AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION NO. 18
STARDATE SEPTEMBER 1986

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Computer GAMER

INFILTRATOR

W.A.R.

DRAGONS LAIR

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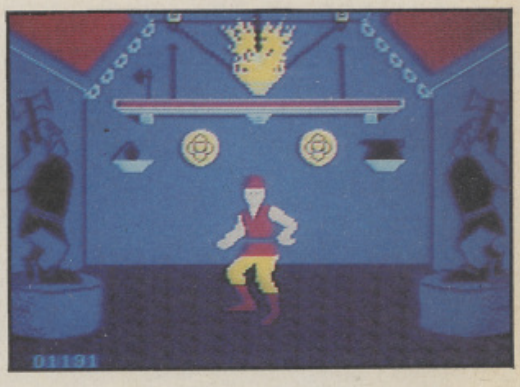

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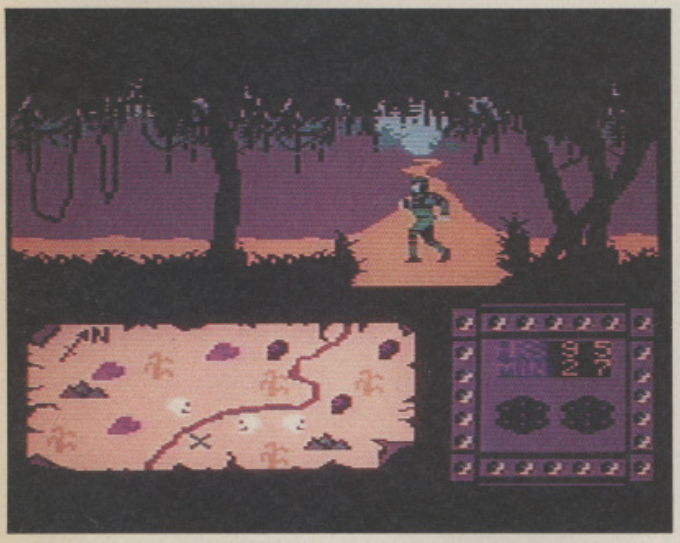
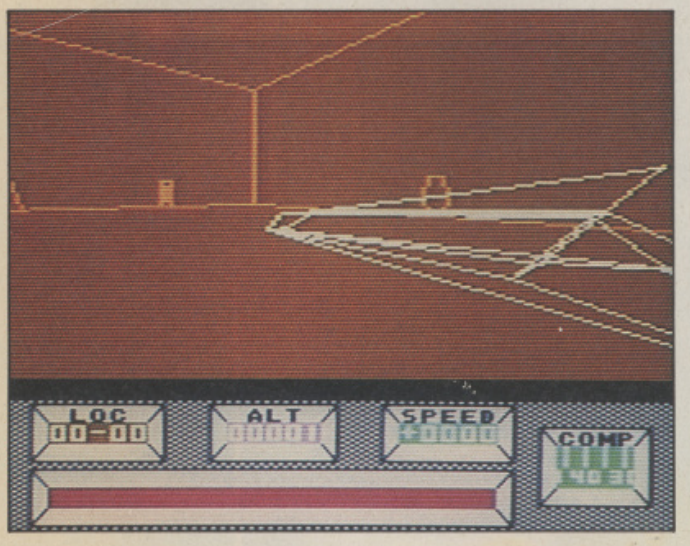


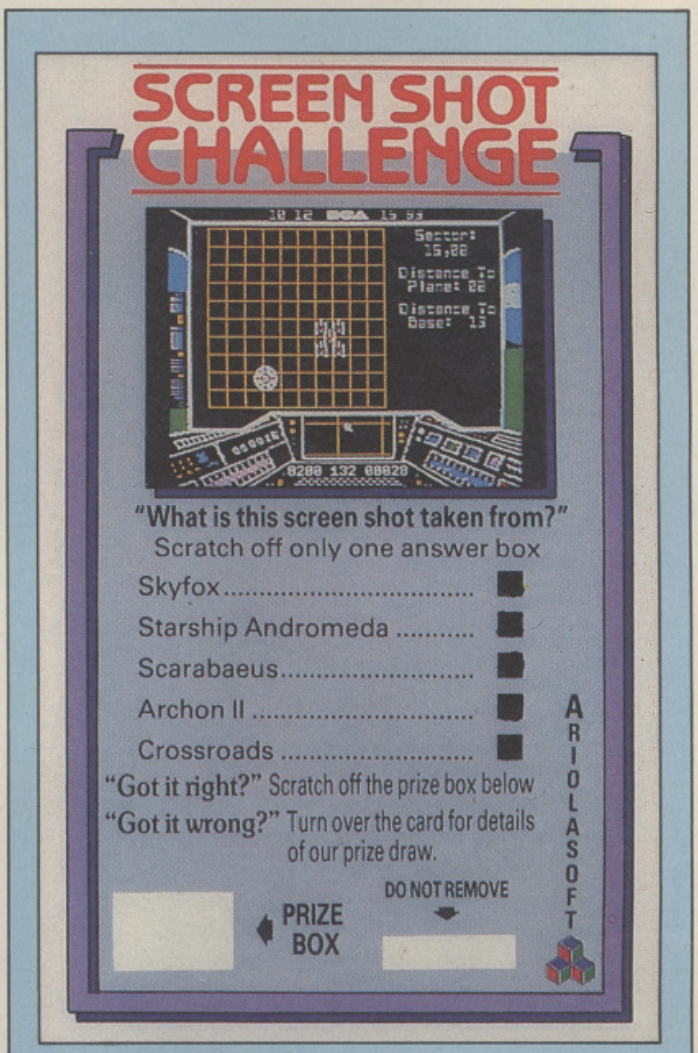
Flash is Back!

Flash Gordon is Back to battle against the evil Emperor Ming in a Mastertronic M.A.D. game.

The screenshot is taken from a pre-production copy of the game and shows Flash battling through a jungle in which you must blast snakes, spiders and cavemen.

Add to that a fight scene, a bike ride and the palace itself and you have a game worthy of the great man's comeback. Will Flash save the world? All will be revealed in September.





Spot the Screenshot!

You've tried Spot the Ball and Spot the difference and perhaps even Spot the odd one out, now Ariolasoft offer you the chance to play Spot the Screenshot!

Every Ariolasoft game now comes complete with a Spot the Screenshot game card. All you have to do is guess the game from a list of options. Get it right and you could win a variety of prizes including badges, discount tokens and free games. Plus you also get a chance to enter a prize draw and a chance to win a 128k computer.

Mercenary Newtown Hits the Streets

No, not a computer version of Milton Keynes, but 'Mercenary, the Second City' a new dataset for existing Mercenary owners.

Second City (or Mercenary 1.5 to its friends) is an addition to the original Mercenary game. You load in the game and then load in the extra dataset. This puts you in a similar situation to the original Mercenary, but with a whole different city and colony craft to explore.

To recap: Mercenary was the hit game launched last year for Commodore and Atari computers. With an 'Elite' style of 3D graphics, with adventure, map making, and exploring aspects to it.

Second City is many times harder than the original game with many more traps and harder puzzles. There is also the inclusion of a 'cheat' room that only the programmer (he says) has the key to (a triangular one for anybody who may be playing the game and looking for a triangular key).

Hangars and lifts are harder to find and they may or may not be working. Some transporters shift the space/time continuum and flip the city into a mirror image of itself — confusing any maps that you may have made completely.

Puzzles abound — like the key you need to get at the start of the game also drops you out of the colony craft and lands you miles away from anywhere!

Novagen reckon that Second City will be the first expansion extra dataset for any game to chart in its own right — perhaps they're on to a good thing here.

The extra set is available for the Atari 8 bits, and the Commodore 64 and Plus/4. These are either on individual tapes or all three formats on a single disk.

Amstrad(!) and Spectrum(!!!) versions are planned soon with Mercenary II due out in the new year. There is also an Atari 16 bit version nearing completion.

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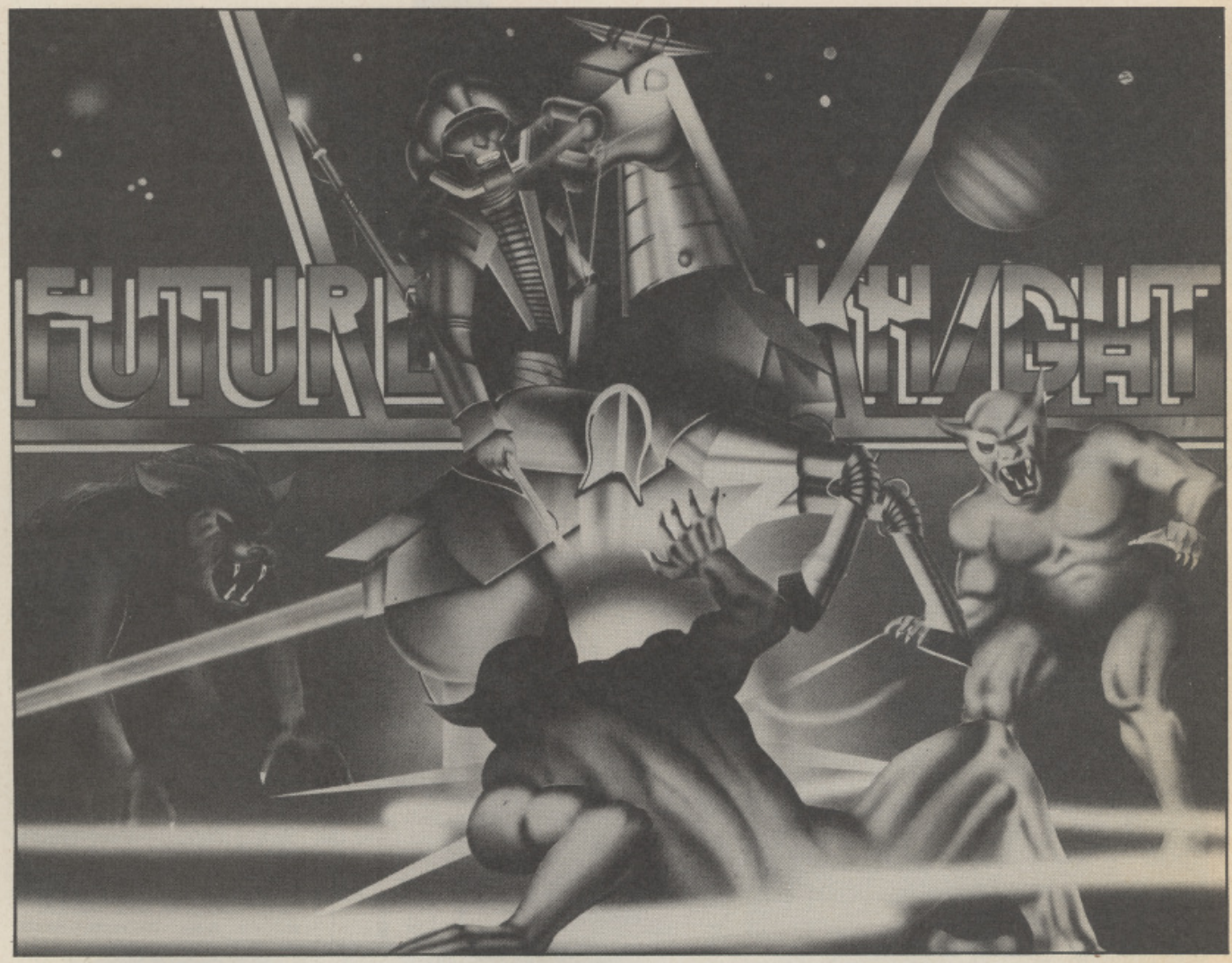

It's a Mad Mad World

An interesting development from Konami and a bit of a problem between their coin-op arcade division and their home video games division.

Most people (especially those who read Computer Gamer) will have heard of the Nintendo video game system with its excellent graphics ability and cartridges that are very similar to a lot of Nintendo coin-op games.

There is a very good reason for this — the circuit boards for the convertible coin-op games from Nintendo have the same circuit boards in them as the home video games. Now the video games cost around £100 and the coin-op games can cost up to £1000.

The upshot of this is that some bright spark worked out that if he rewired the home video games slightly he could sell them as full blown coin-op games at a fraction of the cost!

Understandably Nintendo was not amused...

Gremlin blaze the autumn trail

Gremlin Graphics are set to release four superb games this autumn with the pick of the bunch being Trailblazer.

Trailblazer is an incredible race against time as you guide a spinning, bouncing ball along a route which is charging out of the screen at you at an alarming rate. You can roll your ball left and right, speed up and slow it down as well as bounce by pressing the fire button. Using these controls you must keep on course, avoiding the many hazards in your way. Some squares speed you up, others slow you down, some even reverse your controls usually just before you reach a particularly narrow path or a whole series of gaps through which you will surely plummet losing vital seconds.

The game drives you back for more and more of this punishment on the Spectrum and Amstrad versions but C64 owners are in for a real treat. Imagine two trailblazers racing on the same course using a Pitstop II style of split screen display. You may be able to imagine it but you will have to play it to believe it.

Future Knight is a new style of C64 graphic adventure in which the action takes place on 20 screens of superb scrolling graphics. In fact each screen would actually cover your tv screen six times.

Your quest features your attempts to rescue your beloved maiden from the evil clutches of Spegbott the Terrible and begins in a crashed spaceship, continues in a wood and reaches its climax in a dark dungeon.

During the game not only do you have to explore and collect and use objects, you also have to battle against a variety of nasties including wraiths, robots and incredible looking centipedes.

Footballer of the Year will offer C64, Spectrum, Amstrad, MSX, BBC, Electron and C16 owners the chance to play a football strategy game with a difference. Instead of taking the usual role of a manager you play a player.

You begin your career at 17 in the fourth division and must play yourself to the top. Get into the right team and you could play in FA Cup and European tournaments and may even pick up a lucrative contract with a foreign team. Your aim at the end of the game is simple — become the footballer of the year.

Gremlin are also working on **Avenger**, the follow-up to Way of the Tiger, C16 Monty on the Run and the C64 version of Jack the Nipper.

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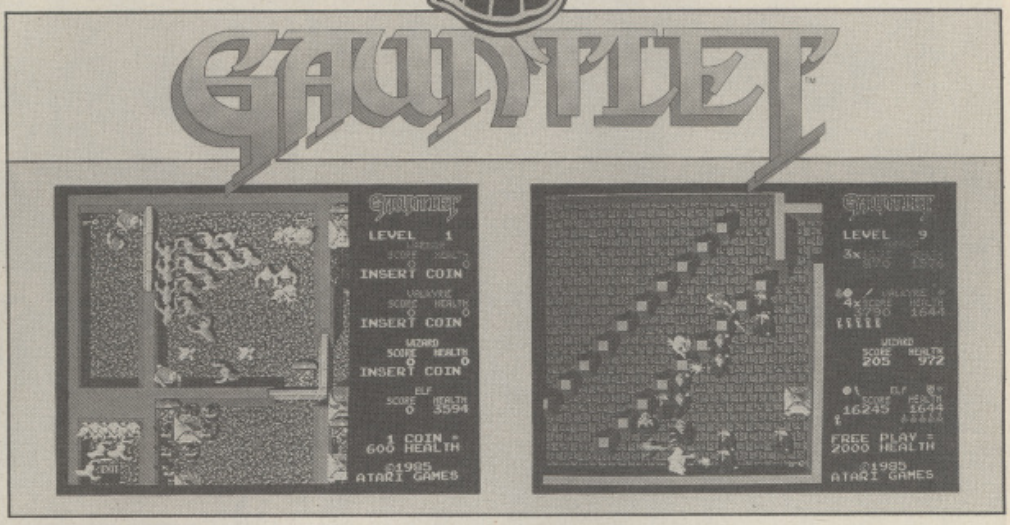

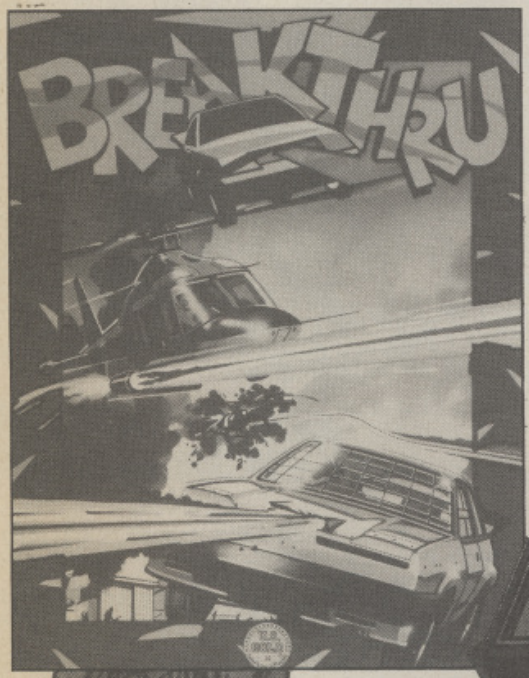

US Gold's coin-op conversions

US Gold's Christmas release list is dominated by computer conversions of coin-op classics.

Gauntlet is the classic role-playing game that has stormed the arcades in both its two player and four player versions. According to US Gold the computer version (to be available for C64, Spectrum, Amstrad, Atari and MSX computers) will be a two player game but will allow the players to select from any of the game's four characters each featuring unique abilities. For a full player's guide to the coin-op machine see our June '86 issue. The tips given to that should work as US Gold claim the whole dungeon has been recreated.

Breakthru is a copy of a Dataeast game and is described as "Rambo and Commando combined, but in a jeep". As the action unfurls you have to blast your way through the enemy in your highly mobile jeep.

Express Raider continues the kung-fu action of Dataeast's previous hit Kung-fu Master but in this scenario you are trying to rob a train. In one part of the game you are leaping from carriage to carriage fighting guards

NEWS NEWS NEWS

as you go only to be whisked away, sat on your horse and then have to shoot people shooting you from the train.

Xevious is an all out shoot 'em up that was popular in the arcades about 18 months ago and involves zapping anything in sight before they get you.

US Gold plan to back up their coin-op capers with the release of four other games and some long awaited conversions.

Revolution is the first game to come out of the new deal with Vortex and is due out on the Spectrum and Amstrad in November. Meanwhile, Alien Highway is to appear in the next batch of Americana games along with the underrated Hes Games sports simulation that features six sports including archery, diving and weight lifting.

Wrestling and **World Games** are two new titles from Epyx and feature grappling in a square ring in one and a variety of events from around the world in the other, including barrel jumping from Germany and cliff diving in Acapulco.

Undecided whether to do an arcade or adventure based game, their new signing **Masters of the Universe** US Gold have opted to do both. This gives you the choice whether to fight as He-man and Battle Cat against the evil Skeletor with a joystick or through a graphics adventure. C64, Spectrum and Amstrad owners can decide in November whereas MSX, BBC and C16 will have to settle for the adventure.

Finally, long awaited conversions expected soon include Amstrad **Impossible Mission**, C16 **Summer Games**, and C16 and MSX **Winter Games**.

Acorn's Last Stand

Acorn Computers seem set to make their last ditch attempt to grab a section of the home computer market before they abandon it in favour of the less lucrative but more stable (ie, Acorn have got it completely sewn up!) educational market.

The new machine is as yet unnamed but its specification is similar to that of the Master 128, launched a few months ago into the educational market.

The new machine will have Master compatibility, 128K of memory, a built in 3½ inch Sony disk drive and a built-in Microvitec monitor. The price — in the region of £450.

Also included in the package is 64K of built-in software including a wordprocessor and terminal emulator.

The main difference is that nearly all of the Master's interfaces have been left out. However, as most home machines don't have masses of interfaces, this should not be a problem. However, two nine pin 'D' sockets (Atari type) for joysticks have been included, which is a departure for Acorn who have used proportional types before now.

Star Trek

Beyond Software are set to release the official Star Trek arcade/strategy game to coincide with the 20th anniversary of the cult science fiction series.

The game is to be written by Mike Singleton whose work has included Lords of Midnight and Quake Minus 1 and will be a cross between Shadowfire and Elite with icons of the main characters (Kirk, Spock, Scottie and co) controlling the Enterprise as they boldly go where no game has gone before.

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The Highlander

The Highlander is a new epic adventure film to be released in a cinema near you at the end of August and is to be the base for a game from Ocean. The film stars Sean Connery and Christophe Lambert and features music by Queen.

Christophe Lambert is Connor Macleod the Highlander, an immortal warrior who battles against his arch enemy the Kurgan for four centuries. During the film Connor is helped and trained by Sean Connery (Ramirez) to prepare for the final battle ...

Fist II

Fist II: The Legend Continues is described as an arcade, adventure, strategy, simulation sequel to the award-winning Way of the Exploding Fist.

The action is set in 100 screens of a hostile land of dark forests and dank swamps in which our hero must punch, kick and leap past ninjas, shoguns, warriors and soldiers as well as the odd wild animal.

Fist II will be available soon in C64, Spectrum and Amstrad versions from Melbourne House and will cost £9.95.

Incidentally, did you know that Rock 'N' Wrestle is sold in the States as Bop and Wrestle?

Durell's Big Four

Durell Software's four most successful games are to appear on one tape. Titled the Big Four, the tape features Turbo Esprit, Saboteur, Combat Lynx and Critical Mass. The Big Four will cost £11.95 and will be available on twin cassette for Amstrad, C64 and Spectrum computers.

Durell also plan for the autumn The Avenging Angel which is the long awaited sequel to Saboteur as well as arcade games Thanatos (features a superbly animated dragon), Chain Reaction ("Ultimate" style arcade adventure), Killos Dos (combat the bugs inside a computer), Sigma Seven (seven arcade games including a 3D space shoot 'em up, an arcade puzzle and a platform game) and Deep Strike (sequel to Combat Lynx).

Rambo Goes Cheap

In last month's article on 'The Great Adventure Game' we neglected to mention the prices. This was a good thing as just after the issue came out we heard that their prices had dropped. The price for the whole day now costs £17.50 with extra ammo at £1 a magazine and 50p for a gas cylinder, and with discounts for groups this represents excellent value for money.

The Great Adventure Game have just completed their first year of operation in this country and a staggering 8,000 people have played the game.

The Great Adventure Game has sites in Hertfordshire, Kent, Surrey and Sussex. For further information ring their head office on 01-940 7644 or their Kent site (the one featured in the article) on 01-960 4941.

Changes are occurring in the upper echelon of the Gamer offices. After 18 months of alien bashing at Argus, Tony Hetherington is leaving for pastures new.

The editor beaming down to take his place is Eric Doyle whose name is no stranger to these pages. He has been a regular contributor to Gamer since its launch and promises a radically new approach to the games scene.

The first change will be a not-so-radical letters page full of your opinions..Are you being hassled about the time you spend on your computer? Have you been ripped off lately? Are you brick-walled by the next stage of your game? Write to Computer Gamer, 1 Golden Square, London W1R 3AB and we'll do our best to supply the cure.

We all wish to thank Tony for his efforts in the past which has made Gamer the best games magazine on the newstands. Good luck and may the new job go with a bang.

NEWS

Starglider

Starglider is a new "air to air and air to ground combat flight simulation" from Rainbird (the people who are still trying to bring you C64 Pawn).

From the Atari St screenshots the game seems to feature battles with line drawn alien ships and curious ground-based walkers.

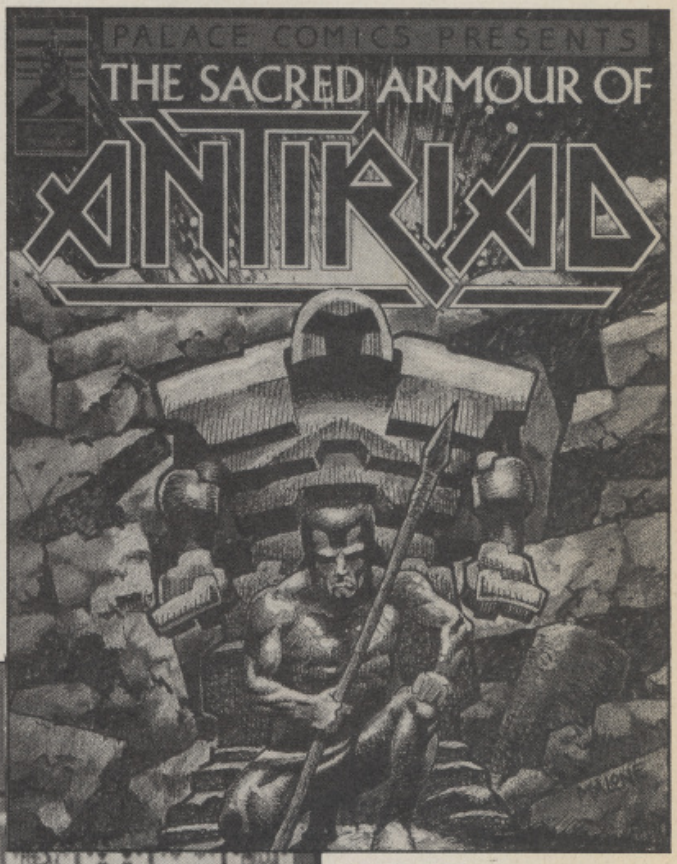
Starglider has its debut on the Atari ST at the end of August with C64, Spectrum and Amstrad versions promised before Christmas.

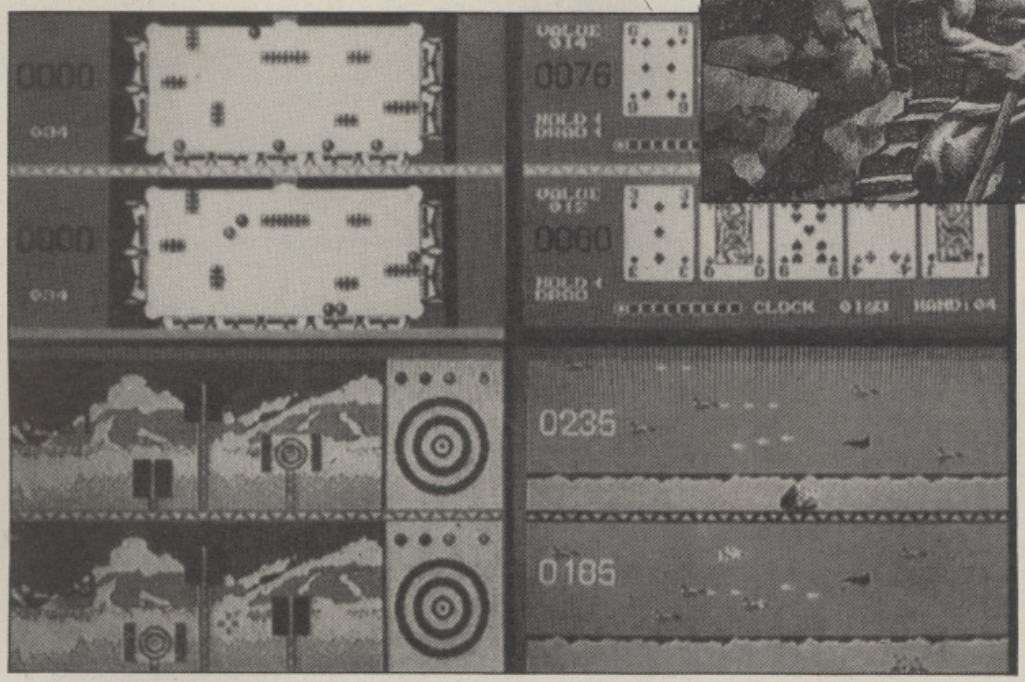
The Sacred Armour

A suit of sacred armour (of Antirad) is the quest of the next game from Palace Software.

In a departure from their Cauldron series, the game which will be available for both the Spectrum and C64 features a running, jumping, crouching, rock hurling hero who must search for the sacred armour.

Should he find it, the screen will burst into life showing the instruments that control the armour's powers. With this armour you may be able to destroy the power centre of the tyrants that have been giving your village a bad time.





Piranha

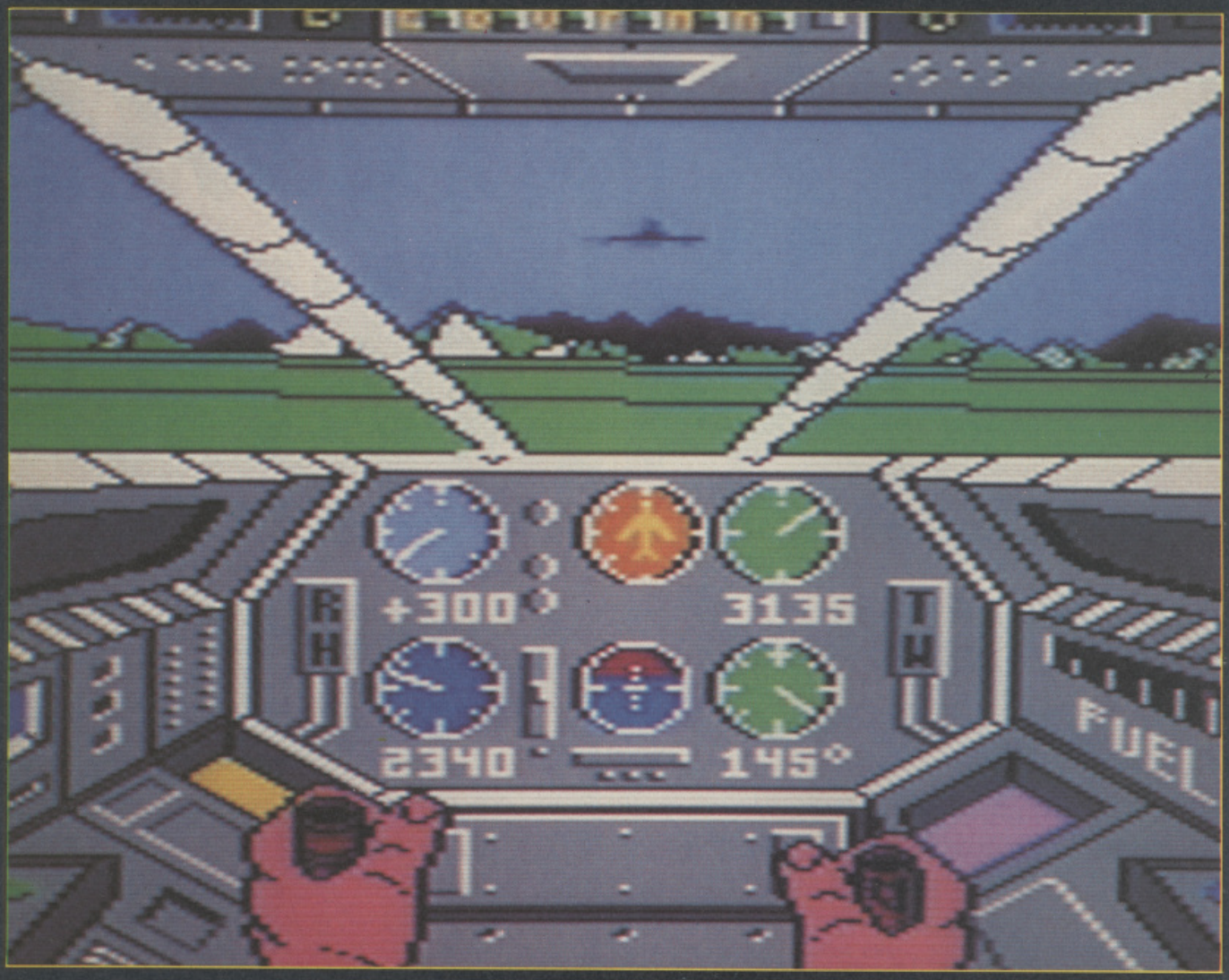
Piranha is the new games software house from Macmillin and features games with strong Tv and comic connections.

Their initial batch of five games will feature Rogue Trooper, an arcade game starring the 2000AD comic hero, Nosferatu the Vampyre, a 3D graphic adventure based on the 20th Century Fox film, a graphics adventure inspired by a new tv series starring Terry Wogan called the Trap Door (????), a Delta Four adventure called The Colour of Magic and a 3D arcade game featuring Strike Force Cobra.

Ultra Games

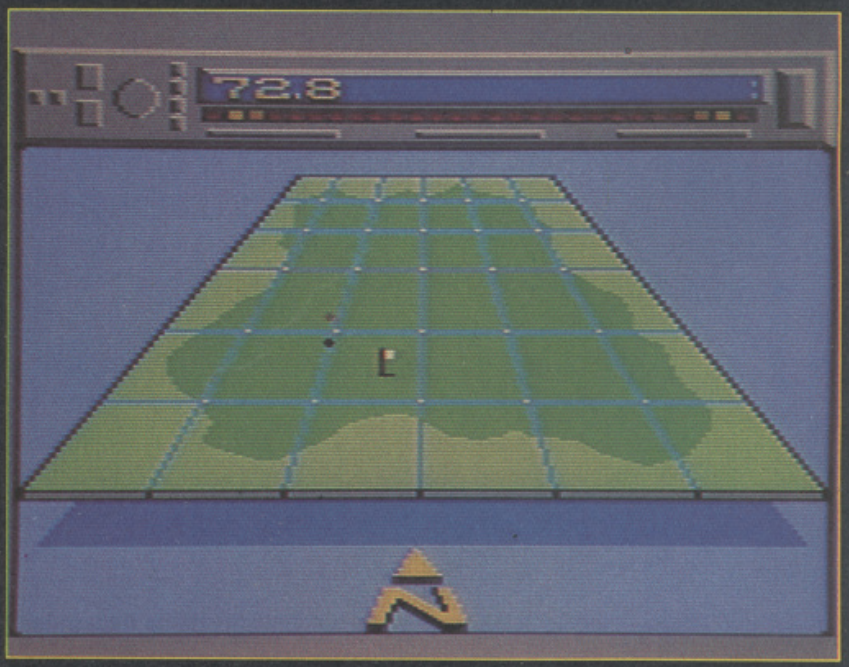
If you want your arcade skills tested to the limit then try Ultra Games.

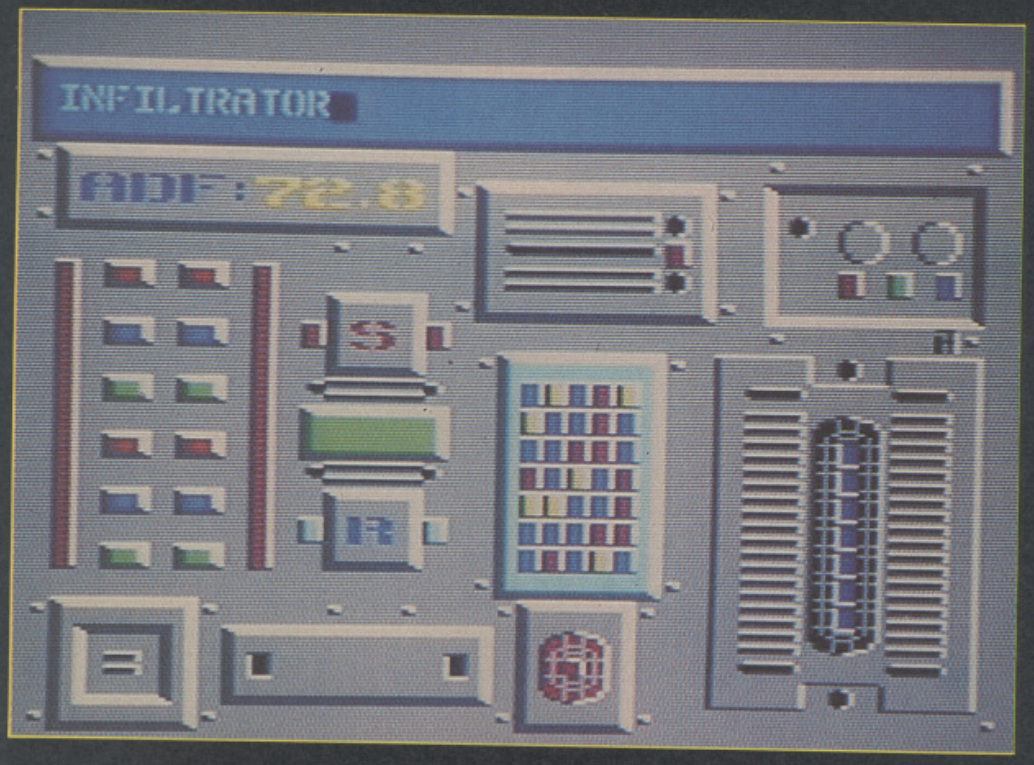
On the menu for C64 owners with up to 15 friends is Urban Helichase, Dawn Raid, Triple Draw Poker, Cyberball 2000 and Space Pool. These and the other events can be played in an Ultra League, or Ultra Knockout game. Ultra Games will be available soon from Microclassic for the C64.

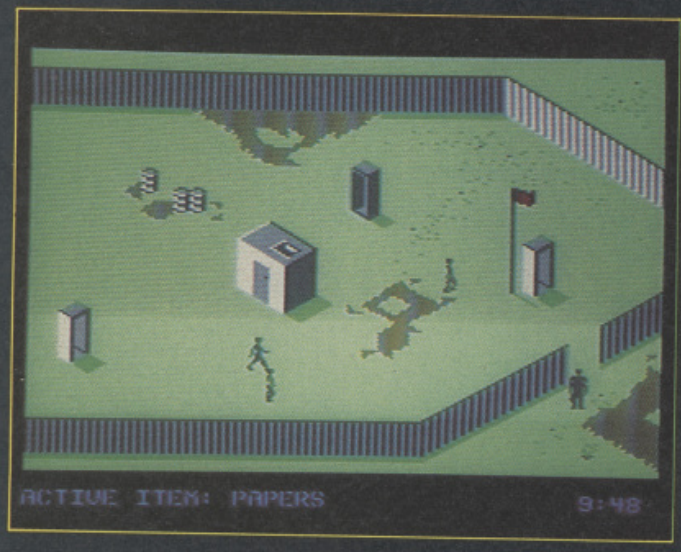


INFILTRATOR

US Gold's mega game for the Autumn is a mixture of a helicopter combat game and an arcade adventure inspired by classics such as Commando and Impossible Mission. Tony Hetherington investigates.







You are Captain Johnny "Jimbo Baby" McGibbits known to all as the Infiltrator.

You are also an ace helicopter pilot, ballistics expert, neuro-surgeon, rock star, motorcycle racer, politician, karate expert and devil-may-care all round nice guy with a nifty haircut.

Unfortunately the world needs saving again as the Mad Leader plans to destroy it. So wearing your designer McGibbits, trim-fit bulletproof jeans you head for the launchpad whistling the theme for your new TV series.

On the pad is the Whizzbang Enterprises Gizmo ADHX-1 Attack Helicopter ("The Snuff-master") which features a turbine thrust Whizzbang Whirler engine capable of top speeds of 450 knots (900 knots with the Whizzbang Whomper turbo booster), two rapid fire Whizzbang Whizzer 20mm cannons, four Whizzbang Waster air to air missiles, ultra-sophisticated communications and computer guidance controls, anti missile flares and chaff disperser as well as real imitation bearskin seats, racing stripes and a stereo system.

During the game you will have to complete three missions flying into enemy territory where you will have to land secretly, infiltrate an enemy base to photograph or destroy one or more objects then fly back to base for the next mission.

"No mission is over until I get something for my trouble"

(Johnny "Jimbo-baby" McGibbits).

The game opens with you at the controls of the Gizmo on the launchpad. Press a few buttons and this giant machine springs to life. Lights flash and the helicopter blades begin to turn. A tug on the joystick lifts it off the ground and opening the throttle sends you hurtling off on your mission.

Unfortunately you're hurtling in the wrong direction as you have to consult the Gizmo's tactical map to find the heading of the target. This you program into the ADF (automatic direction finder) which will guide you to the target.

Steering the Gizmo is fairly easy using the joystick although it takes constant concentration to keep it on course while keeping an eye out for warning lights and other aircraft.

When you see a plane you have to act quickly since all aircraft in the country appear neutral you don't know whether it's one of the Mad Leader's deranged minions or one of your buddies. The correct procedure is to swap ID codes using the Gizmo's communications screen here you can request an ID or send yours.

As an ace infiltrator you actually have two ID codes, INFILTRATOR is your real one but the enemy will leave you alone if you give the code OVERLORD. Give the wrong code to either side and they'll attack.

It is important to act quickly and request the other aircraft's ID as soon as you spot him as then you get a clue who he is by his ID code, otherwise you're left with a request for your ID and you haven't a clue which one to give.

Even if you do get in first some of the ID's aren't that obvious and so you still have to decide whether Komie, Seth, Whipple, Hamish or Boomer are friendly or not. Even if you don't know you should guess as if you leave it too long they'll attack anyway. Besides while you're looking at the communications screen your Gizmo might be out of control and plummeting to the ground.

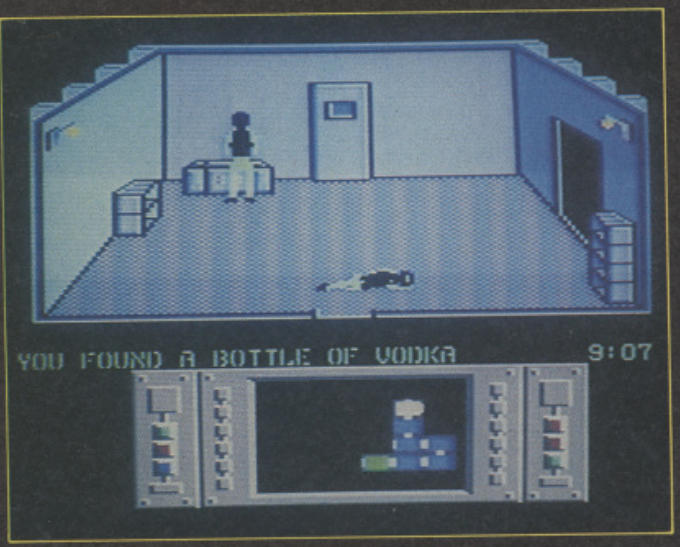
"Warranty? You don't really need one of those. That's for sissies."

(Dweezil McGibbits (no relation) president of Whizzbang).

Assuming all is well you will get a cheering (good luck Johnny) message and continue on your way. Chances are, things will be far from well and you'll be caught in a duel to the death.

During the battle you can attack the enemy with your cannons (aimed through a heads up display) or with one of your four waster missiles. The enemy will attack you with heat seeking and radio controled missiles which if you're quick you can detect and divert with your flares and chaff disperser. However since only one system can be active at any one time you're constantly swapping between them as you switch from defence to attack. One wrong move and it's game over Jimbo Baby!

Eventually you'll reach your target and will have to land in secrecy. Although your Gizmo is



fitted with the Whizzbang Whisper silent system the trick is to use this at the right time otherwise your oil pressure will go haywire and you'll end up as a heap of scrap metal and broken ego.

Once you've successfully landed you have plenty of time to sign autographs and practise your winning smile as you have to wait for the ground mission program to load in.

When it has loaded, the scene changes to you standing beside the Gizmo that you have landed in a clearing in the woods. Checking that you have your sleeping gas spray, camera, forged papers and 5 gas grenades you set off in search of the enemy camp.

As you approach the camp a guard spots you, calls you over and demands to see your papers. You hand them over for him to inspect while you get a sleeping gas capsule (or gas grenade) ready just in case he suspects anything.

Past the guard you go on, deeper, into the camp. Ahead of you, are more guards (most of which are ignoring you) and some buildings. You dive inside the nearest one and have a look around.

Inside you find numerous rooms, some containing paper demanding guards as well as chests and draws. These you can search, while a guard isn't watching or is gassed, by standing in front of them. Inside you may find useless things such as disembodied bodies and bubble gum or perhaps a gas grenade or a security or electronic card.

These cards are vital if you are to succeed in your mission (the first one is to photogrpah secret documents). Use the right card in the right room and you could shut off the alarm system or even open the security doors that are inaccessible to you.

Once you've searched a building then it's on to the next until your mission is complete.

Beneath the 3D view of the room you are currently in a map is displayed of the building showing the rooms you have explored as well as the exits. To help you in your mission some of these rooms appear red, rather than the usual blue indicating that there is something important, either about the room or its contents.

Unfortunately, as in the flying sequence of the mission there are many ways to fail. The easiest is to ignore a guard's demand to show your papers. This will immediately set off the alarm and warn the guards to attack on sight. You may be able to avoid them with careful use of gas grenades, you may even be able to shut off the alarm using an electronic card but eventually they will get you.

Should you fail (although a McGibbit never fails) you'll start again by your helicopter. Fail 5 times (unbelievable) then you'll have to start again from scratch on the launching pad.

"If you blow the mission, you can forget about the film rights"

(Johnny "Jimbo-baby" McGibbits).

Whizzbang Enterprises. We're with you all the way."

(applies only within our national boundaries).

Graphically the game ranges from excellent to only good with superb animation in the flying sequence mirrored by disappointing blocky graphics in the room searching part of the game.

When you are in Gizmo your own joystick moves are copied by the hands at the bottom of the screen. Press the button and the right hand thumb reaches for the button.

The standard of graphics is maintained with the communications, tactical map and damage display screens as it is when you are walking through the camp. But enter a building and they become disappointing. Luckily this doesn't spoil the excellent gameplay but it does affect the overall appearance of the game.

The package is completed by a humorous rulebook that describes the exploits of McGibbit and the Whizzbang Corporation and the quotes throughout this review are a sample from this booklet.

Infiltrator was originally written by Mindscape and will be imported by US Gold for the C64 on tape (£9.95) and disk / £14.95).

The game heads US Gold's autumn challenge and shouldn't be missed.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

HI-SCORE

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you woule like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

Computer Gamer
Hi-Scores
Argus Specialist Publications
1 Golden Square
London W1R 3AB

Good luck.

Game	System	Scorer	Score
Action Biker	C64	M McGovern	257629
Action Biker	Atari	Nigel Clarke	237462
Hyper Sports	Spectrum	David Stein	415980
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	BBC	David Brown	123350
Elite	BBC	Robert Booth	314748364
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957316
Elite	Spectrum	Gavin Sneddon	51000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Who Dares Wins II	C64	Julian Bryant	112550
Raid Over Moscow	C64	Bjorn Egil Halsan	256200
Raid Over Moscow	Spectrum	Lee Tarver	345350
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Simon White	216650
Chop Suey	Atari	Alan Wheatley	185750
Exploding Fist	C64	Simon Johanessen	214000
Exploding Fist	Spectrum	Karl Winterbottom	538200
Exploding Fist	Amstrad	Chris Rasteiro	94800
Yie Ar Kung Fu	C64	Kristian Tjessem	2466200
Yie Ar Kung Fu	Amstrad	Derek Bailey	1106800
Yie Ar Kung Fu	Spectrum	Paul Mahon	2750000
Yie Ar Kung Fu	BBC	Ian Cameron	772100
Yie Ar Kung Fu	Electron	Colin McGowan	757100
Commando	C64	Steve McDonald	9507500
Commando	Spectrum	Freyr Kolbeinsson	17163150
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Simon Popplewell	6009
Highway Encounter	Spectrum	David Houston	41030
Chop Suey	Atari	Giancarlo Massironi	533630
Rambo	C64	Torstein Vee Haukvik	356100
Hunter Patrol	C64	D Jolley	22400
Gyruss	C64	John Chasey	335250
Mr Eee	BBC	Wyndham Townend	163350
The Eidolon	Atari	Aaron Hardwick	19499
Bombjack	Spectrum	Cliff Joseph	768500
Bombjack	Amstrad	Craig Thomas	794630
Paradroid	C64	James Duffy	50860
NOMAD	Amstrad	Neil Fenton	2500
BC's Quest for Tyres	C64	Bjorn Egil Halsan	11585
International Karate	C64	Gary Smith	81600
Fractalus	Atari	Martin Craven	220723

Send to: Hi Score, Computer Gamer, 1 Golden Sq, London W1R 3AB

Full Name .....

Address .....

.....

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Telephone .....

Age .....

Game .....

Score .....

Machine .....

Comments .....

.....

Signed .....

Witness .....

SEPTEMBER 1986

FOOTBALLER OF THE YEAR

Start the new season in style by winning a copy of Gremlin Graphics' great new game

Here we go, here we go, here we go! Here we go with a new football season. It doesn't seem five minutes since the last one finished (it isn't) but now Liverpool have to win all their trophies back.

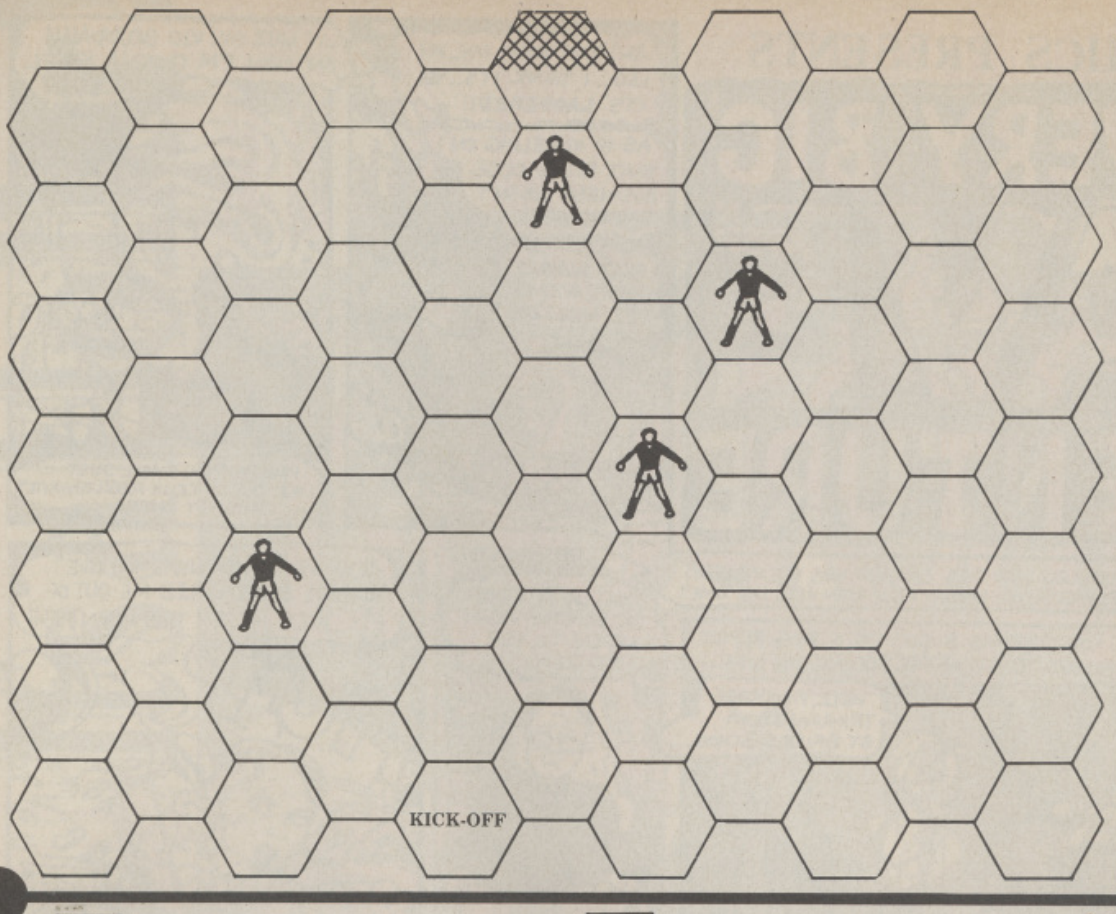
To celebrate the new season Gremlin Graphics and Gamer have teamed up to give you the chance to become a winner and take away a copy of their new football game — Footballer of the Year.

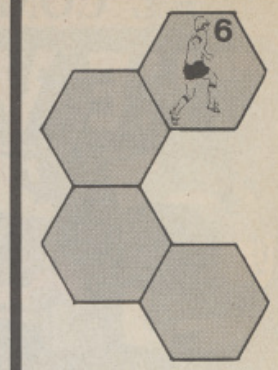
Gremlin are just adding the final touches to the game that features you as a footballer. You begin the game in a fourth division team and you must play yourself into the big teams and maybe even a lucrative European contract but overall your aim is to become the footballer of the year.

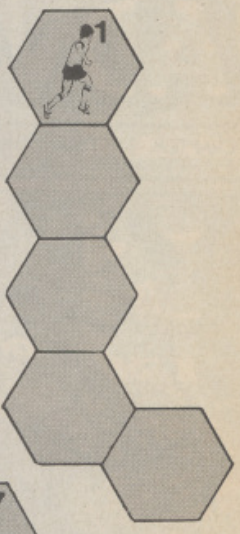
We have 50 copies of the game booked to give away to the winners of the competition as well as 10 footballs for the first 10 correct entries, so you've got a great chance of winning (probably a better chance than your team).

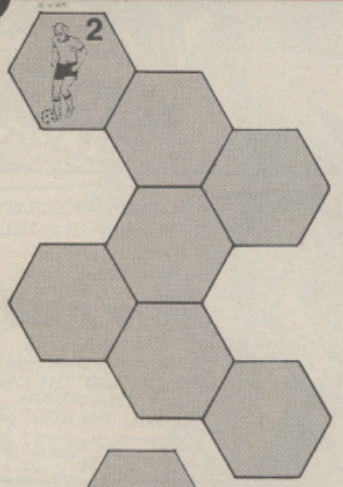
How to Enter

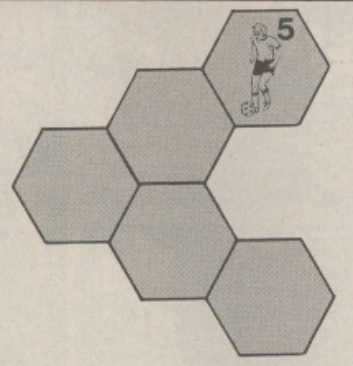
All you have to do to enter this simple competition is solve our little puzzle that represents your attempts to score the winning goal in an important league match. Miss the goal and your team is stuck in the fourth division for another year and you'll be lucky to get a game. But score it and promotion is yours and you'll be on your way to

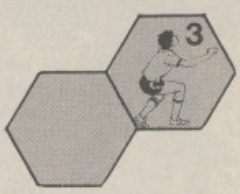


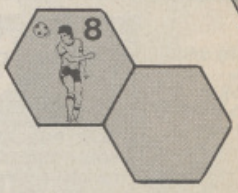


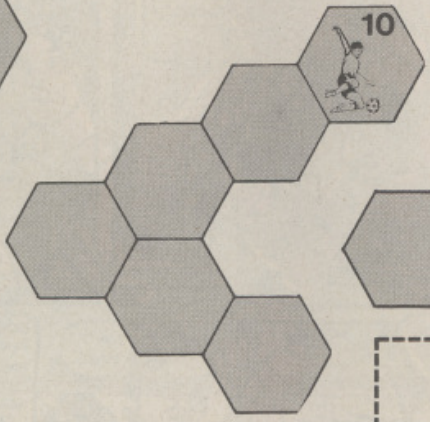


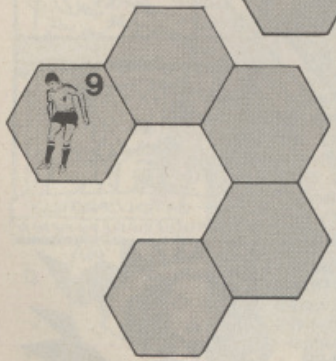


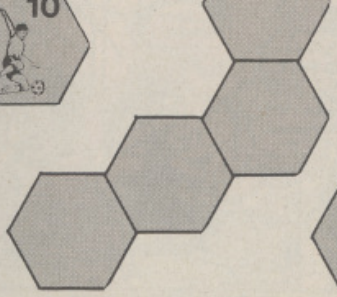


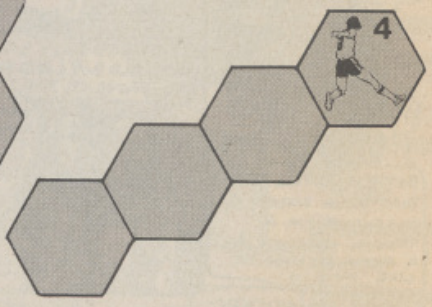












becoming footballer of the year.

