
1360 IF num(ama)=0 THEN RETURN
1370 FOR liz=1 TO num(ama):qr$=q$(ama,
liz):GOSUB 2030:GOSUB 1920:PRINT:PRINT
" Correct answer:";can$:PRINT:PRINT"
 False answers (in num' Order):"
1380 PRINT:PRINT ana$:PRINT anb$:PRINT
 anc$
1390 PRINT:PRINT"   Question";liz;"of
cat' number";amanda
1400 PRINT:PRINT" Hit <SPACE> to cont'
 or '$' to abort"
1410 GOSUB 1760:WHILE x$="":x$=INKEY$:
WEND
1420 IF x$=" " OR x$="$" THEN 1430 ELS
E 1410
1430 IF x$=" " THEN CLS:NEXT liz:RETUR
N
1440 liz=num(ama)+1:x$=" ":GOTO 1430
1450 END
1460 REM    Save the file
1470 CLS:MODE 1:INK 0,3:INK 1,26:PEN 1
:PAPER 0
1480 PRINT:PRINT"  WARNING!!  Make sur
e Cassette is in ":PRINT:PRINT"   Then
 Press 'A' to save or...":PRINT:PRINT"
  '$' To return you to the Main Menu."

1490 PRINT:PRINT"                Enter Cho
ice.."
1500 GOSUB 1760:WHILE x$="":x$=INKEY$:
WEND:x$=UPPER$(x$):IF x$="A" OR x$="$"
 THEN 1520 ELSE 1500
1510 x$="B"
1520 IF x$="B" THEN GOSUB 1790
1530 IF x$="$" THEN RETURN
1540 FOR sharon=1 TO c:IF num(sharon)<
1 THEN er=1:NEXT Sharon
1550 IF er=1 THEN er=0:PRINT:PRINT"
 There is no questions in a/some":PRIN
T:PRINT"  catergory/ies PUT SOME IN..N
OW!!":FOR lesley=1 TO 4500:NEXT:RETURN
1560 PRINT:PRINT"   Please wait a mome
nt....."
1570 OPENOUT "file"
1580 WRITE #9,num:WRITE #9,c:FOR co=1
TO c:WRITE #9,ca$(co),num(co):NEXT co
1590 FOR co=1 TO c:FOR cc=1 TO num(co)
:PRINT co,cc:WRITE  #9,q$(co,cc):NEXT
cc,co
1600 CLOSEOUT:PRINT:PRINT"    Data-fil
e written":RESTORE:FOR co=1 TO 1000:NE
XT co:RETURN
```

```
1610 END
1620 REM Really wanna new file?
1630 CLS:PRINT:PRINT"     Are You Sure?
"
1640 GOSUB 1760
1650 WHILE x$="":x$=INKEY$:WEND
1660 RETURN
1670 END
1680 REM window swap as usual here
1690 IF cur=des THEN RETURN
1700 IF cur=0 THEN WINDOW SWAP 0,des:G
OTO 1720
1710 WINDOW SWAP cur,0:WINDOW SWAP 0,d
es
1720 cur=des:PAPER 1:PEN 0
1730 RETURN
1740 :NEXT co:RETURN ELSE PRINT:PRINT"
Enter Question no.(1 -";num(k);") To a
mmmend"
1750 END
1760 '
1770 WHILE x$<>"":x$=INKEY$:WEND
1780 RETURN
1790 REM  3000 baud speed routine FOR
TAPE ONLY. DO NOT USE FOR DISKS!!!!
1800 FOR co=&B700 TO &B709:READ n$:POK
E co,VAL(n$):NEXT co:CALL &B700:DATA &
21,&6e,0,&3e,&0f,&cd,&68,&bc,&c9,0,0
1810 RETURN
1820 MODE 1:INK 1,15:INK 0,3:PEN 1:PAP
ER 0:PRINT:PRINT:PRINT"     AMSAVE Que
stion loader/editor":PRINT:PRINT"
For Amstriv' Question files"
1830 PRINT:PRINT:PRINT"       Written B
y N.Robinson"
1840 PRINT:PRINT"        (EGG Programmi
ng)"
1850 PRINT:PRINT:PRINT"                Jun
e 1986"
1860 PRINT:PRINT:PRINT"     This & Oth
er AMSTRIV' Programs ":PRINT:PRINT"
  Written By N.Robinson."
1870 INK 2,26,3:SPEED INK 20,10:PEN 2:
PRINT:PRINT"          Press any key...
