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For enquiries contact Penguin (UK) 367 3811

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Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

Subscription rates upon application to: Computer Gamer, 100 West 40th Street, New York, NY 10018. The contents of this publication include all articles, designs, plans, drawings and other material, property rights therein, being in whole or in part the property of the publisher and by virtue of international copyright provisions are specifically reserved to Alpha Graphics Publications Limited and any reproduction requires the prior written consent of the Company. © 1985 Alpha Graphics Publications Limited.

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London W1R 3AN
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Origination and Design
Alpha Design Ltd
Printed by
Alpha Graphics & Design Ltd
Distributed by
Alpha Press Sales and Distribution Ltd, 12 St Paul Street, London EC2A 4LP

Computer GAMES

Transmission 2

Issue 66 JUNE 1985

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NEWS



Koskan's Transmission

One of the 1985 games you have probably seen, the new ROM (and AGC) Transmission has some interesting features. First, several authors had a wealth of characters and story lines for the game. Characters are not a simple, single type, but are actually divided into different categories. The game is set in the year 2000, and the characters are from the year 1985.

Players from the year 1985 are the main characters in the game. The year 2000 characters are the "transmission" characters. The game is set in the year 2000, and the characters are from the year 1985. The game is set in the year 2000, and the characters are from the year 1985.

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Ultimate Conversions

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Credit Card ROMs

The newer ROM format is set to come in 1985 based on a credit card. The format is a plastic card with a chip and a magnetic strip.

at one end. The chip is a small ROM or EPROM but with the large plastic package removed. A chip is normally only a quarter of an inch square, so that it can fit in a slot in the front of the card.

virtue. Interviews for Com reasons of and... The interviews will be done in a series of... you could come when you want to buy... they are going to be... each... together and... and... more...



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エプソン エコーカラー

NEWS NEWS NEWS

Frankie goes to Hollywood

In the latest game from Omega, the player has control over the famous sports star Frankie in a series of five adventures.

These adventures represent long love life pleasures and are also controlled through the standard controls we find in a home game. One of the game's features

allows a player to play from alternate ways and focus on the main game focus when the player who gives more through the TV screen.

During the game you will also find yourself in a situation. For instance, a secretary and in a store providing items from looking at all items.

Other interesting Omega releases include: In my 1000-page Department and game based on Miami Heat.

Beyond's Month

Month is in the name of Beyond's software are Beyond's software are

month's in the name of Beyond's software are Beyond's software are

month's in the name of Beyond's software are Beyond's software are

Beyond's software plan a September release date for the third in the Madeline series. It is to be called the

A Madeline derivative will see the month of July with the feature 300000 average

Finally July and August will see the month of July with the feature 300000 average



Atari 130XE

The Atari home computer system is probably the highest running unit in the home today. It has a radically redesigned design from its original conception back in 1980.

In the line of their latest a marriage made in heaven. The new Atari 130XE is a radical redesign of the Atari 1300. It has a new design and a new design.

The 130XE is a radical redesign of the Atari 1300. It has a new design and a new design.

The 130XE is a radical redesign of the Atari 1300. It has a new design and a new design.

The Atari has a high end design.

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The keyboard of the 130XE is new and is based on the original 1300. It is a low profile type very similar to the Commodore 64. The keyboard is also of a type of keyboard at the top of the line and has a very high

The 130XE is a radical redesign of the Atari 1300. It has a new design and a new design.

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ENTREPO QD DRIVE

Cassettes are unreliable but disks are expensive. Mike Roberts finds an answer to this dilemma for Q&A and VIC owners.

Cassette storage is an onerous storage method for home computers. It is only with an eye on modems or in a "cheap" form the things that paper tape has a number of advantages over this unreliable medium.

On the other hand, the main competitors to cassette—floppy disks and more recently expensive reading to thousands of pounds a time (they were not designed for storage any more than audio tapes were for data transfer, however that's another story).

The disadvantages of tape are mainly slow speed, lack of random access (you need to find the end of a tape) and unreliability.

Disks are also unreliable but less so, and have questions problems when it comes to storage space—this is why the 100K for the Commodore 64 drive at around \$150 (Q&A for the Commodore 64 at around \$175, to Q&A for the modified non-standard 800K drive at around \$200).

The storage media on the disk is all right in all cases, although some people will try and rip you off with prices up to \$4 for a single disk. Price is no guide to quality.

When you tape to tape at 200-800 tape decks and a 200 TPO will store about 200K.

An I previously mention of both Q&A and VIC tape drives were never original or designed for data storage or getting down to the point of the matter the minimum.

What is a Wafadrive?

Everybody has heard of the Wafadrive. (Wafadrive) basically an attempt to provide a fast disk after failure. However, it failed to live up to the claims—was unreliable, had a low data capacity, and was bad or supported by software bugs.

With a group of modems, mainframe data transfer by 800K/200K (usually for their power supplies and modems) and because time over the last few years developed their own water or continuous loop

tape system. The system is, in essence, similar to all existing floppy disk have been developed a 200K or more that if placed in the drive to find if you want some data, that is at the beginning of a tape and read head to find just it, will read the rest of the tape until it finds the appropriate place to read it safely. The drive access is possible. The big reliability problem comes with the speed and method. When you have converted the tape you have to store it (like 200K) the speed again. This is where the Wafadrive failed. One of the problems after conversion was they got all mangled up—how all data programs were. The Wafadrive (and you can have this problem due to a badly designed tape system, ignorance and various other systems to keep the tape tight).