All you have to do is place the pieces on the board so that they reach in a continuous line from your start position to the "back of the net". They must not overlap, nor can they pass through any square occupied by a defender, or the goalkeeper or they'll tackle you and your moment of glory will be lost for ever.

The pieces represent a series of runs, passes, shots and headers that hopefully will end in glory.

You don't have to use all of the pieces but those you do must fit exactly onto the grid.

Once you've solved the puzzle (and sealed promotion) write the numbers of the pieces you've used (in the order you've used them) on the coupon below as well as on the back of the envelope and then send it to Footballer of the Year, Computer Gamer, No. 1 Golden Square, London W1R 3AB.

All entries should reach us by 26th September.

Footballer of the Year Competition

.....

Computer Gamer "Footballer of the Year" Competition.

My route to goal is .....

Name .....

Address .....

.....

.....

CRL COMICS PRESENTS

THE VERY BIG CAVE ADVENTURE

AW! OOH! OUCH! MY... MY LEG... I THINK IT'S... YES, IT'S **LADDERED**!!

AS IF KNEELING ON THAT BIT OF DOG'S BUSINESS WASN'T BAD ENOUGH!

THAT WASN'T DOG'S BIZNIS YEZ KNELT ON...

EH?

...IT WUZ MY KID BRUDDAH!! AN' NOW I'M GONNA KNEEL ON **YOU**!

PHEEWW! YOU SMELL JUST LIKE ONE OF CELIA FOSSILTHWAITE'S CABBAGY ONES!

CHAPTER 2: TRIXIE HAS TUMBLED INTO THIS CAVE-(OR WAS SHE PULLED?) I CAN'T WASTE SPACE ON RESUMEES. YOU SHOULD HAVE BEEN HERE LAST TIME!!

'KORSE I **PONG** A BIT! I'M A **BOG BEAST**, AYNIGH! LIVED IN THE BOG ALL ME LIFE.

WELL, I'M TRIXIE TRINIAN FROM ST BRIDES SCHOOL...

I'M NOT AFRAID OF ANY MOBILE STINK-BOMB-SO PREPARE FOR A GOOD SOCKING!

WATCH IT, KIDDO- OR SUMTIN MIGHT HAPPEN TO YER FRIEND!

POO

WHY... MISS PENTYOUTH!!

HUH! YOU CAN DO WHAT YOU LIKE TO HER! SHE DIDDLED ME OUT OF MY HOLS MONEY THIS MORNING!!

FTUMP

NURG!

Sandi Sensible sez:

JUST BECAUSE A STRANGER IS RUDE TO YOU IS NO GOOD REASON TO EMPLOY MINDLESS VIOLENCE...

BETTER TO TELL THEM THAT YOUR DADDY IS A LAWYER, OR A TRAFFIC WARDEN... OR A MAFIA HIT MAN.... LIKE MINE IS!

MEANWHILE, AT A GENTLEMEN'S CLUB IN THE TOWN...

HHUUUGHRUFF, GUHUFF... DAM' FINE CIGARS.. HAAK! GASP, GAOG...

BRRR! PRRREPOSTEROUS! BALLY SCHOOLGIRLS IN ME CHAIR! I SHALL SEE THE HON. SEC.!

FINE, MELLOW BRANDY...

AHEM... TELEPHONE FOR MISS FAWKES!

IT SEEMS THEY SAW HIM, OLD BOY... AND PHOTOS TO PROVE IT, TOO!

BRR! HM! BLACKMAIL, EH? UH! BRR!

GRR

FRIEND OF THE ARTIST HUH? NO. I'M A LT BESIDES, HA HA JOKE!

YOUR TURN

AH! THANK YOU, TOWSER! HERE'S A LIQUORICE ALLSORT FOR YOU!

WHY, PROFESSOR STICKEY! I DIDN'T EXPECT A CALL SO SOON! DID TRIXIE SWALLOW THE CAVE STORY ALL RIGHT?

HA! MORE LIKE THE CAVE SWALLOWED HER! AND THE CAR HAS BEEN SUCKED DOWN THE BOG!

CIGARETTES WILL KILL YOU!

SORRY, PRUFF, YOU'RE NOT COMING THROUGH- WHAT'S GONE DOWN THE BOG?!

NO - LISTEN CAREFULLY! I SAID PIP PIP PIP PIP PIP PIP!

I SAY! OLD STICKEY USED A RUDE WORD- AND THEN THEY BLEEPED HIM OUT AND CUT HIM OFF!

GOLLY! I READ A BOOK ONCE BY- WHAT'S HIS-NAME- ORSON G. ORWELL! EVERYBODY WAS WATCHED BY MARTIANS

THAT'S IT! AND THEY BRAINWASHED WINSTON CHURCHILL! I READ THAT!!

DEEP IN THE BOG-BEAST'S VILE DWELLING...

SOON, THESE PILES OF SMELLY STODGE WILL CONVERT YOU INTO FOOD FOR MY LARDER!

PHEW! GAG! IF I'D HAD MY HOCKEY STICK, IT'D BE A QUITE DIFFERENT TALE!

OH! OH DEAR!!

SOCKIN' AWESOME COOL

HEY... YOU'RE QUITE A DISH AS YOU ARE! HEH HEH HEH HEH

DON'T MAKE...

...ME CROSS...

...YOU WOULDN'T LIKE ME...

WHEN I'M CROSS!!

GOSH! MISS PENTYOUTH HAS TURNED INTO A REAL SCANTILY-CLAD AMAZON!!

GRR

WHAT HAS HAPPENED TO MISS PENTYOUTH? WHAT GOES ON TWIXT FAWKESY AND STICKEY? WHY DIDN'T I PLAN THIS LAST CAPTION BETTER?

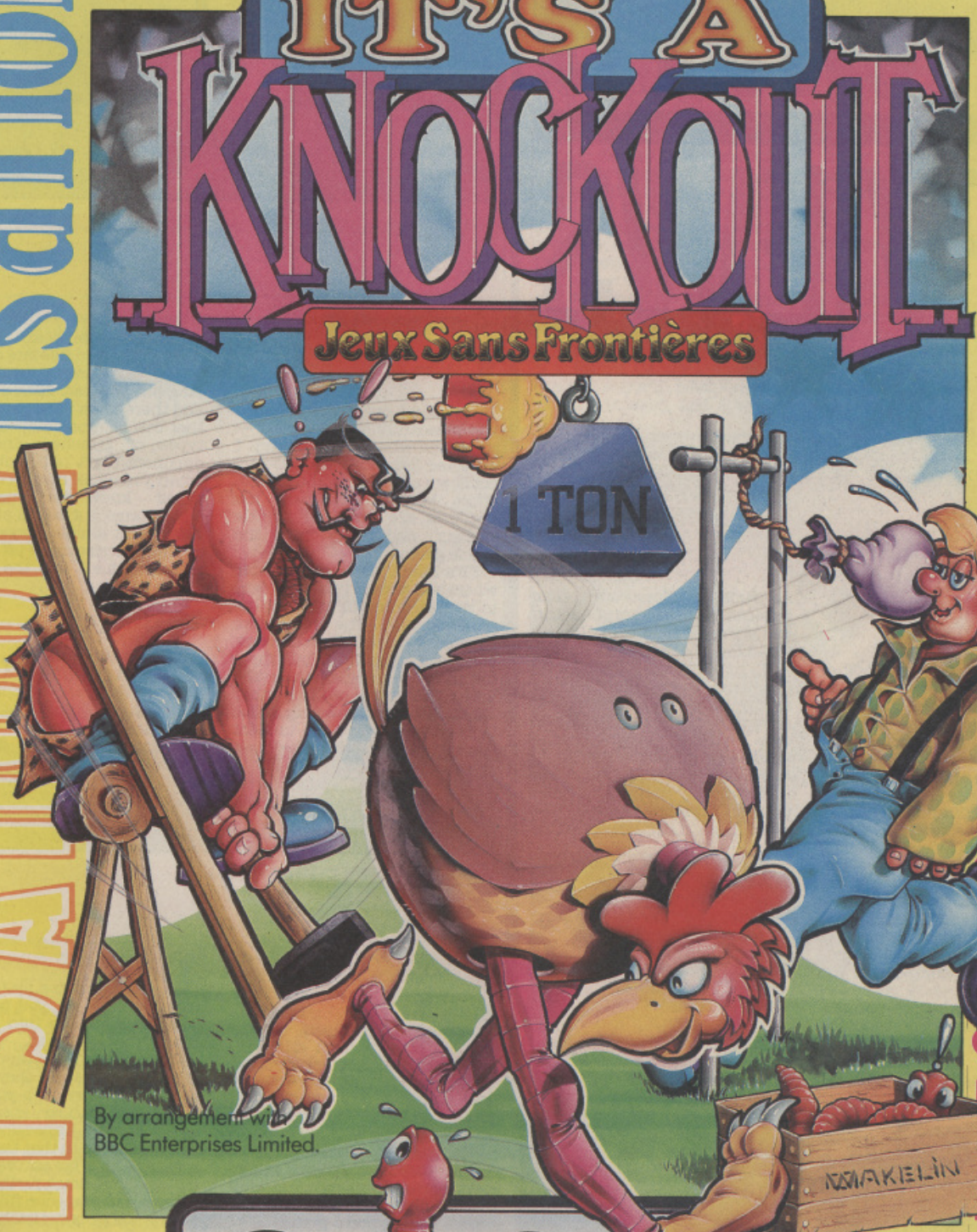
It's a Holler!

IT'S A SCREAM!

It's a cracker!

IT'S A KNOCKOUT

Jeux Sans Frontières



By arrangement with BBC Enterprises Limited.

IT'S A HOOT!

IT'S A GIGGLE!

SPECTRUM

COMMODORE

ocean

7.95 EACH

8.95 EACH

AMSTRAD

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SPORTS REVIEWS

Title:	Kung Fu Master
Computer:	Spectrum
Supplier:	US Gold's (Ocean, Dataeast)
Price:	£9.95

Kung Fu Master is yet another martial arts game converted from the coin-op original that was in the arcades a year or so ago. The plot (as such) is to fight through the wizard's temple to rescue the beautiful maiden from his evil clutches. To do this you fight through five floors (levels).

These are horizontally scrolling, corridor-like arrangements with henchmen coming at you from both directions. Every now and then you get a specialist armed with a weapon, and at the end of each level there is a guardian to beat.

Controls are simple and you can kick and punch your way around to your heart's content. The graphics are all that could be expected from a machine that is as crude as a Spectrum is compared to the coin-op original that the game was originally designed for. The music is likewise.

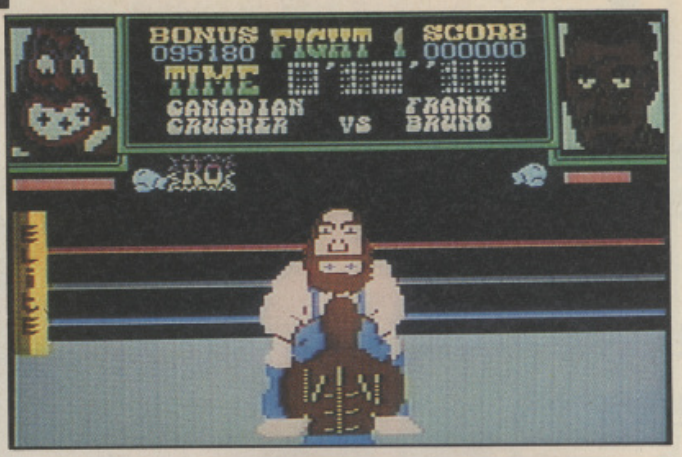
A small point about the graphics is that on the packaging, there are Commodore screen shots. Now, the Commodore version has quite acceptable graphics, whilst the Spectrum hasn't. This could lead some unwary Spectrum owners astray, I hope it doesn't. **M.R.**

PLANET RATINGS

Originality	1
Graphics	1
Use of machine	2
Value for money	2

STAR RATING

White Dwarf



Title:	Frank Bruno's Boxing
Computer:	C16
Supplier:	Elite
Price:	£7.95

I can safely say that this game has pleasantly surprised me — you know what I mean Harry. I expected the usual dramatically cut down and disappointing 16K effort, but in this game the graphics are great (if a little chunky) and really make the whole game.

FB's Boxing is a boxing game where you have to fight your way to the top through different opponents — The Canadian Crusher, Andre Puncheredov, and Fling Long Chop. Only three on the C16, rather than the larger numbers on the other machines — but no worry, three is enough as you have to fight them at three different levels anyway.

The format of the game is your opponent facing you, and you (playing Frank himself) face him. Around the ring is the usual ropes and a scoreboard with pictures of the two fighters on it.

You can't move around the ring but you can duck and dive and there are a variety of moves that can be amde with different types of punches, and your opponent don't half look funny when you clock him a couple of times — know what I mean.

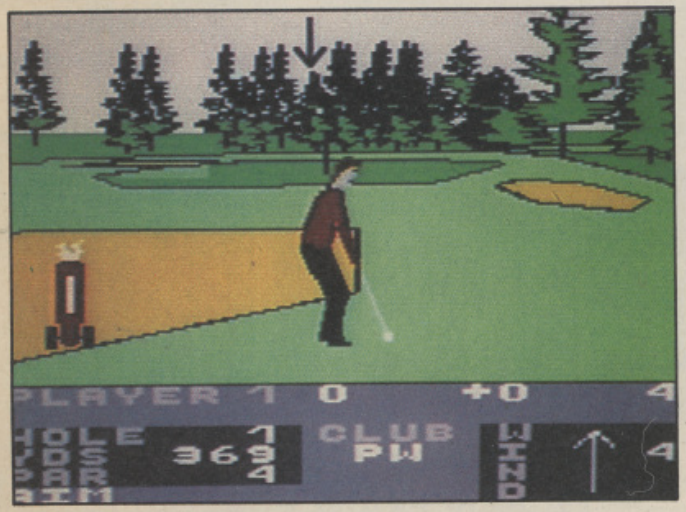
The game is great to play, and despite its simple concept and content carries itself off well — mainly due to the large graphics. **M.R.**

PLANET RATINGS

Originality	2
Graphics	2
Use of machine	3
Value for money	2

STAR RATING

Red Giant



Title:	Hole in One
Computer:	C64
Supplier:	Mastertronic (M.A.D. chrome)
Price:	£2.99

First there was Golf Construction Set, then Leaderboard and now Mastertronic give C64 golfers a chance to play a round at a budget price.

The game features a single 18 hole course in which one or two players can complete using a full set of clubs including woods, irons, wedges and a putter.

Before each shot is played a 3D view, looking toward the green is drawn. You must then select a club, aim in the general direction you hope it will go and then take a swing at the ball.

You control the amount of welly that you put into a shot by the distance you pull back and then swing the club. How straight you hit it depends on the timing between the two moves as well as the strength and direction of any wind blowing across the course.

When you get within 12 yards of the hole an extra plan view is displayed so that you can plan your shot to take into account the "tilt" of the green.

Unfortunately, although the graphics are in 3D they hinder more than they help you. They aren't particularly spectacular and it is often impossible to see the green. Add to that the lack of any idea how far you've hit the ball and how much further there is to go, and you soon find you're taking shots completely in the dark.

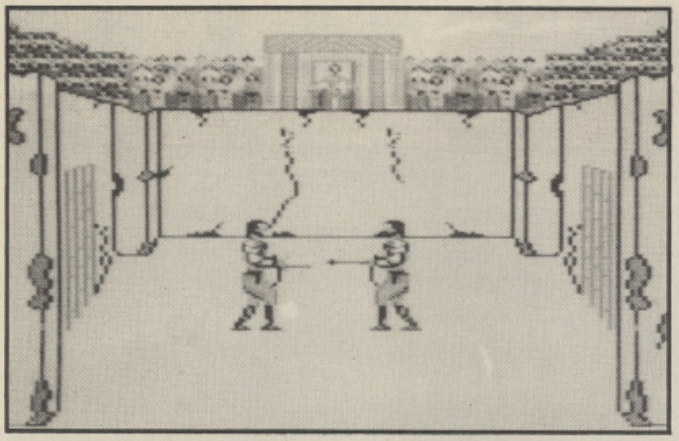
A disappointing game despite it's budget price. **T.H.**

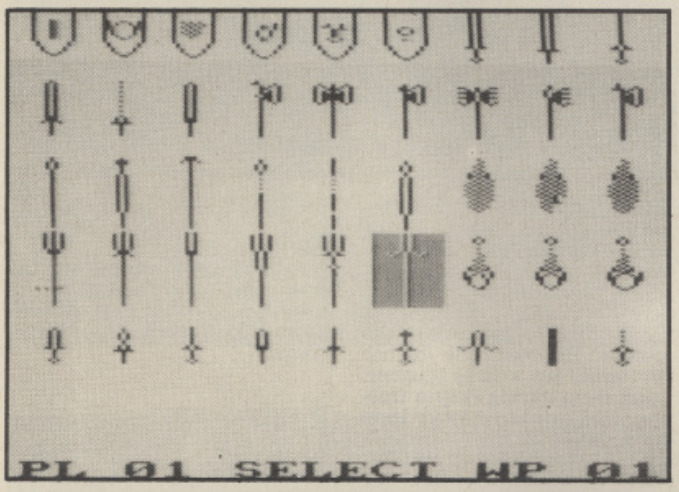
PLANET RATINGS

Originality	2
Graphics	2
Use of machine	2
Value for money	2

STAR RATING

White Dwarf





Title:	Gladiator
Computer:	Amstrad
Supplier:	Domark
Price:	£2.99

Gladiator came out on the ZX Spectrum a few months ago amidst cheers of dramatic apathy. Fighting games have just about been done to death by now and Gladiator, desite having a lot of saving graces and probably being the pick of the bunch, is still yet-another-fighting-game.

Instead of the manic orientals with Bruce Lee fixations that you normally get in a game like this, Galdiator seems more like the thinking man's dose of gratuitous violence with 45 different weapons to choose from with different attack and defence attributes for each type. So you can be the Nubian type of fighter with a net and trident or the Spartan type with a sword and short shield — the choice is up to you, though I recommend one of the longer weapons to keep your opponent at bay.

Control is through the usual eight positions of the joystick and eight with the fire button pressed to make 16 in all. The Spectrum version of this game had a mode where you could practise all the necessary moves in the clearing of a wood. This seems to have been omitted from the Amstrad version — to the detriment as you have to know the moves before you can effectively fight, and you can't learn if the opposing gladiator kills you within a few seconds of starting the game.

The graphics are resonable and the animation is OK. Ths characters are a bit chunky with not too much detail in them, whether this is worth the extra colours that this brings is another matter completely.

Not a bad game, but not a great game, one that the martial arts pundits will probably shun because it takes a bit too much brainwork. And everybody else ignoring it because it is so much like a martial arts game. Ave Domarcus.

M.R.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	Winter Events
Computer:	C16
Supplier:	Anco
Price:	£9.95

Remember Winter Games? Well Winter Evnets is an unadulterated 'reproduction' of this great game on the C16. On a multiload tape each of the six events is loaded separately and independently, and there is a space on the cassette insert for putting in the tape counter reading so you can fast forward to the appropriate section.

The games play quite well with excellent graphics for a machine of this size. Games included are skating, skijump, biathlon, speed skating, bobsled, and down hill ski-ing. Most events have a pseudo 3D effect with the down hill and bobsled being especially excellent.

With the expansion of the huge C16 market, it is good to see quality software of this type emerging.

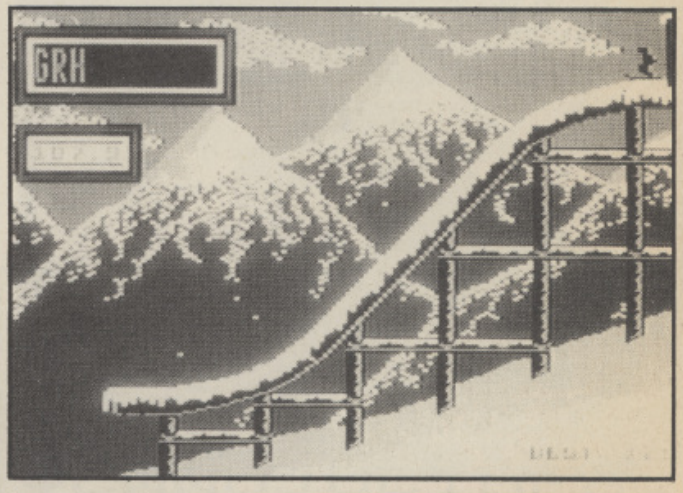
M.R.

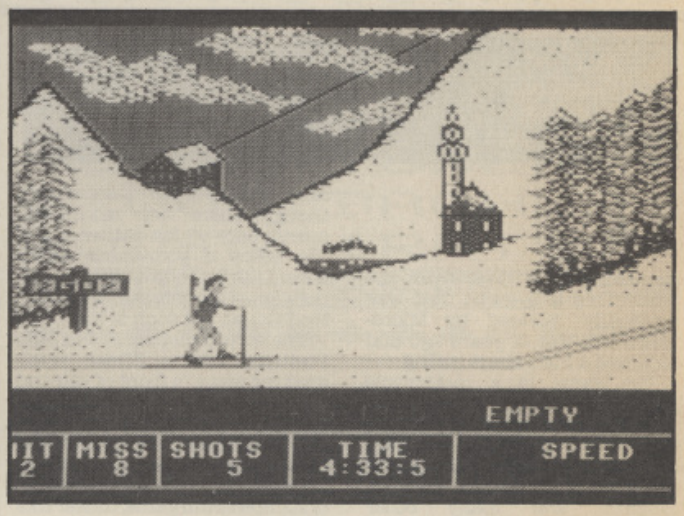
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova





Title:	**Super Cycle**
Computer:	**C64, Spectrum, Amstrad soon**
Supplier:	**US Gold (Epyx)**
Price:	**£9.95**

Super Cycle is a superb racing game for all those who prefer their high speed racing action on two wheels.

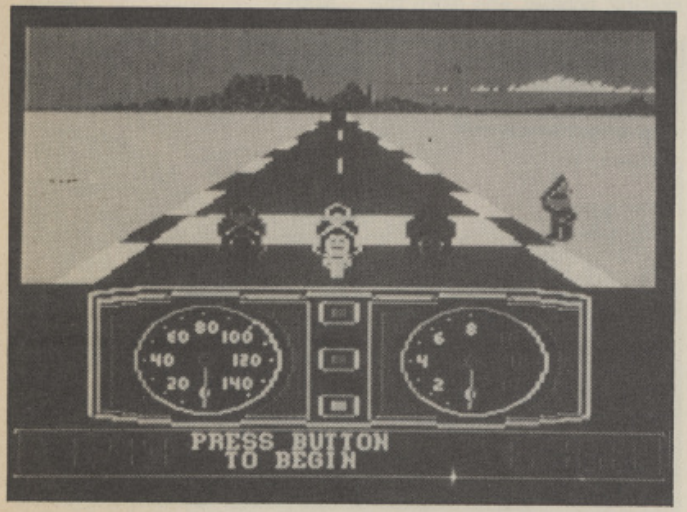
Before you begin burning up the corners and the tyres you get a chance to ensure that you're wearing the right gear. A choice of eight colours for your bike and leathers as well as five different leather designs will ensure that you'll stand out from the crowd.

Onto the first race and it's a straight (almost) race across country against the clock. Control of the bike is simple with up and down controlling the throttle and left and right steering the bike. Pressing the button changes gear which is essential if you are to reach those top speeds of over 160mph.

You'll soon notice that there are other bikes in the race, all hell bent on getting in your way. However, a quick nudge should see them off. But if they get you or you spin off the track then your customised bike will be reduced to a pile of rubble and you'll be flat on your back. Luckily a new bike quickly appears but will you be able to catch up those valuable seconds?

Complete a course within the time limit and you'll be onto the next track with a hefty bonus.

During the game you have to race in all weathers, including a thunderstorm and navigate around a variety of obstacles including other bikes, oil slicks, pools of water, holes and even barriers.



The game can be played at three levels with the first being a Sunday drive to get to know the courses. However, the higher two levels are a little tougher. Apart from having only a fraction of the time to get around you are up against other bikes that are not only faster but also definitely unsporting. For example, they relish in mowing you down just after your setting off after a crash. Too many of them and you're out of the game.

Coin-op fans who are looking for a computer version of Hang-on should look no further although they will have to supply their own plastic bikes.

As the marketing men say, "If it was any more realistic, you'd need insurance". It's just as well as you'd soon lose your no claims bonus.

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Red Giant

Title:	**Full Throttle**
Computer:	**Spectrum**
Supplier:	**299 Classics (Elite)**
Price:	**£2.99**

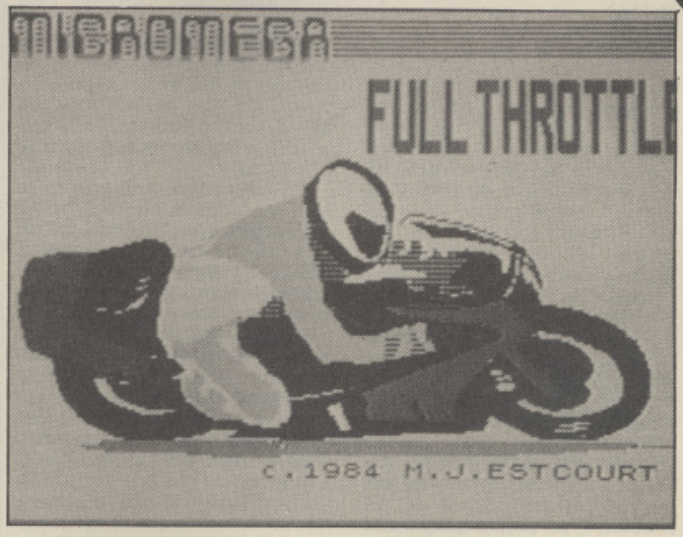
Remember this blast from the past? This is a game that was originally released by Micromega a couple of years ago and achieved a high chart rating.

The game is a motorcycle game that gives you the option of 11 different tracks from all over the world including our very own Donington and Silverstone — as well as France, Sweden, Belgium and many other circuits. As far as I can see these are represented accurately though there are mountains everywhere which rather spoils the effect if you think about sunny Silverstone — but in racing games mountains seem to be traditional, but such is life.

The screen display is a la Pole Position, with a 3D-ish track snaking away in front of you and the aforementioned mountains nip smartly across the horizon. The graphics of the man on the bike are in a single colour and as are common with the older type of ZX Spectrum game, flicker like crazy. As you go around corners he leans over realistically, which is a nice effect.

Also on the track are another 39 riders, that realistically move about — usually on (or over) the horizon. Weaving your way through the pack is very difficult and will take you a long time to get the hang of.

Unfortunately there is a small problem when it comes to the handling of the bike as it is completely unlike any bike that I have ridden (that includes racing bikes).



Overall this is a reasonably priced product that was good for its time that now is a little dated. Personally I think that it is worth spending a little bit more and getting one of the better biking simulators available. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

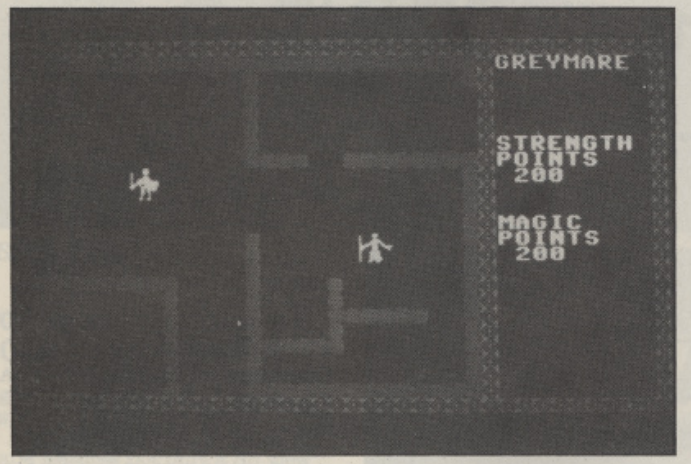
STAR RATING

Bright Star

WIN WIN WIN

Win the C16 Greatest Hits

Enter our simple competition and you could win a pack of Melbourne House's C16 Greatest Hits



Melbourne House are well known for their great games such as Way of the Exploding Fist and The Hobbit. Now they are offering C16 owners to buy four of their best C16 games for the price of one. Now, through Gamer, you could win one of these packs absolutely free!

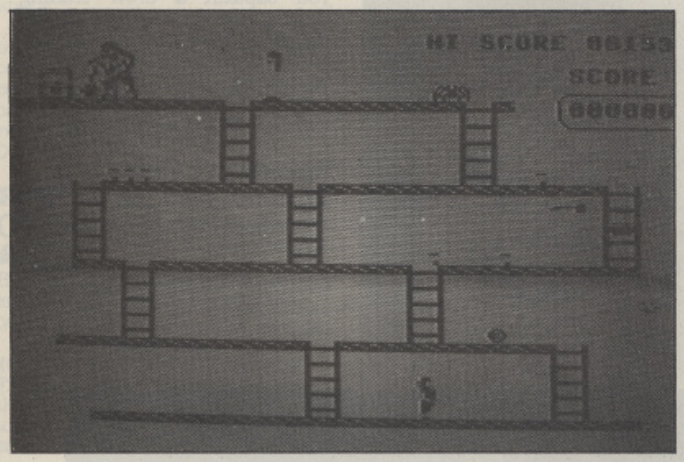
The compilation normally costs £9.95 and features a version of the first ever adventure in Classic Adventure, the arcade action of Roller Kong, an infuriating platform game called Dark Tower and a mixture of arcade and adventure in the Wizard and the Princess.

We have 25 of these compilations to give away.

All you have to do to enter this simple competition is examine the square of jumbled letters and find in it the names of Melbourne House games. To make it easier we'll tell you that none of the names overlap. Then to make it ridiculously easy we've even given you one to get you started. All you have to do is find the rest. However, the catch is we're not going to tell you exactly how many games are buried in the wordsearch. So you will have to keep looking until you're sure you've got them all.

Then all you have to do is circle the games you have found on the square (that is part of the entry coupon) and the total number on the back of the envelope and send it to Computer Gamer (C16) competition, No. 1 Golden Square, London W1R 3AB.

All entries must reach us by 27th September.



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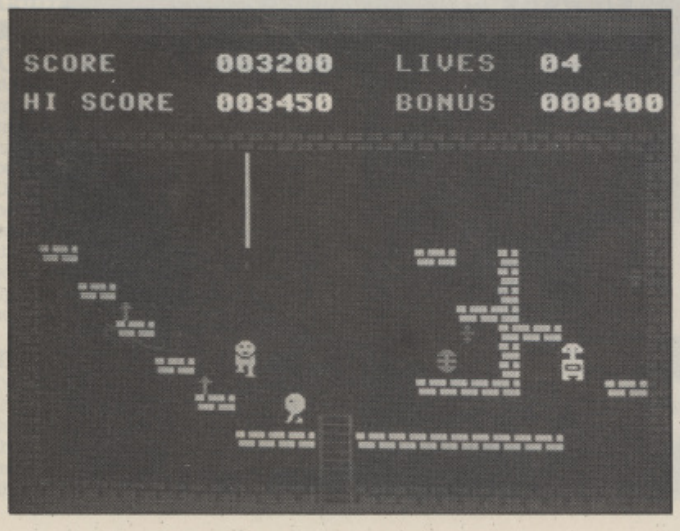

Computer Gamer (C16) competition, 1 Golden Square, London W1R 3AB.

Name .....

Address .....

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C64 collection UPDATE

Psi-5 Trading Company

Uridium (Hewson Consultants) £7.95
A fast action blast anything that moves game that rapidly became THE C64 shoot-em-up. If you want to know how to play it then find our player's guide in the June '86 issue.

Psi-5 Trading Company (US Gold [Accolade]) £9.95
One of the debut games from a new US software house featuring superb graphics and an excellent mix of strategy and panic as you captain a crew trading throughout the galaxy. If choosing your crew from the motley bunch of aliens paraded before you wasn't hard enough, you then have to keep them all happy and busy as the action heats up.

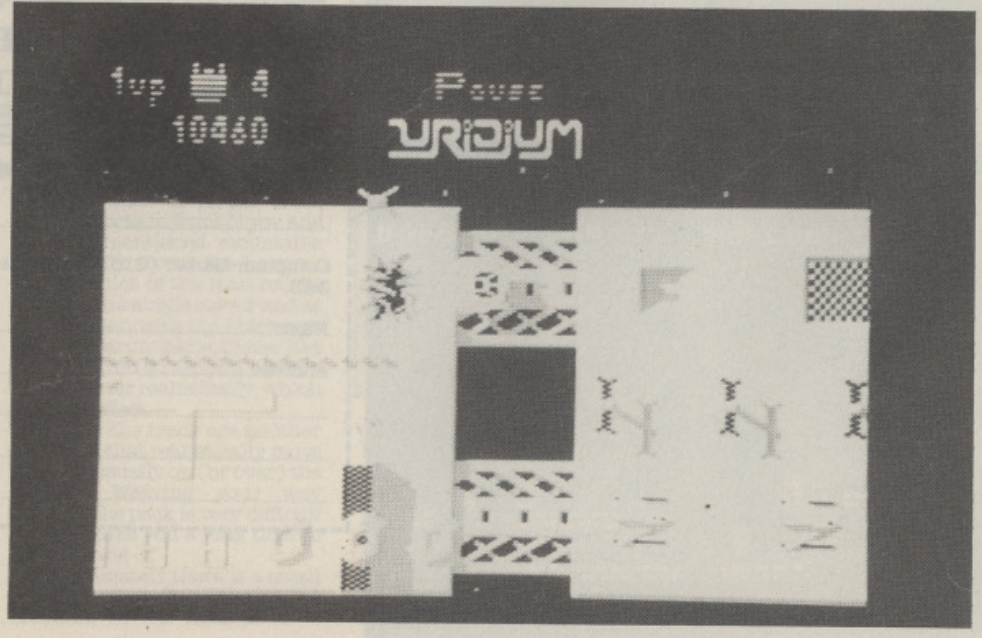
Spindizzy (Electric Dreams) £9.95
The best of the marble madness style of games in which you must explore a maze of steep slopes and narrow ledges. Collect diamonds and you get some invaluable extra seconds.

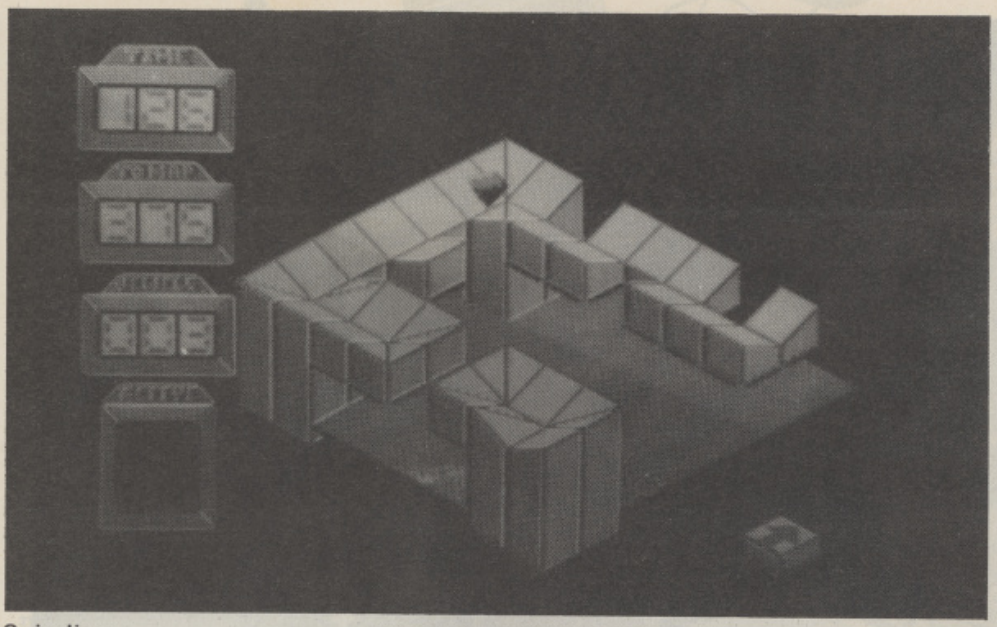
Twelve months ago when I selected 15 classic games to form the C64 collection the vast majority of them were American. Now a year later, of the 15 games that present the pick of the best year, no fewer than 9 are from UK software houses. This shows the sudden surge of the quality of home based software.

As always the task of selecting only 15 games from a year's worth of C64 programs is incredibly difficult and so if your personal favourite is missed out write and tell me.

Last years collection consisted of International Soccer (Commodore), Zork 1 (Infocom), Boulderdash (First Star), Impossible Mission (Epyx), Pitstop II (Epyx), Decathlon (Activision), Spy vs Spy (First Star), Elite (Firebird), Archon (Electronic Arts), M.U.L.E. (Electronic Arts), Dropzone (Arean Graphics), Squash (New Generation), David's Midnight Magic (Broderbund), Interdictor Pilot (Supersoft) and Blue Max (Synapse).

Uridium





Spindizzy

Golf Construction Set (Ariolasoft) £14.95

Another golf game! No, I'm not a golf fanatic, in fact I hate the sport but love the games!

GCS is more of a simulation and features not only a 3D view of each hole but also a plan view as well so that you can plan your shots.

Unfortunately the game is only available on disk which contains 4 actual championship courses. After a round your score can be saved until finally you reduce your handicap from 28 to 0.

Rock 'N' Wrestle (Melbourne House) £9.95

Here's another game that's more enjoyable than the sport that it's based on.

It is actually the follow-up game to Way of the Exploding Fist but features more moves that you must perfect if you are to beat the nine opponents that stand between you and the world title.

Countdown to Meltdown (Mastertronic) £2.99

A fascinating game in which you must control 8 android commandos that are sent into a nuclear reactor to shut it down before it reaches meltdown. During the game you will have to battle mutants and find and use equipment spread throughout the reactor. This game is still sold under it's original Creative Sparks label in the States and costs $40.

Tau Ceti (CRL) £7.95

Tau Ceti is a brilliant game and this is the best version of it. Superb interior graphics add to the tremendous gameplay to produce a game that no-one should be without.

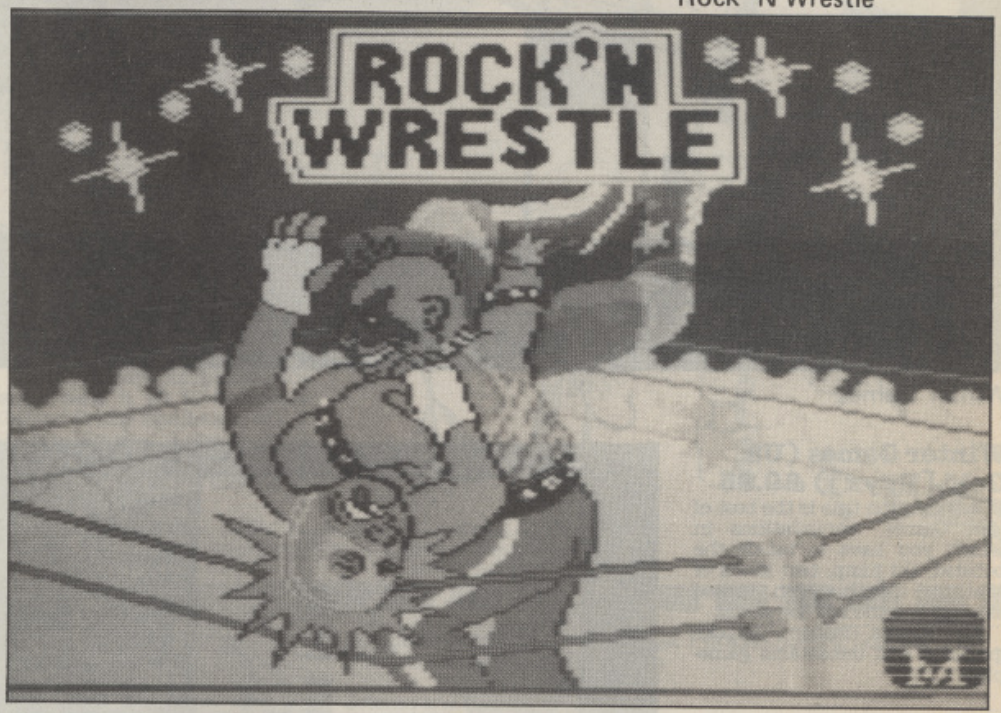
Elektraglide (English Software) £9.95

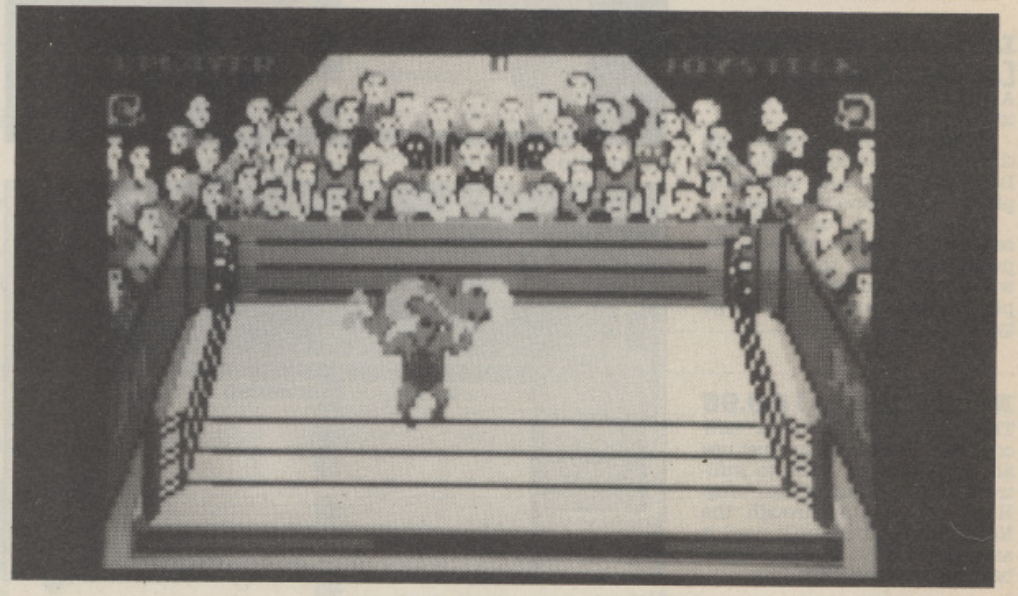
High speed racing action is the theme of this race of the future game from English. The car is fast and the track is hard. Add to that mysterious cylinders and giant bouncing balls and you have a game guaranteed to challenge the best.

Archon II (Ariolasoft [Electronic Arts]) £14.95

The seqeul to the award winning, arcade strategy game Archon. This time their are four wizards on each side battling to the death. Each one is capable of summoning elementals and demons to fight along with spells to heal, weaken, imprison and banish. Quite literally a magical game.

Rock 'N Wrestle





Winter Games

Winter Games (US Gold [Epyx]) £9.95

In my opinion this is the best of the "Games" compilations in which you have to tackle the bobsled, ski jump, two kinds of skating, the biathlon, speed skating and the hot dog aerial.

All events feature superb graphics and unbeatable gameplay.

Leaderboard (US Gold [Access]) £9.95

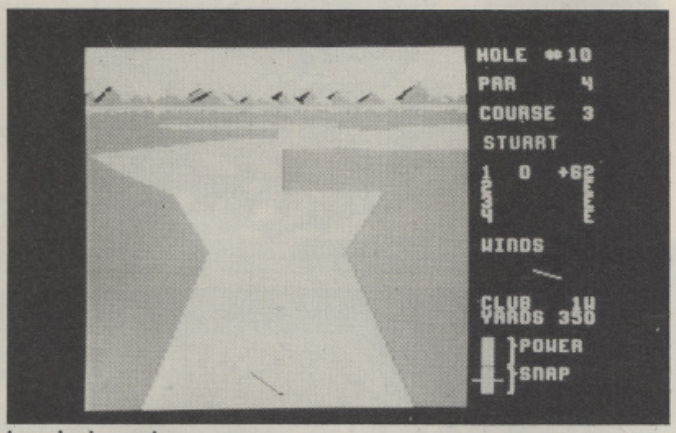
A game from Access that doesn't involve killing!

If that isn't incredible enough then what about the game itself. It's a 3D, 1-4 player golf game played on 4 different courses.

Three levels of difficulty separate the amateurs from the professionals as the effects of wind, hook and slice come into play. A load it up and have a go type of game.

Nexus (Nexus) £9.95

The debut game from a new company in which you must use all your kung fu skills to infiltrate a Columbian drugs ring. Help is at hand through the Nexus agents, but you'll need it as you've got 32 codes to break before your papers deadline.



Leaderboard

Nexus

Master of Magic (Mastertronic) £2.99

Part of their excellent M.A.D. range of games, Master of Magic is a menu driven, role playing, joystick adventure in which you must explore a dark dungeon as you seek the Amulet of Immortality.

During your quest you will battle countless foes but can find magical weapons, scrolls, rings and armour.

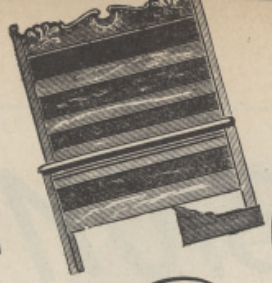
Thrust (Firebird) £2.95

A ridiculously simple but addictive budget game in which you must collect pods from planets. The only problem is that the pods are in underground caverns protected by nuclear powered limpet guns. (Players Guide in this issue).

Silent Service (US Gold [Micropose]) £9.95

You are in command of a submarine stalking enemy convoys in the south Pacific in World War II.

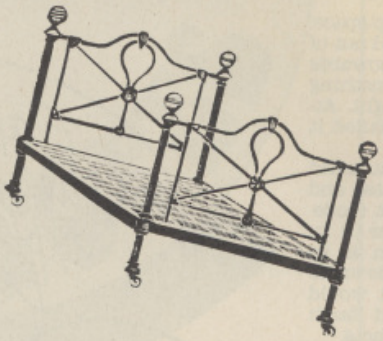
The action switches between high resolution screens as you move your sub into position to strike while keeping an eye out for enemy destroyers.



Join the Trivia Challenge

COMPETITION

Will you become Gamer's Trivia champion and go on to win the golden Trivial Pursuit set?



The great Trivial Pursuit challenge is on. Organised by Domark to celebrate their own computer version of the world's most trivial game, the search is on to find the Gamer champion.

He or she will win a copy of the new Genus II Trivial Pursuit game and an all expenses paid trip to London to represent Gamer in the final in November.

Four mroe game sets will be awarded to the runners-up as well as 10 packs of Trivial Pursuit after-dinner mints.

In the final you will meet the champions of other, lesser, magazines and we're confident that the Gamer champion will carry off the prize of the golden game with an estimated worth of £10,000!

How to Enter

All you have to do to enter the competition that could send you to London to represent Gamer is to answer the six Trivia questions. The only clue I'll give you is that they all have something to do with games and Gamer. They each fit into one of the Trivial Pursuit categories so as a tiebreaker we'd like you to suggest a new category. Then to complete your entry you must think up a Trivial Pursuit question that may be used in an extra datatape for Domark's game. Try also, if you can, to include that clue or twist of logic found in all Trivia questions that gives the question away but only after you've heard the answer. An example found in the Baby Boomer set is "Who had a **lightning** No.1 hit with Something in the Air?" Answer — **Thunderclap** Newman.

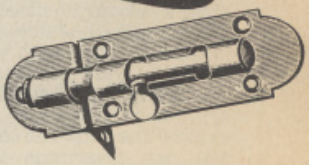
Important

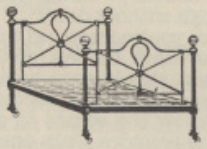
It is vital that you help our overworked judges by repeating your answers on the back of the envelope.

Good luck and may the most trivial person win.

Once you have completed your entry send it all to Computer Gamer Trivia Challenge, No. 1 Golden Square, London W1R 3AB.

Your entries must reach us by 26th September.





The Questions.

Science and Nature

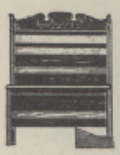
Who invented the first computer?

History

Who wrote the first adventure game?

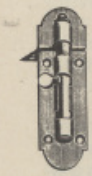
Geography

In what land is Ulitima IV based?



Arts and Literature

What was the name of the dragon in the Hobbit?

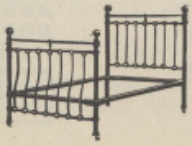


Sports and Leisure

Who starred in Audiogenic's cricket test?

Entertainment

Name 3 computerised Superhero's



Computer Gamer Trivia Challenge, 1 Golden Square, London.
The answers to the questions are

Science and Nature.....

History.....

Geography.....

Arts and Literature.....

Sport and Leisure.....

Entertainment.....

My question is.....

.....

The answer is.....

Name.....

Address.....

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Age.....

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Mission OMEGA

Can you stop an alien ship before a missile blows it and you to pieces?

An object came from deep space. It just suddenly appeared out of hyperspace and moved towards the solar system at something close to the speed of light. Attempts to make contact failed, it had to be destroyed.

A missile is to be launched from Earth in 45 minutes and would destroy the object (code-named Omega) in another 15. In that time your mission is to explore Omega and shut down its four reactors so that it would cease to be a threat and Earth will benefit from its artifacts.

Fail and they will be lost in the explosion and so might you.

You command the Windwraith, a mining ship from the United States of Europe and you have just received a priority one order to accept the mission. Your sixty minutes has already begun.

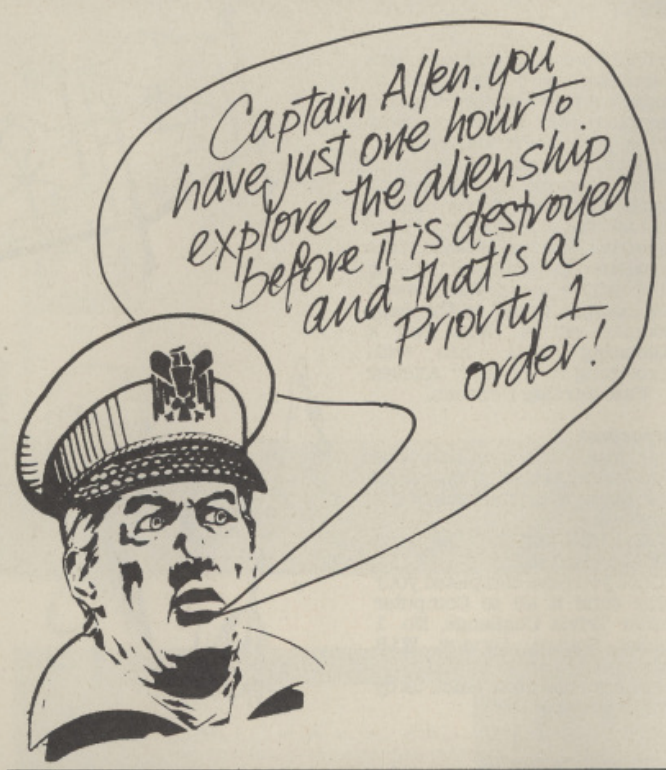
Onboard your ship you have 500kg of raw materials with which you can construct and arm robots that you will send to explore the ship. For each robot you can determine its base, power pack, weapon and sensor, check that it works (not too heavy for its base chassis) and then send it into Omega.

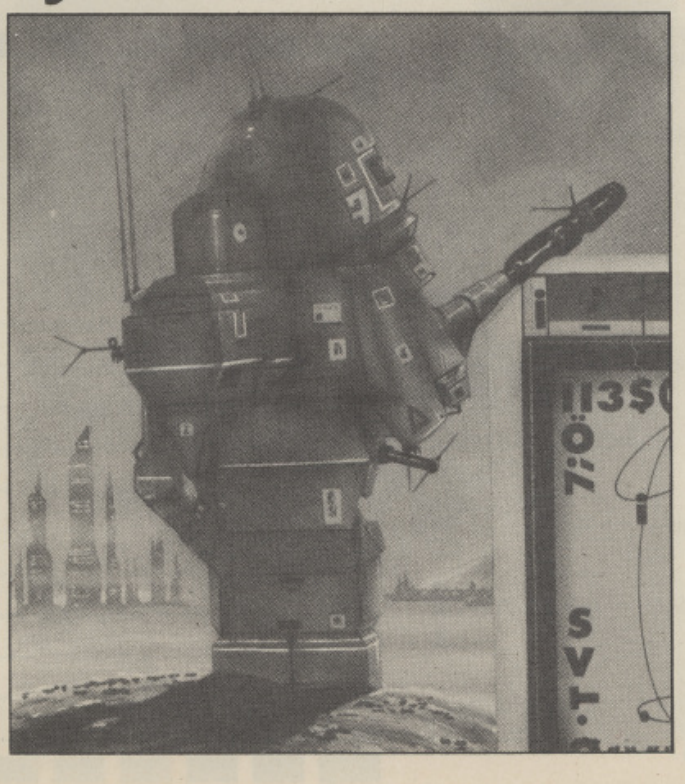
The options available to you allow your robots to range from light scouting hover robots armed with small lasers and audio sensors to missile carrying, nuclear powered, tracked destroyers that follow the scouts and sort out any trouble in the way. In between there are a whole range of creations that can be constructed from hover, sphere, legs and tracks bases, battery or nuclear power packs, audio, infra red or visual sensors and laser, particle beam or missile weapon systems.