"
1880 GOSUB 1760:WHILE x$="":x$=INKEY$:
WEND
1890 RETURN
1900 REM print question in window #1
1910 des=2:GOSUB 1680
1920 CLS
1930 REM
1940 IF LEN(q$)>=38 THEN GOSUB 1990 EL
SE q1$=q$:q2$=""
1950 FOR co=1 TO LEN(q1$):LOCATE 2+co,
2:PRINT MID$(q1$,co,1):NEXT co
1960 IF q2$="" THEN RETURN
1970 FOR co=1 TO LEN(q2$):LOCATE 1+co,
3:PRINT MID$(q2$,co,1):NEXT co
1980 REM XX? WINDOW SWAP 1,0
1990 REM check line overspill
2000 x=39
2010 x=x-1:IF MID$(q$,x,1)=" " OR MID$
(q$,x,1)="," OR MID$(q$,x,1)="." OR MI
D$(q$,x,1)="?" THEN q1$=LEFT$(q$,x):q2
$=RIGHT$(q$,(LEN(q$)-x+1)) ELSE IF x>1
 THEN 2010 ELSE PRINT"error 690":STOP

2020 RETURN:REM To 630
2030 REM quest & answ slice time.NOW!
2040 q$="":ANA$="":ANB$="":ANC$="":CAN
$=""
2050 l=1
2060 IF MID$(qr$,l,1)=CHR$(141) THEN 2
070 ELSE q$=q$+MID$(qr$,l,1):l=l+1:GOT
O 2060
2070 l=l+1:IF MID$(qr$,l,1)=CHR$(142)
THEN 2080 ELSE can$=can$+MID$(qr$,l,1)
:GOTO 2070
2080 l=l+1:IF MID$(qr$,l,1)=CHR$(143)
THEN 2090 ELSE ana$=ana$+MID$(qr$,l,1)
:GOTO 2080
2090 l=l+1:IF MID$(qr$,l,1)=CHR$(143)
THEN 2100 ELSE anb$=anb$+MID$(qr$,l,1)
:GOTO 2090
2100 l=l+1:IF MID$(qr$,l,1)=CHR$(143)
THEN 2110 ELSE anc$=anc$+MID$(qr$,l,1)
:GOTO 2100
2110 RETURN
2120 '    From 1037 (this is 9000) ? Q
uestion to be amended first
2130 ' K=Cat number     KK=Number of th
e question to be amended...
2140 qr$=q$(k,kk):GOSUB 2030:GOSUB 190
0:des=4:GOSUB 1680:CLS:LOCATE 2,1
2150 PRINT" Cor:"can$:PRINT"  F1:"ana$
:PRINT"  F2:"anb$:PRINT"  F3:"anc$
2160 des=1:GOSUB 1680:CLS:LOCATE 2,2:P
RINT" Here is current question"kk"of C
at"k:PRINT:PRINT"  <Space> to amend or
 $ to abort..."
2170 GOSUB 1760
2180 x$=INKEY$:IF x$="" THEN 2180 ELSE
 IF x$="$" OR x$=" " THEN 2190 ELSE 21
80
2190 IF x$="$" THEN ab=1:RETURN ELSE R
ETURN
2200 '  Input routine
2210 c$="":m=0:cl=0:x$=""
2220 PRINT:PRINT">";
2230 WHILE x$<>CHR$(13)
2240 x$=""
2250 PRINT"+";:PRINT CHR$(8);:PRINT" "
;CHR$(8);:x$=INKEY$:IF x$="" THEN 2250

2260 IF ASC(x$)=13 THEN PRINT:GOTO 231
0
2270 IF ASC(x$)<32 THEN x$="":GOTO 225
0
2280 IF x$=CHR$(127) AND LEN(c$)>0 THE
N PRINT" ";:PRINT CHR$(8);:PRINT CHR$(
8);" "CHR$(8);:c$=LEFT$(c$,LEN(c$)-1):
GOTO 2310 ELSE IF x$=CHR$(127) AND LEN
(c$)<1 THEN 2310
2290 x$=UPPER$(x$):c$=c$+x$:IF LEN(c$)
>1 THEN PRINT CHR$(7);:x$="":c$=LEFT$(
c$,(LEN(c$)-1))
2300 PRINT x$;
2310 WEND
2320 IF RIGHT$(c$,1)=" " THEN c$=LEFT$
(c$,(LEN(c$)-1)):GOTO 2320
2330 cl=LEN(c$):IF cl<1 THEN c$="":x$=
"":PRINT CHR$(7):GOTO 2210
2340 RETURN
```

AMSTRIV



Title:	**The Challenge of the Gobots**
Computer:	**C64**
Supplier:	**Ariolasoft**
Price:	**£9.99 (cass) £14.99 (disk)**

Take a long, thin strip of paper by its two ends, put a twist in it and join the ends with tape to form a circle. Next place a pen on the paper and start to draw a line around the ring. Continue running the pen along the paper's surface and eventually you'll meet the point where you started. Undo the tape and you'll see that you've drawn on both sides of the paper! This is a Moebius ring, the basis of the Challenge of the Gobots.