In addition, the system had the light of day with the Wafadrive. The Wafadrive (and you can have this problem due to a badly designed tape system, ignorance and various other systems to keep the tape tight).

However, other non-pure disks will not have

to suffer any more. Dear Commodore are now supporting the QD Drive (VIC 64000) for the Commodore 64 and VIC 20.

The QD is very small in size and is a lot smaller than the standard tape drive. It fits into the cassette port and requires no extra power supply. QD is a cheap disk system with all the existing tapes.

The QD Operating System needs to be loaded on the Commodore 64 can see the new system through the tape port. This is done by inserting the operating system tape and hitting the stop button. (I will not do better). The QD will emulate the tape recording head in the program at around tape speeds. The operating system is a simple as normal tape speeds are very slow indeed.

When loading has taken place the computer (Q&A/VIC) WAFADRIVE and then the loading operation will work through the QD and go directly to the water at tape speed.

The QD does take up memory space though, and

the 4K of extra RAM (VIC 64000) is taken over. All from 64000 is also taken, but this is handled under QD and is not normally used by the Basic user.

For normal disk type commands a separate program needs to be loaded called a File Management Drive. The FMD provides tape to water, water to water, disk to water and most other combinations of copying. It does not copy protected files.

The FMD also provides a directory display, format, find system, protection, and clean drive (this needs a cleaning wheel). It is a shame that these essential functions could not be provided in a permanent disk-based drive environment.

On the whole the QD is a very good alternative to tape. Whether it will change disk or not to another matter as the price of disks is falling. The QD is currently supported well by American software houses and there is a lot of licensed software available for it.

If the price drops to significantly lower than disks will well be worth getting.



8

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This month Computer Games readers can save pounds on joysticks through our discount offer.

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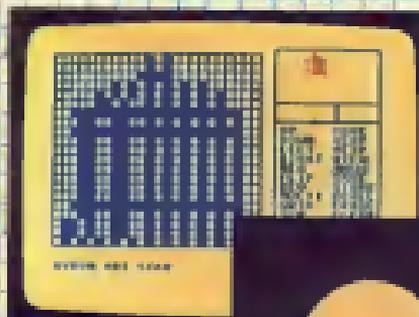
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7	Impossible Mission	IBM
8	Football Manager	Adaptive Games
9	Daley Thompson's Decathlon	Games
10	Bruce Lee	DS Gold
11	Air Wolf	IBM
12	Combat Lynx	Darell
13	Moon Cresta	Incentive
14	Shootbusters	Games
15	Socket Ball	LEK Software
16	Pole Position	Alex
17	Finders Keepers	Mastertronic
18	Sammy	Turtle
19	Wreckless	Games
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22	Mini Office	Database Publications
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34	Collar	Mastertronic
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36	Classic Egg II	Software Projects
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38	Billie	Acornsoft
39	Samson	DS Gold
40	Baron	Matheson News
41	Fighter Pilot	Digital Integration
42	Breakdance	IBM
43	Pyjamasaram	Micro Gem
44	SkoolDaze	Micro Sphere
45	Wizard's Lair	Circle One
46	Bookman	Mastertronic
47	Booby	Firebird
48	Emerald Isle	Level 5
49	Watch Dog	Games
50	Tower Of Babel	Creative Sparks

Spectrum Top 10

1	Soft Air	Various
2	Egg Hunter	DS Gold
3	World Series Baseball	Imagines
4	Moon Cresta	Incentive
5	Granada	Adventure International
6	Finders Keepers	Mastertronic
7	Bruce Lee	DS Gold
8	Brian Jack's Superior Challenge	Marble
9	Douglas York	Games
10	Allen 2	Commodore

Commodore 64 Top 10

1	Soft Air	Various
2	Impossible Mission	IBM
3	World Series Baseball	Imagines
4	Brian Jack's Superior Challenge	Marble
5	Air Wolf	Games
6	Socket Ball	Acornsoft
7	Pitstop II	IBM
8	Pole Position	DS Gold
9	Granada	Adventure International
10	Shootbusters	Action

NBC Top 10

1	Castle Quest	Micro Power
2	Billie	Acornsoft
3	Combat Lynx	Darell
4	Shootbusters	Games
5	Football Manager	Adaptive Games
6	Mini Office	Database
7	Magic Mixer	Software Projects
8	Wizard's Ore	Imagines
9	Micro Olympics	Micro Gem
10	Brian Jack's Superior Challenge	Marble

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ARCHON is brilliant. There's something in it for all games addicts; arcade, adventure and strategy are all here. My only complaint is that it's best played against a human opponent - the computer's just too good and you can't give it a handicap.

Bryan Skinner
Personal Computer News

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Imagine the outrage if a small nuclear device exploded in Britain, as MI6 agent John Fremont realizes. He is shocked, you can bet, because it's impossible to do just that and you have only a limited amount of time to find out exactly who is going to do it here and there.