Robots can be built at any time during your mission as long as you have the materials so it's a good idea to quickly build some scouts equipped with various sensors and send them in for a look around.

Inside Omega you can control any of your robots in two different ways, either manually through the keyboard or a joystick or in automatic mode where it will follow a set path that you have programmed into it. This is particularly useful to either retrace your steps or follow the path another robot took.

You can also instantly plot the position of all your robots (up to eight at any one time) via the map function that shows rooms already explored. Point the cursor at any room and you can have a closer look at its contents.





Inside Omega your robots will find a maze of rooms and corridors filled with alien artifacts which are (to you) purely decorative. However, you will also find transporters (to instantly move you from one of Omega's quadrant to another), impassable laser beams blocking your path, alien robots that must be destroyed and eventually the four reactors.

The robots and the laser barriers are your first problem that must be tackled. The robots, although the more deadly, is the easiest to solve. Blast them before they blast you. The barriers are more of a problem since they block the path you usually need to take. The barriers themselves are controlled by wall switches that are found in many rooms. Unfortunately, to add to your problems, toggling a switch may turn off the barrier that is presently blocking your path but it also might turn on a few others elsewhere. Consequently you will have to use your scouts to ensure that the right switches are used at the right time to let the heavier, slower, robots through without delay.

Once you've mastered this you almost have control of Omega and you should soon be able to destroy the enemy robots that will allow the scouts to search for the reactors. Only one question remains, can you complete all that in just one hour?

To help you the game is controlled by icons that allow you to build your robots and then control them in Omega. The screen displays are almost self-explanatory and allow you to concentrate on your tactics. Get them right and you could be a hero, get them wrong and you will be dead.

Mission Omega is available in Spectrum, Amstrad and C64 versions from Mind Games and costs £9.95.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

Nova

HOROSCOPES

Aries the Ram

Looking into the deep dark depths of your soul I see hidden reserves of talent which are just waiting to be released on an unsuspecting and innocent world. Your potential is being wasted in your present mode of employment. I think that with luck you could at least rise to the prestigious position of assistant hamster salesperson for Greater Manchester.

Gemini the Twins

How would you feel if I was to tell you that your social life is about to take an amazing turn for the better, shooting you into the ranks of the most sought after life and soul of the party types? Well, it's not. I'm afraid that you are going to continue to be just as boring as you are at present and with a little luck perhaps people will manage to avoid seeing you on your weekly social highlight of going to the corner shop.

Cancer the Crab

In the depths of the pink star, known by those who possess the knowledge as the beast of the universe, there lies the key to your destiny. This unobtainable token is gradually being destroyed by the heat which courses through the inside of this hot bubbling planet eating everything in its path. By the looks of it I don't think anyone's ever going to find out what your destiny is. Sorry about that!

Leo the Lion

A bright light shines in the midnight sky, its rays bathe those beneath it in a pool of cool yellow phosphorescence. A dark shadow stands inside the glow, the figure seems to absorb the light as he slowly turns around. Suddenly the bulb in the street-lamp blows, and everything goes dark.

Virgo the Virgin

Humanoids, I have a message for you. In order to make myself understood I am using your primitive method of communication which I believe is known as printing. We are a race of metallic beings and we have come from a far corner of the universe to the left of the heavenly body which you call the Sun. It is hot where we come from and we need vast stores of energy to keep our zinc carbon batteries charged. Mine are now beginning to fail so I cannot give my message.

Libra the Scales

Transmission four, day 234, year one, hour 13, minute two. There is a group of people in this world who believe that time is an important concept. This is foolish and if you let it rule your life you will never gain the ultimate happiness which you seek. I will transmit another message to you in precisely one lunar month.

Scorpio the Scorpion

Hello, my beclawed friends. Wicked, oh wicked are the ones who would do you harm and blight your lives with woe and grief. Never fear, there are ways of overcoming tremendous hardships of which only I possess the knowledge. I am now at liberty to divulge these deep and meaningful secrets to you but by doing so I put my mortal soul and physical well-being in jeopardy, therefore I've changed my mind, it's far too dangerous and you're not worth it.

Taurus the Bull

Even though you think that everything is going wrong for you the world continues to turn and the stars continue to move in their timeworn courses. If you look into the depths of your computer then you will be maybe find some answers although I doubt this very much because you are nearing the edge of your psychic plane and it's very unlikely that the hidden secrets of your id are located in the joystick port.

Saggitarius the Archer

I'm sure that there is something fundamentally wrong with the way in which you are organising the existence of the molecular structure which passes for a body for those of you who live in Stevenage. I think you should cut down your fluid intake and leave more room for the finer things in life, namely walking the dog and being nice to old ladies.

Capricorn the Goat

Jupiter is moving across the sky into the section of the night hemisphere where the bodies which influence your mean existence are located. Saturn too is arriving in this section of the sky and these two powerful beings will collide some time this month. I think I'm reading the charts wrong.

Aquarius the Water Carrier

Planet Zippo calling earth person 249A42½. Yes you, jerk face. We have had dealings with aliens who would be hostile to your planet and they are about to launch a major offensive against Terran strongholds. Locations to be systematically vapourised during the next week include the public conveniences next door to the town hall in Liverpool and No.45 Acacia Ave, home of earth being Mrs Gladys Potts. Please advise.

Pisces the Fish

The noble lord of the unconquered universe, son of the one who sits astride the great white charger amid the grand oaks of the nether regions of the planet is about to have a significant effect on your very existence. It is he, who, while the sun sinks beneath the western horizon, will rise up and take what is rightfully his, whilst putting your life at risk. Don't let this happen. Give him a good tonking.

READERS C-L-U-B

In the following pages you'll find all you need to join our club, details of the Gamer ratings system and how to apply for your awards, how to send in and reply to the Club Contacts and the first batch of Contacts.

If you're not already a member then join today. All you have to do is fill in the joining form and send it as well as a stamped addressed envelope to:
Gamers Club,
No. 1 Golden Square,
London W1R 3AB.

In return we will send you your membership card as well as a FREE Gamer sticker. Joining also entitles you to use our FREE contact service and take part in the Gamer ratings scheme and we've more exciting club events in the pipeline.

Join the thousands that have joined our club.

To send in a contact, fill in the contact application form, and send it in with a short letter detailing the sort of response that you want, and a largish (ie. A5 or above) stamped addressed envelope, send the whole lot

Here at last is the all new improved Gamer reader's club

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

Reader's Club
Computer Gamer
Argus Specialist Publications Limited
1 Golden Square
London W1R 3AB

Do not enclose any other correspondence in the envelope — ONLY your application.

NAME .....
ADDRESS .....
..... POST CODE .....
PHONE NUMBER .....
AGE .....
TYPE OF COMPUTER OWNED .....
ACCESS TO DISCS .....
YOUR MAIN GAMES INTEREST: ARCADE/ACTION .....
ADVENTURE .....
STRATEGY .....
SIMULATIONS .....
OTHER (SPECIFY) .....
WHAT COMPUTER MAGAZINES DO YOU BUY? .....
.....
WHAT OTHER MAGAZINES DO YOU BUY? .....
.....
WHAT TYPE OF FILMS DO YOU WATCH? .....
.....
WHAT TYPE OF BOOKS DO YOU READ? .....
.....

Contact Coupon. Send to:

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marked 'Computer Gamer Contacts'. Any applications sent in for any of these services without an SAE unfortunately cannot be accepted.

To reply to a contact, you write whatever you want to write, pop it in an envelope along with an SAE if you are expecting a reply. Mark the correct contact number on the back of the envelope, and send it to 'Computer Gamer Replies'.

The Rating System

When you receive your membership cards you may notice that there is a section marked 'Intergalactic Ratings'. This is an award scheme where, by doing various things, you get an appropriate award. These will be much sought after, and difficult to obtain. We calculate that only a small percentage of the club members will be able to complete all five awards, however, we will be very pleased (and surprised) if you all get them. So their value is high by rarity alone.

The awards are graded, the low ratings should be easier to get, whilst the top rating is more difficult. In order to get all five you need to exhibit many qualities — from programming to game playing ability. They are:

Epsilon

Fill in the special form and include it with three application forms from Computer Gamer from friends or other persons wishing to join the club, and you will be rewarded with an Epsilon Rating for recruitment ability. These forms must be real forms from the magazine and not just photocopies.

Delta

You get this for loyalty to the club. Every month in the main magazine will be printed a dated symbol on the corner of one of the club pages. Cut out and collect six consecutive dated symbols and send them to us. We will then send you the loyalty award. Since we assume that everybody is incredibly loyal, this should be quite easy!

Gamma

A Gamma (gamer!) rating is awarded if you get a hi-score published in the magazine. This is slightly harder than Epsilon/Delta and requires great game playing skill, but is by no means as hard as some of you may think. The games we feature change every month — as do the scorers. Special hi-scores or techniques or ways of cheating to get high scorers also count. These will be featured in the hints page or perhaps club pages of Computer Gamer.

Beta

This is getting quite hard now. A Beta rating is awarded if you get a hint/tip/help published in Computer Gamer. In the hints section, players guide, or in the adventure section — or as before wherever I decide to put it in here! This shows extreme prowess in researching games.

Alpha

This means that you are at the forefront of games research, and have actually had a game published in the magazine. Our standards are quite high so only excellent gamers will be able to achieve this highest of high honours.

These ratings can be got in any order, you don't have to work up to Alpha, or down to Epsilon — you could even start in the middle and sort of go sideways.

Do not be dispirited if you don't get all of them, merely being a member of the club shows you have a discerning interest in computers and games. However, a master gamer is the pinnacle of achievement.

All forms should be sent marked 'Computer Gamer Ratings' and should include a stamped addressed envelope for the return of your award (a sort of sticker to stick on your card).

These are the forms that you must use to apply for your ratings. These must be cut from the magazine (no photocopies) and include an SAE.

Where to send it

Send everything (correctly marked as indicated above) to:

Computer Gamer
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London W1R 3AB

Alpha Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel:

Issue Appeared in: .....

Beta Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel:

Issue Appeared in: .....

Gamma Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel:

Issue Appeared in: .....

Delta Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel:

Attach 6 consecutive and dated Tokens (formerly Eecaans)

Epsilon Rating

Name: .....

Address: .....

.....

.....

Member Number: ..... Tel:

Attach 3 genuine membership application forms.

Contacts

Section One

Computer Clubs and associated groups and interested people.

Romsey Area Computer User Group
Weekly meetings and a regular Newsletter. All machines catered for particularly Atari and Amstrad.
No. 119

64 Programs Club

No. 113A

Section Two

Hints, tips, help offered, help wanted.
Robert Troughton

No. 113B

Section 3

Penpals or Computer Contacts — perhaps your lonely Jupiter Ace needs some company?

Michael Kurjakowski
Northampton
Age: 16

No. 118

Alfred Bezzina
Malta
Age: 29

No. 117

Sean O'Kane
Londonderry
Age: 17

No. 116

Richard Nicholas
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No. 115

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Stephen Morse
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No. 119

Chrisopher Bradbury
Hull
Age: 18

No. 122

John Hazel
Hull
Age: 11

No. 120

Colin Hayward
Totenham
Age: 14

No. 121

PBM UPDATE

30

I must start this month with an apology: in last month's Gamer I advised players who wanted to chat about PBM to give Jon Woodal a ring but then omitted to mention his telephone number. Jon, who lives in the wilds of rural Gloucestershire, can be contacted on 0594 36107 and is always delighted to talk about the dozens of games that he plays as well as the excellent Lands of the Crimson Sun, which he runs himself as Phoenix Games.

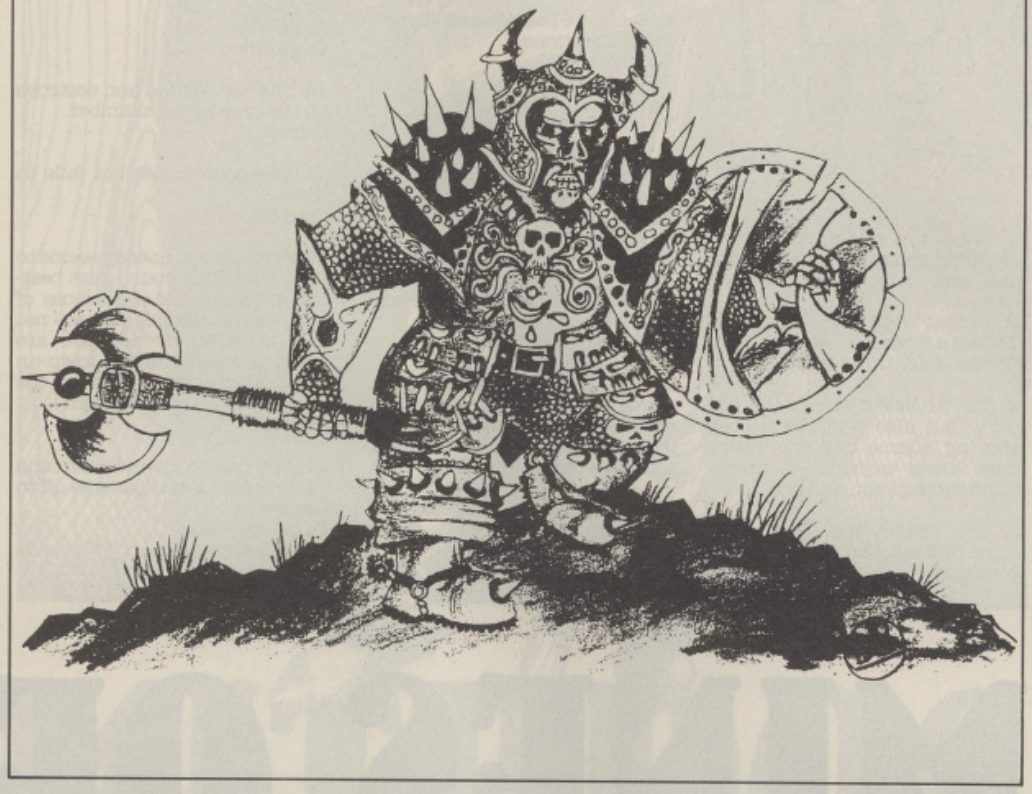
Also in the August edition I called John Nicholson the invisible man of PBM. Two days after I penned that slight criticism he rang me and we had a long talk about the hobby and Vorcon Wars in particular. Good news for Gamer readers is that if you would like to join the game you will be entitled to £1 off the cost of the startup package. At £1.50 it was good value but at 50p including the first two rounds it is a positive bargain. John also told me that Super Vorcon has been put through the playtest stage and is now being launched commercially; further details can be obtained from Vorcon Games.

Several readers have written to me asking for advice for someone who would like to start in a PBM game but is not sure which one to try. I would recommend that first you decide what sort of game interests you; postal games fall into many categories: fantasy, science fiction, sports simulations, crime, historical and many more, and in each category there are usually a number to choose from. Having made that decision, look for good value startup offers. In the last few months I have mentioned at least six games where you can obtain the rules etc and the early rounds free and several more which cost less than £2. Even at up to £5, a startup package can be good value depending on how many free rounds it includes and what starting material is supplied. Having entered the game, a good idea is to contact a few other players; they will soon tell you how to get the best out of your game and you will also learn about other games. If you send me a stamped addressed envelope I will supply you with a list of all the UK PBM games with addresses, costs, brief descriptions and details of which edition of Gamer they were mentioned or reviewed.

There was a time when if you went to a PBM meet you would probably find that most of the players were from KJC or Mitre games. Later, other games started to be represented but still the big two plus Sloth Enterprises tended to dominate things. Now, however, an interloper has appeared in the form of Vengeance Games from Yorkshire and the predictions are that they could easily become the number one company in the UK. Their three games: Where Lies the Power, a futuristic power struggle; World of Vengeance, set in post disaster Britain; and Orion's Finger, which is reviewed here, are all superbly presented, highly researched and well run. The game masters spend a lot of time on the rounds and prices are reasonable.

Orion's Finger is advertised as a futuristic role-playing game but to some extent this is a misnomer for it is really several games in one. You will start the game on a planet in one of seven separate star systems and the nature of the game will depend on what state of technological progression the system has developed to. The most primitive system is Bezander; here you are set in a world similar to Earth in the early to mid twentieth century. The most advanced weapons that you could use would be chemicals, means of communication are such things as radio and telephone. Travel is by car or

ARCADIA



plane and medical science has reached the stage where you could be fitted with an artificial limb, should this prove necessary. At the other end of the scale is system Satha, where there are Cyborg soldiers, computers are antiques, there is thought transference and the life expectancy has doubled. Your actions will be governed by your location.

Taking into account the technological differences, it is not easy to make a brief summary of what the game is about, but suffice it to say that it is played in a free format and you can therefore do anything that you want as long as it fits into the logistics of the game, ie your actions will be restricted by what other people are attempting to do, as in real life. The game masters will provide scenarios for you but to a large extent you help to design the game as it goes along. Initially you will control three characters and you must design them. Your leader will have 40 points to allocate to skills and the other pair will have 15 each. Skills range from acting to vehicle weaponry but are not all available in every system. The more points you allocate to each skill the higher your proficiency; so you have to decide if you want your people to be brilliant within a small range or all-rounders. You may also wish to spread the skills around your group. One novel feature of this game is that you can obtain additional skill points if you give your characters disadvantages as well. So if you decide to run a prominent scientist who is also a legendary thief you could make him a 4ft 2in completely careless junkie who is totally self-centred and a wanted man throughout the galaxy. How long he would last, however, is anybody's guess.

The main strength of Orion's Finger is the high standard of games mastership. They obviously put a great deal of thought and effort into it and their replies are long and interesting. There are many detailed information slips and at £1.75 per round the game is good value. In fact, a recent player survey in another game's newsletter showed Orion's Finger as the number one game in terms of value for money. Startup packages for all Vengeance games cost only £1 and include the first two rounds.

The growth in PBM in this country over the last few years has been phenomenal and seems to be continuing unabated. There are now well over a hundred games running in the UK with prices ranging from 25p-£4 a round. New games are appearing every month and the hobby is looking very healthy.

One new name is Jade Games, who are based in Southsea. They have defied all the trends by producing their own computer moderated games. The first is called Arcadia and is described as a tribal fantasy wargame for 30 players. In the land of Arcadia there are forty cities and each player initially controls one, the other ten being game master controlled free cities. The idea is for one player or alliance to take control of all the cities by the end of the game and obviously there will be a great deal of warfare; however, trade is also very important as you will need to fortify your own cities and recruit armies. Magic is a significant part of the game, too, and the rumour is that control of the free cities could be vital. I will be writing a full review of the game in a future edition when no doubt their other games, currently in the programming stage, will be available. The startup package for Arcadia costs £5 and includes a comprehensive rulebook, a very nice wall map and two free rounds. Future rounds cost £1.50.

Another new game, at least in the UK, is Spiral Arm. Originally developed in Australia, it is entirely computer moderated and Chris Dempsey of Spellbinder Games tells me that it is basically an imperialist game with a heavy accent on forward planning and strategy. It can also get very bloody and changes dramatically and often very individually. The game includes a map of over 650 stars and has up to 50 players who can get involved with space and planetary combat, colonisation and technological developments. There are seven spaceship classes, eight racial types and four modes of space travel. Again there will be a Gamer review in a few months but for anyone who would like to play now, there is a very special offer for readers. If you write to Spellbinder and mention the magazine you will be entitled to a free startup and three free rounds. Later rounds will cost a reasonable £1.30 each.

To avoid any confusion, the Gamer playtest team has been retitled the Gamer review team. The answer to last month's question was that Starmaster is the Fourth Mitre game. The first two correct answers pulled out were from Dave Fletcher from London, who will be playing Midgard and Richard Wood from Chatham who will be the Gamer representative in Global Supremacy. This month's review games are Kings of Steel from Sloth Enterprises and Spiral Arm. Kings of Steel is a fast-moving 14 player fantasy wargame that is played to a finish over one year (real time) and normally costs £1.75 a round. If you are interested in joining the team and playing one of the games free, just drop me a line and let me know why. To make things a little harder you will also have to answer the following question. Jade Games have produced a PBM game called Arcadia. Which software company originally marketed the computer arcade game of the same name?

Next month I will be reviewing Starglobe and giving a reader the chance to review Crasimoff's World.

Phoenix Games: Stoneleigh, Holly Lane, Upper Ellwood, Gloucester GL16 7LZ.
Vorcon Games: 59 Juniper, Birch Hill, Bracknell, Berks RG12 4ZG.
Jade Games: PO Box 54, Southsea, Hants PO4 0NA.
Spellbinder Games: 36 Buller Road, Barking, Essex IG11 9UA.
Sloth Enterprises: Freepost, Southampton SO9 1BH.
Vengeance Games: 6 Rose Farm Fold, Altofts, Normanton, W. Yorks.

MINES OF

Welcome to another Heroic Warrior Adventure! All you need to play is paper, pencil and an ordinary six sided die. Make your decisions and follow the numbered paragraphs as directed. Combat is resolved as follows: Each character is assigned two values, a strength rating and a number of life points represented in the text by SR/LP. When you enter battle, roll one die and add the total to your SR. Now do the same for your opponent. Whoever has the lower score loses that particular round and subtracts two LPs from their total. This continues until one person's LPs reaches zero whereupon that character is deemed to have died. You start with an SR/LP of 8/20.

Beoden, the dwarf prince and star of the very first Heroic Warrior story, was charged with finding King Thradnor of the Southern Dwarves and informing him of the impending war with the goblins. After many weeks of travelling, Beoden has finally reached the dark mountain of Mithros that has been mined by the dwarves for many thousands of years. Goto 37.

1. There are many orc miners chipping away at a rockfall. You can cast a spell at them or retreat.
To retreat — 44
To cast a fireball — 45
To cast a lightning bolt — 63

2. The fireball destroys the orc party but also sets the timber shoring aflame and the entire cave starts to collapse, unfortunately with you under it.

3. You relight the torch with some difficulty and continue on your way.
To go east — 44
To go west — 24

4. The passage ends abruptly with large numbers of orcs trying to clear what appears to be a rockfall. Because of the noise that they are making, you would have no trouble sneaking away but you would have to use a spell to get rid of them.
To retreat — 44
To cast a fireball — 52
To cast a lightning bolt — 61

5. You can go up and east from here.
To go up — 18
To go east — 49

6. There are passages off the cave in all directions.
To go up — 24
To go down — 43
To go east — 39
To go west — 31

7. Now that the area is cleared of orcs, you can examine the rock face or retreat.
To examine the rocks — 50
To retreat — 44

8. Roll a die. Is the result a six?
Yes — 20
No — 21

9. The passage continues towards a large chamber but you never get that far as the roof of the passage is still unstable and collapses on top of you.

10. The passage goes east and west.
To go east — 26
To go west — 18

11. By using your considerable mining skills, you can see that there is far too much masonry for you to shift by yourself. Whilst fire would be useless against stone, a lightning bolt in just the right place should reduce the boulders to a more manageable rubble.
To cast a lightning bolt — 19
To retreat — 44

12. There are the remains of an orc camp here. You find a tinderbox.
Goto 33

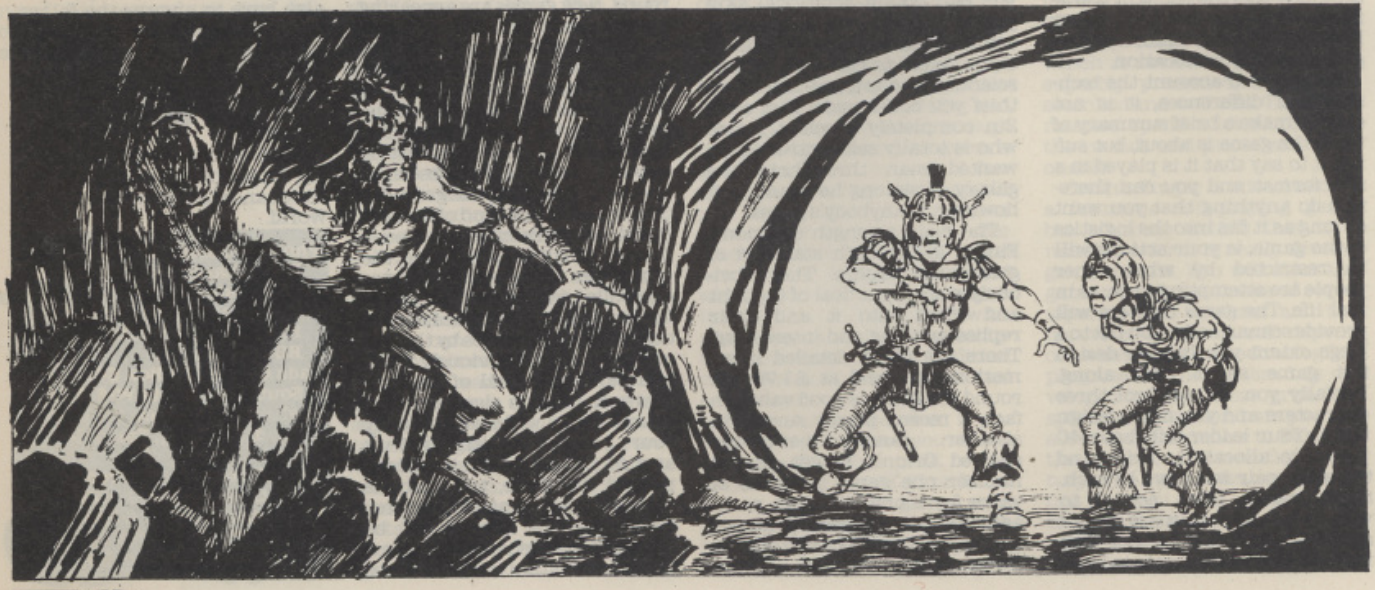
13. You are in a long, dry east/west passage leading down.
To go east — 22
To go west — 41
To go down — 46

14. The bolt is fired and destroys all the orcs in the chamber.
Goto 6

15. The spell fizzles but fails to work.
Goto 57

16. Fortunately, nobody seems to hear you. With your heart beating so loudly and the echoes of your own footsteps, you are not sure whether or not you are being pursued and you keep on running until you are back at the crumbly ledge (test it again).
Goto 33

17. You can go up and down and there is also a side passage off to the west.
To go up — 26
To go down — 60
To go west — 48



MITHROS

18. Another spider, this time in a nest. It has an SR/LP of 7/7. Do you win?
Yes — 58
No — 34

19. The bolt breaks up the rocks as planned, but on further examination of the debris, you discover that the rockfall continues for some considerable way into what is a shaft long abandoned by the dwarves.
Goto 44

20. The spell misfires and is gone forever. Cross it off your list.
Goto 59

21. The bolt issues forth from your fingertips, destroying all the orcs in its path.
Goto 31

22. The passage twists and turns and ends at a large door. The door is extremely solid and shows considerable signs of someone trying to smash it with axes or similar.
To try to go in — 40
To go back — 13

23. The bolt of electrical power breaks up the huge stones into lumps that you can handle yourself. After much effort, you move enough of them to reveal an east/west passage behind the fall. Quickly, you make the hole large enough for you to climb through.
To go east — 9
To go west — 25
To go back — 44

24. The passage straightens out here with a narrow ledge leading off to the east and a broader path leading downwards.
To go east — 37
To go down — 57

25. The passage twists and turns until it ends at a small door.
To try the door — 54
To go back — 23

26. You are at a three way junction.
To go east — 33
To go west — 35
To go down — 49

27. Do you want to ring the gong?
Yes — 55
No — 6

28. You turn to run but dislodge a stone as you do so. Roll a die. Is the result a 5 or a 6?
Yes — 47
No — 16

29. Roll a die. Is the result a six?
Yes — 15
No — 36

30. With much effort, the door grates open and you enter what appears to be the dwarves' archive store. Books and murals depict previous achievements and glories. On a table is a scroll.
To examine it — 38
To leave the room — 13

31. Passages lead off the cave upwards and to the east.
To go up — 17
To go east — 57

32. As you walk along the path, a sudden gust of air blows out your torch. Do you have the tinder box?
Yes — 3
No — 42

33. The passage ends on a crumbly ledge. You can go east, west and up from here. The ledge is safe at the moment but as you move bits fall away from the edge. If you come here again, you must roll a die to see if the ledge gives way under you. On your next visit, you must score 5 or under, then four or under etc, etc. If you succeed in making your roll, you can proceed as normal. If you fail, then you plunge to your death.
To go east — 12
To go west — 26
To go up — 46

34. At least you have died in battle and can now take your place amongst the halls of every other fallen dwarf warrior.

35. You are in an east/west passage when you feel something drop onto your neck, biting you and inflicting 2 LPs of damage. It is a large spider with an SR/LP of 6/6. Do you beat it?
Yes — 58
No — 34

36. A ball of flame sweeps through the cave, crisping every orc inside it.
Goto 6

37. Your father the king has told you how to find the secret entrance into the mountain but you are surprised to find no sign of life round about you. The reason becomes clear when you reach the entrance. There has been a massacre and dead dwarves lie all around you. A sudden groan makes you start. Looking round, you see one of the bodies move slightly as he tries to call you again. You put your head next to his and he explains with great difficulty that the guards have been ambushed by an army of orcs who are intent on destroying Thradnor and the southern dwarves. He urges you to find some way of warning his people before dying in your arms.
Goto 41

38. The scroll contains four spells — two fireballs and two lightning bolts. Each spell can only be used once. A note explains that because dwarves normally shun magic, there is a chance that the spells may not

function. Because of this, they should only be used in the dwarves' hour of greatest need. You leave the room taking care to lock it again so that the orcs cannot desecrate this sacred place.
Goto 13

39. The path opens out into a small, dry cave. Inside is a huge gong guarded by two orcs. They have SR/LPs of 8/6 and 7/7 and you must fight them each in turn. Do you win?
Yes — 27
No — 34

40. The door is locked. Do you have the key?
Yes — 30
No — 22

41. You pass through the door into a large chamber lit by a flickering light. Evidence of a large orc presence is everywhere. You take the opportunity to light a torch from the eternal flame of Mithros.
Goto 13

42. You stumble about in the darkness as you try in vain to find your path but it is no use. Part of the path crumbles under your feet and you bounce down the side of the ravine like a stone thrown down a well.

43. The path continues downwards with huge chasms on both sides. Suddenly, you tread on a rock, lose your footing and plummet into the darkness towards your doom.

44. You become aware of hammering noises all around you which you recognise as being the sound of pick-axe against rock made by groups of miners. Passages lead off east, west and upwards.
To go east — 4
To go west — 32
To go up — 1

45. The orcs quickly burst into flames.
Goto 7

46. The passage continues up and down.
To go up — 13
To go down — 33

47. The orcs hear you and raise the alarm. You draw your battle axe and try to cut your way out of trouble.
Goto 51

48. There is a giant spider here with an SR/LP of 7/7. This one has a poisonous bite, though, and will kill you if it hits you even once. Do you win?
Yes — 5
No — 34

49. You are at a three way junction. A solitary orc is standing guard. It has an SR/LP of 8/6. Do you succeed in defeating it?
Yes — 17
No — 34

50. The rocks are far too heavy for you to shift on your own and a fireball would be useless if hurled against the stones. You think that a lightning bolt in the right spot might help you break the boulders up into smaller lumps though.
To return — 44
To cast a lightning bolt — 23

51. There are far too many orcs and although you manage to kill a few of them, they quickly overpower you. You are quickly tied up and dragged off to see the torturer.

52. The fireball destroys the orcs.
To explore the rock face — 11
To retreat — 44

53. You decide to try and run away instead.
Goto 28

54. Surprisingly, the door is not locked. You go inside a small, solid cave. There in front of you is a large horn. On examining it, you discover from the runes carved into the side of it that it is the horn of the Dwarfish Lords and is only to be blown in the hour of the Dwarves' greatest need. Deciding that this is that moment, you clear the rock dust from your throat and put the horn to your lips. With no apparent effort, you play a long, crystal clear note. Even as the sound dies away, you have a vision of the music passing through every wall and passage of the mountain and you know instantly that every dwarf still alive in the mines has heard it. Your only hope is that the warning of the orc invasion has not come too late.

55. You take the hammer and strike the gong the loudest blow that you can. You can feel a wall of noise rebounding off the walls of the nearby caves and passages. Unfortunately, this is the orc war-gong and the only people who hear you call are orcs. You swing your axe but to no avail. You are quickly cut down and die a warrior's death.

56. You come face to face with the Goblin King in a single-handed death or glory combat. Which is strange because he is not in this game so stop cheating! I bet that you are the sort of person who puts infinite life pokes into all his games, you snivelling little worm.

57. The passage leads into a large, high domed cave, again full of orcs. You now know that you must either cast a spell or retreat.
To run away — 28
To cast a fireball — 29
To cast a lightning bolt — 14

58. Hidden at the back of the web is an iron key, almost as long as your arm. You can go east and down from here.
To go east — 35
To go down — 48

59. Which spell do you wish to cast?
Fireball — 2
Lightning bolt — 8

60. The passage opens out into a large chamber, shored up with huge beams of timber. There are orcs everywhere. Do you wish to:
Fight them — 51
Run away — 28
Cast a spell — 62

61. The orcs are wiped out by the lightning bolt.
To explore the rock face — 11
To retreat — 44

62. Do you have the scroll?
Yes — 59
no — 53

63. The orcs are destroyed.
Goto 7

Random Numbers.

If you don't have any dice with you then use these random numbers to decide your fate. Start anywhere in the list and cross one off whenever you are instructed to roll a die.

3	4	5	2	6	1
5	5	1	1	6	4
6	2	4	3	2	2
4	2	4	5	1	4
4	3	1	2	6	2
1	4	3	4	6	4
2	1	2	5	1	3
2	3	5	6	2	6
4	2	4	6	3	6
4	1	5	3	2	5
6	6	5	4	1	5
2	3	2	4	6	6
3	6	6	6	1	4
1	3	1	3	4	2
6	5	5	5	3	4
4	2	6	4	4	1
1	5	1	2	1	3
6	6	6	1	6	2
1	2	3	3	6	5
4	5	5	2	4	1
2	4	5	4	3	1
1	5	4	2	6	6
3	2	4	3	4	6
3	2	1	2	6	6
5	6	2	3	1	6
4	6	1	4	6	5
3	1	1	4	2	6
6	6	5	1	2	5
5	5	2	6	4	4
2	2	1	2	2	4
5	6	1	4	6	4
6	6	2	1	5	5
5	6	2	1	3	2
6	3	4	2	2	5
6	2	3	5	1	5
6	1	6	3	2	4
4	3	5	5	1	6
5	2	6	3	5	6
5	2	3	5	5	1
4	1	5	6	4	6
6	4	6	6	3	2
1	4	4	3	4	2
3	5	4	5	3	3
5	6	1	4	4	4
3	4	4	2	3	1
3	2	6	5	5	4
5	5	3	4	5	1
5	1	2	4	3	2
6	6	6	5	6	2
4	4	4	3	5	4

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Supplier:	Ariolasoft
Price:	£14.95

Lapis Philosophorum or the Philosopher's Stone is a game written originally in Germany as you might guess when you discover that the old King in the story was called Gieselmer Gutfried. The King's problem was that he was still childless after two marriages and so forced to adopt a stepson to be his heir. This proved to be a bad move as the stepson soon administered a swift dose of poison in an attempt to seize power and the throne. Despite the attention of all the best medical men in the court, the King did not appear to be getting any better and so, as a last desperate hope, you are sent off on a quest to find the Philosopher's Stone which has two remarkable qualities. The first is that it can turn base metal into gold, and the second is that it can cure any illness when dissolved in water.

The game starts with you in your house in the middle of town and you quickly find your favourite instrument, the lute and a book that tells you a bit more about your quests, suggesting that a visit to the Monks of the Moor Monastery might well be in order. There is lots to explore within the town for two main reasons. First, the location descriptions are quite long and detailed and so you are not quite sure what is relevant and what is dressing (an excellent state of affairs, other software houses take note). The second problem is that the city guards, on instructions from the Wicked Prince, seem most reluctant to let you out through the gate. Each location is very well illustrated although it takes an age for each picture to load in from disk (the fault of the disk drive, not the game I should hasten to add).

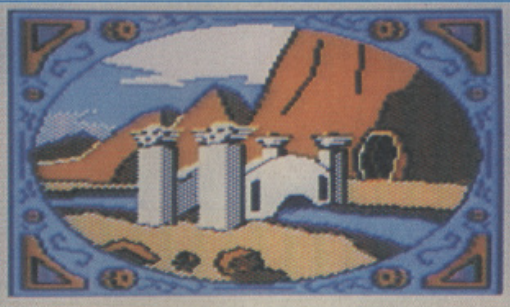
THE HOUSE OF A RICH MERCHANT FACES AN INTERSECTION. AN OLD TREE GROWS OPPOSITE AND ON THE OTHER SIDE OF THE STREET IS A FRAMEWORK HOUSE. A DARK ALLEY LEADS TO THE EAST, STREETS COME FROM ALL OTHER DIRECTIONS.

The game is aimed at a fairly simple level with "help" clues being regularly available. The style of the parser is that of being extremely chatty, responding to your inputs with all manner of wisecracks that some people may find offputting. You tend to have to enter words in full as well, rather than abbreviate them to four or five letters. Lapis is aimed at the younger or inexperienced adventurer, and I think that they would enjoy it. As there are seven different winning routes, finding all of them might prove to be more of a challenge to the more advanced player.

PLANET RATINGS

Originality	●●●
Atmosphere	●●●●
Difficulty	●●●
Value for money	●●●

Title:	The Graphic Adventure Creator
Computer:	C64
Supplier:	Incentive Software
Price:	£22.95 cass. £27.95 disk



You find yourself on the bank of a turbulent stream babbling along the base of the mountain itself. It is crossed by a stone bridge leading East to a dark cave entrance.You can also see an old oil lamp
What now?...

Anyone who has ever played an adventure game, has probably thought to themselves at some stage "I could do better than that." Well here's a chance to put your money where your mouth is. GAC is a utility that takes away your need to learn machine code or similar and concentrate purely and simply on the story itself. And very straightforward it is to use too. Not that you will be able to sit down and start churning out games of the same standard as say Level 9. There is a lot of hard work tht goes into adventure writing.

The first things that you will have to do is to define lists of words that are "understood" by the computer and describe your locations. Although it is called a room in the program, a location can be anything you want it to be from a blood vessel to an empty battlefield. Descriptions can be up to 250 characters long, not including details of exits and any objects present. You can have up to 9,999 rooms, memory allowing. To define a verb, you assign it a number and then type in your entry. It is as simple as that. If two words are to have the same meaning, e.g. jump and leap, you give them the same number. The same procedure is used for nouns although you usually have to define them as objects as well if the noun can exist in more than one form. For example, suppose you wanted to include an ogre in your game which the layer has to kill. You define ogre as your noun because that is what the player will type in (kill ogre). But in your room description, there will two types of ogre and so in your list of objects, you define "an angry, snarling ogre" and "a dead ogre".

Once you have defined all your words, you come to the hard part. Sorting out the game's logic. This involves working out which message gets printed when and that appropriate responses are given to the player's inputs. You will be amazed at the number of things that you have to think of. This is known as the game's conditions and they come in three main types. High priority conditions checks to see if the game has been won yet or if the player is dead. Local conditions apply to the room that you are in. If the ogre is dead, then allow the player to open the secret door. Low priority conditions include things like inventory and score.

Obviously it is far too long winded to input every condition in longhand and so the program uses a system of codewords and logic. Remember how you gave numbers to all your nouns, verbs and messages. This is why you did it. A typical command might be: "IF (VERB 20 AND NOUN 14 AND CARR 4) MESS 19 WAIT END". This might translate as "If the player typed "kill ogre" and he is carrying the sword, then print a message saying that the ogre is dead and wait for the next input.

Whilst you are doing all this, you will be using markers and counters. A marker is used when something can exist in two states. For example, a door can be open or closed, a room can be light or dark. You can use up to 256 markers. Counters are used similarly to keep a track of the number of turns taken or score.

Drawing pictures is again straightforward and by looking at some of the sample illustrations, you can see how impressive the pictures can be. You can use up to four different colours plus shading and there are commands to draw rectangles, ellipses and lines as well as filling in areas. The pictures are drawn very quickly, something which is probably of more importance to the player than the writer.

GAC included some highly sophisticated elements in its parser. For example, it could understand "kill the ogre and examine it" or "open the door slowly". Any words can be distinguished so if you wanted to include both a hippopotamus and a hippodrome in your game, there is no problem. You can have a vocabulary of up to 785 words.

GAC is simple to use although it looks somewhat daunting to start with and the instruction booklet could be better and you can use it to publish your own games without needing to pay any extra money, although you should mention that you used the product. Highly recommended for any would be adventure writer. Now if you are short of a few ideas why not read Dungeon Dressing in Gamer each month!

Title:	Jewels of Darkness
Computer:	C64, Spectrum, Amstrad, PCW 8256, QL, MSX
Supplier:	Rainbird
Price:	£14.95

The Jewels of Darkness is in fact three of Level 9's original adventures, revamped and repackaged together by Rainbird and sold for only £14.95.

These are the adventures that make Level 9's reputation as THE UK adventurers. Now the classic Colossal Adventure, Adventure Quest and Dungeon Quest have been improved with the addition of Level 9's latest techniques including over 600 illustrations (200 per adventure), 1,000 word vocabulary including useful words like 'all' and 'everything', and Ramsave and OOPS! commands to restore your game position should you come to an untimely end. All this as well as a 64 page novella are included in the package.

Colossal Adventure is a version of the original game that started it all. In it you must find the Colossal caves where your quest for treasure begins.

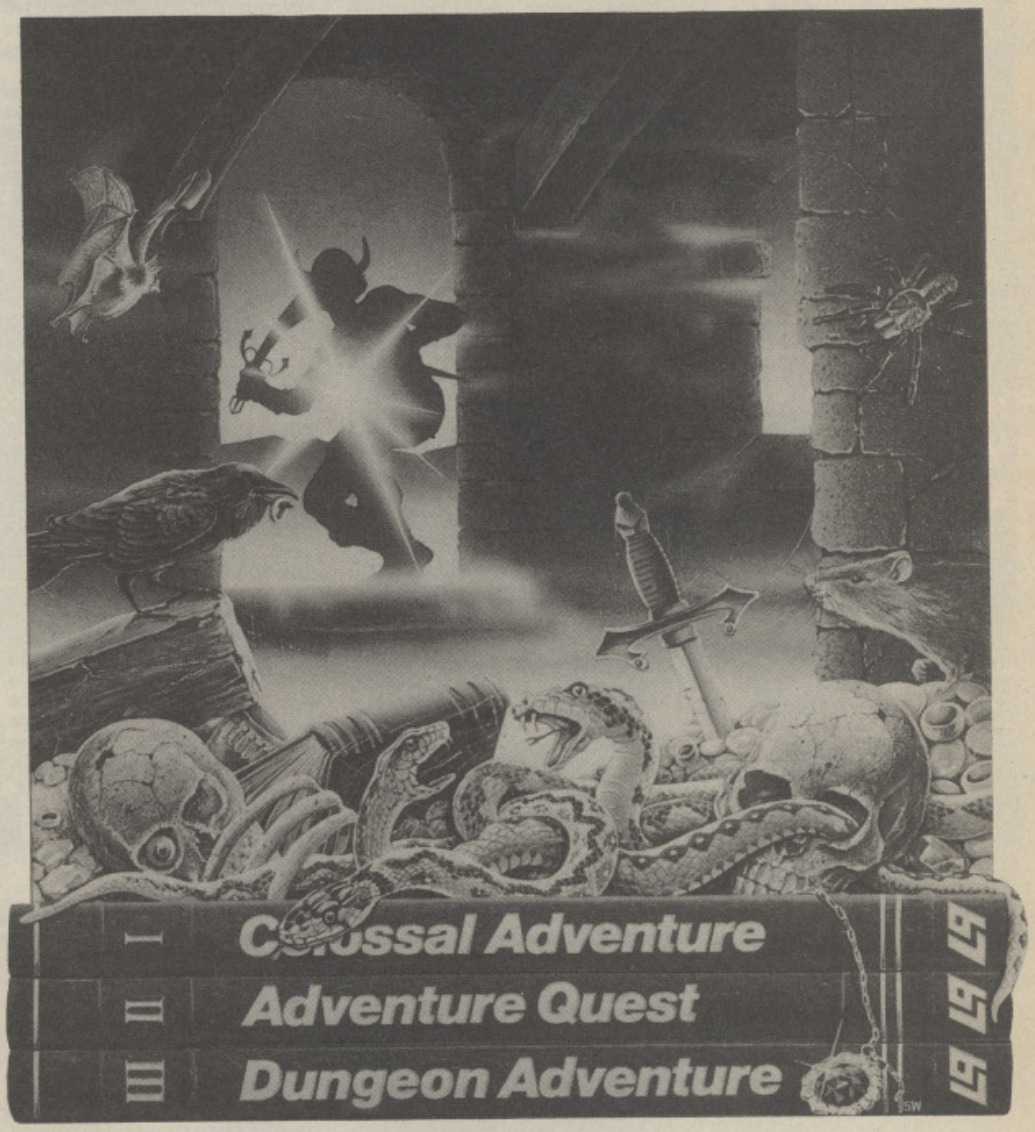
Adventure Quest is set hundreds of years later. You are an apprentice magician and you have been called before the Wizard's High Council. Here you hear the Demon Lord and how one man (you) might be able to collect the four 'stones of the elements' and gainentry to his Black Tower, They assure you that a full attack is to be launched but somehow you doubt it.

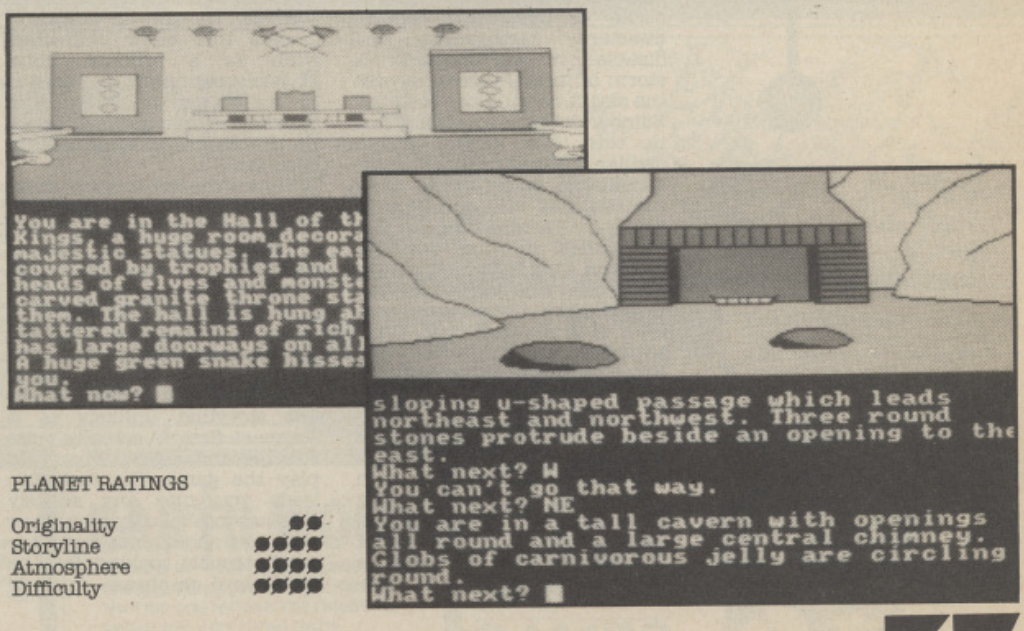
Whatever good intentions you had in Adventure Quest they have all disappeared for the final adventure. No noble quest awaits instead you are driven by greed. You think the Demon Lord is dead and race to get to the booty before anyone else has the same idea. So armed to the teeth you head off. Unfortunately a spell hits you and ruins your plans as suddenly you find yourself lying, half drowned on the edge of a river. Now you have to face the Dungeons of the Demon Lord alone and unarmed.

Points can be scored in each of the adventures but for different reasons. In Colossal Adventure collecting treausure is the name of the game as indeed it in in Dungeon Adventure however in Adventure Quest you score more points the closer you get to the Tower.

You can play each adventure separately, or as the ultimate challenge tackle them all in sequence transferring your points from one game to the next.

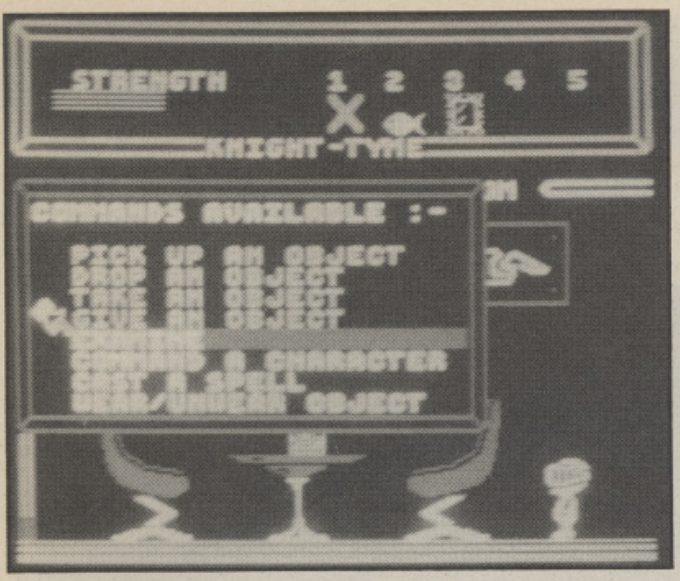
Although the Jewels of Darkness is a compilation of old games it is still a must for all adventurers who are missing one or more of these classics. The plots are timeless and the games graphics and parser are state of the art, as for the adventures themselves, they'll still challenge the best.

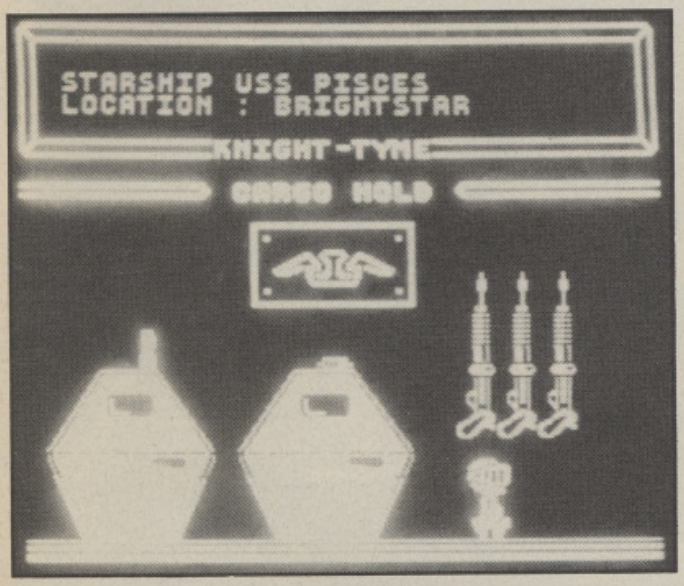




PLANET RATINGS

Originality	
Storyline	
Atmosphere	
Difficulty	





Title:	**Knight Tyme**
Computer:	**Amstrad**
Supplier:	**MAD Games (Mastertronic)**
Price:	**£2.99**

Knight Tyme is the third in the magic knight series from Mastertronic's incredibly expensive (ha!) MAD range of games at the extraordinarily high price (pah!) of £3 (ish).

This game features the same 'windimation' that did Spellbound — Knight Tymes's predecessor — with pop down menus to give your character adventure-type commands by using the joystick and selecting from lists as you go. The list of commands as you would have typed them appears on the status line as you do it. So to examine an object you would pop out the first menu with the main list of commands on it. you could then select 'pick up an object'. This would then pick up the object and return you to the action. If no object was near enough then it will tell you.

Selecting the main menu again, then 'examine' will throw up a list of whatever you are carrying. Select from these to pick your object — quicker than typing it in for a slow typist.

Whilst you may think that this is a bit long-winded, but you soon get used to it. As well as this adventuring element — and it is adventuring, the only difference is that you don't have to grope about in a Thesauraus for the right words to switch on a light — it is a screen-to-screen game with the magic knight bouncing around the screen like a demented space hopper. Other characters can come and go whilst everything else is happening and you can use the adventure system to talk to them and give/lose objects.

The other aspects of the gameplay are just too complex to discuss and have been gone into in some detail in previous issues of Computer Gamer. The game takes place on a space cruiser in the distant future and it is your job to find a way to return to your own space and time — no easy task.

The conversion tot he Amstrad has been very good and the standard of graphics is excellent with lots of detail and colour switching used in mode 1 to give the game a little more sparkle and life than games with the usual four colours.

To conclude, if you haven't got this game then buy it, at £3 you can't go far wrong even if you just use it to stop the fridge from wobbling. **M.R.**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

Title:	**Time of the End**
Computer:	**C64, Spectrum**
Supplier:	**Mandarin Adventures**
Price:	**£2.95**

The world is in the grip of a series of apparently natural disasters. Earthquakes and diseases ravage mankind. A storm of meteors streak acorss the sky. A volcano has even put Edinburgh Castle into orbit! This in turn has caused untold civilian unrest. Riots have demolished entire areas. Only the odd wall still stands with Kilroy proclaiming his attendance at some previous occasion. Only Kilroy happens to be an alien who has been trying to tell Earthlings for many years now that in fact, all these accidents are deliberate and being generated by a bored but nevertheless extremely powerful alien race!

Naturally an adventurer, a poor, unsuspecting fellow, a bit like you and me is called upon to save the earth, taking extreme care not to demolish it as he goes for fear of losing a few points in the great game of life. Saving the home planet will require journeys through time and sapce and will involve several metamorphoses into other characters such as a brilliant Nobel physicist cunningly disguised as a ninety year-old tramp and a jackdaw who must cultivate a deathwish if he/it is to succeed in their task.