In the command centre relaxation room, Matt, AJ and Nick are discussing the discovery of a planet on the dark side of Saturn. A planet with only one side may seem impossible but that is what they've found. Fascinated by the strange phenomenon, they don't realise the sinister nature of the planet Moebius, the new home of Dr Braxis and his evil, robotic henchmen who are already discussing the downfall of Earth's guardians, the Gobots.

The three humans get a chance to examine the planet at close quarters at close quarters when they are captured by the enormous robots Cy-Kill and Crasher. Also the dreaded 'anti-move' ray created by Braxis is used to capture of one of the Gobots, Turbo. With his four prisoners safely under lock and key, Braxis is confident that soon Earth itself will be under his control.

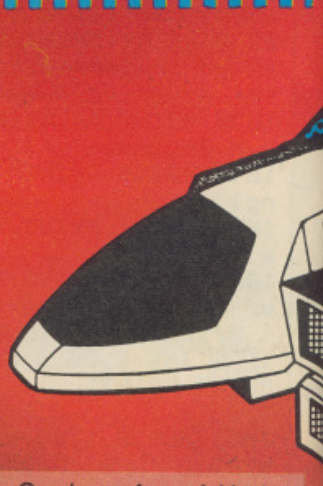
Back at command centre, Pathfinder is the first to notice the red warning light flashing in response to the alarm transmitter which Turbo secretly dropped before his imprisonment on Moebius. Leaving a message for the rest of the team, Leader 1 and Scooter, Pathfinder wings his way to the satanic planet but falls prey to Snoop and Cy-Kill. The hypnosis ray used to pacify Pathfinder renders him a slave to serve alongside the wicked robots in the coming battle against the two remaining Gobots.

Responding to Pathfinder's note, Leader 1 and Scooter finally arrive on the planet's surface in search of their five friends. The scene that greets them is shocking enough, Braxis' bases are everywhere and the air is full of enemy transporters rushing to and fro, but another shock awaits the intrepid duo. As Leader 1 turns to talk to Scooter he is confronted by three confused clones of his friend and before he can even speak more and more clones appear.

Thus the scene is set for the oncoming battle to destroy Braxis' plans and the computer game begins.

Set in a Minteresque world, there are two planet surfaces displayed at the top and bottom of the screen and Leader 1 flies along the channel between them. The top of the screen shows an inverted view of the opposite side of the Moebius ring to that which is represented beneath it. Between the two surfaces a staggering array of enemy craft go about their business and Leader must be careful not to collide with them.

Scooter clones run along the ground between enemy bases which look like giant puff balls waiting to burst.



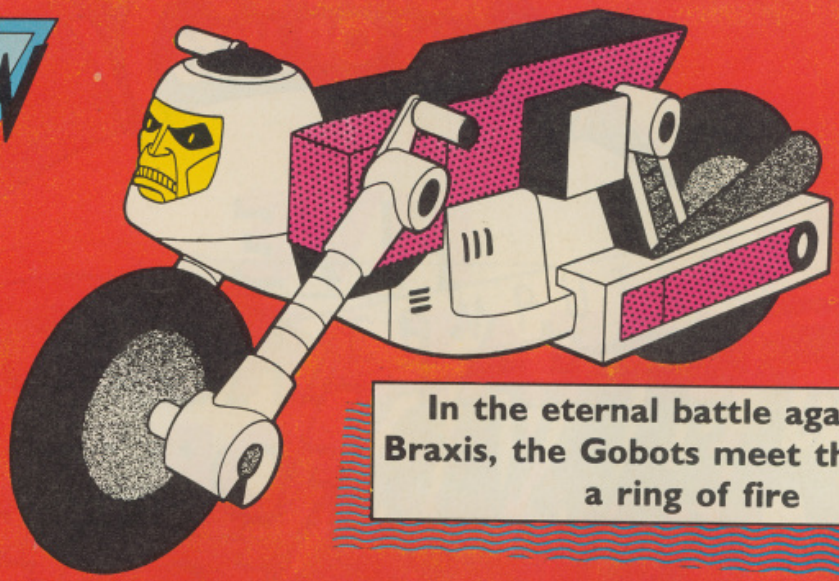
On the surface of Moebius Leader's lasers are useless, neither the guns effect the destruction of the bases. What can Leader do?