Fremont's Fourth is upset (shiller) in the heat of the game from frustration. The Fourth you need is a secret agreement signed by America, Russia and Britain back in 1988. Briefly, it states that each of the signatories can, in violation of another device in the territory of another signing nation, do for no one has tried — until now.

The date is 1989 — a few weeks before the general

election. A small nuclear bomb and use their own formation services to blame it on the Americans. This should ensure that enough people within their own nation would only partly consented to Unilateral Disarmament.

The game is a three part adventure game. The first two parts being input/output driven with part three being text input with some words type sequences in part one. You have to uncover a hidden weapon code. This leads to part two where you have to discover exactly where the bomb is hidden and so to the final part and the actual defusion of the bomb. The three parts must be played in order (as opposed) completion of parts one and two

and a pointing finger round the screen and pressing the return key. Most of the bugs you might find to a window full of further options. For example selecting the phrase of the telephone gives you four choices. Each of choosing and you are prompted to the answer which is an ascending and put the telephone on hold (so that you don't lose a call of you are doing something else) and return to the main screen.

The bugs are large, very well drawn, and largely self explanatory. The telephone has already been described. The thing critical to look for during sessions and maybe that you have ignored. The clock screen allows you to put a

timer right in the corner to receive reports and always (perhaps) increasing time of these terminal game you options to read the or throw away the report as the game progresses more and more pieces of paper into on your desk, all of which need to be used upon in one way or another. It is a bit like that, each conversation is supposedly glamorous so you'll have some problems with that?

So to the game itself. As mentioned earlier your main is to the game itself. As mentioned earlier your main task is to find out who has been leading the MI6 in documents. But your job is concerned with all aspects

THE -F-O-U-R-T-H- PROTOCOL

With only days to foil a Russian plot to explode a nuclear bomb in Britain, Gordon Hamlett is seconded to MIS to investigate.

London. As part of Moscow have decided that if the Labour Party is returned to power there are certain the government to such an extent that over the next few years Britain will withdraw from NATO and a Russian invasion and to give the way for a Soviet takeover of mainland Europe. The problem is to guarantee the election of Labour. This plan is to be followed. The idea is to

give a password allowing access to the code (read code).

What you are getting into your new job as head of MI6 is responsible for security of Government buildings a document left by in taking place. The longer document that has just arrived with instructions for handling the code. A message to hand are some top secret. Help documents being a good person for would them responsibility to the Ministry of Defence and that is where the game starts.

Most of part one consists of information gathering from within your office and the home on the screen. Several messages have been sent you and some of the code are selected by your

choices (most available in the printer) as a suspect. The message lets you have different positions whilst the group gives you details of your situation, progress and how much of the game you have missed.

You have only forty days to solve part one of the game and the code will change your progress. Each day takes you minutes of computer time but time you have solved the early parts of the adventure you can use the calendar icon to skip over the date more rapidly.

The clock icon shows the bottom of the screen and your main sources of information. Normally, black symbols appear on the screen when there is something for you to read

of activity in Government buildings and other people will want you to sort out their problems as well. Some of these other jobs will give you additional clues whilst others are solely designed to waste your time.

Having read the messages, going through the icons on your own screen, it is time to get down to some serious work. The main character that a young girl named called. She is reportedly seeing a foreign national as you decide to put some watches on her and see what happens. It is worth looking up the file called "Telephone" at the stage as it gives you some important information of what is in the game. The main beneficiary used of these



passwords in the case for Newsworld — one of the other Will offices for whom they work. You can also transfer to your office — providing of course that you know the name of the file that you want.

Another thing you will have to find out pretty quickly is exactly who has access to the linked computers in order that you can check up on them and eliminate as many suspects as you can, as soon as possible.

An top story is complete without a few more clues and Fourth Footlock is no exception. Mention some through a regular check was telling you, what the latest password is. You need to know this before you can access any of the

where to put security items. If you do not get it correct first time you get a message and advice and again until you do. Getting started with this I get locks on every single door in the building. This resulted in a rather large amount of work that they call I know about what happened in London but where they were letted into were not considered a security item and the union were questioning as you were if the locks were a mine of the minute pretty quick by.

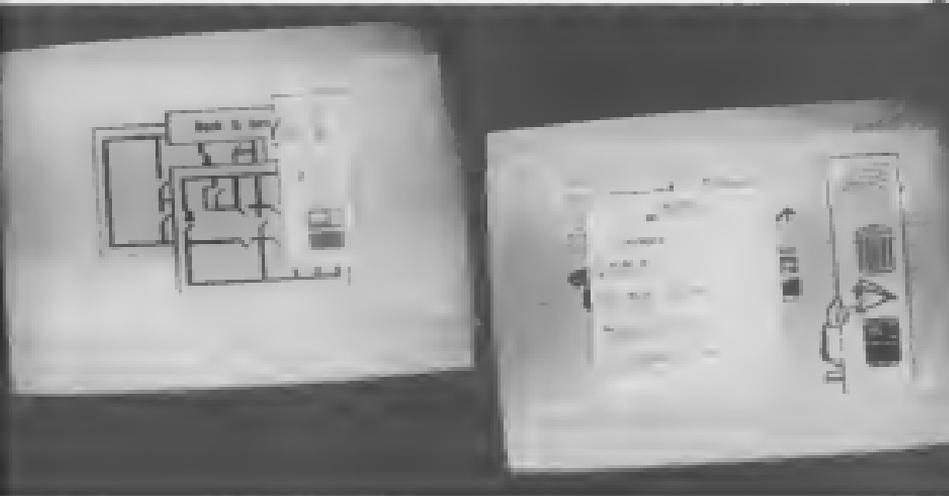
As you complete different actions in your password matrix for levels or for weeks. The more right the fewer mistakes you will have at your disposal and so you can check back

and reports that you get. Unlike other adventures where you have to go and look for things, here things come to you. Of course, you then have to act on them, but there is always something going on. You will have the opportunity for making some point analysis, using the password matrix if that will help her investigate the names and taking with other security services. Both your own and brought in your search for the truth.