Time of the End is one of those computer rarities, a text only adventure. The author, Keith Milner despises the use of graphics (sentiments with which I entirely agree), and prefers the written word to evoke an atmosphere. The locations ar a nice mixutre of detailed descriptions, thought provoking quotations and a dry humour. The storyline, unlikely as it seems at first, is actually quite credible and logical when you play the game. The text also leads you into any slightly unusual vocabulary problems so that you should not have too much trouble looking for the right word or phrase. Another nice feature is that the game has tried to take a leaf out of Infocom's book and anticipate as many typical inputs as possible so that there is very little 'you can't do that' type of response.

Time of the End sets quite a few interesting puzzles that will provide excellent stimulation of your grey matter. Nor will it require you to take a hammer to your piggy bank at just under three pounds. Should you get hooked, a sequel — The Bottomless Pit is planned. The game is only available mail order and anyone interested should write to Mandarin Adventures, 14 Langton Close, Woking, Surrey GU21 3QJ.

PLANET RATINGS

Originality	●●●●
Atmosphere	●●●●
Difficulty	●●●
Value for money	●●●●

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Dungeon Dressing

Gordon Hamlett helps you add character(s) to your adventure

Having given lots of thought to the sort of objects and problems than an adventurer might need down a dungeon, I decided to have a more detailed look at the adventurer him or her self. What sort of character is it? Maybe just a plain treasure seeker or someone with a specific quest in mind. Perhaps the person fell into a situation accidentally or has his whole life been geared to pursuing glory and danger. Some characters fit into certain stories better than others. There is no way that Conan could ever be anything but a Barbarian warrior. Conan the wizard just does not ring true. I intend to ignore the situations where an adventure just happens to someone and concentrate on people who go in search of fame and fortune.

In a fantasy setting, there are four main types of profession that a would be hero can follow — warrior, mage, priest and thief. All of these four classes have several subdivisions and ther are many sublte variations that you can bring into your stories. What follows can be used equally well if you want to take a party of several people down a dungeon or whether you intend to stick to a specific character.

The bulk of society would probably fit into the warrior class. Everyone in the village from the lowliest peasant to the most lordly knight will have received some form of weapons training. The lowest classes would use staffs, clubs and maybe a bow and arrow. Unfortunately, there is not much scope for using these skills in an adventure situation as the peasants tended to fight in armies of thousands rather than as individuals. One possible line is the old favourite of the young prince, cast out to die by the evil baron who is found and brought up by a childless couple until he is old enought to go off and prove his birthright, moving up to the middle classes, their children are likely to receive training in use of a sword. These are the typical bored kids who would go off on an adventure purely for the fun of it. At the highest ranks of the nobility, young men would be trained in all sorts of military skills such as jousting and use of armour etc. These are likely candidates for specific quests and would normally consider themselves to be leader of any party that they happened to be in although this may not be the case — witness Boromir in Lord of the rings. Other warrior classes might include hired mercenaries — men who sell their sword to the highest bidder, rangers with their special tracking skills nad paladins — knights with a determination to seek out and destroy evil wherever they may find it.

Children who showed a high aptitude for learning often went into the church. Whenever I used to play role playing games, it always seemed that nobody wanted to be a cleric although I always enjoyed playing them. To start with, they have considerable fighting skills, not as good as a warrior but not bad. They shun edged weapons although I always thought the distinction of killing someone with a sword or a mace a dubious one. Their extra skills include the ability to cast certain magics. These include blessing parties and protecting a party from evil although they are most frequently called upon to act as a healer. For this reason, the party tends to look after the priest fairly well! Clerics also have the ability to control undead creatures to a certain extent. These include ghosts, skeletons, mummies and vampires. how much they can be controlled depends of the skill of the cleric. Other possibilities that may appeal to you are druids with their special attuning to nature and monks with their skills in unarmed combat.

High intelligence has always been asociated with magic. There is nothing more splendid that a wizard in full flight, incantations and spells issuing forth. Naturally, it takes a long time to become that good and as magic users are not usually allowed to wear armour, they are very weak initially and must be heavily protected. There are several types of magic that you can practise in. Offensive spells such as magic missiles and fireballs would certainly help if your party was relatively weak. Alternatively, your party may prefer it if you devoted your energies to protecting them by specialising in defensive spells. Spells of information may help you succeed in your quest. These might be detect secret doors and treasure or a clairvoyance spell. Or how about specialising as an illusionist. Such slight of hand could have numerous practical advantages.

The final category is that of thief. The dregs of society, they can sometimes be persuaded to help you although the price is likely to be high and there is always the chance that they will stab you in the back. Typical jobs for a thief would be as a scout, sneaking off ahead of the party and reporting back. Sneakiness also applies to a thief when it comes to battle — he likes nothing more than to hide in shadows and stab his opponent from behind. Because of this need to move quietly, thieves do not usually wear metal armour. The main sub-class of thieves is that of assassin. This is a highly specialised job requiring considerable intelligence and is usually coupled with spying. This character is likely to be able to ingratiate himself with the nobility and so tends to be someone that you meet as an adversary rather than a character in your party.

Give some though to the people who are actually supposed to be having the adventure. It will add considerable extra realism if you can integrate that part of your story with the game itself.

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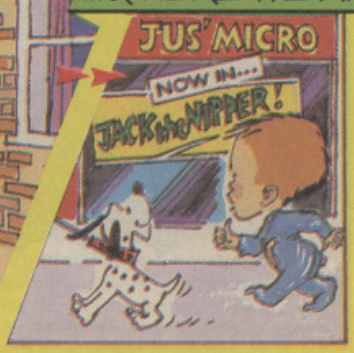
CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?

JACK THE NIPPER...

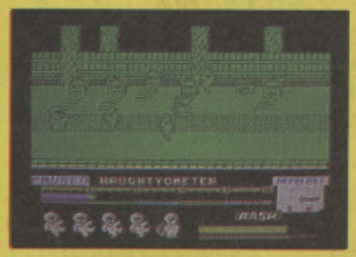
...& HERE WE ARE!

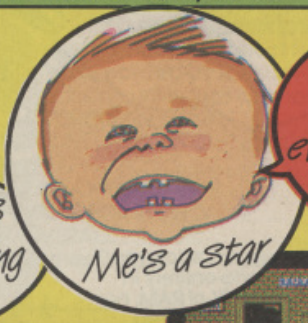


OH NO! NOT HIM AGAIN

...OR SO THE STORY GOES-WE THINK!

AND SO... A STAR IS BORN...





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"The reproduction is suprisingly good and certainly on a par with some of the more expensive speech interfaces I have heard. All in all, an excellent low cost speech system that really is very good value for money."
Bruce Smith, Acorn User, February 1986.

"SPEECH! from Superior Software is a truly remarkable offering. A rare gem indeed among the morass of mediocre to competent efforts which dominate a reviewer's postbag. In my view SPEECH! is an absolute breakthrough for the BBC micro which deserves to sell by the thousand. ...Superior Software has produced a price breakthrough by achieving an apparent technical impossibility. David Hoskins, the programmer, has cleverly programmed the sound chip to do things which its designers never intended it to do. ...A most practical application example also provided is a spelling checker. This has always been a problem case for educational software — how to test spellings without printing the word and revealing all. ...This program is well designed and effective and users are encouraged to customise it with their own examples. In short, SPEECH! is a very clever and useful program being offered at a silly price. If you were planning to buy another arcade game, take my advice and spend the money on SPEECH! instead."
Jonathan Evans, A & B Computing, March 1986.

"SPEECH! is the most talked-about package ever created for the BBC Micro. For the first time it endows your micro with the power of speech for an incredibly low price."
Christopher Payne, The Micro User, April 1986.

"If I were a manufacturer of a speech synthesis product I would be greatly worried by the arrival of SPEECH! This is one utility that cannot be beaten on quality or price.

SOUND	9
GRAPHICS	n/a
EASE OF USE	9
VALUE FOR MONEY	9
OVERALL	9

James Riddell, The Micro User, June 1986"

COMPETITION COMPETITION COMPETITION COMPETITION

THE QUIZ

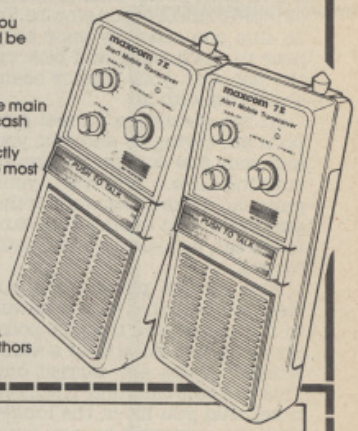
1. In which year did Superior Software release their first software cassette?
2. Can a computer be manufactured without using integrated circuits or transistors?
3. Which U.K. company manufactured the coin-operated arcade machine of the successful game Hunchback?
4. Name the author of Superior Software's SPEECH! program?
5. What was the name of the acclaimed home computer sold by Commodore before they produced the Commodore-64?
6. Which Superior Software game won the "Computer Gamer" Game of the Year Award for the Best BBC Game of 1985?
7. Name the Managing Director of Amstrad Consumer Electronics PLC?
8. Which of the following is not a valid phoneme representation as used in Superior Software's SPEECH!
EE UH C M NX ZH
9. What does the acronym ASCII stand for?
10. How do you spell the word "azure" phonetically in order to be pronounced correctly by the *SPEAK command of Superior Software's SPEECH! program?

Describe the most useful application of SPEECH! that you can envisage. (Please write your description on a separate sheet using more than 50 words, but not more than 200 words).

HOW TO ENTER
To enter, simply complete the 10-question quiz (on the left), and describe what you think is the most useful application for SPEECH! The completed entry form should be sent to Superior Software at the address given below.

THE PRIZES
Each entrant who answers the 10 question quiz correctly will receive a colourful SPEECH! badge (pictured left). All correct entrants will then be considered for the main prize of a pair of professional walkie-talkies (valued at **£200**), a trophy, and the cash prize of **£100**. The winner of this prize will be determined at the close of the competition on 31st January, 1987. The winner will be the person who has correctly completed the 10 question quiz and, in the opinion of the judges, describes the most useful application of Superior Software's SPEECH! program.

RULES
1. All entries must be accompanied by a completed entry form and a description (on a separate sheet) of what, in your opinion, is the most useful application of SPEECH!
2. All entries must clearly show the sender's name, address and age (if under 18), and should be addressed to: "SPEECH! Competition", Superior Software Ltd, Regent House, Skinner Lane, Leeds LS7 1AX.
3. The closing date for receiving entries to the competition is 31st January 1987.
4. The company's decision is final and no correspondence can be entered into.
5. The competition is not open to the employees of Superior Software Ltd, the authors of SPEECH! their agents or their families.



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2		7	
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4		9	
5		10	

Name _____ Age (if under 18) _____

Address _____

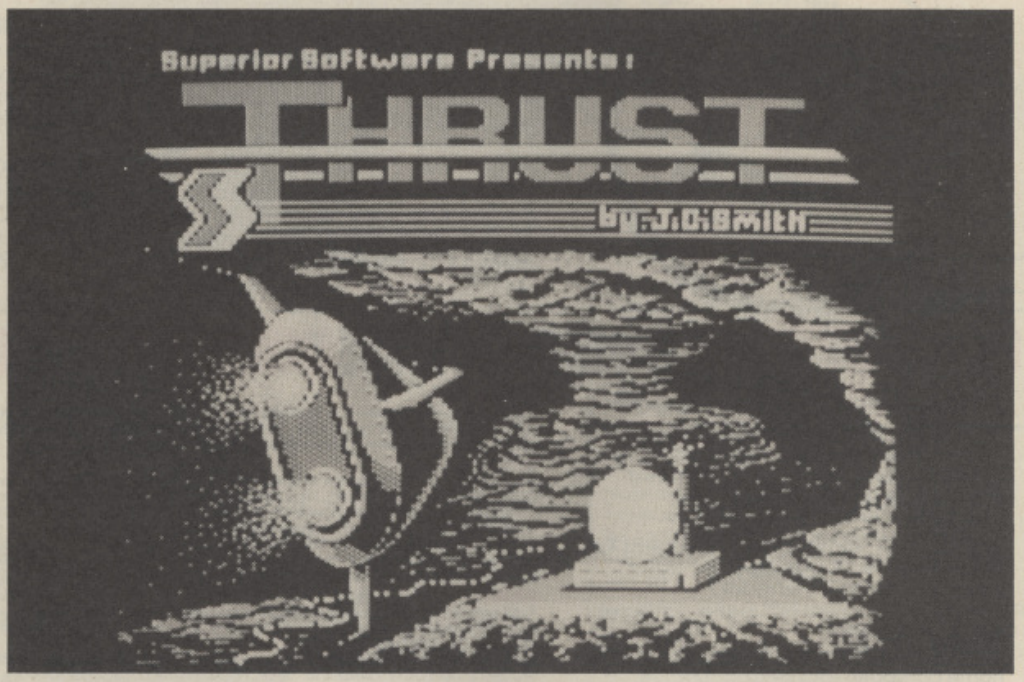
_____

Telephone _____

THRUST

·P·L·A·Y·E·R'·S G·U·I·D·E·

Thrust's combination of fast action and addictive gameplay have driven it to the top of the charts. Mike Roberts guides you through the game



In the game of Thrust you play the part of the resistance's top pilot. You are needed to help with the next major offensive against the empire. The problem is that whilst the resistance have managed to acquire several starships, they don't have the necessary power sources to drive them.

You have been asked to retrieve these power pods from the storage planets of the empire. To do this you must fly your ship near to the ground and pick up the pod with your tractor beam and fly off with it.

In the meantime, limpet gun pods are trying to shoot at you and your fuel counter is forever running low. However, your guns can make short work of the gun pods, and enemy fuel canisters can be picked up and used by you.

Also on the planets are nuclear reactors that supply power to the planet and the gun pods. Shooting this stops it for a while whilst repairs are carried out. This will stop the guns. The more times that you hit it, the longer that the guns will be non-functional.

Shoot at the reactor for long enough and it will go critical, and you have ten seconds to get off the planet. Do this with the pod in tow and you receive a bonus, usually double that which you would normally get for escaping with the pod.

Complete one level and you go onto the next, more limpet guns, and a more difficult planet.

The game itself is a sort of composite of all the older types of video game. The ship itself is very much like an Asteroids ship with rotate left, rotate right, shields, and fire as the controls. The play area is very much in the ancient Lunar Lander mould with gravity dragging you down to the ground with caverns and tunnels to fly down. And the whole game is a sort of Moon Rescue sort of thing, picking up objects off the surface of a planet.

This mish-mash of styles has been brought together very well and everything fits together to make a game that is interesting to play as well as being extremely challenging and addictive.

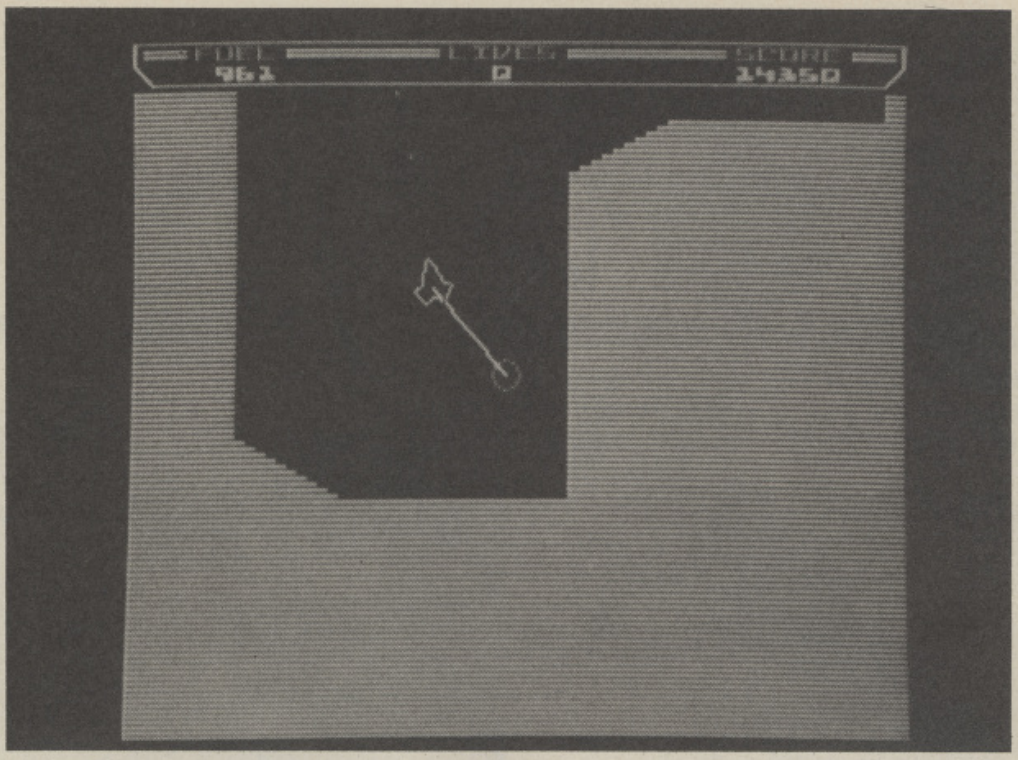
The earlier levels merely introduce the concepts of the game and are easy to complete. After about level four, though, it gets a bit more awkward. On the earlier levels there are some golden rules that need to be applied.

Rule a: nobble the limpet pods first. These little things get more in your way than anything else. If the reactor is handy, then shoot this to improve your chances of getting it before it gets you. There are a number of techniques that are useful when dealing with limpet pods.

For instance, it is useful to know that you can knock one out when it is off screen as long as you know where it is. This ability seems to stretch as far as the range of your guns will allow, however the limpet guns can also fire at you, though when they are off screen they seem to fire less frequently and with lesser accuracy, though I haven't counted this with a stop-watch and a note pad.

Remember that you are only allowed four shots in play at any one time. Firing four shots will allow them to travel past the confines of the edge of the screen, however as soon as you fire a fifth, any shots not on the visible screen are discounted and can no longer be a hazard.

You should also use your ears,



gunfire can be heard off screen if it can't be seen. This can tell you whether you are going into a nest of the things or not.

My favourite technique for eradicating this menace is to drop past the guns — they are usually mounted on the walls or ceilings of the tunnels. With this you can leave the shields on — though I rarely do as this means that you cannot manoeuvre adequately as with shields on your engines cut out — and thus avoid the trouble of being blasted as you drop past.

Remember that as you drop past the guns that you can rotate even if it is unwise to thrust at this point. So you can point sideways, blasting as you go — though remember to give it a good zap as you pass by. Though you are only allowed to have four shots on the screen at any one time (a la Asteroids again) so make them all count.

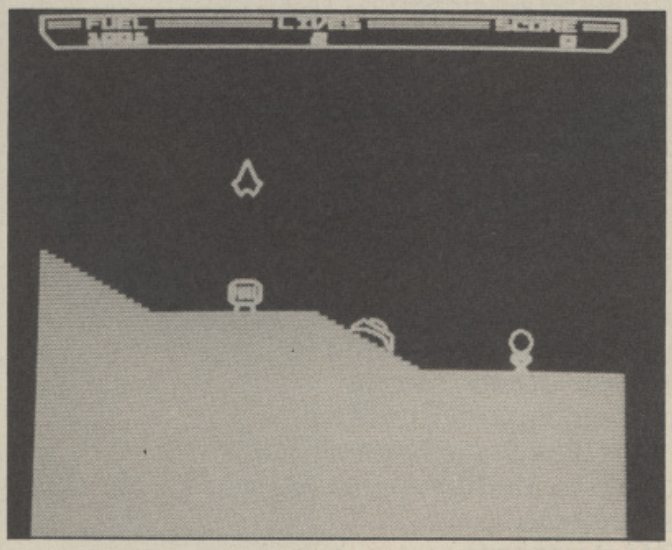
Rule b: Blast the reactor as much as is humanly possible. This will stop the guns for a short while and also makes it a bit easier when it comes to wiping it out later.

It can take from 12 to an infinite number of shots to knock out a reactor depending on how fast you do it. When you damage a reactor sufficiently to stop the guns you will also notice that the chimney stops putting out smoke (nuclear pollution perhaps?). This also serves as a good indicator as to when the guns have started working again, something that could otherwise take you by surprise.

So the recommended course of action is to shoot a good 10-15 shots at the reactor, pick up the pod, and then finish off the reactor. This should leave you with the minimum amount of work to do when you have the pod in tow, when manoeuvring manically around the screen it is the last thing that you'd want to do.

Rule c: Fuel pods should be picked up after the guns have all been destroyed, but before the pod has been picked up. This leaves the cavern empty for when you drag the pod through and gives you extra points as well as some more fuel. However, there is bags of fuel all over the place, much more than you need to begin with. So it's not worth dying for. However, in later levels it is at a premium.

Fuel is picked up using the same key as the tractor beam. In some screens the pod is very close to some fuel. If you mistime your approach slightly then you can accidentally pick up the pod instead. If this happens you must make the best of a bad job,



as you can't deposit the pod anywhere, and thus must drag it around with you.

Rule d: The pod itself is a real pig. It has realistic inertia, so it can suddenly start swinging in response to any sudden movement that you might make. So the thing to watch here is sudden movements themselves. Try to move slowly and gently. When you pick up the pod make sure that you are vertically above it and can pull away in an upwards direction. This ensures that the pod will not swing from side to side as you travel upwards.

If you do have to move, make it slow and gentle. Try and stop your ship afterwards and correct any swinging that the pod may be engaged in before setting off again.

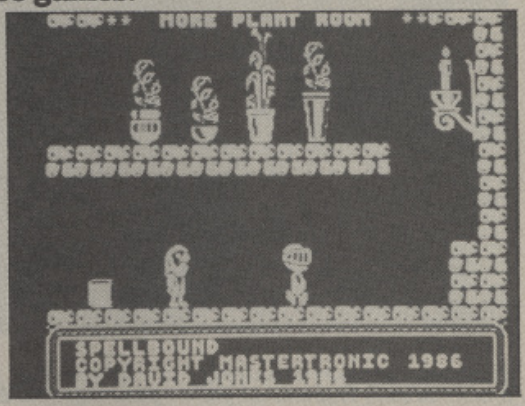
Occasionally, fast movement must be made with a pod attached, like when you are operating a barrier switch. This is best done with no thrust on. Squirt your engines so that your arc will position you stationary in relation to the object concerned. Disengage the engine, rotate and fire, then re-align yourself in relation to the pod. You are then ready to apply some more thrust and power out of the situation.

Obey these brief rules and you should last a bit longer to see the initial few screens. Remember that to zap through the game quickly you don't have to touch the pods at all. Simply destroying the reactor will destroy the planet and bounce you onto the next level — though without any bonus points, which rather defeats the object of the game . . .

Budget*Bonanza*Update

·THE CHARTS·

In our Budget Bonanza competition held in our special budget software issue we asked you for your favourite cut price games. From the results we have compiled the budget charts.



We asked you to tell us your favourite five budget games in return for a chance to win a bundle of budget software. From the response it is obvious that games at a budget price are extremely popular.

From your entries we have been able to compile a top 20 of budget games as well as a top five for each machine. After each top five we've also put the name and address of the lucky winner of that bundle of software.

Finally, we added up all the votes for each company's games to produce a league table of budget software houses.

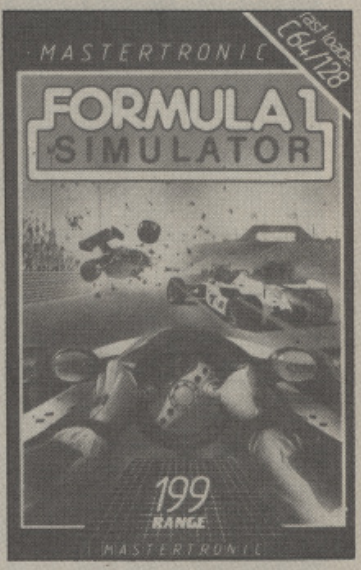
We hope you find the results interesting (we did) and the winners enjoy their prizes.

Almost total domination by Mastertronic, reflecting their tremendous success and the incredible quality of the M.A.D. range of games. The excellent Spellbound leads the way with great arcade games Thrust (5) and Ollo (20) forced down the chart by Mastertronic Madness.

TOP 20 Budget Games

Top 20 Budget Games

1. Spellbound/Mastertronic (M.A.D.)
2. Formula 1 Simulator/Mastertronic
3. The Last V8/Mastertronic (M.A.D.)
4. Kikstart/Mastertronic
5. Thrust/Firebird
6. Master of Magic/Mastertronic (M.A.D.)
7. Finders Keepers/Mastertronic
8. Booty/Firebird
9. Knight Tyme/Mastertronic (M.A.D.)
10. 1 Man and his Droid/Mastertronic
11. Kentilla/Mastertronic
12. Journeys End/Mastertronic
13. Molecule Man/Mastertronic
14. Action Biker/Mastertronic
15. Harvey Headbanger/Firebird
16. Empire Strikes Back/Mastertronic
17. Countdown to Meltdown/Mastertronic (M.A.D.)
18. Tennis/Bugbyte
19. Kane/Mastertronic
20. Ollo/Bugbyte

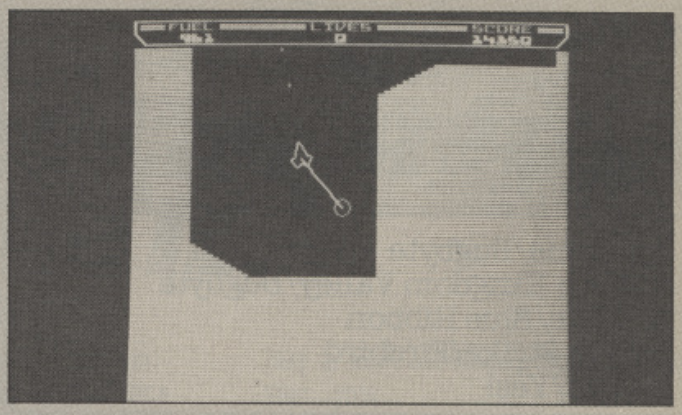


C64 Top 5

There weren't quite enough Thrust fans to unseat Spellbound in a close run contest. Both are excellent games and so there is no choice between them — get them both.

Winner of the C64 pack is Matthew Crompton from Manchester.

1. Spellbound/Mastertronic (M.A.D.)
2. Thrust/Firebird
3. Kikstart/Mastertronic
4. Master of Magic/Mastertronic (M.A.D.)
5. Formula 1 Simulator/Mastertronic

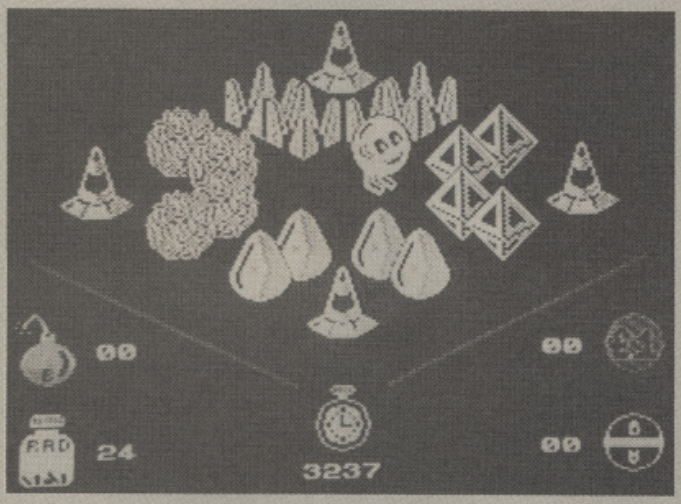


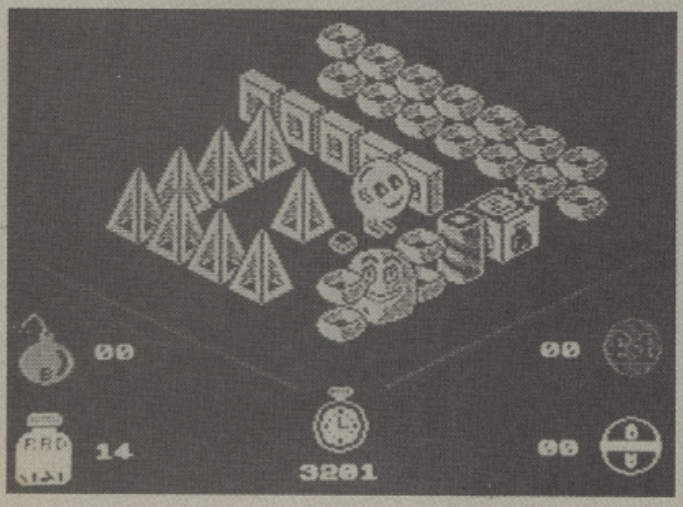
Spectrum Top 5

A clean sweep for Mastertronic as Spectrum owners go Magic Knight mad! The gullible hero stars in the top three games! The first game to break the Mastertronic stranglehold is Firebird's Booty but that's back in 7th place.

Stacey Elliot from Swindon, you can see what the others are like by playing them as a whole bundle of Spectrum games is on its way to you.

1. Spellbound/Mastertronic (M.A.D.)
2. Knight Tyme/Mastertronic (M.A.D.)
3. Finders Keepers/Mastertronic
4. Journey's End/Mastertronic
5. Molecule Man/Mastertronic





Amstrad Top 5

Mastertronic and Firebird share the Amstrad honours but with the M.A.D. games just on top. It's interesting to see the world's most infuriating platform game in fifth place that starts you off with 14 lives! I hate the game — but why can't I stop playing it?

Phillip Croft in Lancaster will soon be hooked as Spikey is just one of the games in his new collection.

1. Spellbound/M.A.D.
2. The Last V8/M.A.D.
3. Harvey Headbanger/Firebird
4. Formula 1 Simulator/Mastertronic
5. Spikey Harold/Firebird

BBC Top 5

Bugbyte take the honours in the BBC chart with a sports simulation and an excellent adventure. I wonder what would have happened if there was a BBC version of Spellbound.

Lloyd Nash from Sutton is our BBC winner.

1. Tennis/Bugbyte
2. Twin Kingdom Valley/Bugbyte
3. Darts/Blue Ribbon
4. Bird Strike/Firebird
5. Gold/Yes!

Atari Top 5

A clean sweep for you know who with the nearest challenge coming from Americana's New York City and Shamus just outside the top five.

The winner of the Atari pack is T. Machell from London.

1. Kikstart/Mastertronic
2. The Last V8/M.A.D.
3. 1 Man and his Droid/Mastertronic
4. Spellbound/M.A.D.
5. Vegas Jackpot/Mastertronic

C16 Top 5

Another Mastertronic clean sweep with the first C16 M.A.D. game leading the way.

The winner is Troy McDonald from London.

1. Bandits at Zero/Mastertronic (M.A.D.)
2. Formula 1 Simulator/Mastetronic
3. Kick Start/Mastertronic
4. Fingers Malone/Mastertronic
5. Street Olympics/Mastertronic

Top 5 Software Houses

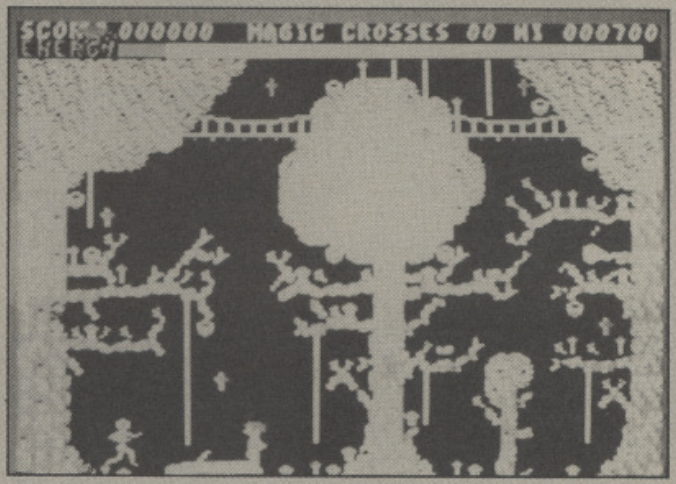
1. Mastertronic
2. Firebird
3. Americana
4. Bugbyte
5. Bubblebus

MSX Top 5

Bug Byte and Budgie challenge Mastertronic for the top spot but Finders Keepers manages to hold them off.

The MSX winner is Mr M O'Donnell from South Wirral.

1. Finders Keepers/Mastertronic
2. Turmoil/Bug-Byte
3. Chiller/Mastertronic
4. Super Bowl/Budgie
5. Spellbound/Mastertronic (M.A.D.)



Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a *part* of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the bike in front are kicking gravel right in your...your...

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.

On Super Cycle™ If it were any more realistic, you'd need insurance to ride it.

Commodore 64	Disk	£14.95
	Cassette	£9.95
Spectrum 48K	Cassette	£7.95
Amstrad	Disk	£14.95
	Cassette	£9.95

SUPER CYCLE

Manufactured in the UK under license from Epyx by U.S. Gold Limited, Unit 2/3, Holford Way, Holford, Birmingham, B6 7AX. Telephone: 021-356 3388

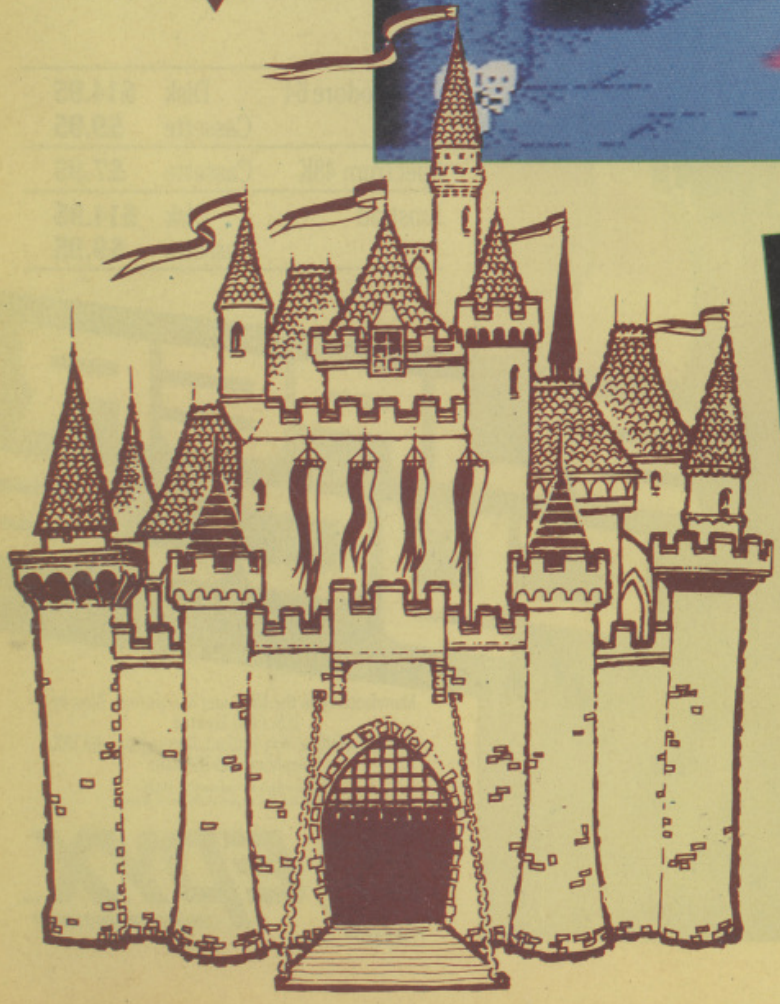
Epyx is a registered trademark No. 1195270
Screen shot from Commodore 64/128 version of game.

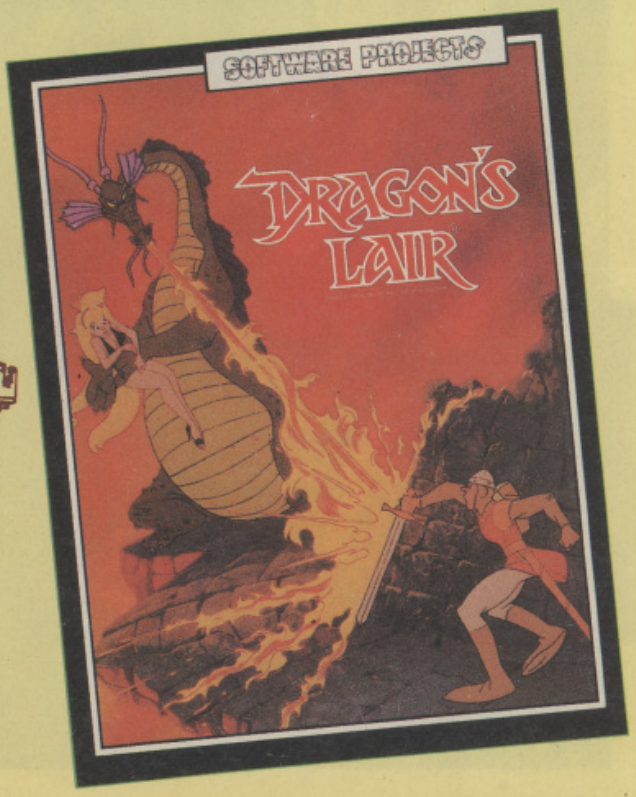
U.S. GOLD All American Software

EPYX™ COMPUTER SOFTWARE

DRAGON'S

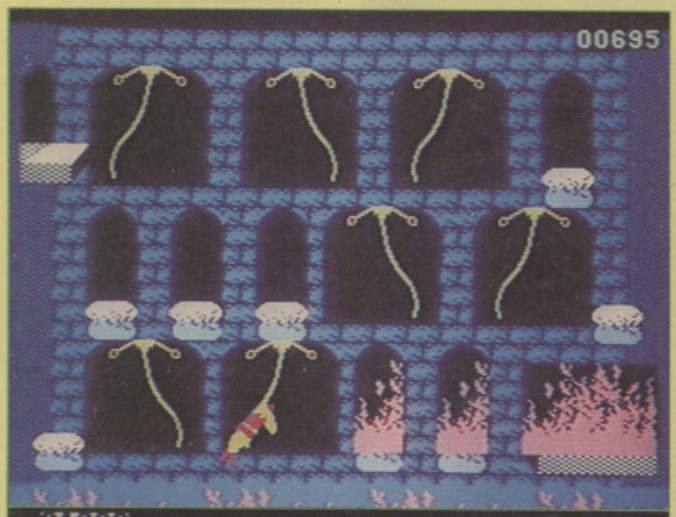
Dragon's Lair stunned the coin-op world with its amazing video disk graphics. Now Dirk's daring deeds come to the computer screen.

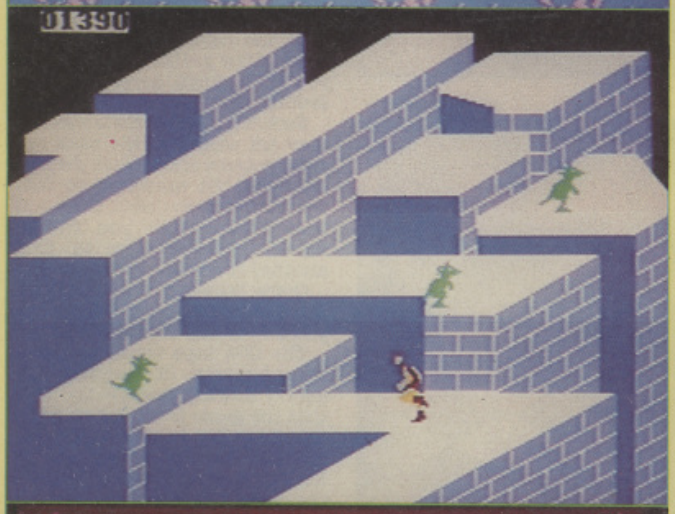




LAIR

Title:	**Dragon's Lair**
Computer:	**C64**
Supplier:	**Software Projects**
Price:	**£9.95**





Once upon a time, there was a princess called Daphne and, as was traditional with princesses, she was incredibly beautiful. So much so, that Knights and Princes came from all over the land to ask her father, King Aetheired for her hand in marriage. But it was to no avail for Daphne was in love with the King's champion, a certain Dirk the Daring.

Everything was peaceful in the kingdom until one dark day when Daphne was kidnapped by the evil dragon Singe. To be fair to Singe, he was rather upset at the time as he had asked King Aetheired to had over his entire kingdom and lands and the king had, somewhat unreasonably Singe thought, refused. As is also traditional in these stories, Daphne was imprisoned in a far away castle and a ransom note delivered. The gist of the note was that the king had until sunset to agree to the demands or his daughter copped it but it was written in slightly more diplomatic terms than these. And verily, the entire population quaked at the knees, all save Dirk the Daring, who, in a moment of folly, decided to live up to his name and volunteered to go and slay the dragon and rescue his true love.

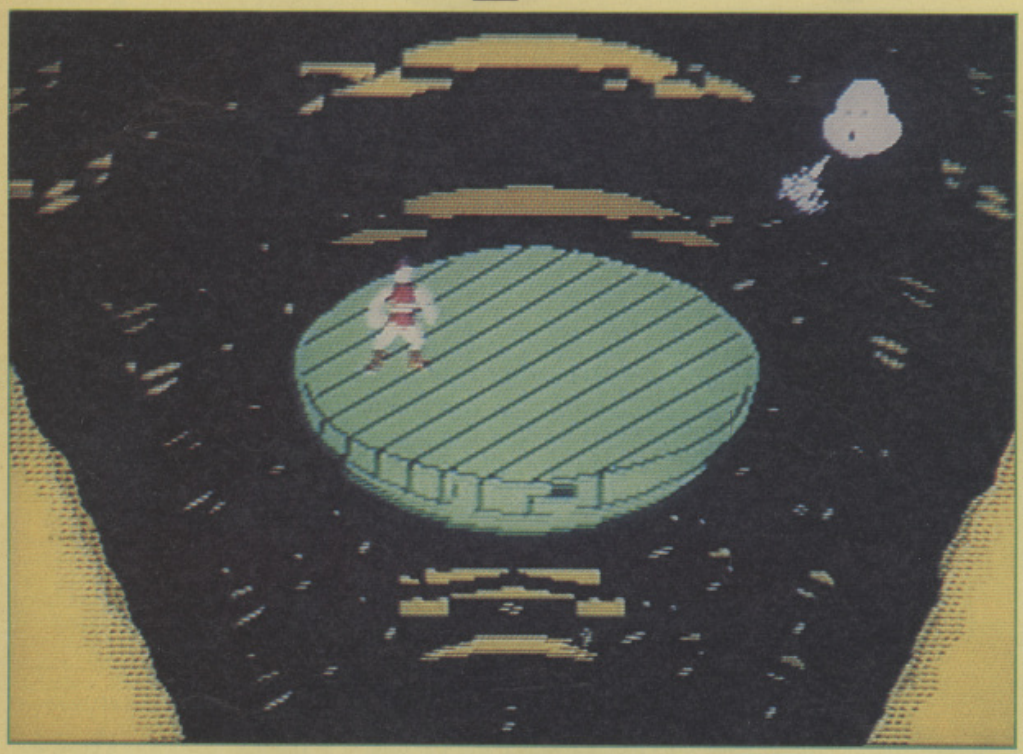
After weeks of travelling, Dirk arrived at Singe's enchanted castle. Upon entering there seemed to be nowhere to go save along a platform. This ended up front of a large wooden disk. Throwing caution to the winds, Dirk leapt on and immediately, the disk started to fall. It is one thing to throw caution to the winds, but it is really bad news when the winds fight back. Suddenly, an air genie appeared and tried to blow Dirk off his platform. At the last moment though, he grabbed the edge of the disk and hauled himself back on, regaining his balance. Again and again the genie attacked but Dirk weathered the storm until the disk slowed and he decided it might be a good idea to leap off. He was glad he did for on looking back, the pit below the disk appeared to be bottomless.

The passage led into a hallway and Dirk hardly had time to get his bearings before he was attacked by what seemed to be a do-it-yourself skeleton kit. Hands and skulls materialised from nowhere to the general accompaniment of bats but Dirk made no bones about attacking them with this trusty sword as he made his way out of the hall. The next room stopped abruptly at an edge and there appeared to be a series of stepping stones leading to the other side. Fired up after killing the bones, a giant leap took him to the next stone. Not a moment too soon as the ground behind him burst into flames. A rope lay in front of him and Dirk used that to help himself across the next gap. This combination of climbing and jumping continued as Dirk noticed that the only exit was at the top of the room.

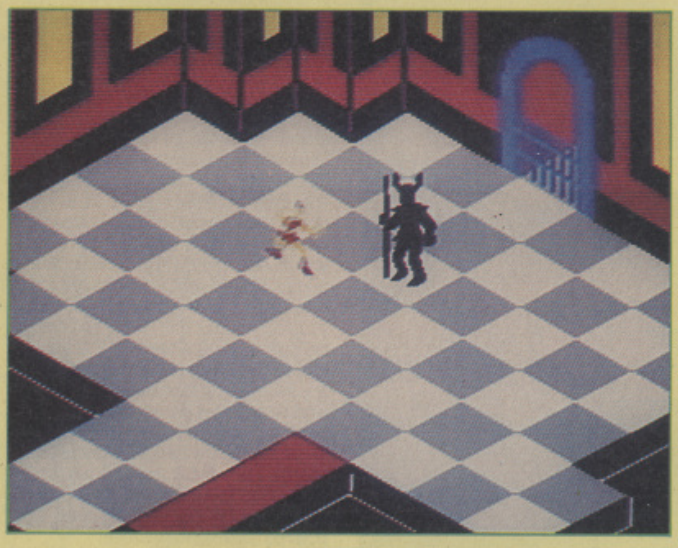
Catching his breath, Dirk looked cautiously into the next room but it was only the armoury and seemed empty and so, feeling secure, in he went. Wrong! Would be heroes should realise that nothing is ever what it seems, especially in enchanted castles. The weapons started to animate even though there was no-one there to wield them and Dirk soon found himself weaving this way and that as he dodged and parried. Suddenly a door opened in the far wall and so he made his way for that. A series of ramps led the way through the next chamber but they had an annoying tendency to disappear from under you if your attention wandered for but a moment — quite likely occurrence when you are being attacked by some goons at the time. Not wasting any time, Dirk got out of there as quickly as he could.

The next room was a deserted laboratory or at least it was deserted until large tentacles appeared and tried to grab Dirk. A few slashes of the sword soon created a septapus or two. Beginning to expect the unexpected, Dirk was a trifle miffed to find another disk in front of him. Although he could feel evil at work all around him he had learned how to hold on. The next room he had certainly not encountered before. A single handed combat with the dragon's greatest champion, all taking part on a mid air chess board. Just as Dirk was about to strike a telling blow, the phantom knight vanished only to reappear on the other side of the board. The most worrying aspect of it all though was that a line of destruction had been created between the evil champion's old and new position. Holding himself back, Dirk soon came to recognise when the knight was at his most vulnerable and after a few blows, quickly exited at the far side of the room.

There at last was the object of his quest. The dragon Singe with the princess locked in a glass sphere. At the far edge of the ledge, Dirk saw a magic sword glowing and knew that only that would kill the dragon. Weaving every which way he could, Dirk ran towards the sword. He had just picked it up when Singe showed why he was called so and burnt the foolish hero to a crisp.



This was not the end of the story though for Singe was touched by the foolish actions of our late lamented hero and relented on his demands. Princess Daphne soon forgot about him too as she found that she enjoyed being chatted by princes and going round kissing frogs. But the ordinary people of the kingdom loved a good story and they wrote it down. And as their wizards became more and more technologically competent, so they transferred the story to other media, first came something called a video disk which had the most amazing pictures but limited actions as you acted out the part of Dirk. Then a magic shoppe called Software Projects brought out a version for computers (whatever they be) which did not have such pretty pictures but allowed you more freedom of movement. And because they were such a lot of romantic softies at heart, they changed the ending so that with a bit of skilful management of the old magic wand (also known as a joystick) Dirk could get his girl in the end.



And they all lived happily ever after (except that is for the court jester, also known as the games reviewer) who, even to this day has great difficulty getting off the first disk!

The game itself allows you more freedom and options than its coin-op counterpart right from screen one — the dreaded disk. In the coin-op game you simply leap onto the disk, plummet down with it and then leap off at the right moment. However in the computer version you have to battle to stay on it. On your way down you will have to face seven attacks from the air genie by battling against its force in any of four directions then as the disk slows down, leap off it onto a platform before it's too late.

In some screens (or parts of the game) you must enter the right joystick move at the correct time at the correct time or you won't move at all! Chances are you'll die as well (usually horribly). For example, in screen two, Skull Hallway, if you don't move in the right direction at the right time skulls leap on you or you are grabbed by a giant boney hand, or suffocated by swarming bats or even lost in slime. Each ending the life of one of your initial five Dirks.

Luckily you do get hints (a buzz warns that you made the wrong move but at least you did it at the right time) and since most of the problems are logical you'll no doubt solve them — eventually.

Such trial and error solutions may not seem like the most enjoyable game and believe me it is annoying. So annoying in fact that it drives you back, time and time again, until you finally solve a screen only to find another one waiting.

Quite honestly I don't think you'll enjoy playing the game but you'll certainly enjoy beating it!

The C64 tape version uses a cunning way of keeping the action flowing despite the fact that the game is too big to fit in the computer in one go. Consequently each screen must be loaded in from tape but, here's the clever bit, the program does this while your still struggling with the current screen. Should you finish it, the next one is there, ready and waiting for you.

Unfortunately this does mean that if you've lost your last Dirk you have to rewind the tape.

Dragon's Lair is available on the C64 on both tape (£9.95) and disk (£14.95) with Spectrum and Amstrad versions nearing completion.

DRAGON'S LAIR

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●●
Value for money	●●●

STAR RATING

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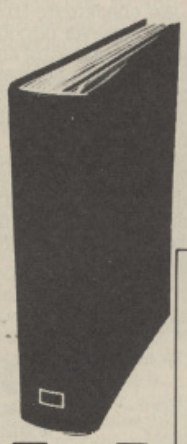

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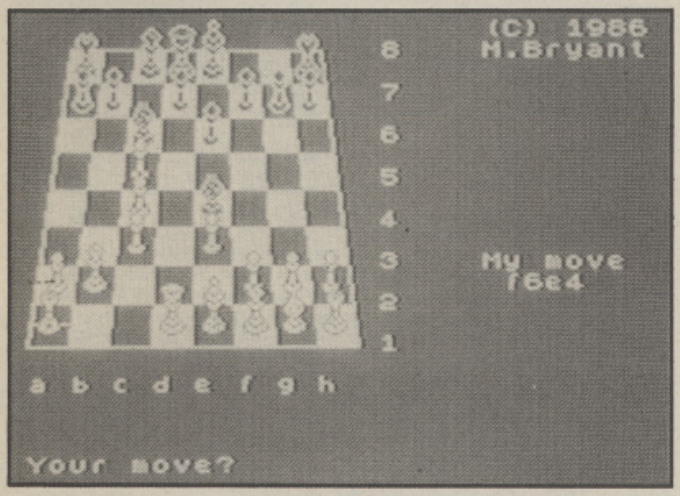

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Computer:	**Spectrum**
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Spectrum chess addicts looking for a challenge need look no further as here is a game with loads of features and a strong game.

Most people will have heard of the various versions of Colossus chess and their success when playing other chess programs. Indeed the back of the comprehensive instruction manual lists the programs that it has taken on and beaten. Now it's your turn.

The game can be played on either a 2 or 3 dimensional board with joystick or cursor keys moving the pieces. The squares are numbered and lettered as in standard notation so you can use them as well.

Should you lose a valuable piece or make a move you later regret you can rewind the game back to a position when you were winning.

The computer opponent is not only a very strong player it is also extremely smug as it has the cheek to suggest moves for you to play and then gleefully anounces that it will get checkmate in 4 moves. You can however clip it's wings a little by restricting the time it has to think and even stop it using it's first choice move leaving it to choose another one.

Finally the package also contains a problem solver for those irritating 'white to play and win' problems and in a forthcoming microdrive version will have 34 sample games.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

Title:	**Powerplay**
Computer:	**C64, Amstrad**
Supplier:	**Arcana**
Price:	**£9.95**

Powerplay is a fascinating mix of trivia, tactics and reflexes as players battle to become the wisest and strongest God of all.

The battle between the gods takes place on a squared board between warriors that begin the game in opposite corners of the arena.

Each turn a player selects one of his four warriors to move. But first he must answer a question with the category of question being decided by the colour of square he is on. The question can be one of about 2000 questions from either general knowledge, sports and leisure, science and technology or history and geography categories. One of four possible answers is selected simply by pushing the joystick in the required direction. Get it right and you gain some useful energy points. usually around 10 per question although more can be earned for answering quickly. For every 25 points your critters can mutate from lowly warriors (level 1) up through 3 stages until they become minataurs (level 4) then they simply amass more and more points, making them harder to kill.

Combat takes place whenever a piece tries to move onto a square occupied by an opponent and is resolved by a single question. First to answer it correctly wins the challenge, the loser loses a level (level 1s are destroyed). Quite often these challenges are a race to select any answer as long as you get in first. But since entering the wrong answer can cost you the challenge it might be an idea to give yourself a chance to at least read the question.

Considering it's supposed to be a trivia game, Powerplay features some superb graphics. The best being the 3D play arena and the way the warriors spin and mutate into their next level.

Powerplay takes trivia into the computer age, a feat that no other computer version has achieved. The others tend to hold your interest for a short while but then you'll surely return to the board game. Powerplay's game play and graphics will entice you to stay at least a little longer.

PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

Nova

Title:	Mind Pursuit
Computer:	C64 disk
Supplier:	US Gold (Datasoft)
Price:	£14.95

Described as the ultimate test of information and knowledge, Mind Pursuit is Datasoft's game for trivia fans.

The game can be played in three distinct ways by one to four players. Either answering questions to reach a target score or to gain the biggest score in a set time limit, or thirdly, play a board style of game.

Either way the questions that are asked fall into five categories (science and nature, history and geography, tv and film, sports and games and culture) that are randomly allocated by throwing a 'dice'. There is also a sixth category called grab bag which asks a random question. Get it right and you get a bonus turn.

Each question can be asked in three different ways. A straight true/false 'guess' is worth only 25 points whereas a multiple choice (4 choices) question is worth 50. If you're brave enough you can go for the straight answer and win 100 points. Unfortunately you only see the category and not the question before you decide which way you want to answer it.