Other weapons must be found on the planet. Clones can be captured by Leader if he mines rocks from the planet's surface and uses them to knock out each

"And we can kill them!" gloated Cy-Kill, his fists clenching with thinly-concealed rage. "Better than that!" snapped Dr Braxis. "What could be better than the total destruction of our bitter enemies the Gobots?" asked Crasher. His leader whirled on him. "Building our base on Earth itself, of course! That is what I have always dreamed of, and now, with the help of you and Cog, I shall win. Go!"

Within an hour Cy-Kill and Crasher had returned with the unconscious bodies of Nick, AJ and Matt, caught asleep and unsuspecting by the renegades.

GAMER REVIEW

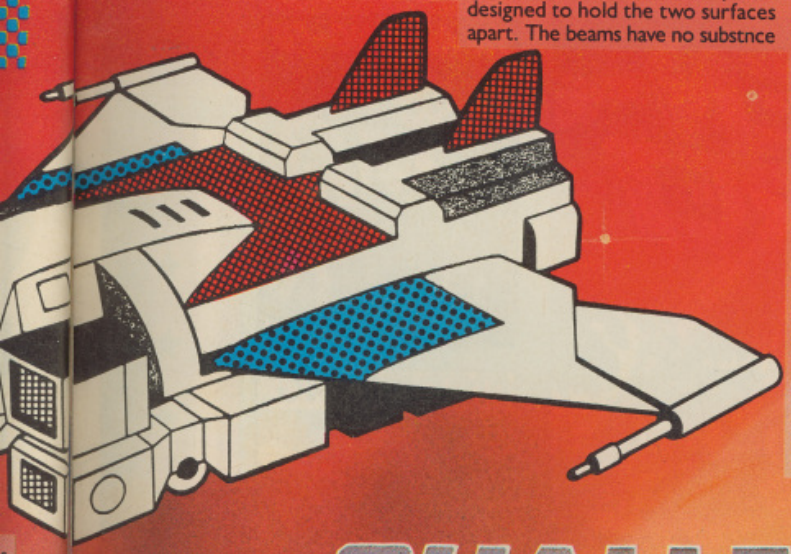


In the eternal battle against Dr Braxis, the Gobots meet their foe in a ring of fire

CHALLENGE OF THE GOBOTS

Scooter. In turn, the captured Scooters can then be used as ammunition with which to bomb the bases. At the same time, Cop-Turs are collecting clones as energy supplies for Gog who is busily rebuilding any destroyed bases.

Certain elements of the game can be set before playing but all the levels are very, very hard. Programmed by Tony 'Loco' Crowther, the game is technically brilliant and the characters break away from his usual chunky style in favour of smaller detailed graphics which allow the profusion of zappable aliens which zip around the screen.



The game requires caution and planning rather than crude shoot-em-up techniques. You can't just fly at full tilt, blasting as you go, because there are indestructible, renegade robots teleporting from one surface to the other. These teleporter beams span the screen and look like massive pillars designed to hold the two surfaces apart. The beams have no substnce and don't affect Leader 1 but collision with a transporting robot brings instant death.

Instead of a traditional numerical scoreboard, the screen sports a bar chart which increases as you progress towards the release of your friends. Success will not be achieved until you destroy all of the bases with kamikaze Scooters and this is no easy task! Avoiding the aliens, you must approach each base so that your Scooter-bomb will arc down into a hole at the top of the base. Success is rewarded by a satisfying explosion as the base is shattered. Failure means a hazardous search for another Scooter.

The success of the television cartoon series and the resultant spin-off toys and other memorabilia guarantee that the game will attract a lot of interest. Those who buy this game will not be disappointed and will be rewarded with a shoot-em-up which out-Minters Llamasoft's quirky Sheep in Space. Far from being a mere rip-off Sheep, Challenge of the Gobots has sufficient originality to set it apart.

Also included in the package is a computer storybook which outlines the story of the Moebius adventure as written by K. Blake and R. Goodley. As the more informed reader will know, Ross Godley is the other programmer who defected from Alligata to Ariolasoft at the same time as Crowther. The text displayed on the screen is supplemented by attractive illustrations which depict the Hanna-Barbera characters simply but very effectively. It's a pity that the text is not so well penned.