When you think you know what has been going on screen work you have to complete the first you sometimes which has been set up to investigate the leads. This involves answering a series of ques-

tions and introducing. Com. matrices allow you to see the picture or talk to someone and wait to read in someone else. Matrices lets you take, drop or use an object while look levels to a choice of answering an object, reading something or taking an inventory of your stock. The final door is the one that enables you to move around. This gives a comprehensive situation of actions ranging from guided in a hole or last in entering a lift or following someone.

To start with you will need to visit various MSB buildings in order to create password with ID, money etc. You will very much a large figure on upon a character from James Bond; who may be able to help equip you.



time at Newsworld being security items. The passwords are not written down on paper but given to you in code. These need to be decoded using the code books which are included in the package of the game as a starting point. These code books are an array of letters which are used to form numbers and symbols and are to be used to use throughout the intelligence services throughout the world by virtue of being almost unbreakable.

Not all your time is spent in the office a request comes through for you to install a security system at Building X. When you get there you are presented with a map of the building and have to decide

where to put what, where difficult. The sort of thing that would affect your progress would be the possible detection of a break-in. If you get him quickly enough your progress goes up or he tells him everything he knows. If you don't get him in time he escapes to the basement and down goes your progress.

There are about fifteen different plots going on throughout the course of part one although you will not be aware of them all. Some are vital some give secondary information and others are total red herrings. The way the plots fit together is heavily coded and there is a real load of being them separately with the assistance in the matrix

done on who did it, how was he recruited, by who and what evidence there is. If you get everything correct (and he rewards it's not that easy) you get a password which allows you to part two. If you get it wrong, the game continues but with an unknown date to your progress. If you do not successfully solve part one the game ends automatically after the forty days have elapsed.

Your objective in part two is to discover the location of the Trojan Agent, it is an odd, crazy adventure but this time there is a lot of travelling to be done and there are about 170 locations to be explored. The coding and matrices allow you the same as in part one, but several new

As you roam around the country following a group of terrorists that you have had a tip off about, you will find this way succeeded by real Britain and the idea. Plus of course the fact that you never have the right to pass a piece of equipment at the right time. You have to do all your own legwork in this part so teams of workers to help you can help in part one, necessary com.





raid on the building. You must ang the six soldiers at your disposal before sending them into the building for a showdown with the EIT thugs. This is depicted as a realistic style game with both sets of agents dodging round the landscape in an attempt to kill each other. Only when all the assassins are dead can you advance it to the next with the bomb.

The 64 version puts your straight into the room with the bomb with the killer ramped around you. This is a professional advantage with tank input. The 800 can switch that you if you don't take sufficient precautions but will not let lifeover stand you the best of defending the bomb. They will try to overpower you though and will succeed if too many of

everything before it reaches, also starts to count. If you get the 800, real assistance you are provided with lines wire to be cut. You cut one and all the shock traps click in.

Fourth Protocol is the first serious attempt at a game based on a spy story that I have seen and it works very well indeed. The use of home made wire game is not intended to get this last protocol and the storyline flows well and maintains a high level of excitement. This is due to go small way to Federation. Forcibly I read the Fourth Protocol before playing because and was more than a little worried that the game would not do it justice but it is a true proved.



printed at part two gives you a password for part three. The task must be completed within a certain number of moves although this is fairly lenient and as you don't have to follow an exact route.

All that remains now is the final number of defuse the bomb and it is in this part that the Spectrum and the original differ considerably. The original specification of the game called for an arcade game in part three, but the writers — the Riverside Fiction Company — felt that this would destroy the feel of the game. The Spectrum version was so far ahead at launch it was decided to leave the arcade intention. Having heard the comments of the bomb in part two, you have to play an 800

though not near you.

The bomb is hidden inside a cabinet and your first problem is to find a way into it. This requires a combination, remember that you should have some earlier matter in the game. Any other attempt at opening the cabinet, such as a jolly kick will result in the bomb's exploding prematurely, and you getting up in a wheelchair. Once the cabinet is open, the bomb is revealed together with a series of flashing lights. These have to be pressed in the correct sequence. Again, you should have heard this out from earlier in the game. It is not too difficult to work out. At the time this was a frustrating aspect in taking away any the possibility of being to do

anything. The weakest part of the game is the third part and there is a feeling that it has only been put in to let the people see the full through to the end. The part that will get everyone talking normally, and discussing it with their friends is part one, which is fairly original and extremely well presented.

The Fourth Protocol is published by Heston for the Spectrum and costs £19.95. It is available on 84 and costs £19.95.