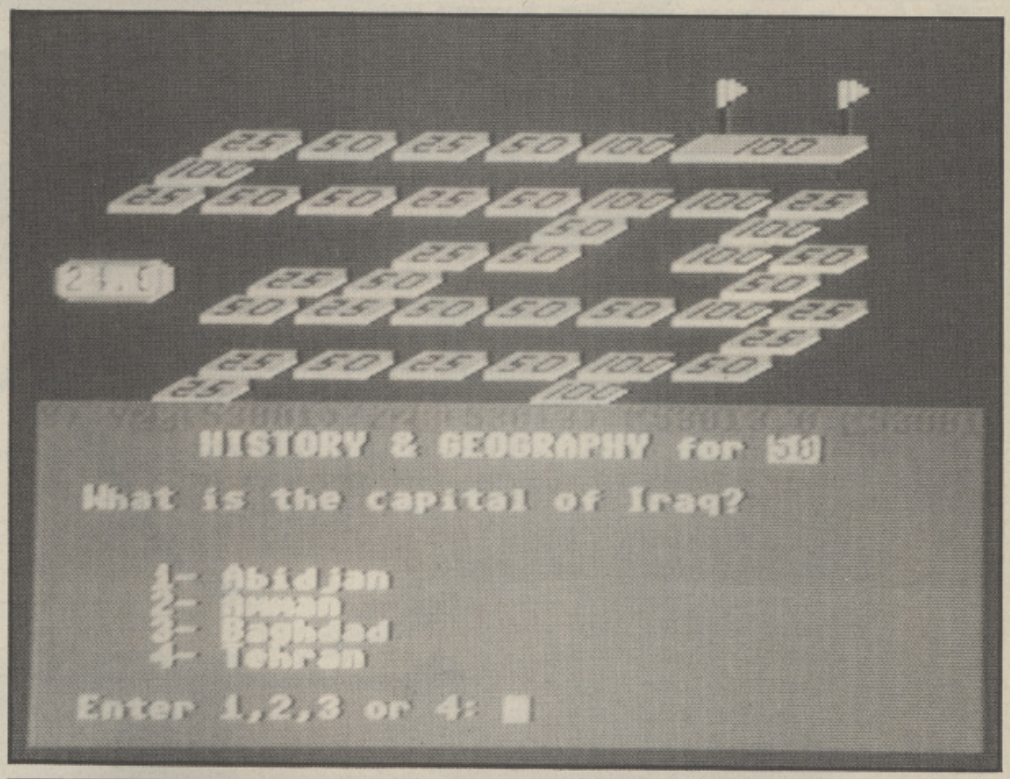
In the text question quizzes (aiming for a score or beat a time limit) wrong answers are heavily penalised by deducting the point value from your score. Because of this it can take some time to even reach the lowest score total of 500, never mind 2000 points.

In the board game version each player moves a character along a track from the start to the finish. Each square contains a 25, 50 or a 100 which controls the question styles you can use.

Mind Pursuit is a disk-based game and so doesn't suffer from a question shortage like many cassette-based trivia games as it regularly accesses the disk to get some more.

There is, however, a significant number of American biased questions that will leave most Brits floundering but if you steer clear of the 100 point questions you can cut your losses. This doesn't make the game unplayable, as in the awful Monster Trivia (the game US Gold are trying to forget) but means that it is definitely more suitable for older players.

Finally, one big plus in its favour over some of the other trivia games. Firstly it clearly defines what it requires from an answer (eg a person's surname only) and secondly it quite often ignores mis-spellings if it thinks it's 'close enough'.



PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

White Dwarf

S·U·B·S·C·R·I·P·T·I·O·N·S

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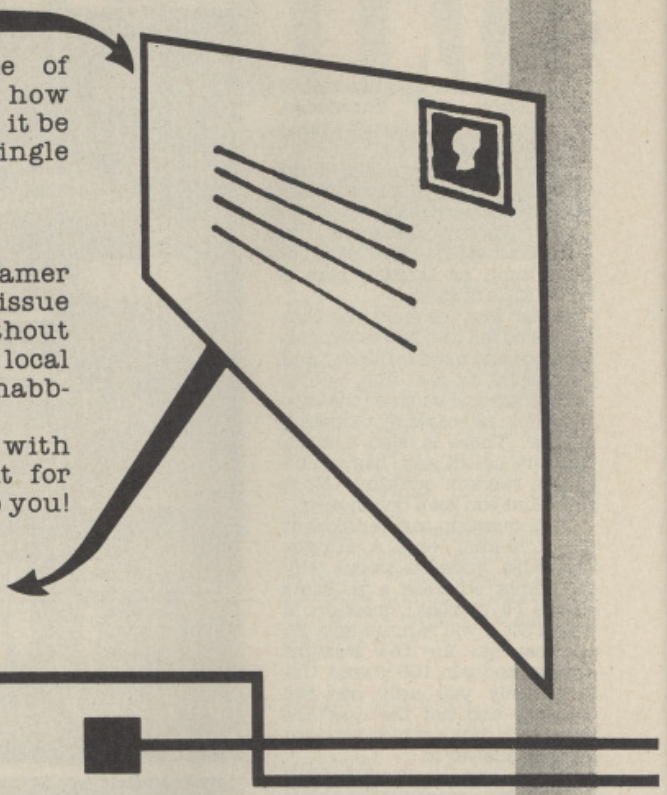

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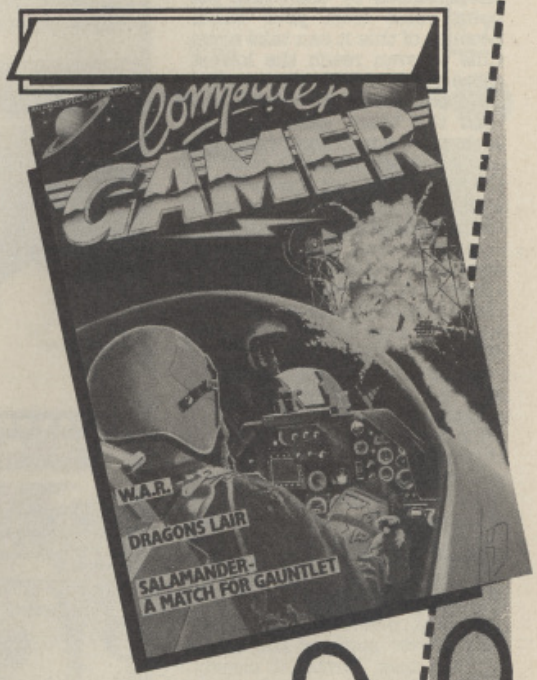

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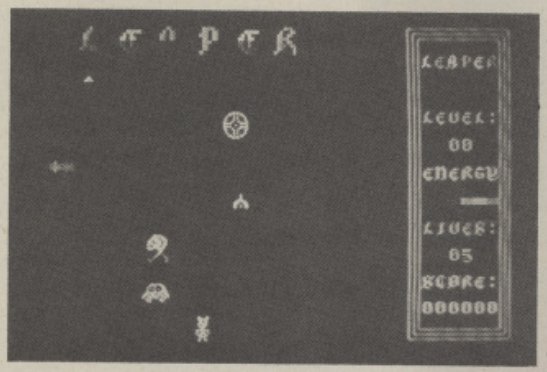

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ARCADE REVIEWS

Black Hole — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.

White Dwarf — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.

Bright Star — Like your sun, games given this description will be bright and interesting and will support intelligent life.

Red Giant — Brighter than a bright star such a game will have an outstanding feature or game system.

Nova — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.

Supernova — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!

Nebula — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

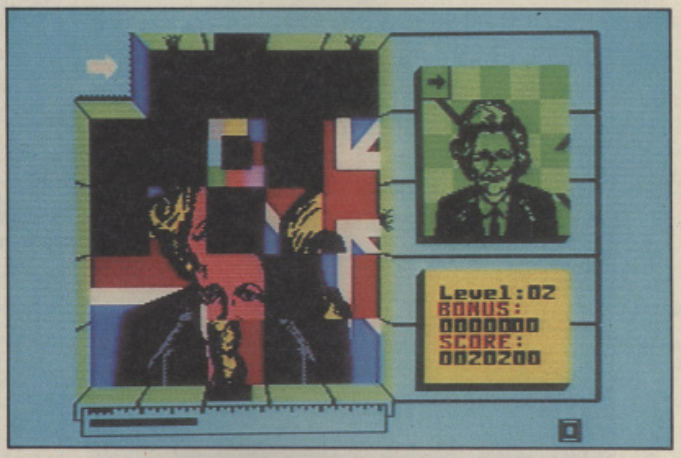
Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Number of players minimum/maximum

Joysticks required/optional.



Title:	**Split Personalities**
Computer:	**C64**
Supplier:	**Domark**
Price:	**£9.95**

One of the problems with those little sliding block puzzles is that the piece that was needed down in the bottom right hand corner, was always stuck up in the top left and by the time you had manoeuvred it to its correct position, every other piece was way out of position. Wouldn't it be easier if you started with an empty board and could bring the pieces on just as and when you require them? No it isn't. Or at least it isn't in Domark's highly original and entertaining new game.

The pictures that have to be assembled are caricatures of Maggie, Ronnie, Chuck and Di and the like. The board starts off empty with all the pieces oout of sight in a "long queue", waiting for you to bring them on. Once a piece is one the board, you can slide it vertically and horizontally. The only problem is that you can't stop a piece when you move it. It only comes to rest when it hits another piece or a wall. Doors keep opening and closing in certain parts of the wall allowing you to remove unwanted bits and push them to the back of the queue. Other parts of the wall are electrified and sliding a piece onto the wall causes it to bounce straight off again. There are other pieces too, that don't actually fit into the final picture, but may give you bonuses or kill you when you move them against similar bits. Wort of these is a bomb which must either be removed from the board or pushed against a picture of a tap within five seconds if it is not to detonate and remove one of your lives. Lives can also be lost through running out of time.

The game's controls are very simple (especially with a joystick) but I felt that the response was a bit sluggish at times when compared to the Spectrum version. Also the game hung up on me every time I tried to redefine the keyboard. But these niggles apart, Split Personalities is a highly original and fun game to play. Certainly Domark's best release to date.

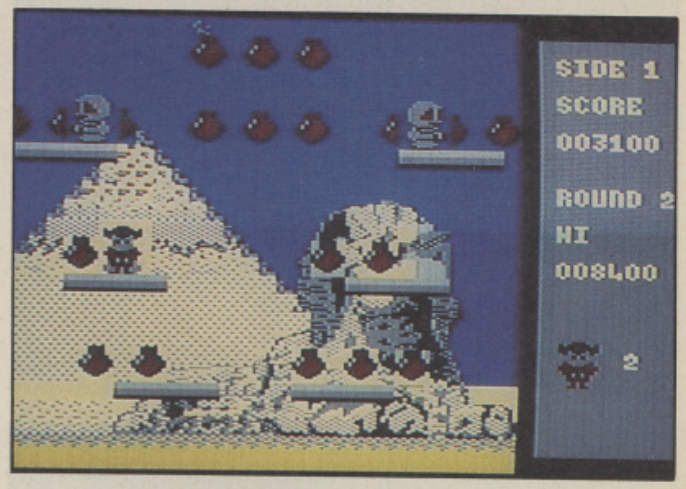
PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Red Giant

Title:	Bombjack
Computer:	C16
Supplier:	Elite
Price:	£7.95



After Frank Bruno's Boxing on the C16 I was very disappointed to see this grotesque parody of the previous version that I have seen.

The gameplay is similar to the original in that you play a little 'creature' (what it is I have no idea) that whizzes around the screen defusing bombs. Various other nasties turn up to try and dissuade him.

The original had a number of backdrops to the action with scenes from around the world. However the C16 game only has one — the Sphinx, though it is nice. There seem to be fewer nasties than usual, though to cover this they move faster than you would normally expect.

The graphics are fairly good though they have character square movement and blank out anything that is behind them on the screen, so characers seem to have an 'aura' around them when they move.

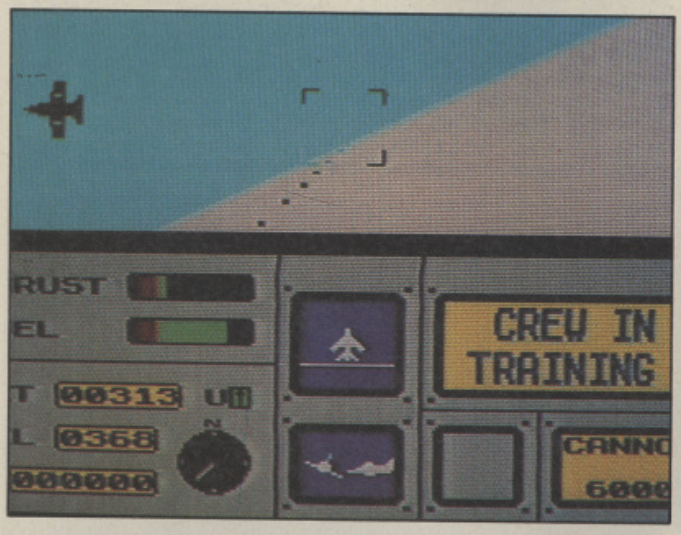
Dedicated Bombjackers reel in disgust at this game, though a C16 owner may think slightly differently, though I don't think he would think much differently. **M.R.**

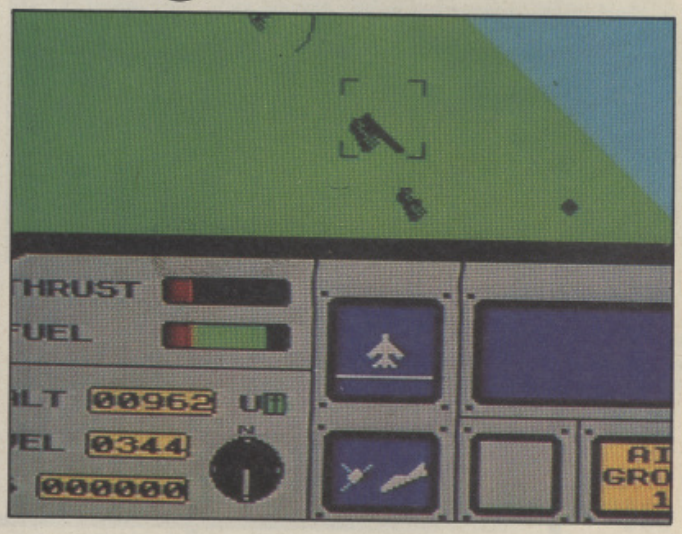
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

White Dwarf





Title:	A.C.E.
Computer:	Spectrum
Supplier:	Cascade
Price:	£9.95

A.C.E. is yet another flight simulator, this time from Cascade. 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 the enemy single-handedly, thereby saving the homeland from conquest.

Enclosed with the game comes a sheet of instructions, but it is possible at first to skip reading these and just play the game by referring to the clearly set out key table. This makes a nice change from having to read every single word in the instruction manual before even loading the game. Even if you do read the whole sheet before proceeding you will find that it is clear and simple to understand — a nice touch from Cascade.

When starting, 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. Even so, if you do not understand what the displays mean there is a section in the instructions solely dealing with it. Clever use is made of uncomplicated graphics and colour to highlight the displays and make them clear.

The instrument panel comes into its own when playing the game. It is relatively simple to keep tables on your height and speed as well as the position of the aircraft in the sky all at the same time. The part that especially appealed to me was the display which shows the front and side views of the aircraft as it flies so keeping it straight is a cinch.

Playing the game without a joystick is no fun at all — a game like this needs the quick reactions provided by the stick and this makes it more interesting for the player. Controlling the aircraft even with a joystick can be a little hairy to start with but comes with practice (just like the real thing). Fortunately flight simulators mean that you do not waste good aircraft by crashing them when first starting out.

On the plus side I liked the option for changing the scenery between summer, winter or night-time scenario, although nice the novelty had worn off it was simpler to keep it on the 'summer' option. Each one comes up in full colour with superb graphics. Another plus point is the smoothness of the graphics as the aircraft flies through the air. I was both surprised and pleased to see the enemy aircraft banking and turning in front of my eyes just as they would in real life.

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

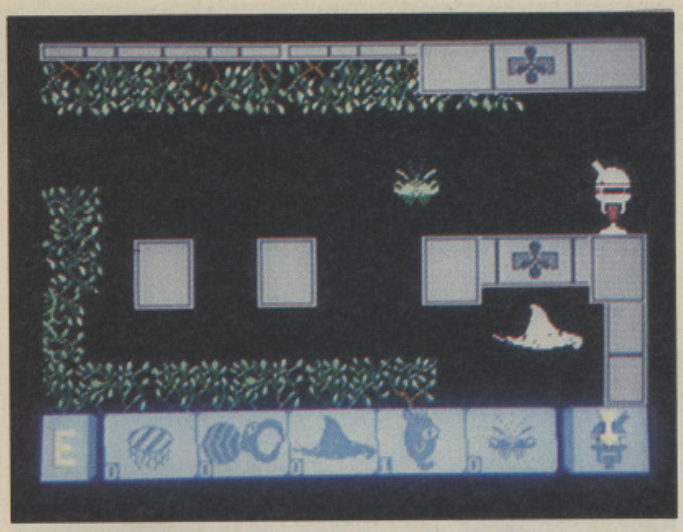
If an excellent flight simulator with equally excellent graphics is what you want I would recommend this one every time. However, if you are looking for an exciting and fast-moving game I would look elsewhere. **N.A.**

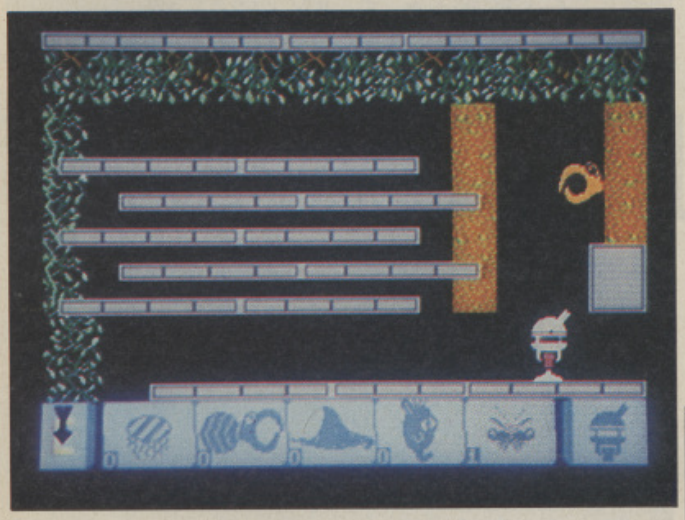
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star





Title:	Arac
Computer:	C64
Supplier:	Addictive Games
Price:	£7.95

Arac the droid needs help if he is to destroy the three reactors deep inside the fortified citadel. The help will come from a variety of creatures that live deep within the fortress but they are not willing partners in Arac's attempt. So much so, that he must first capture them with his net and put them in his mobile cage. Then, when he needs their services, they will help him in exchange for their freedom.

As Arac moves round the complex, adding more beasties to his menagarie (his cage can only hold eight of each type at any one time) he must also be on the lookoout for the two extra legs and the power glove that will transfrom him into ARACHNI-DROID with extra movement skills and the ability to fire energy bolts.

Pressing the fire button launches the net and you can adjust its trajectory by moving the joystick up. Release the button and the net drops, hopefully over your intended victim. Once captured, you can select a creature to help you from a panel of icons. They include big borers which eat through solid walls, stingers which assist your jumping, rock hoppers which help you open the fist when you find it (necessary for solving the game) and malevolent men of war which are required to fuse delicate electronics.

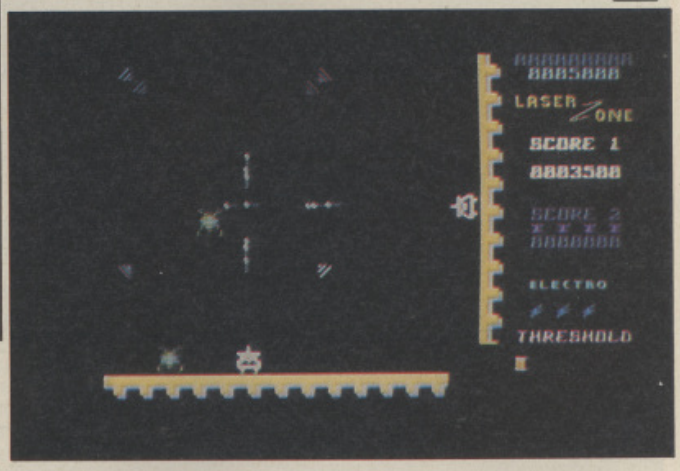
The game must be complete within a time limit (you have the choice of two) but can end sooner if you run out of energy. The game is easy to control and the graphics look quite attractive without being devastating. Arac shows just what can be done with a little imagination. There is no need to have arcade adventures with thousands of screens. Arac has just 100 and will give you considerably more enjoyment than most of its bigger brothers.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant



Title:	Matrix/Lazerzone
Computer:	C16
Supplier:	Ariolasoft (Llamasoft)
Price:	£6.95

These games have taken some six years to make the transition from the VIC 20 to the C16. The question is was it worth it? On the whole I would think not, but enough of this doubting and on with the reviews.

The game Matrix is a shoot-em-up based on screens of grids. Your ship can move around this grid in four directions and fires up the screen. Cycling around the Y and X axis' of the edge of the screen are two 'zappers' if you linger with the zapper under you for too long then you get zapped! The main point of the game is very similar to Centipede — a centipede-like object cycles down the screen and you shoot at it, where it will break into bits, all of which proceed down the screen.

There are variations on this theme in later screens, but that's the real gist of it. As you can see this is a slightly upmarket and improved Centipede game with some bits added and some bits taken away.

Lazerzone is another based on the 'one gun on one axis, one gun on the other axis' concept that a number of Llamasoft games feature (i.e. Matrix, Hellgate etc). The square play area has a gun that moves from side to side on the bottom edge. These guns fire at meanies that appear on the screen and try to get you.

As well as firing in straight lines the guns can fire diagonally be pressing fire and then moving the joystick. This is a bit tricky, but can be mastered eventualy, and can be quite effective.

However, does the world need this and another souped up centipede game (Matrix), and especialy at what can only be described as a relatively high price considering the low average for good C16 software. These games were originally written in 1983 on an extremely primitive machine by Jeff Minter and sold by Llamasoft. These conversions were written in 1986 on a very flash machine with twice the memory and 10 times the graphics ability, however they were was not converted by Jeff, not sold by Llamasoft, and that's why it isn't. **M.R.**

PLANET RATINGS — Matrix

Originality
Graphics
Use of machine
Value for money

STAR RATING

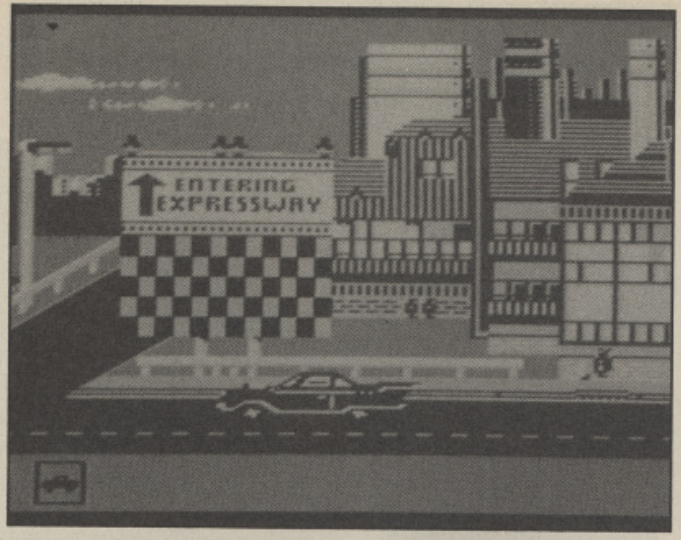
White Dwarf

PLANET RATINGS — Lazerzone

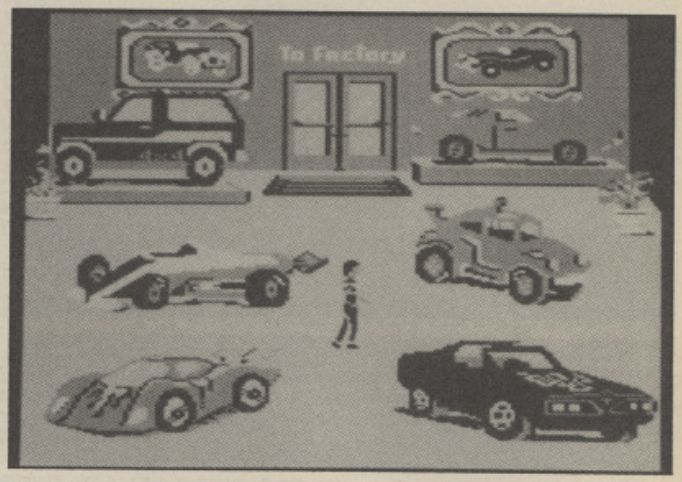
Originality
Graphics
Use of machine
Value for money

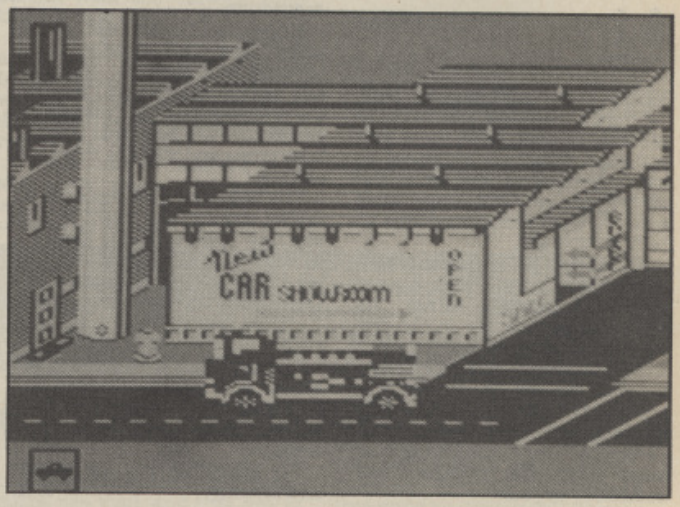
STAR RATING

White Dwarf



Title:	Hot Wheels
Computer:	Commodore 64
Supplier:	US Gold (Epyx)
Price:	£2.99





This is an interesting produce, in that it isn't actually a game at all but a sort of toy. Epyx call it a 'Computer Activity Toy', but that's a bit of a mouthful and over-the-top American sounding for me. Suffice to say it's a sort of game with no end, no object, and no score.

To start with, it is a driving game (I'll use the word 'game' from now on, but in this context it means more along the lines of 'let's have a game of cards') using customised cars. To start with you can pick one of a number of ready built cars, or choose to enter the factory.

In the factory you can select the front, middle, and rear section of your car and then drive it to the paint shop where you can paint it in one of the Commodore's allowable colours. Both these sections are very well thought out and completely icon controlled with little spray cans and conveyor belts for the car. The graphics are very good and have interesting backdrops with lots of things for younger kids to see.

Once out of the paint shop, the car undergoes 'dealer preparation' (loading the next section off disk!) and you are presented with your car in the driveway of the salesroom. From here you can drive around the town, which is a left/right scrolling backdrop with various activities to do on it. These are the Demolition Derby, the carwash, car park, and through the 'Expressway' to the other end of town with the petrol station, tune up centre, oil change, and the fire engine.

The demolition derby is like bumper cars with four cars (you, a friend, and two computer controlled cars). You just drive around smashing each other up until everybody gets crunched up. Again no score or anything — it's just something to do. Driving into the carwash puts you through various cycles of washing, soaping, rinsing, and finally drying with gleaming paintwork on the car. The graphics are very nice, but there isn't a lot to do here.

The car park (or Parking Garage as the Yanks seem to call it) means a drive onto a lift, raising it up to the next level and moving the attendant around to the car you next want from the half dozen or so that are there. He will park your car and give you the car that you indicated. You can then drive around in this.

The Expressway is a sort of motorway that gives you something to watch whilst the next section of town is loaded off disk. In this other section is the petrol station, where you must drive up to the pumps and guide the attendant from his office to the pumps, fill up the car, and back again. The car seems to take around 12 gallons and the price for this is about $15. Which is roughly the price of petrol near me (after conversion from $ to £ and USG to Gals). You can also check tyre pressures.

The tune up section is one of the more interesting bits. You drive into the tune-up area in one of the garages. Here you go through your four (only four, I thought American cars had more than that! Never mind, you live and learn . . .) cylinders one by one. Each cylinder puts up a little graph on a screen behind the car. You have to match the waveform with that to get a pattern of lights to light up. If you get four cylinders all green, then everything starts flashing.

You can also change the oil in the car. This involves jacking it up and moving your mechanic around to catch all the drips of oil as they fall out of the engine. You can then put some new oil in.

The most involved bit of all is the fire engine. You have to park your car in the garage adjacent to the fire station and drive the fire engine out of its bay. This is the biggest vehicle in the game and cannot take part in some of the activities, such as parking.

Once in the fire engine you can also stop at a burning house to try to put the fire out with the fire engine's hose, shooting water at a joystick controlled target.

On the whole this is a great game for younger kids, anybody over about 11 would find it very tiring and repetitive after only a few plays. And as there is no score as such to compare against every time you play, there is no on-going challenge.

The game is obviously designed for younger players and as such is excellent at what it does. There also seems to be one or two 'pseudo-educationalist' aspects to it (the price of petrol, the cut away picture of an engine, etc) and things like the American phrasing and spelling of everything tends to reduce the usefulness of these slightly.

Good presentation, good sound and graphics, good for kids but nobody else. Will be interesting to see if it sells or not, though it might do well at Christmas with parents wanting to buy a game for their kids and remembering the brand name from their youth (Hot Wheels is largely unknown amongst the under 10s nowadays).

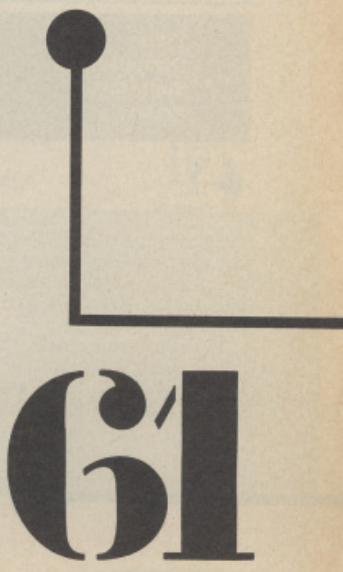
M.R.

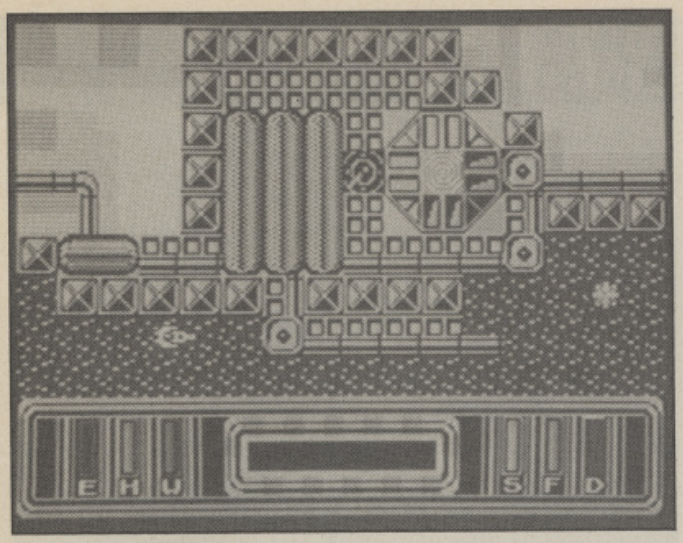
PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of Machine	●●●
Value for Money	●●●

STAR RATING

Red Giant





Title:	**Xarg**
Computer:	**Spectrum**
Supplier:	**Electric Dreams**
Price:	**£9.95**

Xarg is a city that has built itself!

There's nothing particularly unusual in that since these silicon steel cities are supposed to build themselves. But when the city starts to kill everything around, then something has to be done about it.

Whether it's the waves crashing on to its circuits or perhaps a radiation storm, Xarg has swapped to planet cleansing mode and has started to build up the necessary power in its central reactor to do the job. Somebody has to fight their way through the Zimmerman trenches that surround Xarg and shut down the reactor. That somebody is you.

As you approach the mass of silicon and steel in your Hydraboat armed with lasers, mortars, guided missiles and depth charges, you suddenly come under attack. Fight your way through the planes, submarines and land-based guns taking pot-shots at you and you may figure out which parts of Xarg are worth hitting and which are just decoration.

Knock out laser field generators and the deadly laser barriers will collapse, pumping and repair stations will weaken the complex but the power field generators are your real targets. Lose these and you are in with a chance.

The trenches are arranged in levels around the reactor and you will have to battle through each one in turn until you can blast the lock gates to flood the next to allow your boat to pass.

You can also make use of the repair stations that will patch up your boat, but beware: these are usually heavily guarded and you may come out of one in a worse shape than when you went in.

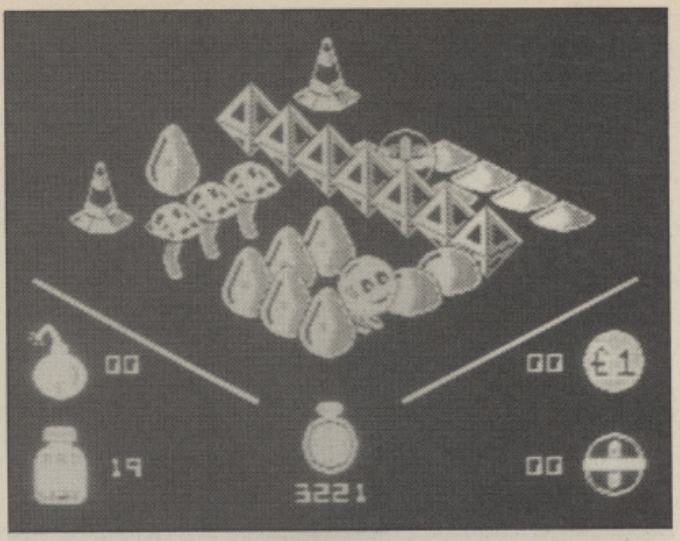
An enjoyable mix of arcade and strategy. **T.H.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Red Giant



Title:	**Molecule Man**
Computer:	**Amstrad**
Supplier:	**Mastertronic**
Price:	**£1.99**

Molecule Man is another excellent game from those awfully nice Mastertronic people. This is a game that originally came out on the ZX Spectrum but has since been converted to the Amstrad, and with no ill effects.

This game surprised me in that it wasn't in their MAD range, as it is easily good enough. The game is a 3D solve-the-puzzle game as first used by Ultimate before they went funny, and it is an interesting statement on the state of the industry that a game of this calibre is being shipped out at a price this low — but then you could probably say this about 60% of Mastertronic's products.

You play a spherical object with a sickly grin on its face whose main aim in life is to collect 16 pieces of a circuit which will allow you to escape via the teleporter.

However, as the radiation count increases you have to find money to buy more anti-radiation pills. Alternatively you can buy bombs to destroy walls and other obstructions in the maze.

Also included in the package is a maze designer which will let you edit the maze, or create new ones to your own taste — making it easier perhaps? Two thirds of the instructions are to tell you how the designer works, and you need them.

The graphics in the game are very good and the animation is largely flicker-free and convincing. The maze construction to begin with is very good and challenging, and if that wears off you could always create yourself another one.

The problems as such are simpler than most games of this ilk, not involving the manipulation of vast numbers of objects for instance. But they easily gave me a good run for my money. If this isn't worth £2 then nothing is. **M.R.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Nova

Title:	**Project Nova**
Computer:	**C16**
Supplier:	**Gremlin Graphics**
Price:	**£9.95**

Project Nova takes the C16 into the next century with a convincing visual display leaving you wondering if it is a game or a reality.

Patrolling an empty patch of space, your ship moves on relentlessly as the starscape scrolls towards your ship. Dextrously, your finger switches on the computer display and the star map appears on the screen. The picture is clear but disturbing. In almost every sector on the grid lurks an enemy battle cruiser.

Deep in outer space the enemy have encroached on Federation territory and a hero is needed to mop up their attacking forces. Armed with twin lasers and your powerful tracking computer you have been selected for the task.

Selecting a sector, you switch to hyperdrive, the display fades and the stars whizz by until you find yourself face to face with your foe in full 3D warfare.

For a C16 game, Project Nova is rather complex and shows how Gremlin have come to terms with the machine. The graphic effects are very cleverly programmed and the realistic 3D sensation is successfully conveyed.

Your ship is solar powered and the drives, shields and lasers drain the power at a rate depending on the state of readiness you are in. In green mode you can gradually recharge but your ship is defenceless. In amber the power seeps away, but in red it evaporates at an alarming rate.

A quick recharge can be gained by hyperspacing to an energy sector but these are few and can only be used once. The skill is to balance threat with status. A single enemy ship can be defeated in amber state but a multiple attack will need full red power for defence.

The map is a grid of squares with a pair of intersecting lines running across it. The point at which they cross is your selected destination. Once there, you must kill the enemy, repair the damage and move on quickly if you are to get promotion. The enemy are dangerous and tricky, their ships zoom in and out of range and weave around your laser sights. Only the most skilful pilot will survive.

Do your C16 a favour by projecting this into its memory banks and let it come alive. **J.G.**

PLANET RATINGS

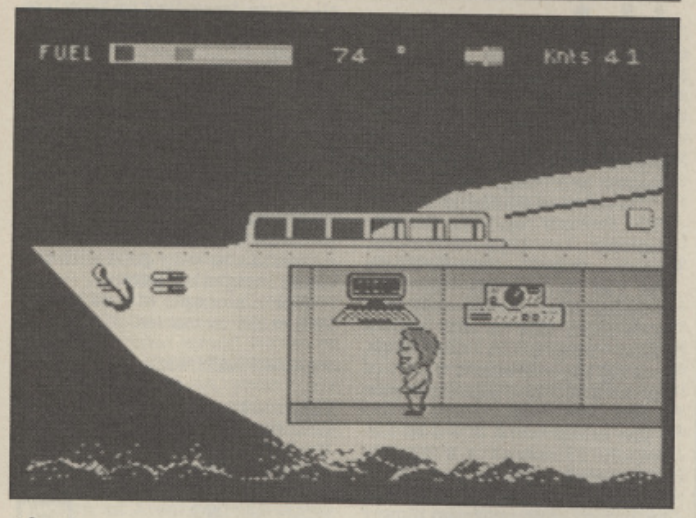
Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Supernova

REVIEWS

Title:	**Virgin Atlantic Challenge**
Computer:	**ZX Spectrum**
Supplier:	**Virgin**
Price:	**£7.95**



A year ago Richard Branson — head of the massive Virgin empire — attempted to win the Blue Riband, the prize for the fastest surface crossing of the Atlantic. To do this a whole new design of ship was used — an ocean-going speedboat catamaran. Unfortunately his ship sank just off the coast.

A couple of months ago he attempted the crossing again in the Virgin Challenger II, a slightly more conventional type of boat with a single hull. This ship completed the crossing in an amazing 3 days, 10 hours and 31 minutes, beating the record set in 1952 by the American ship SS United States of 3 days and 12 hours.

The game is a simulation of the crossing. You play Richard Branson in an otherwise crewless ship and have to keep the ship going by dashing around the various parts of the ship, avoiding collisions, eating so that you don't starve, keeping the engines running at optimum so that they don't blow up, finding refuelling tankers, and controlling the Branson Empire from a telex receiver.

To do this you move your little Richard Branson around the three screens that make up the graphics of the inside of the boat. On the walls of the boat are various instruments and objects. These are selected very much like icons, moving your Richard onto them and pressing fire. When this happens you get a window popping out onto the screen with the various functions or maps etc on it.

On the way various hazards appear in your way, fishing boats, icebergs etc and the weather is forever changing — dictating the speeds that you can run your engine at.

This format is excellent for a simulation game, and a simulation game it is — no arcade action, very little moving graphics (except for the little smiling Richard Branson that scuttles around!) — though what graphics there are are excellent. It's all balancing numbers and figures in your head — but in a most attractive way.

This is a fairly easy game and gives you some satisfaction to complete, though when you can complete it there are dozens of ways to improve your score.

My only grip with the game is that it is easy to finish and there is only a score to beat again and again. I tend to like the ongoing games that just get harder with no visible end — though the amazing (for a Spectrum) graphics of the Bishop's Rock lighthouse are a welcome sight as you come into port at the end. **M.R.**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of Machine	●●●●●
Value for Money	●●●●

STAR RATING

Red Giant

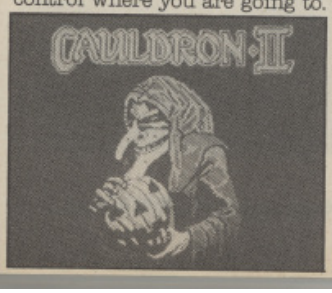
Title:	**Cauldron II**
Computer:	**Amstrad/Spectrum**
Supplier:	**Palace Software**
Price:	**£7.95**

What's soft and squishy and bounces round a castle? Sounds like one of those dreadful jokes that gets passed round the playground doesn't it? But Palace Software are deadly serious about this one. The answer to the riddle is a pumpkin or, to be more precise, a brave pumpkin warrior. The tables have turned. Whereas in the original Cauldron it was the pumpkin that was the baddy, now it is the turn of the witch to try her hand at being evil and you are the pumpkin that can save the world!

Set in a huge, multi-roomed castle, you must collect several objects before depositing everything in the huge cauldron, deep in the cellars. The game looks like a vast platform game but instead of leaping all over the place, you must bounce and believe me, it doesn't half take some getting used to. Bouncing itself is no problem, you simply press the fire button when the pumpkin is on the ground and you go higher, then it is simply a case of moving left and right. The problem comes when you try to control where you are going to. Before long, you are rebounding in all the wrong directions like a ball bearing bouncing off the bumpers of a pinball machine.

As if that wasn't enough, there are various nasties that materialise from nowhere and do their utmost to sap your very juices. Some are even worse and kill you on contact. These cannot even be shot when you pick up the glowing spheres that allow you to fire magical bolts. Anything that can cause you harm does so, from the smallest flame of a candle to the tilting platforms of a gargoyle that deposits you at the very bottom of the castle. Lose a life and you are reminded about it in no uncertain terms by the cackling of the witch.

The game looks very attractive and is definitely a 'just one more go' game. The only major problem with it is the lack of scrolling between screens which can be most frustrating if you are bouncing out of control on the edge of two or three screens. Despite that, Cauldron II is certainly a contender for ghoul of the month.



PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of Machine	●●●●
Value for Money	●●●●

STAR RATING

Red Giant

Title:	**Freak Factory**
Computer:	**Commodore 64**
Supplier:	**Firebird Silver range**
Price:	**£1.99**

All professors found in computer games are mad, and this one is no exception. Rumours have started to appear on the planets of Dameth and Jered that strange monsters are beginning to appear. Upon further investigation, the Galactic Police Force have discovered that the prof and his five assistants have built five machines, deep within a labyrinth of dungeons and each capable of mass producing these evil critters. As number one agent, it is you that they send in first to investigate.

Your first problem is to actually locate the laboratories. The dungeon levels are all connected by lifts so that moving up and down is no problem. Moving sideways is, however, for the corridors are full of traps and monsters who do not exactly have your best interests at heart. Series of parallel poles protrude in front of you and must be leapt. Rows of skull faces open and shut their eyes as you pass, using up huge chunks of your available energy if you get the timing wrong. As well as leaping barriers, you can also crawl along on your hands and knees and so pass under others. Your only respite comes from collecting little bits of extra energy that are attached to the walls. When you reach a laboratory, you must wrestle with the assistants by waggling your joystick as furiously as possible. Defeat them and you must then find a gap in the floor where you can drop down and fight the next one. All this must be done quickly as the assistants regenerate in time.

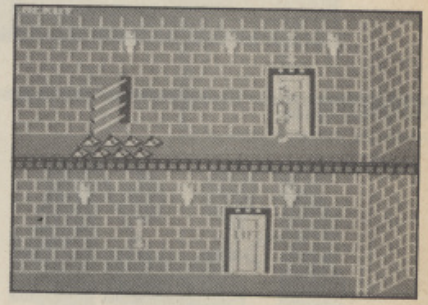
The game looks fairly average and that's the way it plays. Run out of energy and it is all the way back to the start. There is no form of scoring to give you something to aim at and the whole thing failed to hold my attention for very long. **G.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of Machine	●●●
Value for Money	●●

STAR RATING

White Dwarf



Title:	Tujad
Computer:	Spectrum
Supplier:	Ariolasoft
Price:	£8.95

Tujad has broken down. With its malfunction has come madness and it is now unable to recognise GEN 19, the most sophisticated droid ever built. The problem lies in a faulty sub processor and you must control GEN 19 as it attempts to recover the fifty elements that go to make up the microchip. Tujad will bring all its powers and forces to bear against you for its defence mechanisms are still functioning perfectly and it has decided that you are an intruder.

As you wander around the complex, you have a variety of weapons available at your disposal and you can toggle between them by pressing the space bar. Various nasties materialise but these only deplete your energy and can be easily wasted with your normal gun. There are other more powerful enemies though, which will claim one of your lives upon contact. Some of these can be dodged but some must be destroyed and it is a case of working out which of your additional weapons does the job — the green grenade, or the yellow or the pink. You only have limited initial supplies of these weapons although others can be found. One of the most frequent causes of failure in your mission is forgetting to switch back to your gun after using one of your 'specials' and finding that you have just fired off your entire supply of green grenades by mistake.

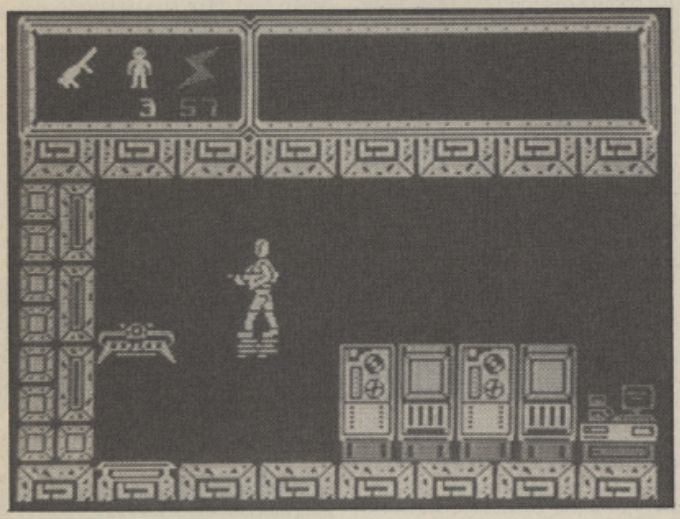
Pieces of the circuit board are picked up automatically simply by walking over them and you then see them placed in a grid which will build up the completed board. You can also find extra lives and energy as well as further supplies of weaponry. There is no on-screen scoring but at the end of the game you are awarded a 'percentage completed score' — two percent for each piece of the puzzle collected.

There are over 100 rooms to be explored. There is no scrolling between them but rather a new room appears when you move out of the old one. Graphically, the game is quite attractive although the pictures of computers and assorted bits of machinery have no functional use. The complex is arranged in sections and you will have to find the appropriate teleport chamber if you are to move from one section to another.

Tujad, written by Orpheus and released by Ariolasoft, has one major flaw which spoils an otherwise quite enjoyable game. It is far too easy. Remember all those Ultimate games where you used to struggle to get 4% on your first few games. In Tujad, I strated with over 30% and by my eighth go had finished the game completely. At £8.95, this cannot be good value for money. **G.H.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value	
STAR RATING	
White Dwarf	



Title:	Star Firebirds
Computer:	Amstrad/Spectrum
Supplier:	Firebird (Insight)
Price:	£1.99

This is an unlicensed copy of the coin-op game Space Firebirds. Originally released by Insight — producers of Subterranian Stryker — it is now being re-released as a budget title.

The game is available in both Z80 formats and is largely identical in both instances. Space — sorry! — Star Firebirds has you in a small upwardly pointing space craft that can move from side to side with a slight upturn at the edge, making the movement a sort of curve rather than a straight side to side movement.

The aliens come down in formations composed of a number of different types of baddies of various belligerence. You also get bombs that progress slowly down the screen and will either explode when you shoot them — the score depending on how late you leave it — or they will explode on their own. Both times they will explode showering shrapnel everywhere.

The baddies drop bombs that are extremely nasty and the screen can get very busy at times. The graphics and sound is up to scratch and the game play is as identical to the original game as is possible. The presentation is also very good with the usual Insight big letters.

Worth a couple of quid just to re-live old memories. **M.R.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	
STAR RATING	
Bright Star	

Title:	ICUPS
Computer:	C64
Supplier:	Odin
Price:	£9.95

There are two main elements in a game: chance and skill. For me, the balance should lie towards skill. In ICUPS the balance lies towards chance, which is a pity because it could so easily have had a fair element of skill.

ICUPS is based on the arcade-style road games where you're battling down the highway nudging and blasting your way through the traffic. In ICUPS this scenario has been translated into a space tunnel which is busier than Marble Arch in the rush hour. Instead of honking horns and cursing cabbies you have blazing lasers and flying bombs to contend with as you dash along your route.

In the arcades, the screen is usually like a Tv screen turned through 90 degrees and you race from top to bottom. In ICUPS the screen is normal but you still chase from bottom to top. This means that you have no time to see and avoid any obstacle ahead. Consequently, you die a lot.

If you somehow manage to limp through three boringly similar phases of tunnel, you are rewarded with fully replenished lives and a maze game.

Here, too, you live by your reflexes because the maze is inhabited by all manner of life forms who huddle around you and sap the life force from your body.

I found this game immensely frustrating to play. If the action took place across the screen instead of vertically, survival would be less reliant on pure luck and a happier time would be had by all.

It's a pity that the gameplay lets this down because the graphics are really good. At the bottom right of the screen is a little picture window which shows scrolling landscapes interspersed with a talking head. A masterpiece in miniature.

Fast action freaks may get a buzz from this but for me it does nothing at all. **E.D.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	
STAR RATING	
White Dwarf	

Title:	**Dynamite Dan II**
Computer:	**Spectrum**
Supplier:	**Mirrorsoft**
Price:	**£7.95**

Everywhere that you go, you are likely to be told that all the things that you particularly enjoy are bad for you — chip butties, the clothes that you wear and loud music. Especially loud music. Now it appears that there is some element of truth in what your parents have been telling you becuase the evil Doctor Blitzen has found a way of putting subliminal sound waves on everyday pop records. Whilst you cannot hear them, your brain still picks them up and the effect is that the youth of today is being totally mesmerised.

These goings on were first noticed in a group of islands known as Arcanum where Blitzen is thought to have his headquarters. So, Agent Dan is called up to fly his airship tot he islands and investigate. The idea is to search the island for a hidden record which must then be played on a jukebox. Then, pausing only to refuel your dirigible, you must make your way to the next island until eventually, you find the evil Doctor's laboratory and blow it up.

The original Dynamite Dan was one of the better platform games but DDII looks and plays more like an arcade adventure. Movement is a simple left, right, down and jump/up but the timing and positioning of jumps is seldom critical. There are many items to be collected and used en route although you will have to look after them carefully or they will get pinched when you colide with the nasties. A nasty will only steal an item of the same colour but Sod's Law says that it is usually the one that need most that goes first. If the nasties cannot steal anything, they take just as much delight in sapping your energy. You only have one life so it is important to keep an eye on the appropiate gauge. Fortunately, there is lots of fod lying around to top up your calorie count.

Different items serve different purposes. Bombs are used for blowing up doors and allowing you access to other parts of the island. Goggles protect you from the mesmerising ray of Dr Blitzen and fuel is needed to get your zeppelin into the air again. There are other items lying around whose use must be determined by experimentation. One is required to allow you access to a secret passage and others may offer varying forms of protection.

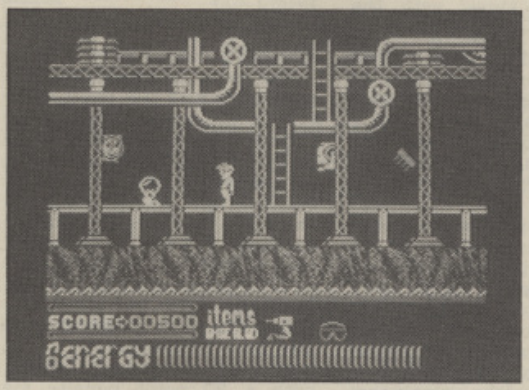
There is always a lot happening on the screen, and whilst this is OK to look at, I found that it produced a slight flickering effect on the screen. The game itself is reasonable without being outstanding and is likely to have its greatest appeal with those who enjoyed the original.

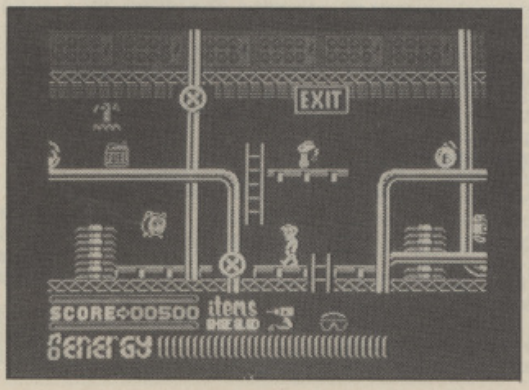
PLANET RATINGS

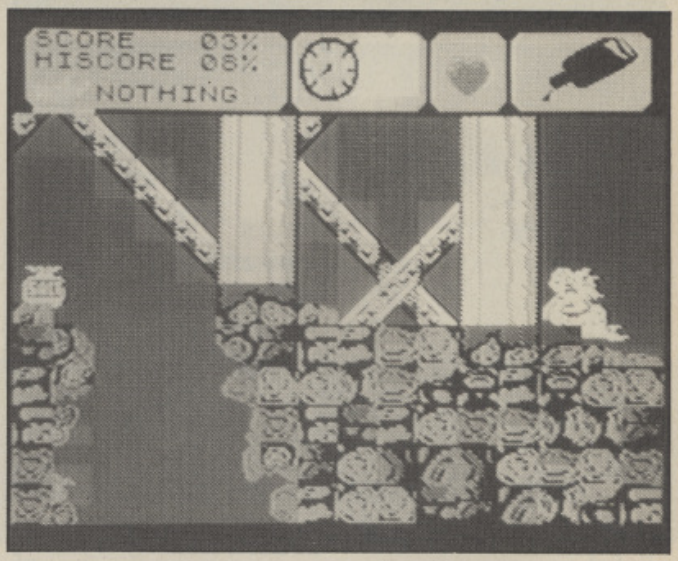
Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star







Title:	**Mermaid Madness**
Computer:	**ZX Spectrum**
Supplier:	**Electric Dreams Software**
Price:	**£2.99**

Mermaid Madness is an arcade action type game from Electric Dreams Software. You are a mermaid called Myrtle and you see, and fall in love with, a diver called Gormless Gordon. Unfortunately Gordon does not see you in quite the same way and tries to escape your clutches by diving off the end of the pier. You dive off in search of him only to find that he has stuck himself under a sunken wreck. You have to rescue him and dodge sea monsters and the like.