I thoroughly enjoyed playing the game at Ariolasoft's offices but I did have the advantage of being able to turn off the alien threat. Even so, the game was difficult to complete and with the collision detection turned on again the game is incredibly tough. This must rate as one of the best shoot-em-ups of all time. Defender deluxe!

SCORELINE

Impact	90%
Originality	60%
Gameplay	95%
X-Factor	90%
OVERALL	**82%**

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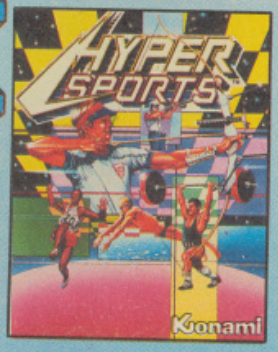

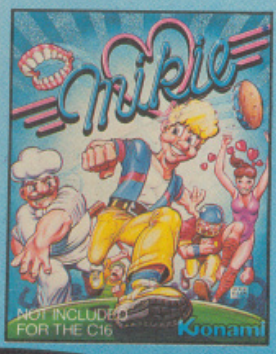

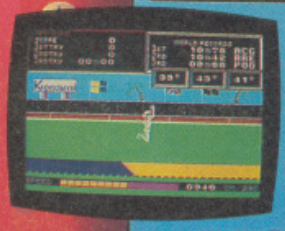

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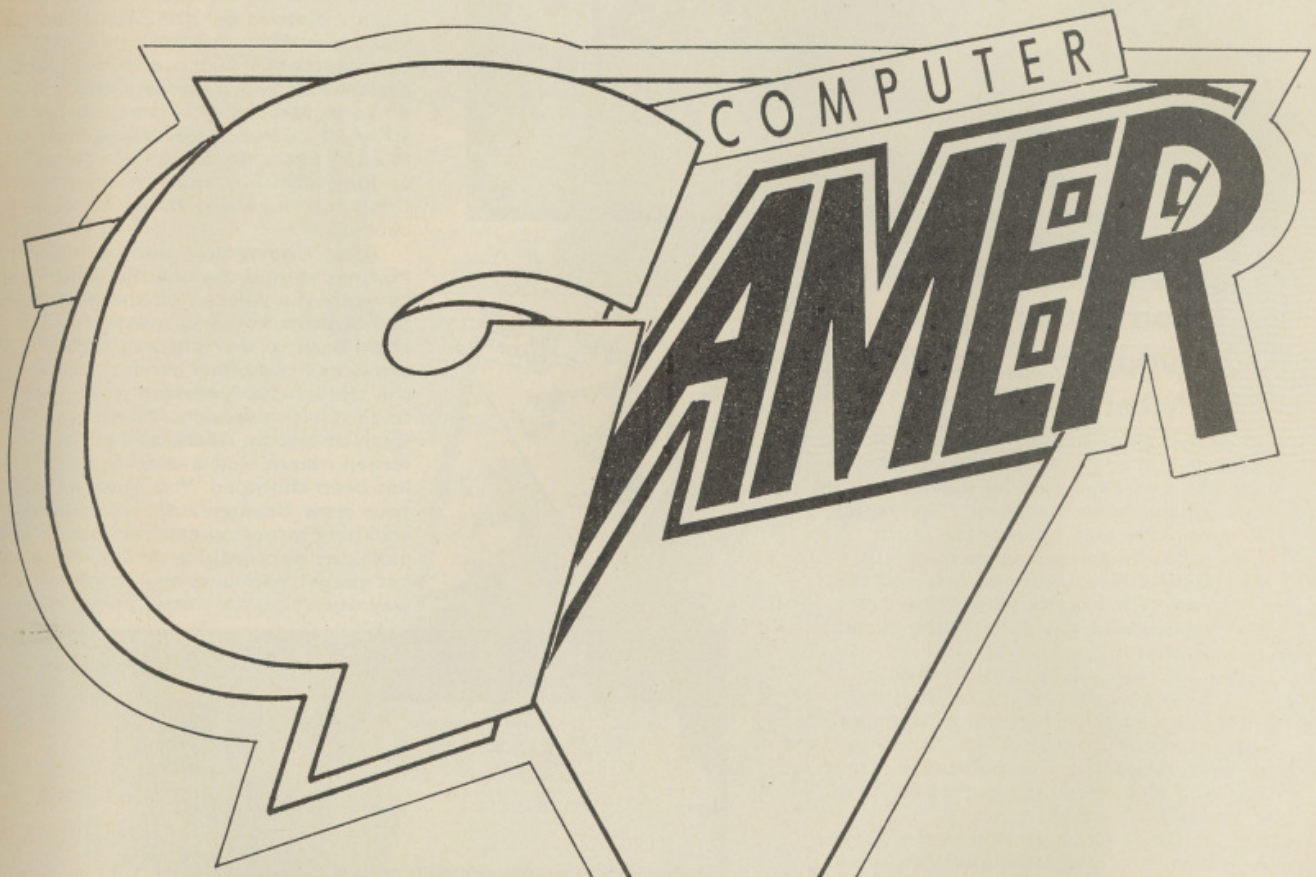