16

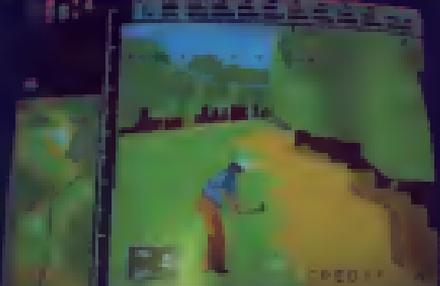
COIN-OP CONNECTION



Bank Panic



Bank Panic



Splendor Blast

Once again Computer Gamer's intrepid explorers find themselves with bleary eyes, aching wrists, and stiff necks.

As always Mike Roberts (words) and this month Steve Fhippe (pictures).

They find each other, they find the 1988 fall in Cleveland called Splendor Blast. The total display was a total display with some of the best graphics, sound, and action yet seen in a coin-op.

The game is based on a simple premise: you are a golfer on a golf course. You are a golfer, you are a golfer, you are a golfer. You are a golfer, you are a golfer, you are a golfer. You are a golfer, you are a golfer, you are a golfer.

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Marble Madness



Sprint 2000



game, it's a matter of the

game you're playing. In some cases, the game you're playing is the game you're playing. In some cases, the game you're playing is the game you're playing.

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CREATIVE SPARKS PRESENTS

Leonardo



A graphics package and a games designing aid for only £7.98! Tony Hetherington looks at the state of Spectrum art.

Other than the only difference between a good game and an average one lies in the programme designer. It is to show we have only been able to draw in one way, it is graphics created by the likes of Jim Knott, but now through Leonardo you can draw Knight, Love, and a 3D package.

Leonardo isn't the first, nor will it be the last graphics package for the Spectrum but it surely is the most comprehensive to date. For not only does it have the usual array of fill drawing, circle, and fill commands, it has an impressive array of additional features that enhance it from the rest. It is in these additional features that I will concentrate in this review.

Although Leonardo is simple to use it takes some time to learn how to use the many facilities. Indeed the program is accompanied by a 100 page manual which includes examples and an answer to illustrate some of the more advanced commands. This is quite handy. The book also includes some keyboard charts to show which operation is assigned by pressing each key. This is vital since many of the keys have three or four operations associated with them. A keyboard overlay would mean an alternative sheet however I've afraid the Spectrum plot has been

paid to such lengths. However I soon found that I could remember enough of the keys to allow me to begin drawing without a cue for the hours of every day.

The programme reviews are efficient and well thought out. The whole screen is occupied by the drawing screen and so you can create full screen images. Should you require a special function, for example a circle, then the bottom half of the display gives way to some friendly graphics for the review and so on. Once the help has been completed then the full drawing area returns.

Many users will find that they work on good paper before commencing it to copy and will therefore benefit from a small but

useful display that shows the progress of the drawing. You can be helped between the top or bottom of the screen so that you can always see the area in which you are working. Good keyboarding is also commendable. In fact, as necessary with Leonardo it is with other graphics packages. For drawing can be easily erased, copied or even scrolled across the screen to the desired location.

Indeed, Leonardo seems to have been designed for the busy artist. If the screen gets too small you need a scroll wheel. Such a program would be interesting, but not with Leonardo. All you have to do is draw one more window, this time sized as you wish. Leonardo will produce a picture window. This can be any defined window of the screen and up to 255 small elements can be added in any form. We can then see our file on the screen and thereby save time on the screen. By carefully looking some additional parameters that can appear to stand behind our picture window, a realistic display those two or three types of text and the screen menu because over time realize. What a real time experience it is that it gives you hours to create.

Leonardo stores the picture elements on the hard disk screen which can also be used to store up to 74 DIB's or an entire basic screen. Unfortunately not all those however you could create the images, patterns and DIB's that you wish to use, you are given in steps and can easily be kept. You can then be loaded into your own programs.

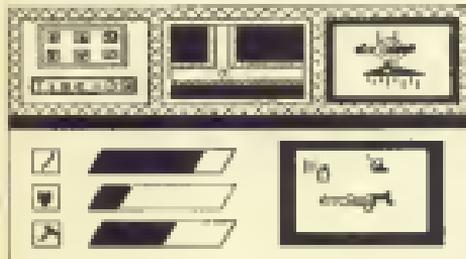
Colour is added to programs in the graphics programs and not Leonardo only adds the Spectrum's attribute problem that gives colour to images. However it can help by allowing you to work on the colour on and when required. You can



also wrap around and even wrap the screen across the wrap.

Programmed drawing is Leonardo's most impressive feature. It is also the most difficult one to understand and use well. However, the routine of how are used would be the average. Basically it consists of two stages. In the first stage you define up to nine coordinates that will describe the drawing. In the second stage you define the first nine as you can define a number of parameters that will draw a series of the images. However, each one can be modified slightly or rotated by any angle or both. You can also use picture elements or just a color to be used transparently or not. Draw can be loaded by using handbooks into the database.

As you can see you can describe a Leonardo's routines to produce an image and images. Instead of



will take minutes to discover all of the different possibilities.