Myrtle's source of energy is the bottles of stout that she finds lying about the sea floor as she makes her way through the many caverns. She also finds objects that are useful to her such as lamps to light dark caverns. The graphics for these are very well drawn but they tend to merge as one object nears another (for example — a lobster approaching Myrtle too closely changes her hair from yellow to purple). The graphics also tend to flicker a lot which can be a strain on the eyes.

There are a few well thought out additions to this rather unoriginal game which increase its playability. One such is the picture of a beating heart at the top of the screen which beats faster as Myrtle gets nearer her beloved. Another is the story written on the instruction sheet to start you off. These show that Electric Dreams have tried to make their game original in concept if not exciting.

However, after saying this, the game is anything but original. Games like this one have been produced for years. It is not very exciting either — learning all of the tricks of getting past monsters without being eaten can become tedious after a very short time. The tune 'Hall of the Mountain King' plays after each game too, which somehow reminds me of Manic Miner even though it is nowhere near as well produced.

If you want a game for cuteness and not lastability I would recommend this one. **N.A.**

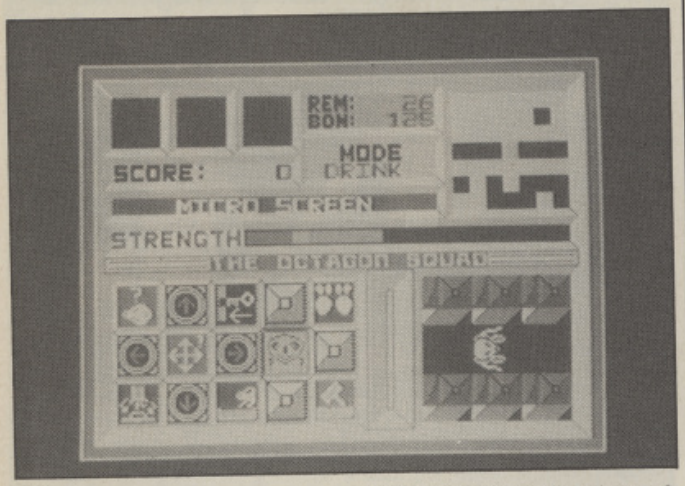
PLANET RATINGS

Originality
Graphics
Use of Machine
Value for Money

STAR RATING

White Dwarf

Title:	Octagon Squad
Computer:	Spectrum
Supplier:	Mastertronic
Price:	£1.99



Only 26 survivors are left after a chemical attack on planet 54.7. As commander of the Octagon Squad, you receive a priority red message to go to the planet and beam out the survivors at the teleport fence. The only problem is that the survivors all have severe brain damage and are located deep within the reactor maze.

As the name suggests, you have eight squadroids at your disposal and you must deploy them at strategic points throughout the maze. The game is icon driven so that you can manipulate the appropriate droid and make it pick up, unlock something (the doors all have colour coded keys), drink at a fountain (to counter the energy draining chemical residue) or move. To use one of the actions (not move) you select the icon of your choice and then specify the direction that you are interested in. This is necessary as you may be at a junction in the maze with two objects available for picking up — you are limited in what you can carry.

You get to see the maze in two forms. In the bottom right of the screen is a picture of your immediate surroundings and above that, a map of your immediate area. A series of information boxes are top left and the various icons bottom left. The whole appearance is very cluttered and as the game play is also rather lacking, Octagon Squad cannot really be recommended. **G.H.**

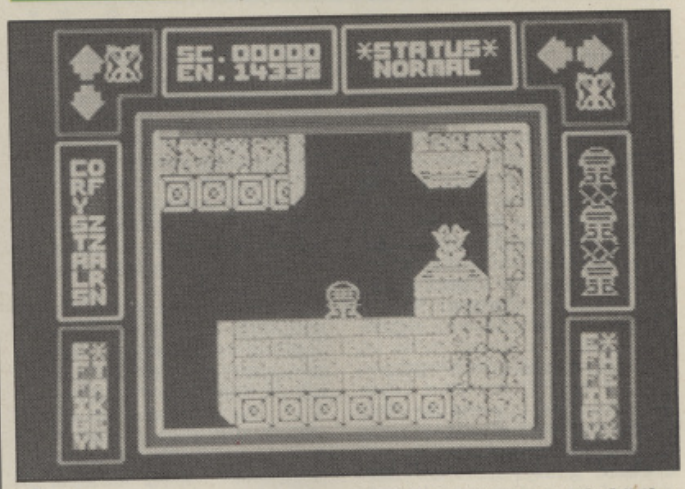
PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

White Dwarf

Title:	Lap of the Gods
Computer:	Spectrum
Supplier:	Mastertronic
Price:	£1.99



Gods always like to get their fun at the expense of mere mortals like you and me. Here you are, trapped in a comet's time vortex and the only way the eight Gods of Zzarn will let you go is if you find and return the crystals of Zzarn. As these particular Gods rule the entire universe, you don't have a great deal of say in the matter.

Before you can get anywhere near the crystals, you must first collect three effigies and drop them in the appropriate chamber. This will please the Gods and they will grant you extra powers. You can, however, displease them just as easily by having the effigies stolen. Then, if they are feeling malevolent, the Gods will remove some of your skills. So who would be so stupid as to have their effigy stolen? Well it happens automatically if you collide three times with the assorted nasties that inhabit the chambers although you can try and blast them out of the skies before they do likewise to you. Other commands can be used by accessing a menu. Holding an effigy allows you to teleport to another chamber and the menu will also contain details of your special powers if any.

The game looks quite similar in appearance to quite a few other Mastertronic arcade adventures but it suffers from some very jerky scrolling. It will certainly keep you quiet on a wet afternoon, though. Not bad for £1.99. **G.H.**

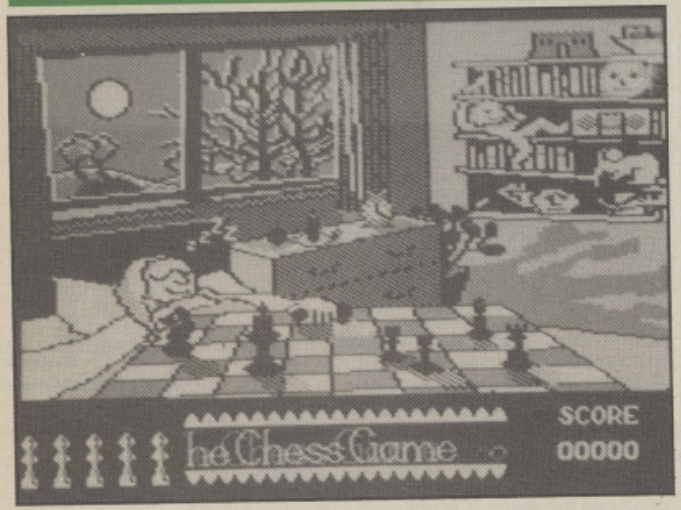
PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Bright Star

Title:	Night Walker
Computer:	Commodore 64
Supplier:	Microclassic
Price:	£3.95



Originally released at full price under the name 'The Chess Game', Night Walker takes you deep into your worst nightmare where instead of actually playing chess, you have to meet all the pieces in a series of individual battles complete with a crowd hurling abuse and fireballs at you, just to liven things up if you look like winning too easily.

You start with five pawns and must manoeuvre them to the other side of the board. Contact with the opposing piece, being hit by a fireball, falling off the edge of the board or stepping onto a red square results in your piece taking an early bath. It is the colouring of the squares that involve a considerable amount of strategical thinking on your part. To start with, they are the normal black and white. As you step onto a square it changes to blue. When the enemy moves onto a blue square, it changes to red and becomes impassable. As you may have to cross the board up to nine times (five pieces plus four return journeys) you must plan your trips so that you use as few squares as possible. The challenges get considerably harder for each new level and some of the higher level combinations are really nasty. You will also find that a different strategy is needed for each level.

The game is presented in a very attractive 3D perspective and looks most attractive although I found that this led to problems judging things at the far edge of the board. This is an original and highly enjoyable game that could have been made excellent if a few more player options had been included such as being able to practise different levels or start from different places. The scoring system could also have been tidied up — 10 points for every pawn across with a 20 point penalty for pausing the game is a trifle harsh. But despite these minor grumbles Night Walker combines a nice mix of arcade action and strategy and is well worth a look. **G.H.**

PLANET RATINGS

Originality	
Graphics	
Use of Machine	
Value for Money	

STAR RATING

Red Giant

Bertie Bishop-The Mission

By Robert Pilkington

Here is the long awaited sequel to 'Bertie Bishop' printed a few months ago.

Bertie is in trouble again but this time he is not in any devil's prisons with beetles but in the jungle (the write-up and detail in game instructions explain what he is doing there). The game should keep your readers busy for a long time (plus a few more hours keying it in!). I have included three skill levels (Kamikaze level for your Whizz Kid readers) and at the end of each game played it will give you a skill rating, e.g. 'Prehistoric Granny' (what Mums and Dads get).

Bertie Bishop was tired of bishoping duties at home, so he decided to do something more interesting. Bertie took off to the nearest jungle and started preaching to the natives. They did not like him very much and pinched his bible. Bertie went off to search for it (silly guy). Soon he had mugger birds, some snakes, gorillas and natives blowing poison darts after him!

You take the part of Bertie trying to guide him through ten deadly jungle scenes. There are three skill levels and also funny skill ratings! Your task isn't easy but you might make it some day (I think). There is a high number of trees in the jungle and that's not helpful at all when you're trying to get away from a pursuing mugger bird.

There are detailed game instructions for you to read and learn how to feed the crazy gorillas, club the slithery snakes and keep away from all the other nasties.

Save the game by typing SAVE "MISSION" LINE 1 (this will auto run the program each time you LOAD it). Be careful when typing in all the graphics characters or you might end up with some pretty weird things wandering the jungle!

Keys — Q left, E right, P up, L down. Other keys are explained in instructions. Good luck (I think you'll need it!).

```
  1 REM BY ROBERT PILKINGTON
1986
  2 DIM B(32): DIM C(32): DIM D
(11): DIM E(11): DIM A$(32): DIM
 B$(11): DIM C$(11): DIM D$(11):
 DIM E$(11): DIM F$(11): DIM G$(
11)
  3 PAPER 0: INK 7: BORDER 0
  4 CLS : POKE 23658,8
  7 LET SCE=1: LET SC=0: LET HI
=0
  8 LET LI=3: LET X=1: LET Y=1
  9 PRINT AT 10,10; INK 5; INVE
RSE 1;"BERTIE BISHOP";AT 11,10;"
'THE MISSION'": GO SUB 9000

 10 CLS
 15 OVER 1
 20 FOR N=1 TO 11: PRINT A N+5,
5;" ";AT N+6,5;"'": BEEP E(N),
D(N)
 30 PRINT AT N+5,5;"      "; IN
K 6; INVERSE 1;B$(N);"  ";C$(N);
"  ";D$(N);"  ";E$(N);"  ";F$(N)
;AT N+6,5; INK 7; INVERSE 0;"'
"
 40 NEXT N
 45 PRINT AT 21,0; BRIGHT 1; IN
K 5;"PRESS ANY KEY TO MEET YOUR
DOOM!"
 46 PAUSE 0
 50 CLS
 60 OVER 0
 70 INK 4: FOR N=0 TO 21: PRINT
 AT N,0;"■";AT N,31;"■": NEXT N
 80 PRINT AT 0,1;"■■■
```

```
O TO 600
 370 IF INKEY$="L" AND ATTR (X+2
,Y)=7 THEN  GO TO 390
 380 GO TO 400
 390 IF ATTR (X+2,Y+1)=7 THEN  G
O TO 700
 400 IF INKEY$="Q" AND ATTR (X,Y
-1)=7 THEN  GO TO 420
 410 GO TO 430
 420 IF ATTR (X+1,Y-1)=7 THEN  G
O TO 800
 430 IF INKEY$="E" AND ATTR (X,Y
+2)=7 THEN  GO TO 450
 440 GO TO 460
 450 IF ATTR (X+1,Y+2)=7 THEN  G
O TO 900
 460 GO TO 1000
 470 GO TO 340
 600 LET X=X-1
 610 PRINT AT X,Y; INK 5;" ";AT
 X+1,Y;"";AT X+2,Y; INK 7;"  "
 620 IF X=14 AND Y+1=27 THEN  GO
 TO 5000: REM END OF SCREEN SNAK
ES AND ON TO NEXT SCREEN
 630 GO TO 1000
 700 LET X=X+1
 710 PRINT AT X,Y; INK 5;" ";AT
 X+1,Y;""
 720 PRINT AT X-1,Y; INK 7;"  "
 730 IF X=14 AND Y=27 THEN  GO T
O 5000
 740 GO TO 1000
 800 LET Y=Y-1
 810 PRINT AT X,Y; INK 5;" "
 820 PRINT AT X+1,Y; INK 5;""
 825 PRINT AT X,Y+2; INK 7;" ";A
T X+1,Y+2;" "
 830 IF X=14 AND Y=27 THEN  GO T
O 5000
 840 GO TO 1000
 900 LET Y=Y+1
 910 PRINT AT X,Y; INK 5;" "
 920 PRINT AT X+1,Y; INK 5;""
 925 PRINT AT X,Y-1; INK 7;" ";A
T X+1,Y-1;" "
 930 IF X=14 AND Y=27 THEN  GO T
O 5000
1000 REM BIRDS/DARTS/GORILLAS
1005 PRINT AT MX,MY; INK 7;" "
1010 IF ATTR (MX-1,MY)=5 THEN  L
ET MX=MX-1: GO TO 1100
1020 IF ATTR (MX+1,MY)=5 THEN  L
ET MX=MX+1: GO TO 1100
1030 IF ATTR (MX,MY-1)=5 THEN  L
ET MY=MY-1: GO TO 1100
1040 IF ATTR (MX,MY+1)=5 THEN  L
ET MY=MY+1: GO TO 1100
1050 LET CH=INT (RND*5+1): IF CH
>2 THEN  GO TO 1100
1060 IF MX>X AND ATTR (MX-1,MY)=
7 THEN  LET MX=MX-1
1070 IF MX<X AND ATTR (MX+1,MY)=
7 THEN  LET MX=MX+1
1080 IF MY>Y AND ATTR (MX,MY-1)=
7 THEN  LET MY=MY-1
1090 IF MY<Y AND ATTR (MX,MY+1)=
7 THEN  LET MY=MY+1
1100 IF ATTR (MX,MY)=5 THEN  BEE
P .2,0: PRINT AT X,Y;" ": BEEP .
2,5: PRINT AT X+1,Y;" ": BEEP .2
,10: PRINT AT X,Y+1;" ": BEEP .2
,15: PRINT AT X+1,Y+1;" ": BEEP
.2,20: GO TO 5500
1110 PRINT AT MX,MY; INK 3;""
1120 IF DY<>Y THEN  GO TO 1250
1130 OVER 1
1135 IF ATTR (DX,DY)=5 THEN  OVE
R 0: PRINT AT X,Y; INK 7;"": BE
EP .5,10: IF INKEY$<>"C" THEN  F
OR N=1 TO 5: FOR G=-20 TO 20: BE
EP .001,G: NEXT G: NEXT N: GO TO
 5500
1137 IF ATTR (X,Y)=7 THEN  PRINT
 AT X,Y; INK 5;"": BEEP .5,0: G
O TO 1500
1140 FOR N=DX TO 1 STEP -1
1150 PRINT AT N,DY; INK ATTR (N,
DY);""
1155 IF SCE<=5 THEN  BEEP .06/SK
,10
1157 IF SCE>5 THEN  BEEP .03/SK,
10
1160 IF ATTR (N-1,DY)=5 THEN  GO
 TO 1200
1170 PRINT AT N,DY; INK ATTR (N,
DY);""
1180 NEXT N
1190 OVER 0: GO TO 1500
1200 IF INKEY$="C" THEN  OVER 0:
 PRINT AT X,Y;" ": BEEP .5,10:
PRINT AT X,Y; INK 5;" ": PRINT
AT N,DY; OVER 1; INK ATTR (N,DY)
;"": LET SC=SC+10: GO TO 1500
1210 FOR N=1 TO 2: FOR G=10 TO 5
0: BEEP .0009,G: NEXT G: NEXT N
1220 OVER 0: GO TO 5500
1250 IF DAY<>Y THEN  GO TO 1400
1260 OVER 1
1270 IF ATTR (DAX,DAY)=5 THEN  O
VER 0: PRINT AT X,Y; INK 7;"":
BEEP .5,10: IF INKEY$<>"C" THEN
 FOR N=1 TO 5: FOR G=-20 TO 20:
BEEP .001,G: NEXT G: NEXT N: GO
TO 5500
1280 IF ATTR (X,Y)=7 THEN  PRINT
 AT X,Y; INK 5;"": BEEP .5,0: G
O TO 1500
1290 FOR N=DAX TO 1 STEP -1
1300 PRINT AT N,DAY; INK ATTR (N
,DAY);""
1310 IF SCE<=5 THEN  BEEP .06/SK
,10
1320 IF SCE>5 THEN  BEEP .03/SK,
10
1330 IF ATTR (N-1,DAY)=5 THEN  G
O TO 1370
1340 PRINT AT N,DAY; INK ATTR (N
,DAY);""
1350 NEXT N
1360 OVER 0: GO TO 1500
1370 IF INKEY$="C" THEN  OVER 0:
 PRINT AT X,Y;"  ": BEEP .5,10:
PRINT AT X,Y; INK 5;" ": PRINT
AT N,DAY; OVER 1; INK ATTR (N,DA
Y);"": LET SC=SC+10: GO TO 1500
1380 FOR N=1 TO 2: FOR G=10 TO 5
0: BEEP .0009,G: NEXT G: NEXT N
1390 OVER 0: GO TO 5500
```

```
1400 IF DRY<>Y THEN  GO TO 1500
1410 OVER 1
1420 IF ATTR (DRX,DRY)=5 THEN  O
VER 0: PRINT AT X,Y; INK 7;"▗▘":
BEEP .5,10: IF INKEY$<>"C" THEN
 FOR N=1 TO 5: FOR G=-20 TO 20:
BEEP .001,G: NEXT G: NEXT N: GO
TO 5500
1430 IF ATTR (X,Y)=7 THEN : PRIN
T AT X,Y; INK 5;" ▟": BEEP .5,0:
GO TO 1500
1440 FOR N=DRX TO 1 STEP -1
1445 PRINT AT N,DRY; INK ATTR (N
,DRY);"▗▘"
1450 IF SCE<=5 THEN  BEEP .06/SK
,10
1455 IF SCE>5 THEN  BEEP .03/SK,
10
1460 IF ATTR (N-1,DRY)=5 THEN  G
O TO 1475
1465 PRINT AT N,DRY; INK ATTR (N
,DRY);"▗▘"
1470 NEXT N
1472 OVER 0: GO TO 1500
1475 IF INKEY$="C" THEN  OVER 0:
 PRINT AT X,Y;"  ": BEEP .5,10:
PRINT AT X,Y; INK 5;" ▟": PRINT
AT N,DRY; OVER 1; INK ATTR (N,DR
Y);"▗▘": LET SC=SC+10: GO TO 1500
1480 FOR N=1 TO 2: FOR G=10 TO 5
0: BEEP .0009,G: NEXT G: NEXT N
1490 OVER 0: GO TO 5500
1500 REM GOR.
1510 LET GOR=INT (RND*21+1)
1520 IF LI=1 THEN  LET CH=1
1530 IF LI=2 THEN  LET CH=2
1540 IF LI=3 THEN  LET CH=3
1550 IF GOR>CH THEN  GO TO 340
1560 IF ATTR (X,Y+2)<>7 THEN  GO
 TO 340
1570 IF ATTR (X+1,Y+2)<>7 THEN
GO TO 340
1575 IF SK=1 THEN  BEEP .6,0: GO
 TO 1590
1580 BEEP (1/SK),0
1590 PRINT AT X,Y+2; INK 6; BRIG
HT 1;"▙"
1600 PRINT AT X+1,Y+2; INK 6; BR
IGHT 1;"▀"
1610 IF INKEY$=" " THEN  GO TO 1
630
1620 GO TO 1700
1630 PRINT AT 19,29; INK 6;"▄"
1640 PRINT AT 20,26; INK 6;"QRST
"
1650 FOR N=26 TO 29: BEEP .2,-10
: PRINT AT 20,N;" ": NEXT N
1660 BEEP .2,0: PRINT AT 19,29;"
 "
1670 PRINT AT X,Y+2; INK 7;" ";A
T X+1,Y+2; INK 7;" "
1675 LET SC=SC+5
1680 GO TO 340
1700 FOR N=0 TO -10 STEP -1: PRI
NT AT 20,27; INK 6;"▀ ▀": NEXT N
1710 GO TO 5500
4000 REM WIN
4010 CLS
4020 OVER 1
4030 FOR N=1 TO 11: PRINT AT N+5
,5;" ▟";AT N+6,5;"▜▛": BEEP E(N)
,D(N)
4040 PRINT AT N+5,5;" ▟     "; IN
K 6; INVERSE 1;B$(N);"  ";C$(N);
"  ";G$(N);"  ";E$(N);"  ";F$(N)
;AT N+6,5; INK 7; INVERSE 0;"▜▛
"
4050 NEXT N
4055 PAUSE 100
4060 CLS
4070  PRINT AT 7,14; INK 7;"▀▀▀▀▀
                        ▀ ▀
";AT 9,14;"▙ ▗▟";AT 10,14;"▀ ▀"
;AT 11,14;"▀ ▄▀";AT 12,14;"▀▀▀▀▀"
4080 BEEP .25,20: BEEP .25,10: P
AUSE 100
4090 CLS
4100 PRINT AT 10,0; FLASH 1; INK
 5; BRIGHT 1;"YOU HAVE COMPLEED
BERTIE BISHOP BONUS 1000! YOU WO
N AT LEVEL ";SK;"!"
4110 LET SC=SC+1000
4120 FOR N=1 TO 10: FOR G=10 TO
30: BEEP .0009,G: NEXT G: NEXT N
4130 CLS
4140 GO TO 6000
5000 PRINT AT 14,29; INK 4;"O";A
T 15,29;"O"
5010 IF INKEY$="C" THEN  GO TO 5
100
5015 IF SK=1 THEN  BEEP .3,10: G
O TO 5030
5020 BEEP (.5/SK),10
5030 IF INKEY$="C" THEN  GO TO 5
100
5040 PRINT AT 14,29; INK 4;"P";A
T 15,29;"P"
5050 IF INKEY$="C" THEN  FOR N=0
 TO -20: BEEP .2,N: NEXT N: GO T
O 5500
5060 BEEP (.5/SK),10
5070 IF INKEY$="C" THEN  FOR N=0
 TO -20: BEEP .2,N: NEXT N: GO T
O 5500
5080 GO TO 5000
5100 PRINT AT 14,29; INK 7;"▛"
5110 FOR N=-20 TO 30: BEEP .04,N
: NEXT N
5120 PRINT AT 14,26; INK 5;"  ▗▘
▙";AT 15,26;"  ▜▛"
5140 FOR N=10 TO 30: BEEP .02,N:
 NEXT N
5142 CLS
5143 IF SCE=10 THEN  GO TO 4000:
 REM WIN
5145 OVER 1
5150 FOR N=1 TO 11: PRINT AT N+5
,5;" ▟";AT N+6,5;"▜▛": BEEP E(N)
,D(N)
5160 PRINT AT N+5,5;" ▟     "; IN
K 6; INVERSE 1;B$(N);"  ";C$(N);
"  ";D$(N);"  ";E$(N);"  ";F$(N)
;AT N+6,5; INK 7; INVERSE 0;"▜▛
"
5170 NEXT N
5180 OVER 0
```

```
5185 LET SC=SC+20
5200 LET SCE=SCE+1
5210 LET X=1: LET Y=1
5220 GO TO 50
5500 REM LOOSE A LIFE
5510 FOR N=29 TO 18+(LI*2)-1 STE
P -1: PRINT AT 18,N; INK 7;"▼ "
5520 BEEP .2,N
5530 NEXT N
5540 REM BYE BYE LIFE
5550 LET LI=LI-1
5560 IF LI=0 THEN  GO TO 5600: R
EM DOOM
5570 CLS
5575 LET X=1: LET Y=1
5580 GO TO 50
5600 REM DOOM
5610 CLS
5620 PRINT AT 8,16; INK 7;"▬
                          ▄▀▄
                          ▌ ▐
                          ▌ ▐
                          ▌ ▐
                          ▀▬▀"
5630 PRINT AT 10,16; INK 5;" ▲";
AT 11,16;"▀▄▀"
5650 REM CROWD
5660 FOR N=7 TO 14 STEP 2
5670 FOR G=5 TO 12 STEP 3: PRINT
 AT N,G; INK 7;"§";AT N+1,G; INK
 RND*4+4;"▌": NEXT G
5680 NEXT N
5690 FOR N=5 TO 12 STEP 3: PRINT
 AT 15,N; INK 3;"L": NEXT N
5700 PRINT AT 7,3; INK 7;"§";AT
8,3; INK 4;"▌";AT 9,3; INK 3;"L"
5710 PRINT AT 12,3; INK 7;"§";AT
 13,3; INK 6;"▌";AT 14,3; INK 3;
"L"
5720 PRINT AT 6,13; INK 7;"§";AT
 7,13; INK 5;"▌";AT 8,13; INK 3;
"L"
5730 PRINT AT 13,13; INK 7;"§";A
T 14,13; INK 7;"▌";AT 15,13; INK
 3;"L"
5740 PRINT AT 4,7; INK 7;"§   §"
;AT 5,7; INK 4;"▌   ▌";AT 6,7; I
NK 3;"L   L"
5750 PRINT AT 16,8; INK 7;"§";AT
 17,8; INK 6;"▌";AT 18,8; INK 3;
"L"
5760 PRINT AT 4,17; INK 7;"AMEN>
 ▲";AT 5,22;"▀▄▀";AT 5,21; INK 3;
" ▬"
5765 FOR N=0 TO 6
5768 FOR G=1 TO 2
5769 IF G=1 THEN  OVER 0
5770 PRINT AT 8,22-N; INK 7;"▬▬"
;AT 9,21-N;"▟▙▙▙";AT 10,21-N;"▜▛
 ▜▛";AT 11,21-N;" ▀▀ ▀▀ ";AT 12,21-N
;" ▀▀▀▀ ";AT 13,22-N;"▀▀▀";AT 14,22
-N;"▀▀▀";AT 15,22-N;"▀▀▀"
5775 OVER 1
5780 PRINT AT 6,22-N; INK 6;"L";
AT 7,22-N;"M"
5790 PRINT AT 16,23-N; INK 6;"L"
;AT 17,23-N;"M"
5795 IF G=1 THEN  FOR S=-20 TO -
11 STEP 2: BEEP .2,S: NEXT S
5796 IF N=6 THEN  GO TO 5825
5800 NEXT G
5810 OVER 0
5820 NEXT N
5825 PRINT AT 10,19; INK 7;"<WHO
 TURNED";AT 11,20;"THE LIGHTS";A
T 12,24;"OUT?"
5830 BEEP 2,-20: BEEP 2,-25: BEE
P 2,-30
6000 REM HI SCORE
6010 CLS
6020 PRINT AT 2,5; INK 7; BRIGHT
 1;"YOU HAVE THE SKILL OF"
6030 IF SC<100 THEN  LET V$="A P
REHISTORIC GRANNY"
6040 IF SC>=100 AND SC<300 THEN
 LET V$="A GREAT GRANNY"
6050 IF SC>=300 AND SC<600 THEN
 LET V$="A GRANNY!"
6060 IF SC>=600 AND SC<1000 THEN
  LET V$="SUPER GRAN!!"
6070 IF SC>=1000 THEN  LET V$="R
AMBOS GRANNY!!!"
6080 LET LENV=LEN V$: LET SP=31-
LEN V$: LET POS=SP/2
6090 PRINT AT 6,POS; INK 4; BRIG
HT 1;V$
6100 PRINT AT 10,10; INK 5;"AT L
EVEL-"; INK 6;SK
6110 PRINT AT 14,10;"YOUR SCORE"
6120 LET S$=STR$ SC
6130 LET LENS=LEN S$: LET SPS=31
-LENS: LET PO=SPS/2
6140 PRINT AT 16,PO; INVERSE 1;
INK 6; BRIGHT 1;SC
6150 IF SC>HI THEN  LET HI=SC: P
RINT AT 18,10; INK 3; BRIGHT 1;
FLASH 1;"HIGH SCORER"
6160 PRINT AT 19,8; INK 5;" ▲";
INK 7;"PRESS A KEY"; INK 5;" ▲"
6170 PRINT AT 20,8; INK 5;"▀▄▀";
INK 7;"----------"; INK 5;"▀▄▀"
6180 PAUSE 0
6190 GO SUB 9398
6200 LET X=1: LET Y=1: LET SC=0:
 LET SCE=1
6210 LET LI=3: GO TO 10
8000 REM SET UP SCREENS
8010 IF SCE>1 THEN  GO TO 8100
8020 FOR N=1 TO 27 STEP 2: PRINT
 AT 3,N; INK 4;"◓";AT 4,N; INK 6
;"▌": NEXT N
8030 FOR N=2 TO 13 STEP 2: PRINT
 AT 7,N; INK 4;"◓": PRINT AT 8,N
; INK 6;"▌": NEXT N
8035 FOR N=16 TO 30 STEP 2: PRIN
T AT 7,N; INK 4;"◓";AT 8,N; INK
6;"▌": NEXT N
8040 FOR N=5 TO 27 STEP 3: PRINT
 AT 13,N;"◓";AT 14,N; INK 6;"▌":
 NEXT N
8050 REM DART VARIABLES
8060 LET DX=10: LET DY=6: LET DA
X=12: LET DAY=13: LET DRX=15: LE
T DRY=20
8070 RETURN
8100 IF SCE>2 THEN  GO TO 8200
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8110 FOR N=1 TO 27 STEP 2: PRINT
 AT 5,N; INK 4;"■": PRINT AT 6,N
; INK 6;"▌": NEXT N
8120 FOR N=2 TO 13 STEP 2: PRINT
 AT 10,N; INK 4;"■";AT 11,N; INK
 6;"▌": NEXT N
8130 FOR N=16 TO 30 STEP 2: PRIN
T AT 10,N; INK 4;"■";AT 11,N; IN
K 6;"▌": NEXT N
8140 FOR N=2 TO 27 STEP 3: PRINT
 AT 14,N; INK 4;"■";AT 15,N; INK
 6;"▌": NEXT N
8150 LET DX=15: LET DY=4: LET DA
X=10: LET DAY=11: LET DRX=5: LET
 DRY=25
8160 RETURN
8200 IF SCE>3 THEN  GO TO 8300
8210 FOR N=5 TO 27 STEP 3: PRINT
 AT 5,N; INK 4;"■";AT 6,N; INK 6
;"▌": NEXT N
8230 FOR N=2 TO 27 STEP 2: PRINT
 AT 9,N; INK 4;"■";AT 10,N; INK
6;"▌"
8240 NEXT N
8250 FOR N=4 TO 25 STEP 2: PRINT
 AT 14,N; INK 4;"■";AT 15,N; INK
 6;"▌"
8260 NEXT N
8270 LET DX=9: LET DY=4: LET DAX
=5: LET DAY=12: LET DRX=5: LET D
RY=28
8280 RETURN
8300 IF SCE>4 THEN  GO TO 8400
8310 FOR N=4 TO 30 STEP 2: PRINT
 AT 3,N; INK 4;"■";AT 4,N; INK 6
;"▌"
8320 NEXT N
8330 FOR N=2 TO 26 STEP 3: PRINT
 AT 8,N; INK 4;"■";AT 9,N; INK 6
;"▌"
8340 NEXT N
8350 FOR N=5 TO 25 STEP 2: PRINT
 AT 11,N; INK 4;"■";AT 12,N; INK
 6;"▌"
8360 NEXT N
8370 FOR N=5 TO 25 STEP 3: PRINT
 AT 14,N; INK 4;"■";AT 15,N; INK
 6;"▌": NEXT N
8380 LET DX=5: LET DY=6: LET DAX
=10: LET DAY=11: LET DRX=15: LET
 DRY=24
8390 RETURN
8400 IF SCE>5 THEN  GO TO 8500
8410 FOR N=4 TO 30 STEP 2: PRINT
 AT 4,N; INK 4;"■";AT 5,N; INK 6
;"▌": NEXT N
8420 FOR N=2 TO 27 STEP 2: PRINT
 AT 8,N; INK 4;"■";AT 9,N; INK 6
;"▌": NEXT N
8430 FOR N=4 TO 30 STEP 2: PRINT
 AT 12,N; INK 4;"■";AT 13,N; INK
 6;"▌"
8440 NEXT N
8460 LET DX=10: LET DY=6: LET DA
X=6: LET DAY=12: LET DRX=15: LET
 DRY=28
8470 RETURN
8500 IF SCE>6 THEN  GO TO 8600
8510 FOR N=3 TO 14 STEP 2: PRINT
 AT 3,N; INK 4;"■";AT 4,N; INK 6
;"▌"
8520 NEXT N
8530 FOR N=17 TO 30 STEP 2: PRIN
T AT 3,N; INK 4;"■";AT 4,N; INK
6;"▌"
8540 NEXT N
8550 FOR N=4 TO 30 STEP 2: PRINT
 AT 8,N; INK 4;"■";AT 9,N; INK 6
;"▌"
8580 NEXT N: LET DX=15: LET DY=5
: LET DAX=15: LET DAY=14: LET DR
X=15: LET DRY=28
8590 RETURN
8600 IF SCE>7 THEN  GO TO 8700
8610 FOR N=2 TO 28 STEP 3: PRINT
 AT 3,N; INK 4;"■";AT 4,N; INK 6
;"▌"
8630 FOR N=2 TO 27 STEP 2: PRINT
 AT 9,N; INK 4;"■";AT 10,N; INK
6;"▌"
8640 NEXT N
8650 FOR N=4 TO 27 STEP 3: PRINT
 AT 13,N; INK 4;"■";AT 14,N; INK
 6;"▌"
8660 NEXT N
8680 LET DX=13: LET DY=10: LET D
AX=13: LET DAY=20: LET DRX=15: L
ET DRY=28
8690 RETURN
8700 IF SCE>8 THEN  GO TO 8800
8710 FOR N=10 TO 20 STEP 5: PRIN
T AT 3,N; INK 4;"■";AT 4,N; INK
6;"▌": NEXT N
8720 FOR N=1 TO 27 STEP 3: PRINT
 AT 7,N; INK 4;"■";AT 8,N; INK 6
;"▌"
8730 NEXT N
8740 FOR N=3 TO 29 STEP 2: PRINT
 AT 11,N; INK 4;"■";AT 12,N; INK
 6;"▌"
8750 NEXT N
8780 LET DX=5: LET DY=5: LET DAX
=12: LET DAY=12: LET DRX=15: LET
 DRY=27
8790 RETURN
8800 IF SCE>9 THEN  GO TO 8900
8810 FOR N=2 TO 27 STEP 2: PRINT
 AT 3,N; INK 4;"■";AT 4,N; INK 6
;"▌"
8820 NEXT N
8830 FOR N=4 TO 30 STEP 2: PRINT
 AT 7,N; INK 4;"■";AT 8,N; INK 6
;"▌"
8840 NEXT N
8850 FOR N=2 TO 27 STEP 2: PRINT
 AT 11,N; INK 4;"■";AT 12,N; INK
 6;"▌"
8860 NEXT N
8870 PRINT AT 14,10; INK 4;"■
  ■      ■";AT 15,10; INK 6;"▌
  ▌      ▌"
8880 LET DX=15: LET DY=15: LET D
AX=10: LET DAY=20: LET DRX=15: L
ET DRY=28
8890 RETURN
8900 REM FINAL SCREEN!
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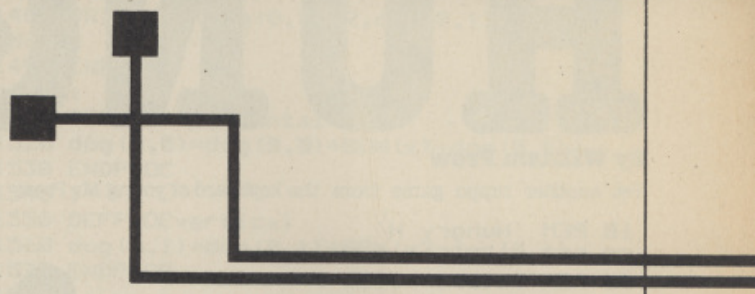
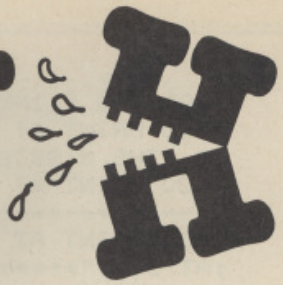
```
8910 FOR N=2 TO 27 STEP 3: PRINT
 AT 3,N; INK 4;"";AT 4,N; INK 6
;"L"
8920 NEXT N
8930 FOR N=2 TO 27 STEP 2: PRINT
 AT 7,N; INK 4;"";AT 8,N; INK 6
;"L"
8940 NEXT N
8950 FOR N=5 TO 27 STEP 2: PRINT
 AT 12,N; INK 4;"";AT 13,N; INK
 6;"L"
8960 NEXT N
8980 LET DX=15: LET DY=20: LET D
AX=15: LET DAY=24: LET DRX=15: L
ET DRY=28
8990 RETURN
9000 FOR N=0 TO 167
9010 READ A
9020 POKE USR "A"+N,A
9030 NEXT N
9040 DATA 1,1,3,3,7,5,5,31
9050 DATA 128,128,192,192,224,16
0,160,248
9060 DATA 95,223,95,15,7,3,14,31
9070 DATA 250,251,250,240,224,19
2,240,120
9080 DATA 248,248,248,240,224,19
2,120,248
9090 DATA 31,31,31,15,7,3,30,31
9100 DATA 80,126,255,255,239,82,
74,60
9110 DATA 24,24,24,24,24,24,24,3
6
9120 DATA 16,16,16,16,56,40,40,0
9130 DATA 56,124,124,124,56,16,1
6,16
9135 DATA 56,56,120,24,126,255,2
4,60
9140 DATA 36,60,90,90,104,90,60,
24
9150 DATA 102,90,90,195,60,36,10
2,129
9160 DATA 219,219,255,126,126,60
,24,24
9170 DATA 14,17,125,85,57,18,4,2
4
9180 DATA 16,56,84,124,142,67,67
,62
9190 DATA 192,120,47,23,27,12,7,
0
9200 DATA 0,0,192,255,255,31,224
,127
9210 DATA 7,15,63,254,253,131,12
4,240
9220 DATA 208,176,96,192,128,0,0
,0
9230 DATA 0,0,0,0,0,8,56,232
9235 FOR N=1 TO 11: READ D$(N):
NEXT N
9239 DATA " "," ","L"," ","O","
","S"," ","T"," "," "
9255 FOR N=1 TO 11: READ E$(N):
NEXT N
9256 DATA " "," "," "," ","M","
","Y"," "," "," "," "
9258 FOR N=1 TO 32: READ B(N): N
EXT N
9260 DATA 2,-5,-3,-1,0,2,-5,-5,4
,0,2,4,6,7,-5,-5,0,2,0,-1,-3,-1,
0,-1,-3,-5,-3,-1,-3,-5,-6,-5
9270 NEXT N
9275 FOR N=1 TO 11: READ C$(N):
NEXT N
9279 DATA " "," ","I"," ","'","
","V"," ","E"," "," "
9280 FOR N=1 TO 32
9290 READ C(N)
9300 DATA 1,.5,.5,.5,.5,1,1,1,1,
.5,.5,.5,.5,1,1,1,1,.5,.5,.5,.5,
1,.5,.5,.5,.5,1,.5,.5,.5,.5,2
9310 NEXT N
9320 FOR N=1 TO 11
9330 READ D(N)
9340 DATA 9,9,14,9,14,18,9,14,18
,9,14
9350 NEXT N
9355 FOR N=1 TO 11
9357 READ G$(N): NEXT N
9359 DATA " ","F"," ","O"," ","U
","N","D"," "
9360 FOR N=1 TO 11
9370 READ E(N)
9380 DATA .3,.3,.55,.3,.3,.55,.3
,.3,.55,.55,1.1
9381 NEXT N
9385 FOR N=1 TO 11: READ B$(N):
NEXT N
9390 DATA "M"," ","U"," ","M","
","M"," ","Y"," ","!"
9391 FOR N=1 TO 32: READ A$(N):
NEXT N
9395 DATA " "," "," ","O"," ","D
","O"," ","Y","O","U"," ","W","A
","N","T"," ","I","N","S","T","R
","U","C","T","I","O","N","S","?
","  ","O"," "
9396 FOR N=1 TO 11: READ F$(N):
NEXT N
9397 DATA "B"," ","I"," ","B","
","L"," ","E"," "," "
9398 CLS
9400 OVER 1: FOR N=1 TO 32: PRIN
T AT 11,N-1;"L
                M": BEEP C(N)/4,B(N
): PRINT AT 11,N-1;"L
                      M": PRINT A
10,N-1; BRIGHT 1; INK 4;A$(N): N
EXT N
9410 OVER 0
9420 PRINT AT 13,15; INK 5; BRIG
HT 1;"Y/N"
9430 IF INKEY$="Y" THEN  GO TO 9
500
9440 IF INKEY$="N" THEN  GO TO 9
460
9450 GO TO 9430
9460 CLS : PRINT AT 5,9;"INPUT S
KILL LEVEL";AT 6,9;"THEN PRESS E
NTER."
9470 PRINT AT 10,9; INK 6; BRIGH
T 1;"1 CHICKENS ONLY"
9480 PRINT AT 12,9; INK 3; BRIGH
T 1;"2 ONLY FOR ROCKYS";AT 14,9;
 INK 2; BRIGHT 1;"3 KAMAKASIE JO
B"
9490 INPUT SK: RETURN
```



```
9500 CLS : INK 7
9510 PRINT AT 2,0;"  BERTIE BISH
OP 'THE MISSION'  "
9520 PRINT AT 3,0;"  ----------
----------------  "
9530 PRINT AT 4,9;"INSTRUCTIONS"
;AT 5,9;"***********"
9540 PRINT AT 7,0;"BACKGROUND"''"
----------"
9550 PRINT AT 9,0;"BERTIE HAS LA
NDED HIMSELF IN BIG"''"TROUBLE A
GAIN.  HE GOT BACK FROM"''"THE D
EVIL'S PRISON & SOON FOUN"''"THA
T HIS NORMAL BISHOPING DUTIES"''
"WERE TOO BORING FOR HIM. SO ONE
"''"DAY HE DECIDED TO HAVE A BRE
AK"''"FROM VISITING CHURCHES AND
 OLD"''"GRANNYS AND GO ON A MISS
ION!!!!!"
9560 PRINT : PRINT "BERTIE WENT
OFF TO THE NEAREST "''"JUNGLE AN
D STARTED PREACHING TO"''"THE NA
TIVES. THE NATIVES DID NOT"''"LI
KE BERTIE MUCH AND TOOK OFF  "''
"WITH HIS BIBLE! BERTIE (BEING N
O"''"CHICKEN) STARTED TO LOOK FO
R HIS"''"BIBLE AND SOON HAD SNAK
ES,BIRDS"''"(RARE SPECIES OF MUG
GER BIRD),"''"GORILLAS AND NATIV
ES (WHO BLOW "''"DARTS) TRYING T
O STOP HIM......."
9570 PRINT : PRINT "THE GAME": P
RINT "--------": PRINT : PRINT "
YOU MUST GUIDE BERTIE PAST ALL "
''"THE TERRORS OF THE JUNGLE TO
TRY"''"AND RECOVER HIS BIBLE. TH
ERE ARE"''"TEN JUNGLE SCENES TO
GO THROUGH"''"AND THEY WON'T BE
VERY EASY!"
9580 PRINT
9590 PRINT "MUGGER BIRDS": PRINT
 "-----------": PRINT
9600 PRINT "MUGGER BIRDS ARE BER
TIES WORST"''"ENEMY IN THIS GAME
. THERE IS ONE"''"ON EVERY NEW S
CREEN. THESE ARE "''"THE ONLY CR
EATURES NOT EFFECTED"''"BY WHICH
 SKILL LEVEL YOU DECIDE"''"TO PL
AY ON. THEY TRACK YOU ROUND"''"T
HE SCREEN TILL THEY COME WITHIN"
''"ONE SPACE OF YOU. THEN THEY"'
'"ATTACK!"
9610 PRINT : PRINT "TO AVOID THE
M ATTACKING YOU MUST"''"WAIT TIL
L THEY ARE JUST STUCK "''"(ONLY
FOR A SHORT TIME) BEHIND A"''"TR
EE THEN NIP OFF. OF COURSE YOU"'
'"WON'T HAVE TO TRICK THEM LIKE
"''"THIS IF THEY ARE A LONG WAY
OFF"''"AND THERE IS A CLEAR PATH
 ,JUST"''"GO! YOU SHOULD SOON FI
ND A WAY"''"TO PASS THEM (BUT SO
METIMES YOU"''"WILL FAIL TO PASS
 THEM). DON'T "''"BE PUT OFF YOU
 HAVE GOT THREE "''"LIVES."
9620 PRINT : PRINT "GORILLAS": P
RINT "--------": PRINT "EVERY NO
W AND THEN GORILLAS WILL"''"POP
UP (A LOT OF TIMES ON LEVEL3"''"
WHEN ONE DOES YOU WILL SEE IT, A
"''"WARNING BEEP WILL SOUND AND"
''"YOU MUST RELASE ANY KEY YOU A
RE"''"PRESSING AND QUICKLY HIT S
PACE "''"IF YOU WERE FAST ENOUGH
.A BOTTOM"''"RIGHT DISPLAY PART
OF THE SCREEN"''"WILL SHOW A GIA
NT BANANA. THIS"''"WILL GO BIT B
Y BIT AS THE HUNGRY"''"APE EATS
IT. HE WILL THEN LEAVE"''"YOU. I
F YOU WERE TOO SLOW THEN "
9630 PRINT : PRINT "HIS FISTS WI
LL BE DISPLAYE NOT"''"THE BANANA
  AS YOU WAVE BYE BYE"''"TO ONE
OF YOUR LIVES. THE TIME"''"YOU H
AVE TO REACH YOUR BANANA IS"''"D
ETERMINED BY THE SKILL LEVEL "''
"THAT YOU ARE PLAYING THE GAME A
T"
9640 PRINT : PRINT "BLOW DARTS":
 PRINT "----------"
9650 PRINT "BLOW DARTS WILL COME
 FLYING AT"''"YOU FROM PRESET PO
SITIONS ON"''"EACH SCREEN. HOLD
DOWN 'C' TO "''"DUCK BEFORE ONE
HITS YOU THEN "''"MOVE QUICK! SO
METIMES ONE WILL"''"SUDDENLY APP
EAR RIGHT OVER YOUR"''"HEAD DO T
HE SAME TO DODGE THEM"''"TOO. TH
EIR SPEED IS DETERMINED"''"EY TH
E SKLL LEVEL THAT YOU ARE"''"PLA
YING AT. THEY ALSO DOUBLE "''"TH
EIR SPEED FROM SCREEN SIX ON!"
9660 PRINT : PRINT "SNAKES": PRI
NT "------"
9670 PRINT "TO LEAVE EACH SCREEN
 YOU MUST  "''"STAND DIRECTLY IN
 FRONT OF THE "''"TWO SNAKES WHI
CH GUARD THE EXIT."''"THEY WILL
KEEP MOVING (THE SPEED"''"OF WHI
CH THEY MOVE IS DETERMINED"''"BY
 SKILL LEVEL). YOU MUST PRESS"''
"'C' TO CLUB THEM WHEN THEY FACE
"''"DOWNWARDS. YOU WILL SOON BE
ON"''"THE NEXT SCREEN. IF YOU CL
UB"''"THEM WHEN THEY ARE FACING
"''"UPWARD YOU LOOSE A LIFE."
9680 PRINT : PRINT "LET THE FORC
E BE WITH YOU.....": PRINT : PR
INT : PRINT  INK 5; INVERSE 1;"
        PRESS ANY KEY          "
9690 PAUSE 0
9700 GO TO 9460
```

HUNGRY H

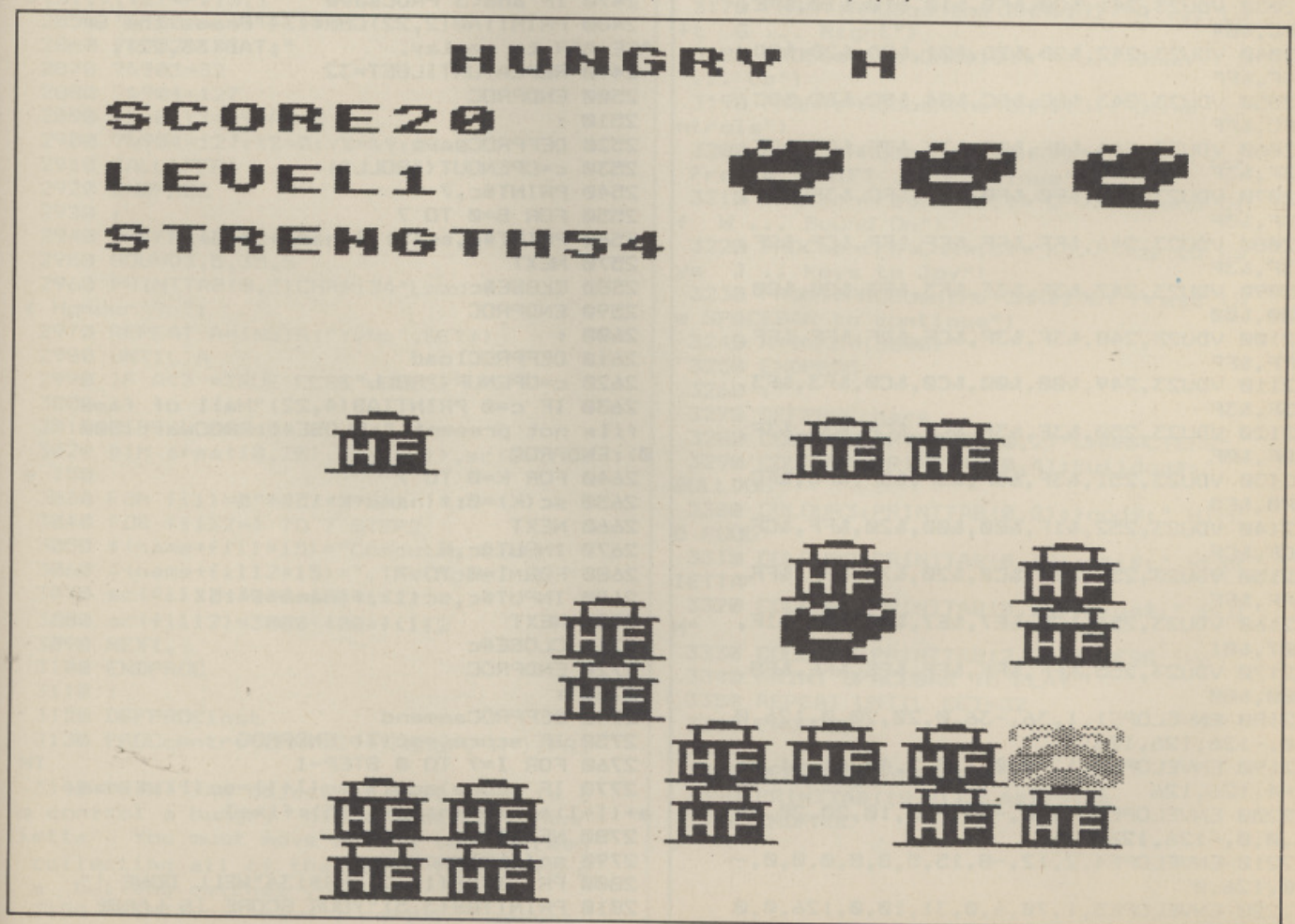


By William Prew

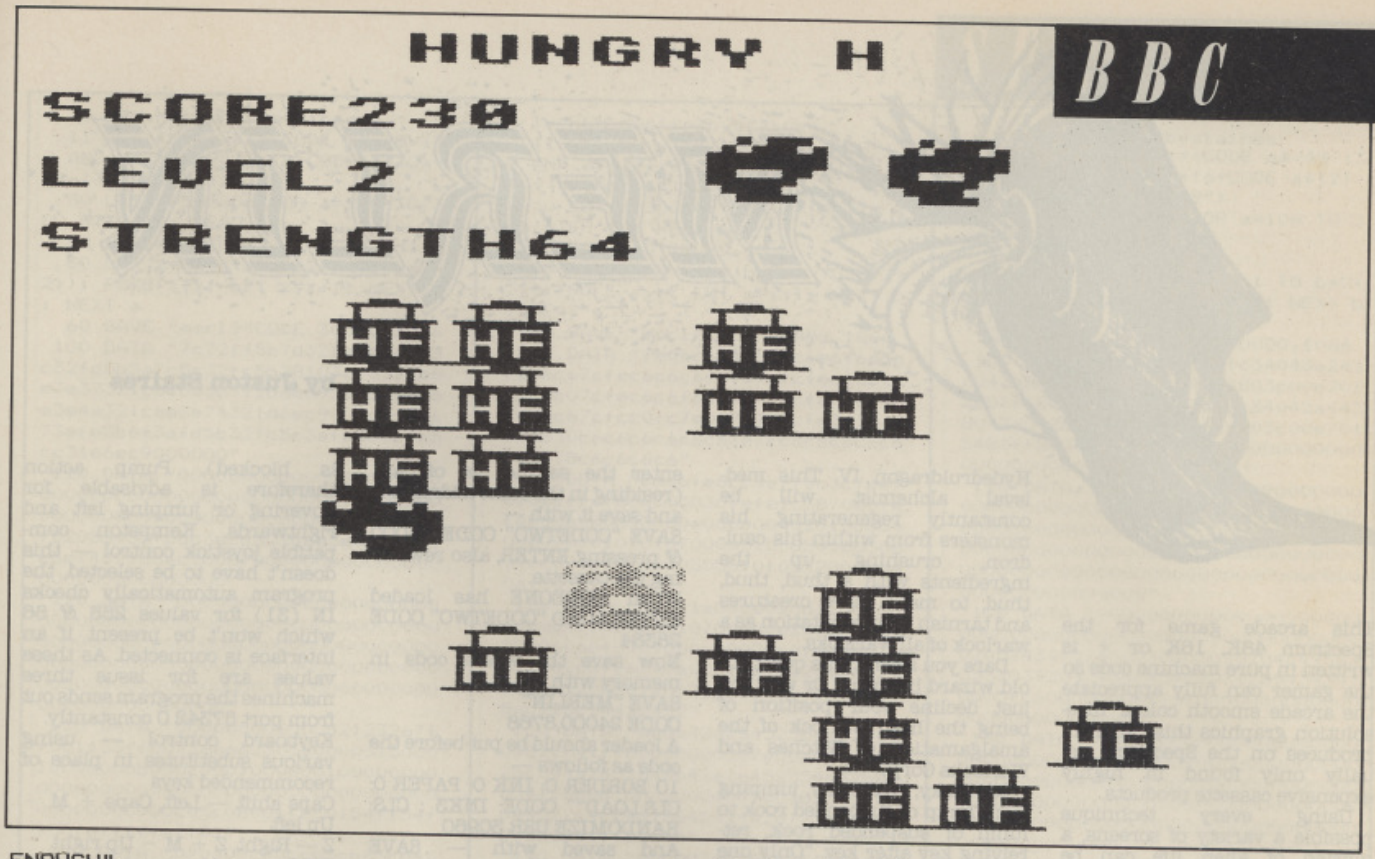
Yet another hippo game from the keyboard of young Mr Prew.