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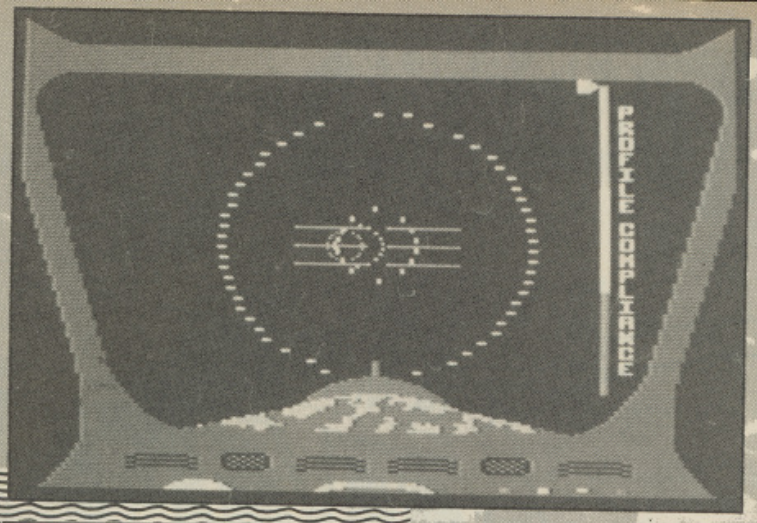
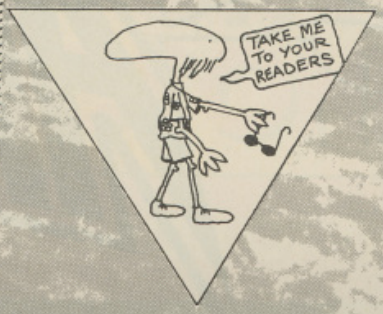


Title:	**Aliens**
Computer:	**C64**
Supplier:	**Activision**
Price:	**£9.99**



This game should be subtitled Aliens American Style. The game requires you to compete in six separate game sequences to save Ripley, Newt, the marines and the rest of humanity from hordes of Aliens who now inhabit the planet Archeron.

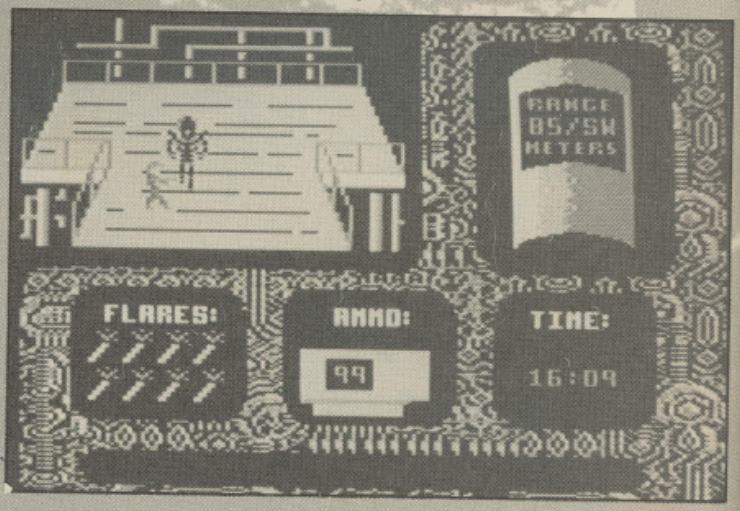
Ripley has been to Archeron before as part of the crew of the doomed ship Nostromos that was eaten by a single Alien. Now you must return to battle with a planet full of them in the second game of the film sequel.