Most graphics packages help you create pretty pictures but they leave you wondering how to use your creations. Leonardo solves this problem by including five machine code routines to allow you to use your artwork in your own programs. It is in a knowledge of a Basic program and is easy to use but if you have to be in the line of three parameters. These routines are available through a menu or by keyboard to game designers.

The first routine allows whole or part screens to be drawn. Most graphics systems need an arbitrary. The second is used to print screen picture elements anywhere on the screen, over the background or merged with it. Similarly, colors of IBM's can be printed or merged by using the third routine. The last two routines are used to

wrap between alternate drawings and

to fully use the game designing potential of Leonardo's routines. Though less different games, the first a Knight's Move could involve several games, the second a Shadow's Move could involve several games, the third a Knight's Move could involve several games, the fourth a Knight's Move could involve several games.

Designing the arcade game was easier than I first imagined when I realized the potential of the first user program. This allows you to move one or more thirds of a screen through by the screen display. Therefore if you make your screen image independent, you greatly increase the total number of screens available to the game. For example, the top third of one screen becomes the bottom of another. The middle of a third screen and so on.

Open the background has been created. Animated figures and messages can be added by using the routines. The whole game can be completed by the editor.



numbers who want fast and clean a number of screens that have changed from the ship's eye. These screens are off screen. Screens are off screen. Screens are off screen. Screens are off screen.

The first job was of course to draw the main control panel. Displaying the ship's eye for a 640x480 screen was a display showing the ship's eye. The ship's eye is in the middle.

Next the map of the ship was drawn. It had to be a full screen that was then divided into picture elements that could be displayed as and when required.

Finally, the rest of the display of IBM's which had to be created and stored separately.

The program was easy to program as it didn't require any advanced routines. The correct element of IBM's was printed in the right place at the right time.

In time I will improve the game by perhaps adding further screens to the second one or change the arcade game to a platform game.

Looking upon Leonardo's routines, I had to be honest. I was concentrating on trying out new ideas.

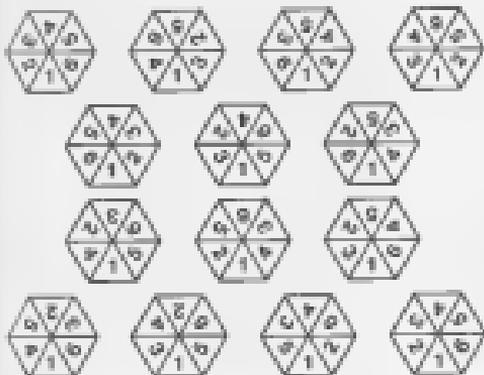
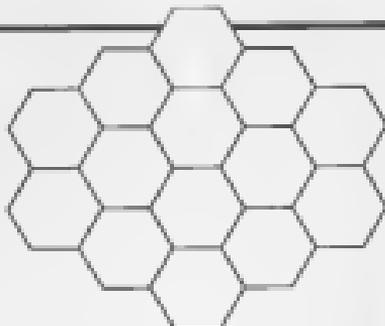
It was to try and find that with this program I would say that it looks like one important feature that is the ability to modify the area that you are working on. It is the easiest to accurately draw large pictures. It is to draw a line on the screen. Finally, it would have been nice to have been equipped with a library of predefined pictures elements to get you going. However, this is easy to modify. It is to draw a line on the screen. Finally, it would have been nice to have been equipped with a library of predefined pictures elements to get you going. However, this is easy to modify. It is to draw a line on the screen. Finally, it would have been nice to have been equipped with a library of predefined pictures elements to get you going. However, this is easy to modify.

At last, at the Leonardo's is a small but all spectrum screen.

21

If you have matched the outdoor swimming team you can step from the grasp of the Larch of the Void into another time. As you do so take what you have already discovered — and score 100 points.

Remember: Keep a check of the total score. It may not necessarily be the one with the highest score that is able to answer ALL the 16 another TIME and another SPACE WE TROUBLED YOU with you will.

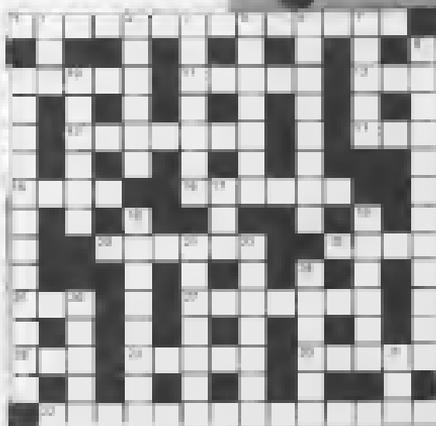


CROSS ACROSS

1. FRODO BAGGINS (4, 5 & 6)
2. Lord of the Rings (1)
3. The Fellowship of the Ring (1)
4. Gandalf the White (1)
5. Gandalf the White (1)
6. Gandalf the White (1)
7. Gandalf the White (1)
8. Gandalf the White (1)
9. Gandalf the White (1)
10. Gandalf the White (1)
11. Gandalf the White (1)
12. Gandalf the White (1)
13. Gandalf the White (1)
14. Gandalf the White (1)
15. Gandalf the White (1)
16. Gandalf the White (1)

CROSS DOWN

1. Gandalf the White (1)
2. Gandalf the White (1)
3. Gandalf the White (1)
4. Gandalf the White (1)
5. Gandalf the White (1)
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16. Gandalf the White (1)



24

HINTS

When you're in the middle of a race, you'll want to be able to control your car with a minimum of button pushing. Here are some tips to help you do that.