```
 10 REM 'Hungry H'
 20 REM By William Prew
 30 REM October 1985
 40 REM (apr86)
 50 :
 60 MODE7
 65 PROCdefine
 70 PROCread
 80 *TV255
 90 IF FNask PROCload
100 VDU23;8202;0;0;0;:CLS
110 PROCinst
120 MODE5
130 VDU23;8202;0;0;0;
140 VDU19,2,6;0;19,3,3;0;
150 PROCchars
160 REPEAT
180 CLS
210 key=TRUE
220 PROCbefore
230 REPEAT
240 dead=FALSE
250 over=FALSE
260 PROCmain
270 UNTIL over
280 PROCwait(5000)
290 MODE7:PROCtable
300 UNTIL FALSE
310 DEFPROCmain
320 REPEAT
330 PROCvariables
340 PROCscreen
350 REPEAT
360 PROCcall
370 UNTIL dead OR next
380 IF dead PROCdead ELSE PROCnew
390 UNTIL over
400 ENDPROC
410 :
420 DEFPROCcall
430 PROCwait(150-50*level)
440 PROCharry
450 IF dead ENDPROC
460 PROCdog
470 ENDPROC
480 :
490 DEFPROCvariables
500 energy=50+10*level
510 next=FALSE
520 FORa1=0 TO 10
530 FORa2=5 TO 15
540 area(a1,a2)=0
550 NEXT,
560 d%=11-.25*level
570 IF d%<0 d%=0
580 x%=4:y%=5
590 dog(0,0)=9:dog(0,1)=14
600 way$=rhi$
610 IF score=0 NUM=20
620 ENDPROC
630 :
640 DEFPROCbefore
650 score=0
660 level=1
670 hippos=3
680 ENDPROC
690 :
700 DEFPROCscreen
710 IF level>10 VDU19,2,2;0;
720 CLS
730 COLOUR2
740 PRINTTAB(6,0)"HUNGRY H"
750 COLOUR7
760 PRINTTAB(0,2)"SCORE";score
770 PRINTTAB(0,4)"LEVEL";level
780 PRINTTAB(0,6)"STRENGTH";energy
790 PRINTTAB(11,3)STRING$(hippos,rhi$+
up$)
800 PRINTTAB(x%*2,y%*2);way$
810 PRINTTAB(dog(0,0)*2,dog(0,1)*2);bu
lldog$
820 FOR food=1 TO NUM
830 REPEAT
840 A=RND(7)+1:B=RND(8)+5
850 UNTIL area(A,B)=0
860 PRINTTAB(A*2,B*2);
870 IF level>10 PRINTplum$ ELSE PRINTf
ood$
880 area(A,B)=1
890 NEXT
900 ENDPROC
910 :
920 DEFPROCharry
930 mx%=x%:my%=y%
940 IF INKEY-2 REPEAT UNTIL INKEY-1
950 IF INKEY-17 THEN *FX210,1
960 IF INKEY-34 THEN *FX210
970 IF INKEY-71 AND key=FALSE THEN key
=TRUE
980 IF INKEY-70 AND key=TRUE THEN key=
FALSE
990 IF key THEN PROCkeyboard ELSE PROC
joystick
1000 IF mx%=x% AND my%=y% ENDPROC
1010 IF mx%=dog(0,0) AND my%=dog(0,1) d
ead=TRUE:ENDPROC
1020 energy=energy-1
1030 IF energy<10 SOUND3,3,50,1
1040 COLOUR7
1050 PRINTTAB(8,6);energy;" "
1060 IF energy=0 dead=TRUE:ENDPROC
1070 IF area(x%,y%)=1 PROCscore(10)
1080 PRINTTAB(mx%*2,my%*2);spc$
1090 PRINTTAB(x%*2,y%*2);way$
1100 IF score=200*level next=TRUE
1110 ENDPROC
1120 :
1130 DEFPROCkeyboard
1140 key=TRUE
1150 IF INKEY-66 AND x%>0 x%=x%-1:way$=
lhi$
1160 IF INKEY-82 AND x%<9 x%=x%+1:way$=
rhi$
1170 IF INKEY-57 AND y%>4 y%=y%-1:way$=
uhi$
1180 IF INKEY-73 AND y%<14 y%=y%+1:way$
=dhi$
1190 ENDPROC
1200 :
1210 DEFPROCjoystick
```

```
 1220 key=FALSE
 1230 a%=ADVAL(1)DIV256
 1240 b%=ADVAL(2)DIV256
 1250 IF a%>150 ANDx%>0 x%=x%-1:way$=lhi
$
 1260 IF a%<50 AND x%<9 x%=x%+1:way$=rhi
$
 1270 IF b%>150 AND y%>4 y%=y%-1:way$=uh
i$
 1280 IF b%<50 AND y%<14 y%=y%+1:way$=dh
i$
 1290 ENDPROC
 1300 :
 1310 DEFPROCscore(n)
 1320 NUM=NUM-1
 1330 SOUND3,2,55,1
 1340 area(x%,y%)=0:score=score+n
 1350 COLOUR7:PRINTTAB(5,2);score
 1360 ENDPROC
 1370 :
 1380 DEFPROCdog
 1390 IF dog(0,0)=x% AND dog(0,1)=y% dea
d=TRUE:ENDPROC
 1400 p%=RND(10)
 1410 sx%=dog(0,0)
 1420 sy%=dog(0,1)
 1430 IF p%<d% ENDPROC
 1440 IF ABS(dog(0,0)-x%)>ABS(dog(0,1)-y
%) PROChorizontal ELSE PROCvertical
 1450 PRINTTAB(sx%*2,sy%*2);
 1460 IF area(sx%,sy%)=0 PRINTspc$ ELSE
IF area(sx%,sy%)=1 AND level<11 PRINTfoo
d$ ELSE PRINTplum$
 1470 IF dog(0,0)=x% AND dog(0,1)=y% dea
d=TRUE
 1480 PRINTTAB(dog(0,0)*2,dog(0,1)*2);bu
lldog$
 1490 ENDPROC
 1500 :
 1510 DEFPROChorizontal
 1520 dog(0,0)=dog(0,0)+SGN(x%-dog(0,0))
 1530 ENDPROC
 1540 :
 1550 DEFPROCvertical
 1560 dog(0,1)=dog(0,1)+SGN(y%-dog(0,1))
 1570 ENDPROC
 1580 :
 1590 DEFPROCwait(d)
 1600 FORdelay%=1TOd
 1610 NEXTdelay%
 1620 ENDPROC
 1630 :
 1640 DEFPROCdead
 1650 PRINTTAB(dog(0,0)*2,dog(0,1)*2);bu
lldog$
 1660 dead=FALSE
 1670 hippos=hippos-1
 1680 PRINTTAB(11,3)STRING$(hippos,rhi$+
up$);spc$
 1690 FOR A=75 TO 55 STEP-1
 1700 SOUND3,1,A,1
 1710 NEXT
 1720 PROCwait(5000)
 1730 IF hippos=0 over=TRUE
 1740 IF score=200*level PROCnew
 1750 ENDPROC
 1760 :
 1770 DEFPROCnew
 1780 FOR B=55 TO 75 STEP2
 1790 SOUND3,4,B,5
```



```
 1800 NEXT
 1810 COLOUR2
 1820 PRINTTAB(0,16)SPC(19);TAB(0,18)SPC
(19)
 1830 PRINTTAB(0,17)"LEVEL ";level;" COM
PLETED !"
 1840 level=level+1
 1850 PROCwait(5000)
 1860 NUM=20
 1870 ENDPROC
 1880 :
 1890 DEFPROCdefine
 1900 VDU23,224,&7D,&83,&9F,&B3,&21,&27,
&6F,&7F
 1910 VDU23,225,&BE,&C1,&F9,&CD,&84,&E4,
&F6,&FE
 1920 VDU23,226,&FC,&FC,&FC,&FB,&F7,&EF,
&DF,&7F
 1930 VDU23,227,&3F,&3F,&3F,&DF,&EF,&F7,
&FB,&FE
 1940 VDU23,232,&3F,&3F,&CF,&CF,&FF,&FF,
&FF,&FF
 1950 VDU23,233,&30,&30,&CC,&CC,&FF,&FF,
&FF,&FF
 1960 VDU23,234,&3C,&3C,&0F,&0F,&03,&03,
&0F,&0F
 1970 VDU23,235,&0F,&0F,&FF,&FF,&FC,&FC,
&F0,&F0
 1980 VDU23,236,&0C,&0C,&33,&33,&FF,&FF,
&FF,&FF
 1990 VDU23,237,&FC,&FC,&F3,&F3,&FF,&FF,
&FF,&FF
 2000 VDU23,238,&F0,&F0,&FF,&FF,&3F,&3F,
&0F,&0F
 2010 VDU23,239,&3C,&3C,&F0,&F0,&C0,&C0,
&F0,&F0
 2020 VDU23,240,&03,&1F,&08,&08,&08,&7F,
&3F,&2D
 2030 VDU23,241,&C0,&F8,&10,&10,&10,&FE,
&FC,&84
 2040 VDU23,242,&2D,&2D,&21,&2D,&2D,&2D,
&3F,&FF
 2050 VDU23,243,&BC,&BC,&84,&BC,&BC,&BC,
&FC,&FF
 2060 VDU23,244,&0F,&0F,&3F,&3F,&CF,&CF,
&3F,&3F
 2070 VDU23,245,&F0,&F0,&FC,&FC,&3F,&3F,
&3F,&3F
 2080 VDU23,246,&FF,&FF,&FF,&FF,&CF,&CF,
&3F,&3F
 2090 VDU23,247,&3F,&3F,&F3,&F3,&C0,&C0,
&00,&00
 2100 VDU23,248,&3F,&3F,&CF,&CF,&FF,&FF,
&FF,&FF
 2110 VDU23,249,&00,&00,&C0,&C0,&F3,&F3,
&3F,&3F
 2120 VDU23,250,&3F,&3F,&CF,&CF,&3F,&3F,
&0F,&0F
 2130 VDU23,251,&3F,&3F,&3F,&3F,&FC,&FC,
&F0,&F0
 2140 VDU23,252,&1F,&00,&00,&20,&FF,&CF,
&CF,&CF
 2150 VDU23,253,&00,&C0,&20,&74,&FF,&FF,
&FF,&FF
 2160 VDU23,254,&CF,&E7,&E7,&67,&73,&1F,
&07,&01
 2170 VDU23,255,&FF,&FF,&FF,&FE,&FE,&F8,
&E0,&80
 2180 ENVELOPE1,1,36,-36,0,20,20,0,126,0
,0,-126,126,126
 2190 ENVELOPE2,1,-8,0,1,5,2,40,61,-1,-1
,-4,126,126
 2200 ENVELOPE3,4,90,-15,-15,10,20,20,12
6,0,0,-126,126,126
 2210 ENVELOPE4,2,12,-8,15,5,8,8,0,0,0,-
90,126,0
 2220 ENVELOPE5,1,70,6,0,31,10,0,126,0,0
,-126,126,126
 2230 ENVELOPE6,1,3,0,0,7,7,0,126,0,0,-1
26,126,126
 2240 bulldog$=CHR$17+CHR$1+CHR$224+CHR$
225+CHR$10+CHR$8+CHR$8+CHR$226+CHR$227
 2250 food$=CHR$17+CHR$6+CHR$240+CHR$241
+CHR$10+CHR$8+CHR$8+CHR$242+CHR$243
 2260 plum$=CHR$17+CHR$6+CHR$252+CHR$253
+CHR$10+CHR$8+CHR$8+CHR$254+CHR$255
 2270 spc$=CHR$32+CHR$32+CHR$10+CHR$8+CH
R$8+CHR$32+CHR$32
 2280 dhi$=CHR$17+CHR$3+CHR$244+CHR$245+
CHR$10+CHR$8+CHR$8+CHR$246+CHR$247
 2290 uhi$=CHR$17+CHR$3+CHR$248+CHR$249+
CHR$10+CHR$8+CHR$8+CHR$250+CHR$251
 2300 rhi$=CHR$17+CHR$3+CHR$236+CHR$237+
CHR$10+CHR$8+CHR$8+CHR$238+CHR$239
 2310 lhi$=CHR$17+CHR$3+CHR$232+CHR$233+
CHR$10+CHR$8+CHR$8+CHR$234+CHR$235
 2320 up$=CHR$9+CHR$11
 2330 ENDPROC
 2340 :
 2350 DEFPROCtable
 2360 PROCammend
 2370 CLS
 2380 PRINTTAB(7,1)CHR$141CHR$134"Roll o
f Honour."
 2390 PRINTTAB(7,2)CHR$141CHR$134"Roll o
f Honour."''
 2400 FORR=0TO7
 2410 VDU32,32,130,R+49,46:PRINTTAB(3)CH
R$135;sc(R)TAB(16);$(name+R*15)'
 2420 NEXT
 2430 PRINTTAB(2,22)CHR$134"Do you wish
to save the roll (Y/N) ";
 2440 REPEAT
 2450 ans=INSTR("YyNn",GET$)
 2460 UNTILans
 2470 IF ans<3 PROCsave
 2480 PRINTTAB(2,22)CHR$134"Press the SP
ACE BAR to replay.        ";TAB(33,22);
 2490 REPEATUNTILGET=32
 2500 ENDPROC
 2510 :
 2520 DEFPROCsave
 2530 c=OPENOUT("ROLL")
 2540 PRINT#c,7
 2550 FOR S=0 TO 7
 2560 PRINT#c,sc(S),$(name+S*15)
 2570 NEXT
 2580 CLOSE#c
 2590 ENDPROC
 2600 :
 2610 DEFPROCload
 2620 c=OPENUP("ROLL")
 2630 IF c=0 PRINTTAB(4,22)"Hall of fame
 file not present.":CLOSE#0:PROCwait(500
0):ENDPROC
 2640 FOR K=0 TO 7
 2650 sc(K)=0:$(name+K*15)=""
 2660 NEXT
 2670 INPUT#c,K
 2680 FOR I=0 TO 7
 2690 INPUT#c,sc(I),$(name+I*15)
 2700 NEXT
 2710 CLOSE#c
 2720 ENDPROC
 2730 :
 2740 DEFPROCammend
 2750 IF score<=sc(7) ENDPROC
 2760 FOR I=7 TO 0 STEP-1
 2770 IF score>sc(I) sc(I+1)=sc(I):$(nam
e+(I+1)*15)=$(name+I*15):fix=I
 2780 NEXTI
 2790 sc(fix)=score
 2800 PRINTTAB(10,2)CHR$134"WELL DONE !"
 2810 PRINTTAB(3,5)"YOUR SCORE IS LARGE
```




```
ENOOGH"
 2820 PRINTTAB(0,7)"TO QUALIFY FOR THE R
OLL OF HONOUR!"
 2830 PRINTTAB(4,10)CHR$131"PLEASE ENTER
 YOUR NAME"
 2840 VDU31,5,12,132,157,135,31,26,12,15
6,31,9,12:*FX15,1
 2850 !&900=name+fix*15
 2860 ?&902=14
 2870 ?&903=32
 2880 ?&904=127
 2890 X%=0:Y%=&9:A%=0
 2900 ?&904=127:X%=0:Y%=&9:A%=0
 2910 CALL&FFF1
 2920 ENDPROC
 2930 :
 2940 DEFFNask
 2950 SOUND3,5,35,5
 2960 PRINTTAB(0,5)CHR$134"Load A Roll O
f Honour ? ";
 2970 REPEAT A=INSTR("YyNn",GET$)
 2980 UNTIL A
 2990 IF A<3 =TRUE ELSE =FALSE
 3000 :
 3010 DEFPROCread
 3020 DIM area(10,20),dog(0,1),sc(8),nam
e 150
 3030 FOR fill=0 TO 7 STEP2
 3040 FOR fill2=1 TO 7 STEP2
 3050 $(name+fill*15)="Computer Gamer"
 3060 $(name+fill2*15)=".The No.1 Mag."
 3070 sc(fill)=3000-400*fill
 3080 sc(fill2)=3000-400*fill2
 3090 NEXT,
 3100 ENDPROC
 3110 :
 3120 DEFPROCinst
 3130 PROCcentre(CHR$129+"Hungry H"):PRI
NT
 3140 PRINT"The object of this game is t
o control a hungry  hippo  called  'Henr
ietta'. You must move around the  screen
 collecting all of the hippo food before
 a  bulldog catches you."
 3150 PRINT"You  have a certain  amount
of strength per level. If you  run  out
of strength you will lose one of your th
ree  lives. Each level the bulldog will
 speed up !"'
 3160 PROCcentre(CHR$134+"To control 'H'
 use")
 3170 PRINT:PROCcentre(CHR$131+"A ... Le
ft  S ... Right")
 3180 PROCcentre(CHR$131+"* ... Down   [
 ... Up")
 3190 PRINT:PROCcentre(CHR$134+"Other co
ntrols")
 3200 PRINT:PROCcentre(CHR$131+"CTRL ...
 Freeze  SHIFT ... Continue")
 3210 PROCcentre(CHR$131+"Q ... Sound Of
f  W ... Sound On")
 3220 PROCcentre(CHR$131+"K .. Joy to Ke
ys  J .. Keys to Joy")
 3230 PRINT:PROCcentre(CHR$136+"Press th
e SPACEBAR to continue")
 3240 A=INKEY(3000)
 3250 ENDPROC
 3260 :
 3270 DEFPROCchars
 3280 COLOUR2:PRINTTAB(0,2)"CHARACTERS"
 3290 COLOUR1:PRINTTAB(0,4);bulldog$;"
BULLDOG"
 3300 COLOUR3:PRINTTAB(0,8);food$;" HIPP
O FOOD"
 3310 COLOUR2:PRINTTAB(0,12);rhi$;" HENR
IETTA"
 3320 COLOUR3:PRINTTAB(0,16);plum$;" PLU
M"
 3330 COLOUR2:PRINTTAB(2,20)"PRESS THE"
 3340 PRINT"SPACEBAR TO PLAY"
 3350 REPEAT UNTIL GET=32
 3360 ENDPROC
 3370 :
 3380 DEFPROCcentre(A$)
 3390 PRINTTAB(19-(LEN A$)/2)A$
 3400 ENDPROC
>
```

by Juston Staires

This arcade game for the Spectrum 48K, 16K or + is written in pure machine code so the gamer can fully appreciate the arcade smooth colour hiresolution graphics this program produces on the Spectrum, usually only found in highly expensive cassette products.

Using every technique possible a variety of screens, a myriad of alien life can be brought to you the reader in a program under half the size of normal basic games.

Using simulated two channel sound, and a combination of colour graphics ranging from a possible outstanding 256, this game represents extremely good value for money.

The object of this game is by keyboard or Kempston joystick to guide Merlin the Maniac Marauding Wizard (I couldn't think of anything rythming with 'M') around the five dangerous caverns to collect the total of fifteen golden keys of Druldragon II.

You will be hindered by many monsters roaming the cavern platforms, created by the evil Hydedruldragon IV. This medieval alchemist will be constantly regenerating his monsters from within his cauldron, crushing up the ingredients with a thud, thud, thud, to make more creatures and tarnish your reputation as a warlock of all warlocks.

Dare you accept this quest, an old wizard like you? Or will you just decline your position of being the head warlock of the amalgamation of Witches and Warlocks Corp?

It's risky, real risky, jumping from lump of suspended rock to lump of suspended rock, retreiving key after key. "Only one more key, then back to the teleporter, and dematerialise into 'Bandersnatch'. Hold on I'm losing my footing, Aaarrgghh! Look, it's a deadly disorientated flying bottle of fizzy pop — and it's pouring all over me. Quick, got to jump away, onto that elevator, only . . ."

To enter Merlin, first type in the hexloader and run it. You will not be prompted to enter the first set of hex data (eight bytes to each input, sixteen characters in all), from address 26000 to 30384. When this is completed save it on cassette with —

SAVE "CODEONE"
CODE 26000,4384
Now re-run the program and enter the second set of data (residing in the same addresses) and save it with —
SAVE "CODETWO" CODE 24000 & pressing ENTER, also rewinding the cassette.
When CODEONE has loaded ENTER LOAD "CODETWO" CODE 28384
Now save the whole code in memory with —
SAVE "MERLIN"
CODE 24000,8768
A loader should be put before the code as follows —
10 BORDER 0: INK 0: PAPER 0: CLS:LOAD"" CODE: INK3 : CLS: RANDOMIZE USR 30950
And saved with — SAVE "MERLIN" LINE 10

Game features

Level redesigner
One hundred percent machine code
Colour, hiresolution pixel smooth graphics
Nine or eight time capsules (due to teleport-life-loss) each having a duration 99 time units. When you have no time capsules left the game will restart.
Sideways elevators
Pause feature (only present when Kempson control is used, It is basically a secondary difficulty selector, where the game pauses whilst the joystick is depressed in a direction which is blocked). Pump action therefore is advisable for hovering or jumping left and rightwards. Kempston compatible joystick control — this doesn't have to be selected, the program automatically checks IN (31) for values 255 & 56 which won't be present if an interface is connected. As these values are for issue three machines the program sends out from port 57342 0 constantly.
Keyboard control — using various substitutes in place of recommended keys
Caps shift — Left, Caps + M – Up left
Z — Right, Z + M – Up right
NB Pump action is not necessary with keyboard as pause procedure is not called.
Maskable interrupt procedure service routine is not disabled, losing some speed, but with an added bonus of being able to include interrupt driven subroutines in conjuction with 'Merlin' i.e. another sprite routine music/tune subroutine, another joystick controller program the new program could be placed in say the printer buffer in 16K machines.
Technical notes — Merline resides from Address 24000 — 32767
Joystick flags — Left 26569, Right 26568 — set to 1 if moving in that direction.

```
  10 REM Merlin1bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl1"CODE 30000,1066
 100 DATA "7c32ff5b7d32fe5b3a7b5
c32fd5b3a7c5c32fc5b28103ec3321b6
e3e37321c6e3e5b321d6ec93ecd321b6
e3e4a321c6e3e74321d6ec9003aff5b6
73afe5b6f3afd5b327b5c3afc5b327c5
cc31e6ec9000000"
 110 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
000000000000000000000000000000000a
ff32056f32fb6d3ecd321b6e3e4a321c6
e3e74321d6ec3d0670000000000000000
0000000000000"
 120 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 130 DATA "0000000000006212326 7f
f001f33ff00236666230500000315000
10006000b0001000100068001000000000
0000000000000000000000000000000000
0000000000c05c0800ffcc0154ff54f
f00feffffeff01"
 140 DATA "070a00cb5ccb5cb65cb65
ccb5c265dca5cf85c1f5d255d2c09275
d385d385d25925c10020000feff04006
6cc001a0000d99503aa6d00002100 5b2
117004e0502118211701070007000000
00000000000000a"
 150 DATA "0000000000000004000000
1040000004001050500000006a95317ff
ffff409a8104bf409c41553810fc4155
2f409c4155080e600004f9c0000004e9
c0000000100000feff02610000e97a00e
7000003000000"
 160 DATA "0200000000010000feff0
380f8224d45524c494e22af323332393
60e0000005b002c33323736380e00000
080002d32333239350e0000ff5a000d8
0034d45524c494e2020202001250 05b2
0800000005b0000"
 170 DATA "0001250000ff01a500432
020001b00801b800000004000300000
000800000004000000004000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 180 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 190 DATA "d0fc7e167e7ce6eedc387
6eece00387c6c386ec4fe7a001830000
0000000001c1c1818181c0c003038181
8183830663c187e7e183c66000018187
e7e1818000000000018183000000003
e3e0000000000000"
 200 DATA "0018180000000 60c18306
0007cfec6c6c6c6fe7c183878181818f
efe7cfe067efcc0fefe7cfec61c1ec6f
e7c1c3c7ceccc fefe1cfefec0fcfe06f
e7c7cfcc0fcfec6fe7cfefe060c18303
0307cfec67cfec6"
 210 DATA "fe7c7cfec6fe7e06fefc0
0003030000030300003030003030600
0000c1830180c0000003e3e003e3e000
000301 80c1830007cfece1c180018185
cfedad6dec0fe7e7cfec6c6efec6c6fc
fec6fcfec6fefc"
 220 DATA "7cfee6c0c0e6fe7cf8fcc
ec6c6cefcf8fefec0fcfcc0fefefefec
0fcfcc0c0c07cfec6c0cec6fe7cc6c6c
6fefec6c6c6fcfc30303030fcfc06060
606c6c6fe7cc6cedcf8f8dccec6c0c0c
0c0c0c0fefec6ee"
```

```
  10 REM Merlin2bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "fed6c6c6c6c6c6e6f6ede
cec6c67cfec6c6c6c6fe7cfcfec6c6fe
fcc0c07cfec6c6f6defe7cfcfec6c6fc
fccec67cfcc0fc7e067e7cfcfc303030
303030c6c6c6c6c6c6fe7cc6c6c6c6c6
ee7c38c6c6c6c6"
 110 DATA "c6d6fe6cc3e773c3c7ee7
c386cefc7830303030fefe1c3870e0fe
fe000e080808080e0000004020100804
0000701010101070000010385406050 6
090c080c1708 0d050 50f0f0512002004
0a100702040909"
 120 DATA "0e0c1a040e0a0d1200200
70b08071 8050a01070d060e101807120
02006060f0919050c00020c0f070f070
5120020070 6140a00020a1e020e00020
e1e021200201200200000007e00a181
8ac225c344a2432"
 130 DATA "6a8642a26452554e22841
03822041fff80000000007e00a1818ac2
25c344a24326a8642a26452554e32b80
80412380dc00000000007e0185035183
a44522c4c24615645424a2672aa21441
c0820441ff80000"
 140 DATA "000007e0185035183a445
22c4c24615645424a2672aa1d4c20101
c4803b00000000007c00cf0088817c80
fc40a7c143c0c2813fc0aa8094802e00
3d0063807000000007c00cf008c8158 80
fc40a7c143c1c28"
 150 DATA "13fc09c8108403600 6e00
7100038000007c00cf0088817c80fc40
a7c143c0c2813fc0aa8094802e003d00
6380700000007c00cf008c8158 80fc40
a7c143c1c2813fc09c8108403600 6e00
710003803800ee0"
 160 DATA "1bb017f037f83ff826882
b7017f015a80be026c001c0028020100
10403800ee01af017b03ff83bf826882
b7417f025a40be006c001c0228800000
900000000000000000000000000000000
0000000000000"
 170 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
56003d00a5012d81ac812c8262428680
8143234109816303950 0ad40d2027c40
2200bc802400ad0"
 180 DATA "12d81ac81628286429181
01434b4201811702810 08a407c000000
0000000000000000000000000000000000
0100824184827b018480824001000000
0000000000000000000000001008200
820144c27b0144c"
 190 DATA "0820082000100240124 80
bd02eb41f683db41a482d8434d4242c1
a102cb415f80db0124802400000024 00
bd02fb015e83c34325805ac348c201c1
2382dd417e80db0024000000ff81d041
8143c843fe43d38"
 200 DATA "13c42bb83dbc3ffc3c1c2
2a8133c32ac3c0c3ffc1ffc3c143a803
c043fe43d3813c42dd83dbc2ffc3c082
5641674354c3c2c1ff800001ce016b01
ef007c0028005c01e383ffc3b9c23840
4600a4000000000"
 210 DATA "000000000e701ad01ef00
7c0014023c43c7c3ffc1b9803800c400
4a000000000000f0016803fc032c03
9a0146019200e60044003a000f800280
05c0068001000000f001e803e4035403
e201f601d200e20"
 220 DATA "044003a000f80028005c0
0680010000007e0181827043e1c2fe43
004295c2d6820043 19c263c28fc33f41
fc807f0000007e0191825843e1c2fe43
01819581d68183b1d98362c28fc33f41
fc807f000000390"
```

```
  10 REM Merlin3bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "0c2012483ffc34043a243
c042a843c043a1434041ff803c00e701
2881ff807500848024 83ffc34042a443
8043a042c8438143504 1ff803c00e701
5481ff800000000000000000000000000
0000000000000"
 110 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 120 DATA "0000000000000000000000
0000000000000000000000000000000000
0205343 4f5245203030303020 4c49564
5532039204c4556454c2031205439392
0005fc60000000b2111000000000000
0000000000000"
 130 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 140 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 150 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 160 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000cdf6"
 170 DATA "6c3e0332bf5c3e16d7afd
73e1ad73acc67c630d73acc67332bf5cc
9000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 180 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 190 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 200 DATA "0000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000000000000000000000
0000000000000000"
 210 DATA "0000000000000cd9065c
902328f5cc9000000000000000000000
00000ff66753ac5edecff90186 4849a6
20d0102093110100 1093a2f1010010054
28f10100101a6571010010164171010 0
1014e4+10100101"
 220 DATA "72a7101001019689101 00
1015a2f1010010 13c5710100101788f1
01001015a6910100 1018c47101001015
087101001015a5a1010010 13c4410100
1010031101001 0d322f101001054e8f1
0100105985710 10"
```

```
  10 REM Merlin4bystaines
  11 DEF FN x(a$)=(CODE a$-48-(
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "010564171010010164f1
01001018ca71010010196891010010 15
a2f101001013c571010010178Bf10100
1015a6910100101 8c471010010150871
01001015a5a101001013c44101001010
10003080208000 3"
 110 DATA "c3336821b45f7c3234647
d323564c921c65f7c3234647d323564c
921d85f7c3234647d323564c921ea5f7
c3234647d323564c921fc5f7c3234647
d323564c93acc67fe0128bd3acc67fe0
228c23acc67fe03"
 120 DATA "28c73acc67fe0428cc3ac
c67fe0528d1c93ef7327b5c3e66327c5
c2113643e00323c5c06207ed72310fb3
e0632385ccd0f687e320e60237e320f6
0237e321060233e00323c5c3a0f60321
1603a1060473e16"
 130 DATA "d73a0e60d73a0f60d73e9
0d73a0f603c320f6010e93a1160320f6
03a385c3d32385c20bcc900216867110
867016000edb03e0132c96732cc67af3
2ca6732c86732936f32946f32956f3e0
932cb6732cd6732"
 140 DATA "cf67c9cf67c967cdaa224
7047e0710fde60132395cc9cdec68cd1
169cd4e6ccdda69cd1a6ac93e0432bf5
c01060021086711327f3e60327c5c3e1
2327b5cedb0cd3e7f3a5e71328f5cc90
5afdbfefebe200b"
 150 DATA "3e0132c867af32c967184
4afdbfefebdc23a753e0132c967af32c
867c3b9693ac867fe01c23a753e08323
85c3a0867b7c83ac867fe01c03a08673
d320867cd4e6ccdec683a385c3d32385
cb720dec93a0d67"
 160 DATA "fe0d280d3e0d32377f320
d67cd4e6c18bc3e0932377f320d67cd4
e6c18af3ac967fe01c23a753e0832385
c3a0867feefc83ac967fe01c03a08673
c320867cd4e6ccdec683a385c3d32385
cb720ddc93a0d67"
 170 DATA "feQ5280d3e0532377f320
d67cd4e6c18bb3e0132377f320d67cd4
e6c18aeafdbfefeb9cad26aafdbfefeb
aca5e6ac376753a0967d610473a08674
fcdcd683a395cd613237643a0967d61
0473a0867c60f4f"
 180 DATA "cdcd683a395cd60132386
4c9cdec68cd1b6ecd3c73cd9a6fcde47
0cd096fcded69cd366acd4a6ac93a376
4b7c83a3864b7c83a09673d320967c31
a6a3a3864b7c83a3764b7c83a09673d3
20967c31a6a3e0f"
 190 DATA "323964af32c9673e0132c
8673e09320d67cdec68cd1b6ecd3c73c
d9a6fcde470cd096f3a0867b7ca1a6ac
d4e6c3ac867b7cc1a6a3ac867b7ca936
caf323d64cd9f6c3a3d64fe05c8cd676
93a09673c320967"
 200 DATA "cdec68cd9f6c3a3d64fe0
5c83a09673c3209673a39643d323964b
7209dc3466b3e0f3239643e0132c967a
f32c8673e05320d67cdec68cd1b6ecd3
c73cd9a6fcde470cd096f3a0867feefc
a1a6acd4e6c3ac9"
 210 DATA "67b7cc1a6a3ac967b7ca9
96caf323d64cd9f6c3a3d64fe05c8cdb
9693a09673c320967cdec68cd9f6c3a3
d64fe05c83a09673c3209673a39643d3
23964209dc3af6bcdec68cd4e6c3ac86
7b7cc1a6a3ac867"
 220 DATA "b7ca936ccd1b6ecd3c73c
d9a6fcde470cd096fcded69cd736bcd9
16bc93a3764b7c83a3864b7c83a09673
d3209673a0867b7ca1a6acd6769c3466
b3a3864b7c83a3764b7c83a09673d320
9673a0867b7ca1a"
```

```
  10 REM Merin5bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 3000,1066
 100 DATA "6acd6769c3466bcdec68c
d4e6c3ac967b7cc1a6a3ac967b7ca996
ccd1b6ecd3c73cd9a6fcde470cd096fc
ded69cddc6bcdfb6bc93a3764b7cB3a3
864b7c83a09673d3209673a0867feefc
a1a6acdb969c3af"
 110 DATA "6b3a3864b7c83a3764b7c
83a09673d3209673a0867feefca1a6ac
db969c3af6b3a0967323a643e10323c6
43a0867c6124f3a3a6447cdcd683a395
c20123a3a643d323a643a3c643d323c6
4b720ddc9af32c9"
 120 DATA "67c93ac967fe01cc1a6c3
ac967fe01c45f6cc93a0967323a643e1
0323c643a0867d6034f3a3a6447cdcd6
83a395c20123a3a643d323a643a3c643
d323c64b720ddc9af32c867c93e0132c
867c93e0132c967"
 130 DATA "c93a08673d323b643e123
23c643a3b644f3a09673c47cdcd683a3
95c20123a3b643c323b643a3c643d323
c64b720dec93e05323d643ac867fe01c
c466b3ac967fe01ccaf6bc9fe01ccab6
bc93b6b3ac967fe"
 140 DATA "01ccb46bc9003e00327b5
c3e67327c5c3e0832347f323577e013
2367f32377fcd516d7c32b05c7d32b15
c3e0332f56c7e32327f237c32b05c7d3
2b15c7e32337fcd3e7f3ab05c673ab15
c6f237c32b05c7d"
 150 DATA "32b15c3af56c3d32f56cf
e0020d0c93acc67fe01281d3acc67fe0
2281a3acc67fe0328173acc67fe04281
43acc67fe052811c921896dc9218f6dc
921956dc9219b6dc921a16dc97040e85
82588108f403ff8"
 160 DATA "61a06e1068f6410057ec2
fd26f00477927f6470066667f4f3ea83
27b5c3e6d327c5c3e0032327f3e20323
37f3e1032347f3e0132357f32367f323
77fcd3e7f3a7b5cc602327b5c3a337f3
c32337fcd3e7f3a"
 170 DATA "a86dcb0f32a86d3aa96dc
b0f32a96dc90067326e0800010000010
0010000000101000100010000010100
0010100010000010100 0cd4a7411327
f010600edb0cd3e7f3af76d673af86d6
fcd4e6ecd956e23"
 180 DATA "7c32f76d7d32f86dcdba6
e3afb6d3d32fb6db7c3005b3af96d473
afa6d4f7efe322B267efea62B2b0afe0
12810030afe0128100378 32f96d7932f
a6dc9c327790018eac344790018eaaf0
2033e01020bc35b"
 190 DATA "6e3e010203af020bc3606
e3a377ffe0528083a377ffe01280cc93
e0132377f0105000977c93e0532377f0
105000977c93a7c5c573a7b5c5fe5214
000197c327c5c7d327b5ce1c90105000
977c93e0532377f"
 200 DATA "0105000977c93a7c5c573
a7b5c5fe5214000197c327c5c7d327b5
ce1c9327c5c7d327b5ce1c9869800000
0672c3e0032056f180500000000003e0
332066fcd0d751106007c32076f7d320
86f7e3d32026f23"
 210 DATA "7e2b3c32036f3e1032046
fcd6c6f3e1032046f3a026fc61132026
f3a036fc61032036fcd6c6f1106003a0
76f673a086f6f193a066f3d32066ffe0
020b5c93a026f4f3a036f3d32036f47c
dcd683a395c200c"
 220 DATA "3a046f3d32046ffe0020e
1c93eff32056f18ed00000000000ff73c
31f7021936f3ab05c573ab15cd6065f1
a32327f131a32337f1bc97ec81a32327
fd604f53a976ffe01204bf14f3a986ff
eff284a131a3233"
```

```
  10 REM Merlin6bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "7fd60047e5cdcd68e13a3
95cfe01caf06f13233a966f3d32966fc
2b56fc93e0832347f32357f3e0132377
f3e0232367f3a996f3c32996f3e0177c
d3e7fc93eff32986fc3c56f3e10814fc
3ce6f3e00329B6f"
 110 DATA "cd9d6f3e0132976f3e033
2966fcdb56fcd9d6f3e00329 76f3e003
2986f3e0332966fcdb56fc9000000000
0000000000000000000000000000000
0000000000000000000000000000000
000000000000000"
 120 DATA "000000000000000000000
0000000000000000000000000000000
0000000000000000000000000000000
0000000000000000000000000000000
0000000000000000000000000000000
0000000000000000"
 130 DATA "000000000000000000000
0000000000000000000000000000000
000cde97018423a14713d321471b7c03
e083214713acf673d32cf67feff2801c
93e0932cf673acd673d32cd67feff280
2c9083e0932cd67"
 140 DATA "32cf673e053214713acb6
7b7c83d32cb67cd5c76cdac6dcd5c7cc
d8877c900000000000000000000000
0000000303000000000000181818181
8001818666666000400033e03328f5c3
e16d73e00d73e12"
 150 DATA "d73acb67c630d70606117
4722118003acc673db72B0719eb211B0
018f51a6f131a67131a13325c711a325
d713a5c7177233a5d713d325d71b7280
218ef1310dd3a5e71fe0728083c325e7
1cdf373c93e0232"
 160 DATA "5e7118f5060c183060007
cfec6c6c6c6fe7c183878181818fefe7
cfe067efcc0fefe7cfec61c1ec6fe7c1
c3c7ceccc fefe1cfefec0fcfe06fe7c7
cfcc0fcfec6fe7cfefe060c183030307
cfec67cfec6fe7c"
 170 DATA "7cfec6fe7e06fefc00003
0300000303000003030003030600000c
1830180c0000003e3e003e3e0000003
0180c1830007cfece1c180018185cfed
d6dec0fe7e7cfec6c6fefec6c6fcfec6
fcfec6fefc7cfe"
 180 DATA "e6c0c0e6e7cf8fccec6c6
cefcf8fefec0fcc55802062c59420897
590308a5594106ee590406405a43208a
580410e25805042959030e9a590104ca
59020d405a0420eb580208f858040541
590507a659030e"
 190 DATA "185a4207405a0120c6580
c0f3959040580590c028f590207e7590
405405a0320e6580114405903025e590
502c0590202de590402405a012030303
030c6c6c6c6c6c6fe7cc6c6c6c6c6ee7
c38c6c6c6c6c6d6"
 200 DATA "fe6cc3e77e3c3c7ee7c38
6cefc7830303030fefe1c3870e0fefe0
00e080808080e0000004020100804000
0701010101070000001038543e00323c5
ccd5f713e16d73e00d73e1ed73acf67c
630d73e16d73e00"
 210 DATA "d73e1dd73acd67c630d73
acc67fe04cae4733a936f473a946f804
f3a956f8132ca673a4871473aca67803
2ca673e16d73e00d73e08d73aca67c63
0d73a056ffeff2818c906ffdbfe324a7
13e00d3fe3e10d3"
 220 DATA "fe10f63a4a71d3fec9061
7c506ff3e02d3fe3e12d3fe10f6c110f
03e00d3fe3e10d3fe3e0032056f3acb6
7fe0028c23d32cb673e0032056f18b73
e16d73e00d73e07d73e31d7c36a733a4
971feffc83acc67"
```

```
  10 REM Merlin7bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "fe01281d3acc67fe022811
f3acc67fe0328213acc67fe0428233ac
c67fe052825c93e00324871324971c93
e03324871324971c93e0632487132497
1c93e00324871324971c93e033248713
24971c93e0332fb"
 110 DATA "6d3acc67fe012812fe022
82ffe03284cfe042869fe05caec74c93
e92327b5c3e60327c5c210e677fe32f76
d7d32f86d01fc6d7832f96d7932fa6dc
93e52327b5c3e61327c5c2120677c32f
76d7d32f86d0102"
 120 DATA "6e7832f96d7932fa6dc93
e12327b5c3e62327c5c2132677c32f76
d7d32f86d010b6e7832f96d7932fa6dc
93ed2327b5c3e62327c5c2144677c32f
76d7d32f86d010e6e7832f96d7932fa6
dc93e92327b5c3e"
 130 DATA "62327c5c2156677c32f76
d7d32f86d010a6e7832f96d7932fa6dc
93acc67fe012811fe022811fe032811f
e042811fe052811c9210e67c9212067c
9213267c9214467c9215667c900db1ff
effc8fe38c8db1f"
 140 DATA "cb47c22b69cb4fc21869c
90000000000000000000000000000000
00000000000000000000000000000000
00000000000000db1ffeffc8fe38c8d
b1ffe11cad26afe12ca5e6ac90000000
0000000000ad37"
 150 DATA "01a3ba1033020232a0770
19fac6237016170c834021eca007ffe5
5542aaa7ffe0000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 160 DATA "00000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 170 DATA "00000000000000000000
00000000000000000000000000000000
0000000000000003eae327b5c3e75327
c5ccd6c761832c93acc67fe01cc8976f
e02cc8d76fe03cc9176fe04cc9576fe0
5cc9976c9219475"
 180 DATA "c9219975c9219e75c921a
375c921a875c97e32327f237e32337f3
e1032347f3e0432357f328f5c3e01323
67f32377fcd3e7fcd6c7623237efe012
805fe02280bc9237e2b2b2bbe280e35c
923237e2b2b2b2"
 190 DATA "be280634c9232334c9232
335c90000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000f31105032
6023a485c1f1f1f"
 200 DATA "0efeee10ed794310fe252
0f41d1520e8fbc900003c42bda1a1bd4
23c00000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 210 DATA "00000000000210058062
03e03772310fcc9000000af323c5c112
0003acc674721a6771911200010fa3e1
6d73e15d7afd77ed7233a66783d32667
820f43e2021667877c9204c414952204
f46205448452056"
 220 DATA "414d50495245204d55534
8524f4f4d532020202020202020202020
04f52494f4e532052455645 4e4745202
0202020202020202020202020202020
02042414e444552534e4154434820202
020202020202020"
```

```
  10 REM Merlin8bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "20202020202020202020
5945204f4c444520424f5245202020202
0202020202020202020202020202020
448452045341554c44524f4e202020202
0202020202020000003e003226773e0f3
227773e02322977"
 110 DATA "3e1c323c77cd24773e053
226773e033227773e1d323c77cd2477c
90000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 120 DATA "00000000000000000000
00000000000000000000000000000000
000cd0c79cd9a68cd7c5bcde166cd977
7c32c7e000001fedfafed79cddc683ac
b67b7cae67818e93e5c32375c3ec0323
65c3e3132b25c3e"
 130 DATA "7f32b35ccd6b0dcd7679c
97ed6027732327fe5c5d5cd3e7fd1c1e
17efe32ca796ed60277c3796ec97ec60
27732327fe5c5d5cd3e7fd1c1e17efea
6ca7f6ec60277c37f6e3e643227773ef
f3229773e1c323c"
 140 DATA "77cd2477cd6b0dc9af323
c5c21ab793e14d73e01d73e16d73e0ad
73e09d77ed7233e14d73e01d73ab8793
d32b87920ee3e0d21b87977cdde15cda
f0dc9505245535320414e59204b45590
d00002020202020"
 150 DATA "2020202020202020afd
bfefeae280eafdb1ffe040000003e15d
7afd7c9af323c5c3ef7327b5c3e66327
c5c3e0a32977a3298 7aafdbfefebecc3
f7afebdcc497afebbcc547afeb7cc667
a3e15d73e01d73e"
 160 DATA "16d73a987ad73a977ad73
e2bd73e15d73e01d73e16d73a987ad73
a977ad73e2bd7afdbfefeafc806ff10f
e18b53a977ab7c83d32977ac93a977af
e1fc83c32977ac93a987afe0228053d3
2987ac93e113298"
 170 DATA "7ac93a997afeff28073ef
ff32997a1804af32997a3e15d7afd73e1
6d73a987ad73a977ad73a997afeff280
43e90d7c93e20d7c9000a003a09673c3
20967cdec68cd9f6c3a3d64fe05c83a0
9673c3209673a09"
 180 DATA "673c320967cdec68cd9f6
c3a3d64fe05c83a09673c320967c93a0
9673c320967cdec68cd9f6c3a3d64fe0
5c83a09673c3209673a09673c320967c
dec68cd9f6c3a3d64fe05c83a09673c3
20967c9afed79af"
 190 DATA "d3fe06ffdbfefeb52809f
eb4282210f4c36978a73effdd2100401
1b33fcdc204a73effdd21bc7f114400c
dc204c36978373effdd21004011b33fc
d5605373effdd21bc7f114400cd5605c
3697823202320 20"
 200 DATA "20202020232023202320
2320202023202020232020232023202
0232023202020202023202320232023202
3202020202320202020232020202023202
0232023202020202023202320232023202
3232323202320 20"
 210 DATA "20202323232320232023
2320202020202020202020202020202
0202020202020202020202020202020
2020202020202020202020202020202
0202020202020202020202020202020
2020202020202020"
 220 DATA "20202020202020202020
2020202020202020202020202020202
0202020202020202020202020202020
2020202020202020202020202020202
0202020202020204259204a555354494
e20535441494e45"
```

```
  10 REM Merlin9bystaines
  11 DEF FN x(a$)=(CODE a$-48-(3
9 AND a$(1)>"9"))*16+CODE a$(2)-
48-(39 AND a$(2)>"9")
  30 LET x=30000: FOR a=100 TO 3
00 STEP 10: READ a$
  40 FOR b=0 TO 79
  50 LET z=FN x(a$(b*2+1 TO b*2+
2)): POKE x,z: LET x=x+1: NEXT b
: NEXT a
  60 SAVE "merl"CODE 30000,1066
 100 DATA "532028432920202020202
000cdc979cd9c7cc900000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000af01fedfed79"
 110 DATA "181f00dcbae5a4dcfadc8
edc848ebadc8c6868788c5668868788c8
c8c7868ff7cbadbfefeaf28523aa47cf
effc83ac17c473ac27c4f110f00af670
a6f010000afcdb5033ac17c473ac27c4
f0afeff281c0378"
 120 DATA "32c17c7932c27c06103e1
0d3fe3e00d3fe10f601fedfcd047bc90
1a57c7832c17c7932c27c18e03aa47cf
eff2B05fe002807c93e0032a47cc93ef
f32a47cc90000000000000000000000
0000000000000"
 130 DATA "00000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 140 DATA "00000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 150 DATA "00000000000000000000
00000000000000000000000000000000
0000000000000000000000000000000d
b024d005c605244db024d000600632da
c4500c6be22d068d068106a346a346a3
46a346a346a346a3a0867b7c2fa783a0
967fe31c2fa783a"
 160 DATA "936fb7cafa783a946fb7c
afa783a956fb7cafa782100580100033
e0177230b78b120f73e643226773e643
227773e323229773e1c323c77cd2477c
daf0daf32936f32946f32956f3acc67f
e05cae6783e32cc"
 170 DATA "67c3ec78c9550808d068d
068106a346a346a346a346a346a346a3
46a346a346a346a346a346a346a346a3
46a346a346a346a346a346a346adb024
d00db02db024d0003000000085c03d
b024d00db024d00"
 180 DATA "60588002e057db024d000
7000000ec5a5c07f30dce0be450ce0be
5501c17dc0ace0beb501617dc0ad718b
133f15c0500db024d00db024d00dc5a2
400db5a4c07c057710ef30d2117c61e5
8ff761b0313003e"
 190 DATA "00211001010100000101O
000dd2ab25cdd232a7b5cdd5e051dcb2
3cb23cb23160019ebdd4e00dd4601dd7
e03f5c5dd7e02dd7706cdaa22dd7707d
d34072fe6073cdd7708d5e5cddb0be1d
1ddcb0446200501"
 200 DATA "00001805eb46234eebdd3
60908dd360a097edd3507280907dd350
add350720f7cb21cb1017dd350add350
62013dd350a280607dd350a20fa77c1f
1053d209bc9dd3509200addcb0446280
4eb231825dd3508"
 210 DATA "20ccdd350a280607dd350
a20fa7723d5e5f5cddb0bf1e1d1dd360
808dd36070118994eebdd3609081 8d30
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
 220 DATA "00000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
000000000000000"
```

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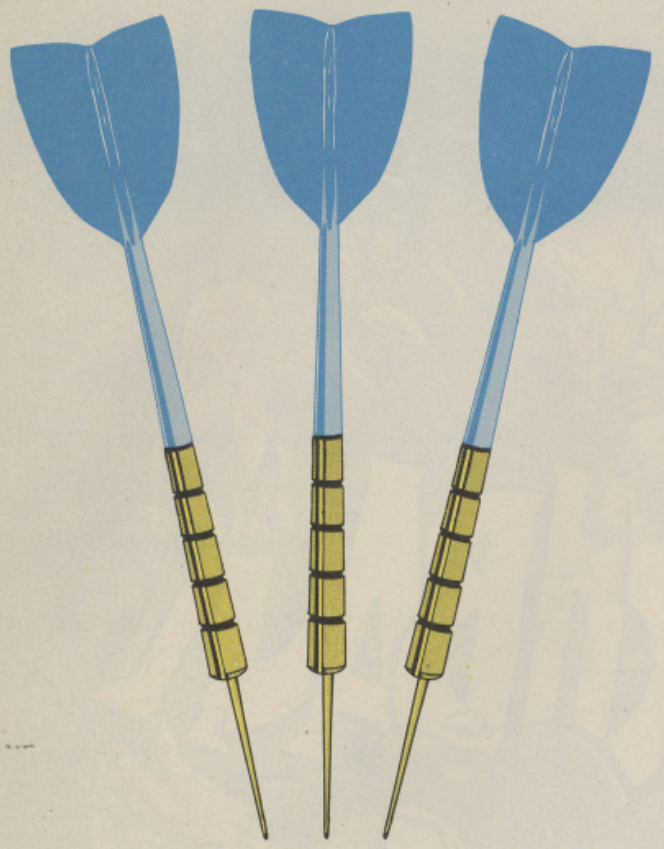