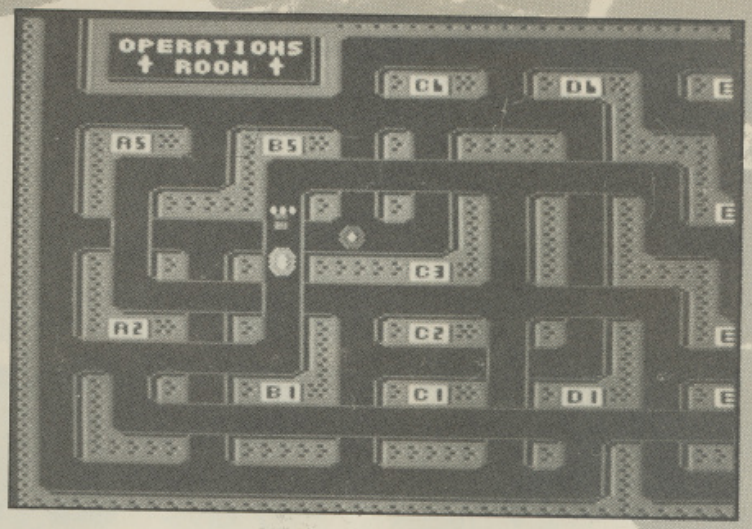
The British version of the game was reviewed in February's Gamer. It used the film to set the mood of the game whereas this American version goes for the plot.

The game opens with a text introduction detailing Ripley's interrogation on her return. She brings news that there's now an Alien colony on Archeron. You must join Ripley and a squad of Marines on the subsequent bug hunt. The crew are briefed, using comic style speech bubbles, and you also undergo an equipment identification test before starting game one.

Remember an awful old Activision game called Master of the Lamps? Remember the part where you guide your character through a moving tunnel? Game one is similar except that you steer your ship down to the planet's surface. If you stray off course however you have to start again, to complicate things an ion storm hits you just when you think you're getting things under control.

After landing you send out four Marines to find the enemy. Unfortunately the Aliens find them first and in game two you must get them back to the safety of their armoured personnel carrier. This is the closest the American game gets to the British version. TV screens warn of nearby Aliens and a blank screen means that a crew member has been chomped. You must move your crew through a 3D maze while watching a motion tracker that plots any approaching Aliens. If you get caught you have to gun your way out.





In game three they've got you cornered, but you have a slim chance of escaping *if* you can hold them back with your flame-thrower while the others cut through to the air duct. The Aliens come at you in waves. You must fry or frighten them with your flame-thrower. If they get past you they'll chomp your marines and if they get them all before the others cut through you're doomed.

The game is not as easy as it sounds as you have to guard a wide corridor and the Aliens swarm at you at alarming speeds — one wrong move means supper time for an Alien with the loss of yet another marine.

The scramble around the air duct is the most disappointing part of the game as it's a Pacman style chase around a maze as you try to find your way back to the ship. Every time you're caught by an Alien a marine — a white dot — is chomped.

Finally the Marines set a time bomb to blow up the Aliens. With only 17 minutes to go Ripley has her work cut out as she sets off to rescue Newt, the compulsory cute kid. Again, you must navigate a maze, frying aliens as you go, while you track down Newt using the range locator at the top of the screen.

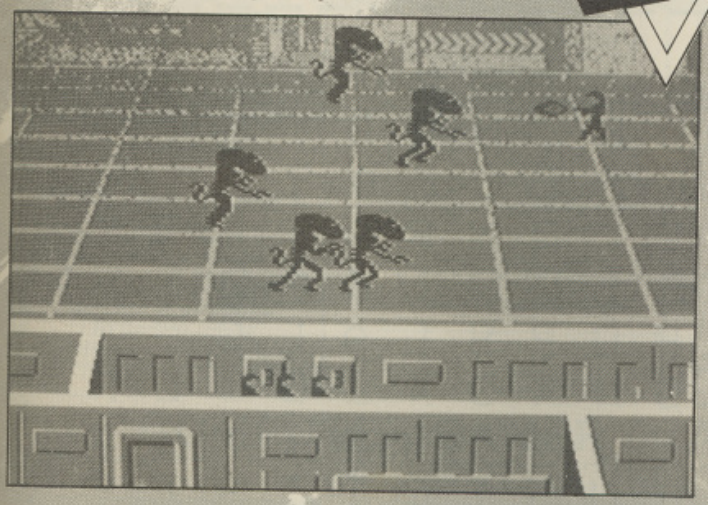
Finally, Ripley comes face to face with the Queen Alien in a duel to the death. With your designer robotic exoskeleton power-loader you must deflect the Alien who attempts to grab you. To win the game you must dump her through the air lock.

Aliens is a typical American multi-screen game in which fast action takes priority and graphics take a back seat.

Over here we're used to great gameplay *and* great graphics however. Although there are some impressive screens — the briefing and final battle — the rest are hampered by stick man animation.