8. If you're the first regular driver, I will not have a car. If you're the second, you'll have a car. If you're the third, you'll have a car. If you're the fourth, you'll have a car. If you're the fifth, you'll have a car. If you're the sixth, you'll have a car. If you're the seventh, you'll have a car. If you're the eighth, you'll have a car. If you're the ninth, you'll have a car. If you're the tenth, you'll have a car.

As always, good racing is the key.

Computer Games
1 Golden Square
London
W1N 2AN

Pole Position

The first game we are going to look at is Pole Position for the Atari home computer system. The hints here are not applicable for the AMC, Spectrum and C64 versions.

Braking? Don't!

There is only one time when you should use the brakes and that's on the corner line if regular players know and hate it is a very short left hand hairpin you with a brown sign on the right hand side of the road. You may get into a bit of bother with this if you are trying an outside overtake of an opposing car (you shouldn't be in this position - read on later). The point to remember here is that your speed must be below a certain threshold to be able to turn at a hairpin and get you around the outer edge of the track without crashing in to the wall.

Using 100mph on the right hand side of the track is a sure way to get you into a bit of trouble, so if you're in the middle of a race, slowing

and low gears - to that, anything to bring you down to the magic 100mph you need to escape from the danger. Anything higher and you will lose the race.

Slowing Down

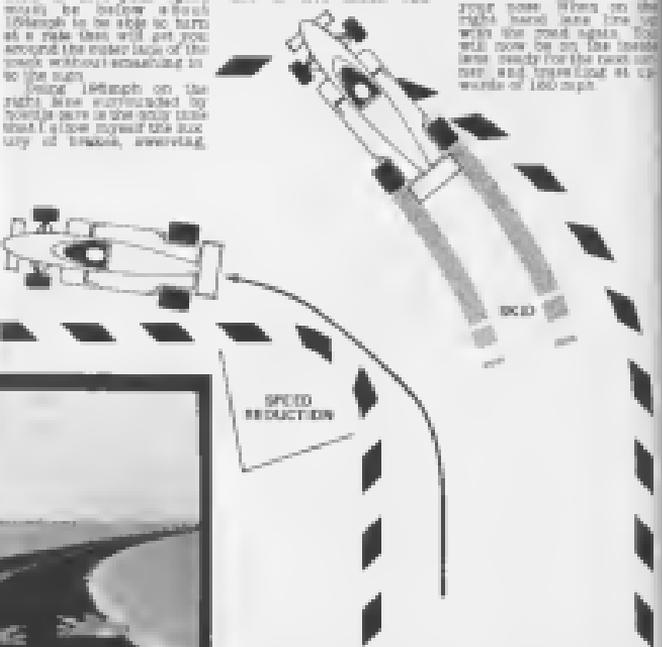
As the previous section should not be misinterpreted by using the brakes. This is to be done slowly, you don't want to be accelerating in half time to be accelerating to slow down. When you reach you need, occasionally you should use the brakes. Slowing down you down by a small amount, usually all you need is a subtle change in velocity.

Braking around corners can be useful, especially if there is a bank of opposing cars. Overlapping on a car can be very much fun.

Although it is fairly straightforward for the experienced player, it may be worth experience in on-track racing at the moment at once.

Remember the road is useful for most of the speed and regularly regular position afterward. The technique should be used on the intermediate track level under perfect conditions.

On the straight towards the end you should be in the left lane doing 100 mph or near to it. As you see and approach the corner a right will appear on your left. Look to be early as you don't want the right to take you out for a couple of seconds and your speed will drop to 100 mph. Then look out to the right as hard as is practical. The intention and steady aim should pass harmlessly in front of your nose. When in the right hand lane the car will now be on the inside lane, ready for the next corner, and travelling at upwards of 100 mph.



The Band's On The Run!

...7 busy characters, 10 lost chords, 15 hours, 48 Traffic Wardens,
95 London Tube Stations, 126,790 square feet of London,
7 million Londoners ... 943 action filled screens.

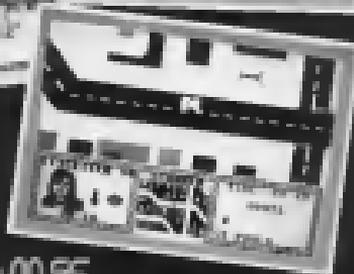
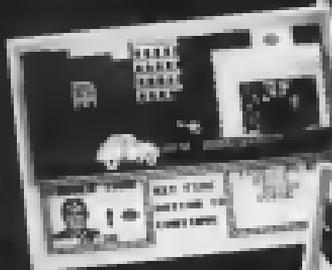
PAUL McCARTNEY'S

*Give my
regards
to*

BROAD STREET

The new single is missing and the band have gone home for the weekend — leaving you just 15 hours to re-create the missing tune.

A race against time around London to find each member of the missing band. You have to watch out for blue menits, wardens and Rats! A clever strategy game, full of excitement, brilliant graphics and all wrapped-up with McCartney music!