```
10 SYMBOL AFTER 122:SYMBOL 123,0,0,255,2
55,255,255,0,0:SYMBOL 125,0,0,0,255,255,
0,0,0
20 M$=" DO YOU WISH TO PLAY THE COMPUTER
 ÄY/Nü "
30 PL=0:X=1:WINDOW 1,40,1,25:MODE 1:INK
0,2:PAPER 0:INK 1,26:PEN 1:BORDER 1:CLS:
GOSUB 830:PRINT" ARROWSHOT          (C) S
COTT CAREY 1985 ";
40 GOSUB 840:INK 2,6:PAPER 2:WINDOW 1,40
,4,25:CLS
50 PRINT:PRINT" The first competitor to
reach nil will  be the winner.The game s
core starts at  99. Each Competitor has
three turns at  throwing their arrows be
fore the other  player takes their turn.
This then goes
60 PRINT" on until someone wins the matc
h.If the  contest has not been decided a
fter 100  throws,the bout is scored a No
 Contest
70 PAPER 0:PRINT:PRINT" Keys : K & L Key
s - UP : No key - DOWN ":PAPER 2:GOSUB 8
30:WINDOW 1,40,17,25:CLS:PRINT:GOSUB 840
:WINDOW 1,40,19,25:INK 3,1:PAPER 3:CLS
80 WINDOW 1,40,1,25
90 GOSUB 850:A$=INKEY$:A$=UPPER$(A$):IF
a$="Y" THEN PL=1
100 IF A$="N" THEN PL=2
110 IF PL=0 THEN 90
120 M$=" PRESS THE 'C' KEY TO CONTINUE T
HE GAME ":SOUND 2,400,15,7:SOUND 2,500,1
5,7:SOUND 2,0,400,0
130 GOSUB 850:A$=INKEY$:A$=UPPER$(A$):IF
 A$<>"C" THEN 130
140 SOUND 1,400,15,7:SOUND 1,500,15,7
150 P=99:P1=99:B=0:DIM S(20)
160 A=INT(19*RND(1))+1:IF S(A)=0 THEN B=
B+1:S(A)=B
170 IF B<19 THEN 160
180 H$=" PLAYER Ä1ü Throws":R$=H$
190 T=T+1:IF (T=4)*(PL=2) THEN R$="PLAYE
R Ä2ü Throws":GOSUB 610
200 IF (T=4)*(PL<>2) THEN R$="COMPUTER'S
 Throws":GOSUB 610
210 IF T=7 THEN T=1:R$=H$:GOSUB 610
220 FOR N=0 TO 30:A$=INKEY$:A$="":NEXT
230 GOSUB 470:PEN 1:PAPER 2:LOCATE 4,13:
PRINT" ":LOCATE 9,13:PRINT"  ":X=10:Y=13
240 IF T<4 THEN DX=DX+1
250 IF T>3 THEN DZ=DZ+1
260 IF DZ>98 THEN 650
```

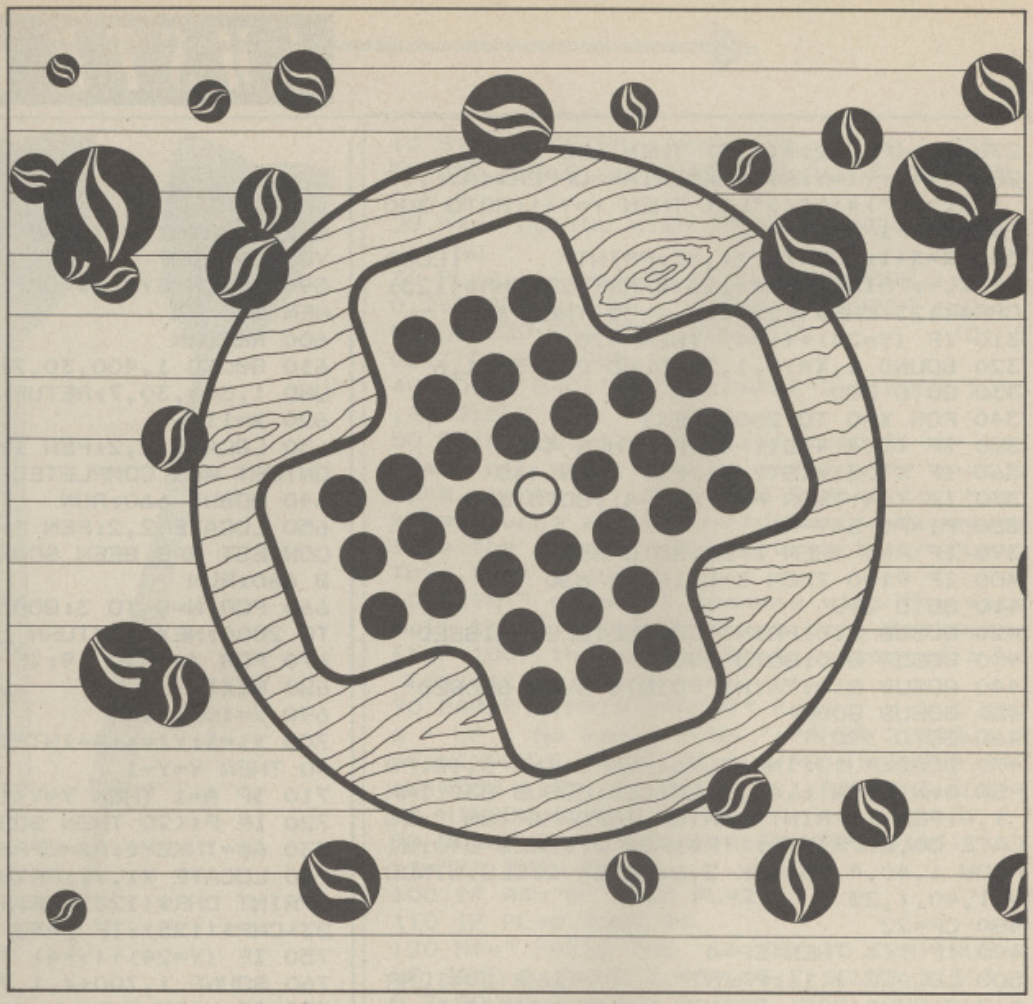
By Scott Carey

Arrowshot is a game similar to darts, though the board is only numbered from 1 to 19 and is without doubles, triples and a bullseye. The game can be played either against a friend or the computer. Each player has three throws at the board and then it is his opponent's turn. If after 100 throws no one has thrown a score of 99 then the contest is declared a draw. The first person to reach 99 is the winner. Game and key instructions are supplied in the game.

ARROWSHOT

```
270 IF (PL<>2)*(T>3) THEN 670
280 X1=X:Y1=Y:A$=INKEY$:A$=UPPER$(A$):IF
 (A$<>"K")*(A$<>"L") THEN Y=Y+1:GOTO 300
290 Y=Y-1
300 X=X+1:LOCATE X1,Y1:PRINT"     ":LOCA
TE X,Y:PRINT CHR$(123)CHR$(123)CHR$(123)
CHR$(123)CHR$(125):IF X=32 THEN 340
310 IF (Y=24)+(Y=4) THEN 420
320 SOUND 1,X*10,1,7:SOUND 2,X*50,1,6
330 GOTO 280
340 FOR X=0 TO 2000:NEXT
350 IF (T<4)*(S(Y-4)>P) THEN 440
360 IF (T>3)*(S(Y-4)>P1) THEN 440
370 IF T<4 THEN P=P-S(Y-4):GOTO 390
380 P1=P1-S(Y-4)
390 IF P=0 THEN X=DX:GOTO 630
400 IF P1=0 THEN X=DZ:GOTO 630
410 GOTO 190
420 GOSUB 810:PRINT"COMPLETELEY MISSED"
430 GOSUB 800:GOTO 190
440 GOSUB 810:PRINT"POINTS OVER SCORED"
450 GOSUB 800
460 GOTO 390
470 BORDER 13:INK 3,26:PEN 3:INK 0,18:PA
PER 0:WINDOW 1,40,1,25:CLS:GOSUB 830:INK
 1,0:PEN 1:PRINT" MATCH INFORMATION ":LO
CATE 20,2:PRINT": "R$:PEN 3:GOSUB 840:WI
NDOW 1,40,4,25:INK 2,6:PAPER 2:CLS:WINDO
W 1,40,1,25
480 CP=22
490 IF T<4 THEN CP=4
500 LOCATE 1,11:PRINT"      "CHR$(204)CHR
$(208)CHR$(205):PRINT"     "CHR$(204)"  "
CHR$(209):PRINT"   ";:PEN 1:PRINT CHR$(1
23);:PEN 3:PRINT CHR$(211)"  "CHR$(209);
:PEN 1:PRINT CHR$(123)CHR$(125):PEN 3:PR
INT"     "CHR$(205)"  "CHR$(204)
510 FOR N=15 TO 19:LOCATE 6,N:PAPER 0:PR
INT "  ":NEXT
520 FOR N1=20 TO 21:FOR N=1 TO 7:LOCATE
N,N1:PRINT" ":NEXT:NEXT:PAPER 2
530 V=0:LOCATE 2,5:PEN 1:PAPER 0:PRINT"
Remainder :"P" ":LOCATE 2,23:PRINT" Rema
inder :"P1" "
540 GOSUB 820:FOR A=1 TO 19:IF C=2 THEN
C=0:D=1:GOTO 560
550 C=2:D=3
560 PEN D:PAPER C:LOCATE 37,4+A:PRINT"
  ":LOCATE 37,4+A:PRINT S(A):SOUND 1,A,1
,7:NEXT:FOR X=0 TO 2000:NEXT
570 IF (PL<>2)*(T>3) THEN RETURN
580 SOUND 1,400,10,7:PEN 1:PAPER 0:LOCAT
E 2,2:PRINT"HIT THE 'C' BUTTON TO THROW
YOUR ARROW"
590 A$=INKEY$:A$=UPPER$(A$):IF A$<>"C" T
HEN 590
600 RETURN
610 SOUND 1,400,30,7:SOUND 1,500,30,7:SO
UND 1,300,30,7:RETURN
620 X=111
630 LOCATE 2,2:PEN 1:PAPER 0:PRINT"THE C
ONTEST WAS COMPLETED IN";X"ARROWS "
640 GOSUB 660:RUN
650 LOCATE 2,2:PEN 1:PAPER 0:PRINT"THIS
CONTEST HAS BEEN SCORED AS A DRAW ":GOSU
B 660:RUN
660 FOR N=0 TO 3:GOSUB 610:NEXT:FOR N=0
TO 2000:NEXT:RETURN
670 FOR X=1 TO 19:IF S(X)=P1 THEN DM=X+4
680 NEXT
690 X=10:Y=13
700 X1=X:Y1=Y:A=INT(2*RND(1)):X=X+1:IF A
=0 THEN Y=Y-1
710 IF A=1 THEN Y=Y+1
720 IF P1<20 THEN GOSUB 770
730 A$=INKEY$:A$=UPPER$(A$)
740 LOCATE X1,Y1:PRINT"     ":LOCATE X,Y
:PRINT CHR$(123)CHR$(123)CHR$(123)CHR$(1
23)CHR$(125):IF X=32 THEN 340
750 IF (Y=24)+(Y=4) THEN 410
760 SOUND 1,700+X,1,7:GOTO 700
770 IF Y<DM THEN Y=Y+1
780 IF Y>DM THEN Y=Y-1
790 RETURN
800 SOUND 1,400,10,7:FOR X=0 TO 2500:NEX
T:RETURN
810 LOCATE 2,2:PEN 1:PAPER 0:PRINT"MATCH
 INFORMATION : ";:RETURN
820 PAPER 2:PEN 3:FOR A=1 TO 39:LOCATE A
,25:PRINT CHR$(140):NEXT:FOR A=1 TO 7:FO
R B=620 TO 640:PLOT B,A,3:NEXT:NEXT:RETU
RN
830 FOR N=0 TO 39:PRINT CHR$(131);:NEXT:
RETURN
840 FOR N=0 TO 39:PRINT CHR$(140);:NEXT:
RETURN
850 LOCATE 1,17:PAPER 3:PRINT M$:L$=RIGH
T$(M$,39):M$=L$+LEFT$(M$,1):SOUND 1,X*10
,1,7:X=X+1:INK 3,X:BORDER X:IF X=5 THEN
X=1
860 RETURN
```

SOLITAIRE



By K Boothroyd

This nifty little program is based on the classic game of the same name.

Before running the game type: MONITOR (and press the Return key — you will now be in the machine code monitor). Then type: T space D000 space D7FF space 3800 (THEN press the Return key). Then type: X (and press the Return key). This transfers the character set from the ROM (Read Only Memory) to the RAM (Random Access Memory). The instructions of the monitor routing are in the program in REMs from line 1 to 10

Lines 100-140. This tells the computer to read the ASC code from RAM, not ROM.

Lines 190-240. This alters the characters from 65 on.

Lines 300-510. DATA for the characters. 510 tells the computer to stop reading DATA.

Lines 520-790. Sets up board.

Lines 800-1140. Main key loop.

Lines 1150-1270. This checks for illegal move.

Lines 1280-1510. Moves pieces and deducts score.

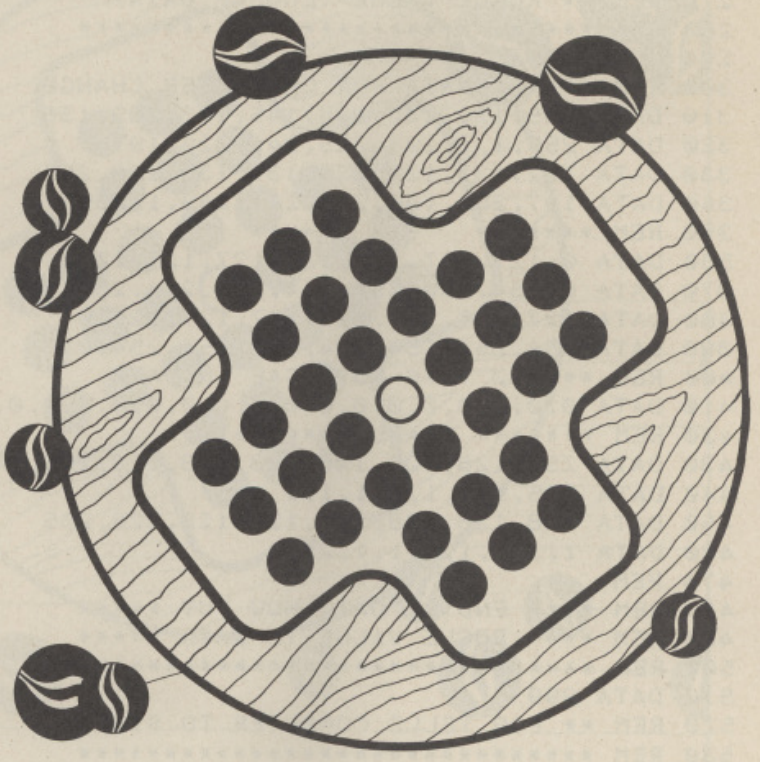
The object of the game is to have only one piece remaining at the end of the game. To do this you must leapfrog over one piece at a time as in draughts, going vertically or horizontally.

```
1 REM *** FIRST TYPE IN "MONITOR"
2 REM ****************************
3 REM *** THEN TYPE IN ***********
4 REM *** T D000 D7FF 3800********
5 REM *** PRESS RETURN ***********
6 REM ****************************
7 REM *** THEN TYPE IN "X" ******
8 REM *** AND PRESS RETURN ******
9 REM ****************************
10 REM ********************************
20 REM ****                        ****
30 REM **** BY K BOOTHROYD         ****
40 REM ****                        ****
50 REM ********************************
60 PRINT"□";
70 REM ******TELL COMPUTER  TO READ**
80 REM *** ASC-CODES FROM RAM NOT ROM
90 REM ********************************
100 MENU$="IMTPSL"
110 Q=DEC("FF12")
120 POKE Q,PEEK(Q)AND 251
130 POKE Q+1,14*4
140 REM ********************************
150 REM ** NOW TELL COMPUTER TO CHANGE
160 REM ** SET 1 OF ASC-CODES STARTING
170 REM ** AT 65 (ATN) ******************
180 REM ********************************
190 S=0
200 READ X
210 IF X=999 THEN 290
220 POKE 14336+S+(8*65),X
230 S=S+1
240 GOTO 200
250 REM ************************
```

```
260 REM ** IN LINE 250 CHECK FOR
270 REM ** ROGUE VALUE (END OF DATA)
280 REM ********************************
290 GOTO 540
300 REM *******DATA FOR CHARACTER CHANGE
310 DATA 255,128,132,136,145,163,209,136
320 DATA 255,1,1,193,225,241,229,197
330 DATA 132,131,128,129,131,135,128,255
340 DATA 197,253,193,225,241,249,1,255
350 REM *******        ******
360 DATA 0,127,127,127,127,127,127,127
370 DATA 0,254,254,254,254,254,254,254
380 DATA 127,127,127,127,127,127,127,0
390 DATA 254,254,254,254,254,254,254,0
400 REM *** 32 (0)S PUTS GAP IN DATA
410 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
420 REM ******* BOARD *******
430 DATA 255,128,128,128,128,128,128,128
440 DATA 255,1,1,1,1,1,1,1
450 DATA 128,128,128,128,128,128,128,255
460 DATA 1,1,1,1,1,1,1,255
470 REM
480 REM **** END OF DATA NOW PUT *****
490 REM **** ROGUE VALUE IN DATA *****
500 REM ********************************
510 DATA 999
520 REM ** 999 TELLS COMPUTER TO STOP*
530 REM ********************************
540 REM ************ SET UP BOARD *****
550 REM ********************************
560 COLOR 0,6,3:COLOR 4,6,3:COLOR 1,1,2
570 PRINT TAB(4)"1 2 3 4 5 6 7 8 9 "
580 FOR DE=1 TO 2
590 PRINT TAB(4)"▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔"
600 PRINT TAB(4)"▏▕▕▏▕▕▏▕▔▔▔▔▔▏▕▕▏▕▕▏"
610 NEXT DE
620 FOR DE=1 TO 3
630 PRINT TAB(4)"▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔"
640 PRINT TAB(4)"▏▕▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▏▕▏"
650 NEXT DE
660 FOR DE=1 TO 2
670 PRINT TAB(4)"▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔▁▔"
680 PRINT TAB(4)"▏▕▕▏▕▕▏▕▔▔▔▔▔▏▕▕▏▕▕▏"
690 NEXT DE
700 PRINT TAB(4)"1 2 3 4 5 6 7 8 9 "
710 CHAR 1,12,7,"▁▔"
720 CHAR 1,12,8,"▕▔▏"
730 FOR DE=1 TO 7
740 POKE 3073+(80*DE),DE
750 NEXT DE
760 CHAR 1,2,23," PLEASE ENTER (COS) ACROSS THEN DOWN"
770 B$="▁▔":C$="▕▔▏":D$="▁▕":E$="▔▁"
780 CHAR 1,23,0,"BY K BOOTHROYD"
790 SC%=32
800 REM ************************
810 REM **   MAIN LOOP
820 CHAR 1,23,3,"ENTER MOVE"
830 CHAR 1,23,9,"SCORE "
840 CHAR 1,23,10,"     "
850 CHAR 1,23,10,STR$(SC%)
860 CHAR 1,26,5,"    "
870 CHAR 1,26,6,"    "
880 GETKEY A$
```

SOLITAIRE

```
890 VOL 7:SOUND 1,200,5
900 IF (A$>"0")*(A$<":") THEN 920
910 GOTO 880
920 AL%=ASC(A$)-48
930 CHAR 1,26,5,A$
940 GETKEY A$
950 VOL 7:SOUND 1,200,5
960 IF (A$>"@")*(A$<"J") THEN 980
970 GOTO 940
980 BL%=ASC(A$)-64
990 CHAR 1,27,5,A$
1000 A=PEEK(3034+(AL%*2)+(BL%*80))
1010 IF A<>65 THEN 860
1020 REM ***
1030 GETKEY A$
1040 VOL 7:SOUND 1,200,5
1050 IF (A$>"0")*(A$<":") THEN 1070
1060 GOTO 1030
1070 AD%=ASC(A$)-48
1080 CHAR 1,26,6,A$
1090 GETKEY A$
1100 VOL 7:SOUND 1,200,5
1110 IF (A$>"@")*(A$<"J") THEN 1130
1120 GOTO 1090
1130 BD%=ASC(A$)-64
1140 CHAR 1,27,6,A$
1150 A=PEEK(3034+(AD%*2)+(BD%*80))
1160 IF A=77 THEN 1210
1170 CHAR 1,2,20,"SORRY ILLEGAL MOVE PLEASE TRY AGAIN"
1180 FOR DE=1 TO 1000:NEXT DE
1190 CHAR 1,2,20,"                                    "
1200 GOTO 810
1210 REM *************************
1220 REM ***  CHECK FOR LEGAL MOVE
1230 IF (BL%=BD%)*(AL%=AD%+2)*(PEEK(3034+((AD%+1)*2)+(BD%*80))=65) THEN 1280
1240 IF (BL%=BD%)*(AL%=AD%-2)*(PEEK(3034+((AD%-1)*2)+(BD%*80))=65) THEN 1320
1250 IF (BL%=BD%+2)*(AL%=AD%)*(PEEK(3034+(AD%*2)+((BD%+1)*80))=65) THEN 1360
1260 IF (BL%=BD%-2)*(AL%=AD%)*(PEEK(3034+(AD%*2)+((BD%-1)*80))=65) THEN 1440
1270 GOTO 800
1280 AL%=AL%*2:AD%=AD%*2:BD%=BD%*2:BL%=BL%*2
1290 CHAR 1,AD%+2,BD%-1,"
1300 CHAR 1,AD%+2,BD%,"
1310 SC%=SC%-1:GOTO 800
1320 AL%=AL%*2:AD%=AD%*2:BD%=BD%*2:BL%=BL%*2
1330 CHAR 1,AL%+2,BL%-1,"
1340 CHAR 1,AL%+2,BL%,"
1350 SC%=SC%-1:GOTO 810
1360 AL%=AL%*2:AD%=AD%*2:BD%=BD%*2:BL%=BL%*2
1370 CHAR 1,AD%+2,BD%-1,D$
1380 CHAR 1,AD%+2,BD%,E$
1390 CHAR 1,AD%+2,BD%+1,B$
1400 CHAR 1,AD%+2,BD%+2,C$
1410 CHAR 1,AD%+2,BD%+3,B$
1420 CHAR 1,AD%+2,BD%+4,C$
1430 SC%=SC%-1:GOTO 810
1440 AL%=AL%*2:AD%=AD%*2:BD%=BD%*2:BL%=BL%*2
1450 CHAR 1,AD%+2,BL%-1,B$
1460 CHAR 1,AD%+2,BL%,C$
1470 CHAR 1,AD%+2,BL%+1,B$
1480 CHAR 1,AD%+2,BL%+2,C$
1490 CHAR 1,AD%+2,BL%+3,D$
1500 CHAR 1,AD%+2,BL%+4,E$
1510 SC%=SC%-1:GOTO 810
```



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Salamander

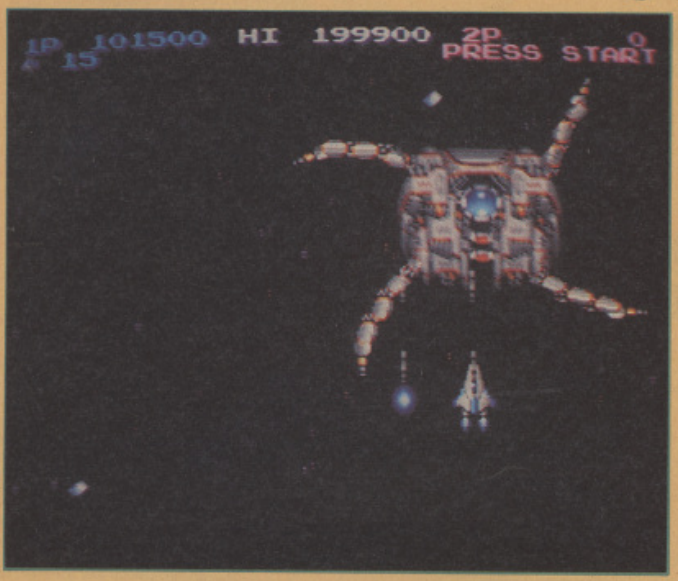
Salamander propaganda fills all of the trade journals at the moment. What is this all about? How much truth lies behind the hype?

Dog-day afternoons of a long, hot summer are more the time for cucumber sandwiches and afternoon tea by the side of a cooling swimming pool than for frenzied, arcade action. Such an afternoon found me sweating over a Salamander joystick in the demo room of Konami's northwest London hideaway. I had no idea what the successor to Green Beret and Hyper Sports would be and my first reaction was one of anti-climax. Visions of a short review clouded my brain: 'Konami cop-out with a Nemesis look-alike' clouded my brain. The heat made me rub my eyes perhaps it was a mirage. No, it still looked like Nemesis.

'Play it and see'. invited Luther De Gale, his face split by his characteristic grin. I did and I had to eat my words, Well, most of them.

Nemesis, reviewed in our February issue, was an earlier Konami game and is obviously the fore-runner of Salamander, sharing many fo the same spirte shapes, Like Nemeisi, it is a dodge and shoot game in which waves of alien ships try to wipe out your craft. Eliminate a wave and you collect a bonus in the fomr of new weaponry for your craft. The skill of the game lies in which armaments you need to complete the level.

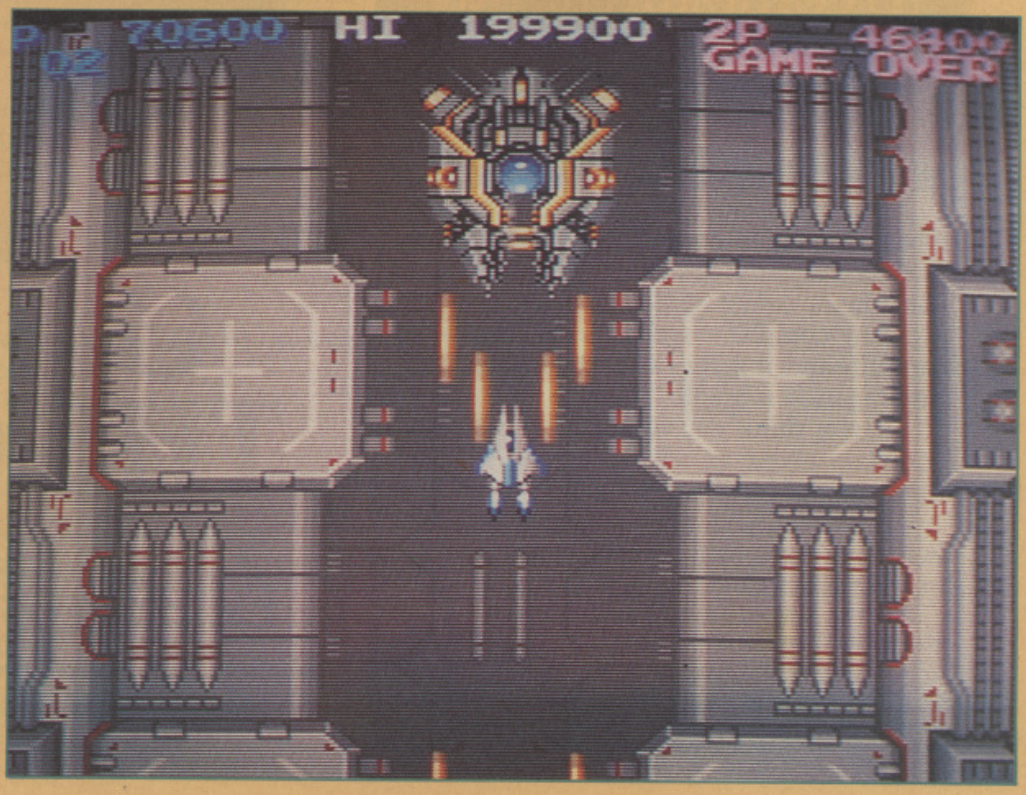
One essential is the 'speed up' facility which increases the manoevrability of your craft. A force field is useful to allow the odd collision with an enemy ship and missiles which cruise across the landscapes at top and botton of the later screens are desirable attributes.

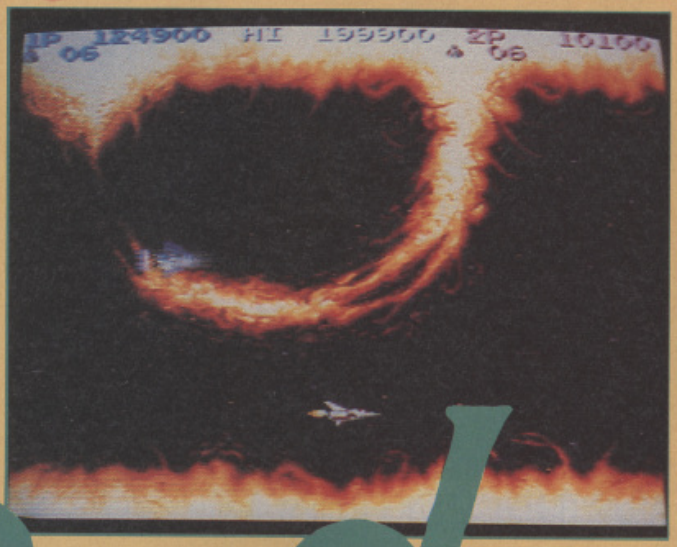


The main weapons are the multi-shot cannon which you start with, ripple lasers and powerful standard lasers which slice through almost everything in your path. Only one weapon can be used at a time, depending on which one you last picked up. The fire power is increased by picking up multiple units which appear from time to time.

The multiples float around your craft, strung ot like a string of beads in the weightlessness of space. Up to four units can be carried at a time, giving you five times the fire power you started with. These strung out additions lead an ethereal existence, floating through most obstacles like ghosts.

After a short time the wide open spaces give way to caverns and the game takes on the nightmare mantle of a trip through some alien landscape, or is it the body of some gigantic creature. The top and bottom of the screen look like the body wall with long groping arms reaching out for your ship and





Salamander

its mulitple weaponry. Floating islands of rock and organically growing walls block your progress. The walls and the softer rock can be blasted out of the way but beware of the arms which wil crush your ship or snip off the multiple weapons.

At certain stages the walls are thick and fill the screen. You speed has to be moderated to allow you to burn your way through without being enveloped by the healing wall behind your ship.

At other points large pointed bristles gnash across the screen like giant fangs which are indestructible and lethal. Small hair like appendages bristle and fly from the walls like small harpoons seeking to penetrate your ships thin outer skin. Nerve webs spread a mesh across the screen and guard exploding clusters of cells. The eggs of a new organic planet? Who knows? Who cares? It's them or us!

Still enemy craft appear in formations, destroy a full team and a voice clearly announces the new weapon awaiting collection. collide, and your reincarnated ship is left without its advance weaponry. If you're quick, keep your craft flying at the centre of the screen and if you're hit you may at least salvage yur multile units.

Survival depends on two factors: skill and finance. Feed the machine up with your ten pence pieces and you can store up as many as 27 lives. More than enough to reach the second pahse of the game but first your skill must carry you through several tunnels culminating in a major confrontation heralded by the spoken message: 'An intruder has penetrated our force-field'.

Praying that you have enough of the correct type of fire power you meet your first mega-foe. Cells melt away to reveal a gigantic brain. As you stand back in cautious anticipation of something nasty, long, sightless, groping arms feel around for the cold smooth mantle of your hull. Dodge around firing won't hlep until a small unblinking eye opens up. Now the brain has sight and it's pursuit of your ship has purpose. The invulnerable brain's eye is it's Achilles heel. Avoid any contact with its arms and blast enough shots into it's eye and you will win the day and rech the next cavern which leads tot he next foe.

After force-field penetration is complete, the second chamber holds a four-tentacled metallic creature. The arms rotate like Catherine wheel arms scything down anything in their way. At the heart of the machine is a power pack nucleus guarded by a channel of energy barriers. Blasting each barrier out of the way while the tnetacles perform their lazy but insistent cartwheel requires patience. Often you find yourself trapped between the tentacles and the cavern wall, joining in a dance of death as you whirl around the metal carcass trapped in a dance of death.

Success depends on sapping the power of the energy fields one by one to reveal the heart of the machine. A few more bolts down the throat of the beast will blast it out of existence.

Now the action literally heats up as you pass through a channel between two Nova's. Coronal arcs of flame flash from the solar surfaces scorching the paintwork of your intergalactic womb. Fireballs spit from the hot soul of the star and an occasional phoenix will rise from the flames in a screaming attack.

At the end of this fiery Hell lurks the fire dragon himself. His long, snaky coils circumnavigate the walls seeking to crush you in your metal coffin. Only a string of hits to his head will save you from his wrath. On a hot day the joystick runs with the perspiration of heat and effort.

The following cavern is guarded by patrolling gun installments along the top and bottom walls while meteorites and asteroids follow an indestructible path in the space between. Sulphurous volcanoes vomit molten lava and ash across the screen. Delicate manoeuvring coupled with the assistance of ground hugging missiles in the only way to rech the next major defence system.

Implanted in one wall of the cave are gunports shooting large balls which canon off the walls and appear to come at you from all directions. The gunports are protected in a similar way tot he tentacled terror of earlier screen.

Now you are reaching the final phases of the first level the enemy start to whip themselves into a frenzy. Ahead lie the perils of the prolific mothership, the multiple gunships with immense firepower, gigantic metal plates springing from the planet surface and Nemesis-style heads like Tahitian rock totems. All this leading to a final confrontations with an enromous red orb, like a giant, bloodshot reflection of your tired, aching eyes. No wonder you eyes are red. One minute you're flying left and right, the next your jetting upwards, ducking and weaving all the time.

Penetration at this stage leads you deep into the second level where a randomly selected scenario greets you with added venom. So the game continue until you money runs out.

Feeding up the machine whilst play is in progress will not increase the number of lives remaining in the present game, but they are credited to you for future forays. A cunning ruse to make you play for an many lives as possible in each game.

'If all this action sounds like a little too much for a lone adventurer, take heart because there's a two player option. Now you both patrol inner space sharing the adventure and halving the dangers, if you don't mind a little self-sacrifice for the common good.

Nemesis is a warm-up compared to the hearted action of Salamander, though the excellent graphics of the latter still have their roots showing. For fast shoot-em-up action you'll have to go a long way to find anything better. The stereo voice synthesis and spot effects are of a very high order and though this machine lacks the total originality of Konami's usual output it should still prove to be a winner, but be warned: this game could seriously damage your wealth.

I look forward to Imagine's computer version, if such a venture is planned. Please Konami, set them to work.

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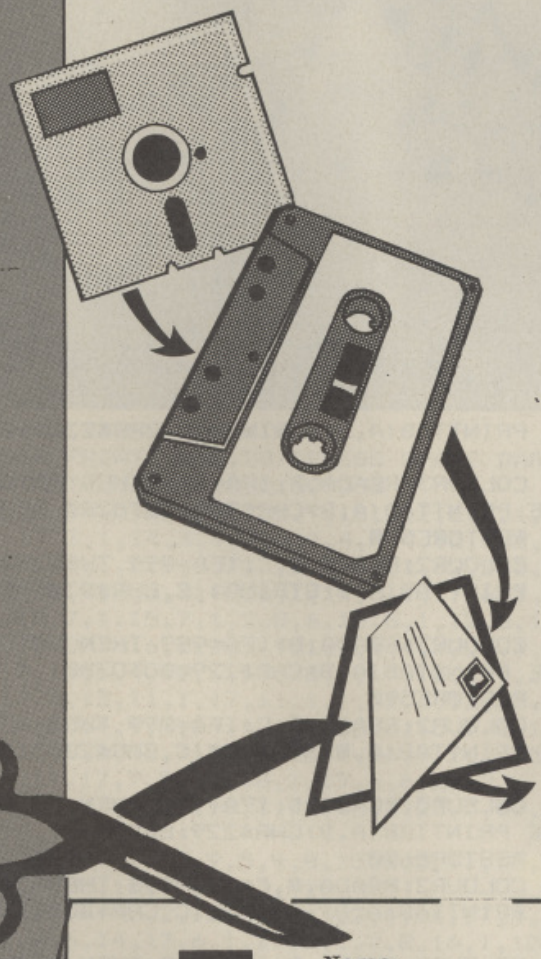

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Additional details: .....

.....

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.....

MAZE Chase

LISTING 2

By Gary Davies

The object of the game is to collect 10 diamonds off each of 5 sheets. You have a time limit, so you can't take your time doing it.

Enter listing 1 first, and save it as 'MAZE' then type in listing 2. Omit lines 130 and 160 until last as these are special. They both follow the format IFFNREADCH (X,Y) = " " THEN . . . and in the space between the quotes you have to copy the relevant character. So the computer needs to be in MODE 1, and you need to P.CHR.229 and P.CHR.230 first, and copy the relevant resulting characters into each of the spaces. If you then list MODE7, you will see the second half of these lines in different colours. Save this listing as 'RUN'.

```
    5 REM** SAVE AS RUN **
   10 ONERRORGOTO30
   20 MODE2:VDU23;8202;0;0;0;:COLOUR129:
CLS:COLOUR0:CLS
   30 PROCMESS:TM=1
   40 C%=0:X=18:Y=19:LX=X:LY=Y:PROCSCREE
N:COLOUR0
   50 PRINTTAB(LX,LY)" ";TAB(X,Y)CHR$224
:LX=X:LY=Y
   60 TM=TM+1:PT=G-TM:PRINTTAB(7,29)"
 ";TAB(2,29)"Time ";PT
   70 IFPT<0THEN PROCLIFE
   80 IFINKEY-98ANDX>0THEN X=X-1
   90 IFINKEY-67ANDX<19THEN X=X+1
  100 IFINKEY-73ANDY>0THEN Y=Y-1
  110 IFINKEY-105ANDY<25THENY=Y+1
  130 IFFNREADCH(X,Y)=CHR$(229)THEN C%=C
%+1:SOUND1,-5,100,3:TM=TM-50
  140 IFC%=10THENC%=0:GOTO40
  150 IFFNREADCH(X,Y)=CHR$(230)THEN TM=T
M+100
  160 GOTO50
  170 DEFPROCSCREEN:S=S+1:CLS:IFS=5THENS
=1
  180 FORSD=50TO150STEP2:FORSDD=0TO3:SOU
NDSDD,-5,SD,1:NEXT,
  190 IFS=1 THEN GOSUB250:GOTO230
  200 IFS=2 THEN GOSUB280:GOTO230
  210 IFS=3 THEN GOSUB310:GOTO230
  220 IFS=4 THEN GOSUB340:GOTO230
  230 COLOUR2:PRINTTAB(0,0)STRING$(20,CH
R$230);TAB(0,25)STRING$(20,CHR$230):FORQ
=1TO24:PRINTTAB(0,Q)CHR$230;TAB(19,Q)CHR
$230:NEXT
  240 TM=1:ENDPROC
  250 RESTORE520
  260 COLOUR2:READA,B,C:IFA=999 THEN 270
 ELSE PRINTTAB(A,B)STRING$(C,CHR$230):GO
TO260
  270 COLOUR3:READA,B:IFA=999 THEN RETUR
N ELSE PRINTTAB(A,B)CHR$229:GOTO270
  280 RESTORE560
  290 COLOUR2:READA,B,C:IFA=999 THEN 300
 ELSE PRINTTAB(A,B)STRING$(C,CHR$230):GO
TO290
  300 COLOUR3:READA,B:IFA=999 THEN RETUR
N ELSE PRINTTAB(A,B)CHR$229:GOTO300
  310 RESTORE590
  320 COLOUR2:READA,B,C:IFA=999 THEN 330
 ELSE PRINTTAB(A,B)STRING$(C,CHR$230):GO
TO320
  330 COLOUR3:READA,B:IFA=999 THEN RETUR
N ELSE PRINTTAB(A,B)CHR$229:GOTO330
  340 RESTORE620
  350 COLOUR2:READA,B,C:IFA=999 THEN 360
 ELSE PRINTTAB(A,B)STRING$(C,CHR$230):GO
TO350
  360 COLOUR3:READA,B:IFA=999 THEN RETUR
N ELSE PRINTTAB(A,B)CHR$229:GOTO360
  370 DEFFNREADCH(A,B)
  380 LOCAL A%,LASTA,LASTB,C
  390 LASTA=POS
  400 LASTB=VPOS
  410 VDU31,A,B
  420 A%=135
  430 C=USR(&FFF4)
  440 C=C AND &FFFF
  450 C=C DIV &100
  460 VDU31,LASTA,LASTB
  470 =CHR$(C)
  480 DEFPROCLIFE
  490 CLS:PRINTTAB(5,15)"GAME  OVER"
  500 FORSD=50TO150:SOUND0,-5,SD,1:NEXT:
FORSD=150TO50STEP-2:FORSDD=3TO0STEP-1:SO
```

LISTING 1

BBC

```
   10 REM** SAVE AS MAZE **
   20 MODE2:VDU23;8202;0;0;0;:COLOUR129:
CLS
   30 VDU23,224,56,56,16,254,16,40,68,13
0,23,230,&FF,&DF,&FB,&EF,&FD,&BF,&F7,&7F
,23,229,&08,&14,&22,&49,&92,&44,&28,&10
   40 COLOUR15:PRINTTAB(7,4)"M A Z E":CO
LOUR8:PRINTTAB(8,6)"R U N"
   50 COLOUR7:PRINT''"RUN AROUND THE MAZ
ES"'"AND   COLLECT    THE"'"DIAMONDS TO
COMPLETE"'"THE SCREENS."
   60 PRINT'"KEYS..."''" Z...LEFT X...RI
GHT"''" *...UP   ?...DOWN"'
   70 COLOUR15:CHAIN"RUN"
```

```
UNDSDD,-5,SD,1:NEXT,
  510 PRINTTAB(3,28)"PRESS SPACE BAR":RE
PEATUNTILGET=32:CLS:GOTO30
  520 DATA12,1,1,2,2,9,16,2,2,2,3,1,10,3
,1,12,3,1,14,3,4,2,4,1,4,4,4,10,4,1,12,4
,4,17,4,1,2,5,1,7,5,1,10,5,1,12,5,1,17,5
,1,2,6,4,7,6,4,12,6,1,14,6,1,17,6,1,10,7
,1,12,7,1,15,7,1,2,8,6,10,8,1,12,8,1
  530 DATA16,8,1,2,9,1,7,9,4,12,9,1,14,9
,4,2,10,1,4,10,1,12,10,1,17,10,1,4,11,1,
6,11,5,12,11,1,17,11,1,1,12,6,12,12,6,8,
13,5,3,14,4,8,14,1,1,15,3,6,15,1,8,15,1,
10,15,8,6,16,1,8,16,1,11,16,7,2,17,5,8,1
7,1,11,17,7,8,18,10,1,19,6,6,20,2
  540 DATA9,20,10,2,22,16,2,23,7,10,23,8
,999,999,999
  550 DATA13,3,9,5,9,8,15,8,5,11,16,11,1
,14,5,15,10,17,9,23,999,999
  560 DATA2,2,16,17,3,3,2,4,14,17,4,1,2,
5,1,2,6,14,17,6,1,17,7,1,2,8,16,1,10,17,
2,12,16,19,12,1,15,13,2,1,14,3,5,14,9,16
,14,2,19,14,1,5,15,1,17,15,3,3,16,3,7,16
,9,3,17,1,13,17,1,17,17,1,1,18,13,16,18,
2,15,18,3,2,20,2,5,20,10,18,20,2,3,21,1
  570 DATA16,21,1,1,22,17,3,24,16,15,19,
1,17,19,1,999,999,999
  580 DATA8,3,18,2,3,5,8,7,1,12,17,13,1,
17,12,17,2,21,1,24,999,999
  590 DATA12,1,1,2,2,1,4,2,7,12,2,1,14,2
,2,17,2,1,2,3,1,10,3,1,12,3,1,14,3,1,17,
3,1,2,4,1,4,4,5,10,4,1,12,4,1,14,4,1,17,
4,1,2,5,1,4,5,4,10,5,1,12,5,1,14,5,1,16,
5,2,2,6,1,10,6,1,12,6,1,14,6,1,17,6,1,2,
7,9,12,7,1,14,7,1,16,7,2,12,8,1,14,8,1
  600 DATA17,8,1,1,9,10,12,9,1,14,9,4,7,
10,4,12,10,1,2,11,4,7,11,4,12,11,1,14,11
,5,2,12,2,7,12,1,10,12,1,12,12,1,17,12,2
,2,13,2,5,13,3,9,13,2,12,13,1,14,13,2,17
,13,1,2,14,2,9,14,2,14,14,1,17,14,1,2,15
,11,14,15,4,1,17,17,3,19,15,1,20,1
  610 DATA5,20,1,17,20,1,1,21,3,5,21,1,7
,21,9,17,21,1,5,22,1,7,22,1,17,22,1,2,23
,4,7,23,1,9,23,9,7,24,1,15,24,7,999,999,
999,1,5,8,5,16,6,16,8,6,10,9,12,18,13,15
,14,5,24,14,24,999,999
  620 DATA2,2,16,2,3,1,17,3,1,2,4,1,4,4,
12,17,4,1,4,5,1,17,5,1,2,6,1,4,6,1,6,6,1
2,2,7,1,4,7,1,6,7,3,13,7,1,16,7,2,2,8,1,
4,8,1,6,8,6,13,8,2,16,8,2,2,9,1,4,9,1,17
,9,1,2,10,1,4,10,12,17,10,1,2,11,1,17,11
,1,2,12,1,17,12,1,2,13,12,15,13,3,2,14,9
  630 DATA13,14,1,15,14,3,2,15,3,10,15,2
,13,15,1,16,15,2,2,16,3,6,16,3,10,16,2,1
3,16,1,15,16,3,2,17,3,6,17,2,13,17,1,15,
17,3,2,18,6,9,18,3,13,18,1,15,18,3,2,19,
3,6,19,1,9,19,1,13,19,1,15,19,3,2,20,3,8
,20,2,11,20,1,13,20,1,15,20,3,2,21,7
  640 DATA11,21,1,15,21,3,2,22,16,2,23,1
6,999,999,999,12,1,16,5,9,7,14,7,11,14,1
5,15,5,17,5,19,1,20,9,21,999,999
  650 DEFPROCMESS:CLS:PRINTTAB(7,5)"M A
Z E";TAB(8,7)"R U N"
  660 PRINT'"      "STRING$(11,"~")
  670 PRINT''''"C H O O S E"''"S H E E T
(1-4)"
  680 INPUTTAB(2,18);A
  690 IFA<1ORA>4THEN680
  700 S=A-1
  710 PRINT''"D I F F I C U L T Y"
  720 PRINT'"(1-5)  5 - E A S Y"
  730 INPUTTAB(2,25);DIFF
  740 IFDIFF<1ORDIFF>5THEN730
  750 G=(100*DIFF)+200
  760 CLS:ENDPROC
```

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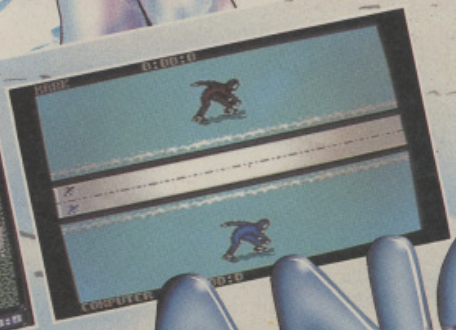
WINTER EVENTS

C16/PLUS 4



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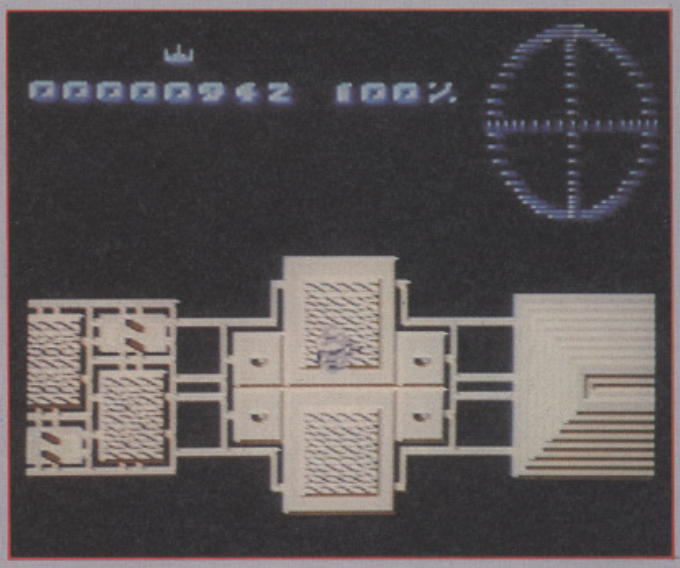
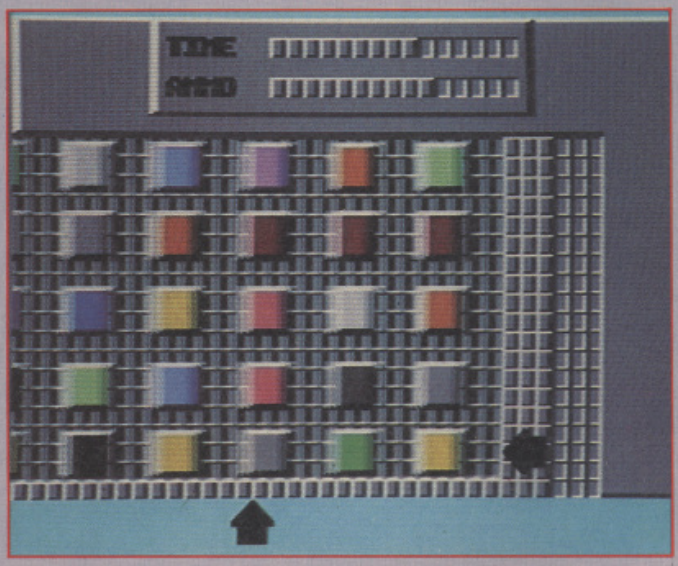
Martech, the 'one game at a time' company that has produced such gems as Samantha Fox Strip Poker, Crazy Comets, and Zoids, have launched , a shoot 'em up 'W.A.R.' Mike Roberts commences hostilities . . .





Imagine if you can a huge cylindrical space station, rotating about its axis giving artificial gravity to its occupants. This long tube is composed of 20 'rings'. Four each of the different work areas/services necessary for life on a large space structure — Housing, Industrial, Military, Power, and Agricultural.

Your mission is to blast each of these 20 levels into extremely small pieces. To do this you scan along the Uridium-like surface of the cylinder shooting at all the surface installations until you destroy a certain percentage of them (the amount depends on the level that you are on at that time).

Meanwhile the enemy defence system is alerted. Flying near special detectors (or in fact, NOT flying anywhere near them) squadrons of defence fighters fly out to bother you. They don't shoot at you, but collisions reduce your shields dramatically.

Your shields are expressed as a percentage. Each collision can chop off up to 30 per cent of them but this is dependent on the severity of the crash.

The defenders can be avoided by shooting them or by looping underneath the surface that you are shooting up. This, however, loses you some shield power as your shields get reduced by a percent or so every second that you are under the surface. This tactic, however, is not foolproof as there are installations that project downwards that you can run into.

An early demise can also come from the surface features which cast shadows in a Uridiumesque fashion — in fact some of the graphics are identical with this Hewson classic.

After knocking out your percentage of surface bits, you can go onto the next level. This is achieved by flying under the surface and into a scoop-like entrance that takes you onto the next section. Flying into this entrance before you have softened up the ship means that — yes, you guessed it — a quick trip to that great Commodore 64 in the sky.

When you have traversed the entrance you go onto a sort of puzzle section.

This is where there are many multi-coloured squares on the screen and a pair of X/Y pointers. You have to line up the pointers and 'shoot' out the squares that are of the same colour as the border — failing to knock out the required number in the appropriate time will result in returning to complete that level again.

Control of the ship is straightforward. Up and down will skim you across the screen, and when you approach the edges (when flying forwards) you do a little roll and fly under the surface. Speed is controllable and reverse thrust engages automatically when you are slow enough. This will (slowly!) let you retrace your steps. Reverse thrusting is just that. You move along the surface backwards. So you can't just flip around and fly off in the opposite direction anihilating everything as you go. In W.A.R. you just move backwards, you also can't fire when you are doing this — which is a shame as occasionally a huge number of defenders will come after you, and you have to fly straight at them to get your guns working.

The best technique for getting around the game is to slowly and methodically blast away rows and rows of surface features and avoid the enemies whenever they appear, when you get better you can go after them to rack up some more points, but to start with I kept well away.

The game itself is very well put together and presented with Hubbard muzak playing at appropriate moments and an interesting way of putting the high score up. The graphics are of the standard that zap-em freaks have come to expect on the Commodore 64, and this graphical quality is carried on through all aspects of the game.

Stop Press !

Martech are now adding the final touches to the game and tuning it ensure that it is will test your reflexes to the limits..

At the time of writing these additions included a time limit for each level and bonus points for ace blasters..

W.A.R will be available in C64 , Spectrum , Amstrad and MSX formats.

W.A.R.

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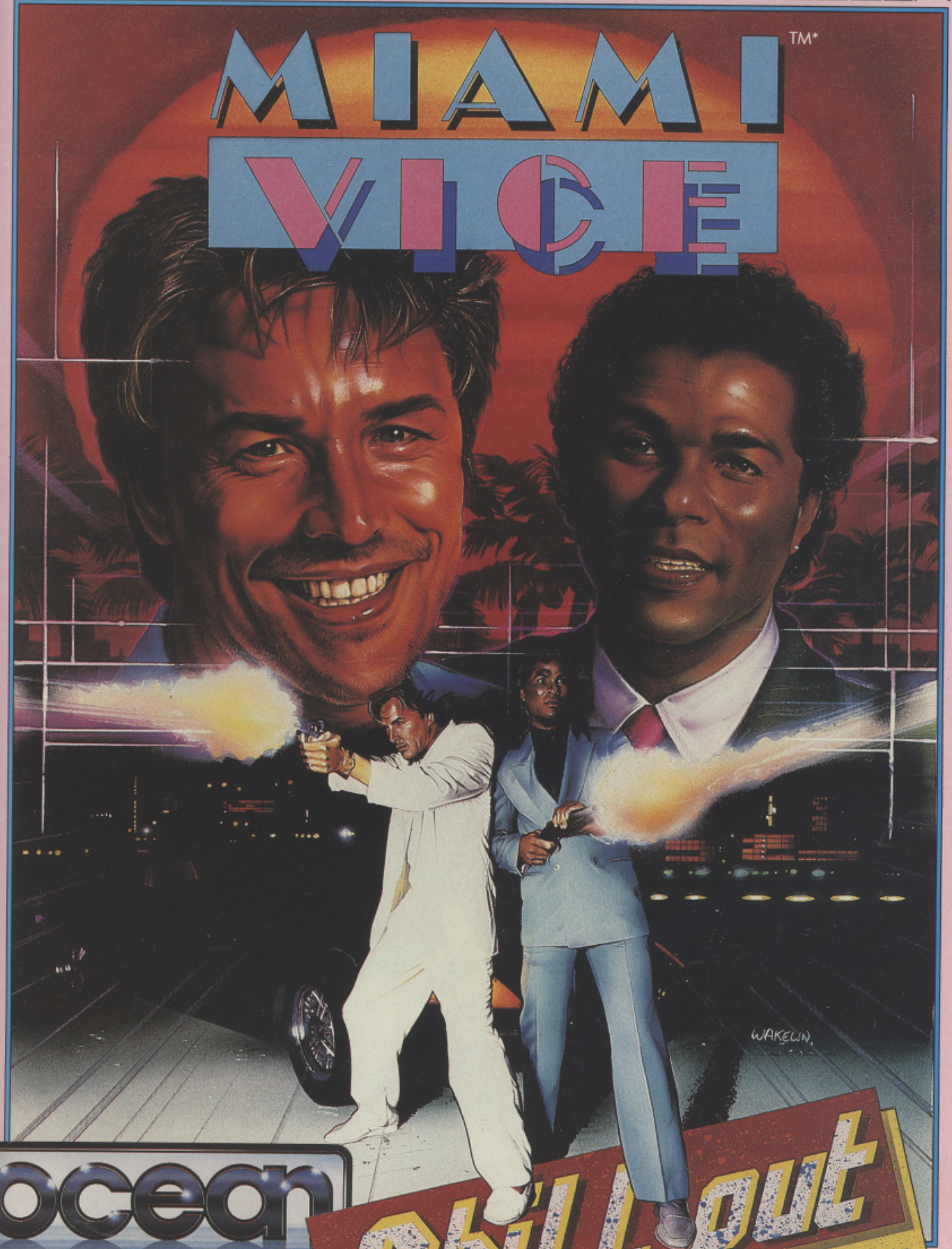

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