Overall I prefer the British game but this runs a close second. Unbelievably a film has managed to inspire *two* good spin-off games!

GAMER REVIEW



SCORELINE

Impact	75%
Originality	65%
Gameplay	60%
X-Factor	70%
OVERALL	**80%**

E N S

GAMER COMPETITION

winter events

Fancy a copy of Anco's MSX winner Winter Events? Well, to be in with a chance all you need do is flex your intellectual muscles on our word square.

It shouldn't prove too slippery a task but we have made it a little more difficult by hiding a seventh event in the square — the other six are listed below. However, finding number seven should be easier than skating on thin ice providing you are in step with the other six.

The names of the seven winter sports are hidden vertically and diagonally in the word square so just circle the letters. All the words are in straight lines but may be printed backwards or forwards.

Once you have completed the square send it and the attached form to: MSX Winter Events, Computer Gamer, ASP Ltd., 1 Golden Square, London WIR 3AB, to arrive not later than April 30th. For the conditions of entry see the standard rules on page 90 of this issue.

1. Biathalon
2. Bobsleigh
3. Ski Jump
4. Slalom
5. Downhill
6. Speed Skating

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Title: Return of the Space Warrior
Computer: C64
Supplier: The Power House
Price: £1.99

This game shows how far the C64 hasn't moved on. Why Alpha Omega's Power House should drag this old chestnut out defeats me. A handful of UDG's (user defined graphics), a few sprites and away you go.

The game consists of three platform levels. Your ship appears on a special pad on one of the platforms, closely followed by the enemy ships. By tapping the fire button you rise and fall, at the same time you can move left or right.

The enemy ships zip around the screen and the idea is for you to land on them! Also, as they disappear their cargo falls out and you have to catch it before it lands to win a bonus. If the cargo does reach the ground you still have to get it or else it turns into a super-mean blue ship. If you take too long wiping out your quota of ships a mothership appears and chases you around the screen.

Screen after screen of bumper car action gets very boring and dull graphics don't help. As a freebie the game would be great entertainment, as a paid for it's nothing.

Talking of freebies, a music track follows the game on the tape. No, not the music which could or should have accompanied the game but a dull, undistinguished bit of pop muzak which competes with the game for the duffer award.

Nice try Power House, but get your act together otherwise you'll become Poor House. **ED**

SCORELINE

Impact	10%
Originality	5%
Gameplay	30%
X-Factor	5%
OVERALL	**13%**

Title: Tomb of Syrinx
Computer: Spectrum
Supplier: The Power House
Price: £??????????????

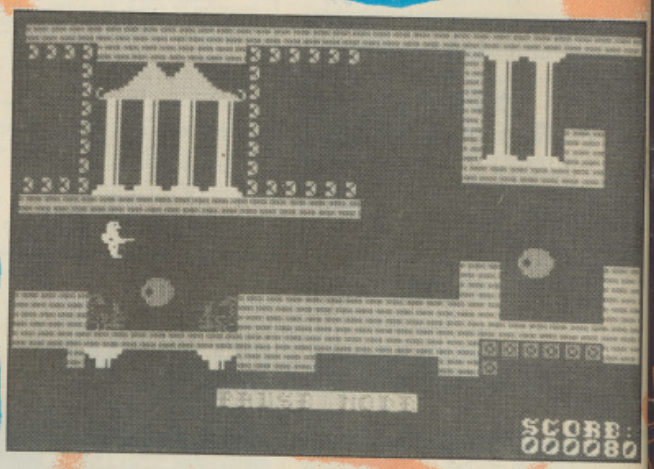
This is a budget arcade adventure and, oh boy does it show. You have entered the Tomb of Syrinx and must try to escape with your life intact *and* whatever treasures you can acquire.

The game consists of a large maze, which you must explore as you try to find the five keys that are the key to escape. Armed with only a laser gun you need to protect yourself against various hazards as you wander around the maze. You walk into some of these, others materialise after you have been stuck in the same spot for some time.

The graphics depict a fairly crude representation of a temple/tomb and seem to consist mainly of piles of bricks and Greek columns. The main problem with the game though is not the graphics but the scrolling or rather lack of it. Every time you move you have to wait for the screen to catch you up. The result is jerky and frustrating, and not the sort of thing that you expect in 1987. After all, it's not as if scrolling is a particularly new or difficult technique. My advice? Go and spend your money elsewhere. This game is dreadful. **GH**

SCORELINE

Impact	30%
Originality	30%
Gameplay	25%
X-Factor	25%
OVERALL	**28%**



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