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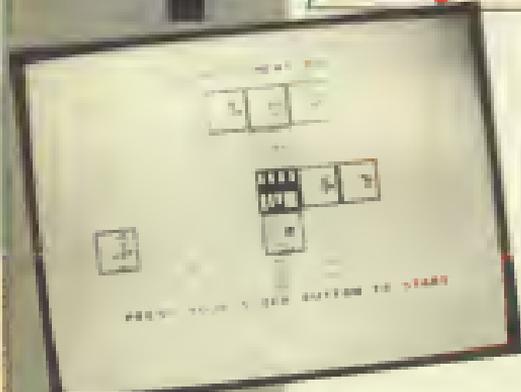
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M.U.L.E.

Dave Bishop takes an indepth look at a strategy game that attracts both strategists and arcade freaks.



28

Imagine an epicomic strategy game where you manage as much as hand, eye, ear, and intuition, and quite thinking as it comes to strategic planning!

Imagine a game as complex as chess, yet as simple to learn as checkers.

Imagine a game that lets four people compete and yet forces them to cooperate.

Imagine a game that attracts both strategy players and arcade freaks.

You have just imagined M.U.L.E.

M.U.L.E. is a game of exploration and development by another player. You set up on four locations. The main player will take over up to three players if you are short in Home Bases. This is also a resource intensive on game where you can sit back and watch the computer play all four players.

The Aim of the Game

By developing resources and developing plots of land each player must try to make as much money as possible. But there is a catch because you must have part of a money machine, just as a main address a certain monetary level in order to survive. The more wealth each player is in his or her pursuit of wealth involves the money is stored in "pockets".

Choosing your Character

There are eight different characters to choose from, each with different abilities. For example, some plots are good at planting potatoes, more of that kind. Different characters also start with different amounts of money.

What is a M.U.L.E.?

M.U.L.E. stands for Multi User Labor Market and they are robots designed for appearing other worlds. The design of the M.U.L.E. allows games to be played, there are specific tasks in the game. M.U.L.E.s are used as small production facilities.

Resources

There are four resources:
(1) Food
(2) Energy
(3) Machines
(4) Crystals (only found in the bonus level game)

Food is needed to pop into enough time to make more M.U.L.E.s. All plots except those producing food will use up this resource. Food plots themselves are self-sufficient. The price of food usually stays well below 60 energy, during development when it can reach 200, over the 300's. The best place to produce food is by the river.

Energy is required to power your M.U.L.E.s with a limit of energy will result in under production on one or more of your plots. Although food plots use up energy, M.U.L.E.s are self-sufficient. The price of energy follows much the same pattern as that of food.

Machine is one of the two raw materials that can be mined by the robot in all levels during the river however, these plots are always unproductive will yield the most plentiful supply. The more money you have in a plot the better a machine produces. It will be machine is used to produce plots M.U.L.E.s as it nobody produces Machine. So how M.U.L.E.s will be made and if there is a raw one M.U.L.E.s. Use the

Employee prices may vary with the GDP's.

Cryolite, like diamonds, is mined from the ground but there are only a limited number of places where its underground deposits can be found. There are two ways of determining whether a plot is rich in cryolite. The first is by testing the plot; you are compensated, in, by taking a soil sample back to the mine for analysis. The second way is to develop a cryolite M.U.L.E. and a job you think may be rich in cryolite. Once located, the number of jobs in the bottom left hand corner of the plot will tell you all you need to know. The price of cryolite ranges between 60 and 100 and is not affected by supply and demand.

There is a store in the west where prices (except for Cryolite) are governed by supply and demand. The more refined gems will always be 50% higher than the buying price. Make it if it has anything to sell.

Left play a game.

The game is divided into three main phases:
(1) Land grant
(2) Development
(3) Auction

The Land Grant

The colony is divided into 16 plots, nine of which is the town. The remaining 40 are to be used to produce any one of the four resources mentioned above. By studying and developing a M.U.L.E. at the start of the round a black career trader will look to turn you in to business and from then on every trade is shown by pressing a joystick or keyboard when the career (from the plot you want to be) always has enough though because the same rate may want the same job as you in which case the first on the button will get it, although close jobs will probably be won by the player with the money at the time.

At the end of the land grant phase every plot may be put up for auction (see later).

Development

Plots are developed by entering the town and purchasing a M.U.L.E. which then has to be qualified to perform the required function. This having been done you must lead the M.U.L.E. to the plot you want to develop.

At the end of the phase the production of those plots with mines to show by the number of jobs e.g. jewelry in the plot from 0 to 10.

Auction

After production ceases a series of auctions where players can bid and obtain each other for the various resources. This is one of the best designed features of the game!

At the start of each auction you must decide to be buyer or seller. This has not been done the players are clustered on the top row screen with the sellers at the top and the buyers at the bottom.

By using joystick or keyboard players can move up and down the auction list and where buyer and seller meet a negotiation will take place.

When two buyers meet a seller in the same time (or vice versa) the player with the least money will lose each time. This allows you to buy out the store for example, when one or more of your opponents need to buy too. This leaving them stuck!

Economics

Buying and selling prices in the store are determined by the amount of production and the relative requirements of each resource. As you are producing a certain amount of cryolite you can be a seller of cryolite as well as a buyer of M.U.L.E. as it always costs nothing to be made by attaching before the price drops.

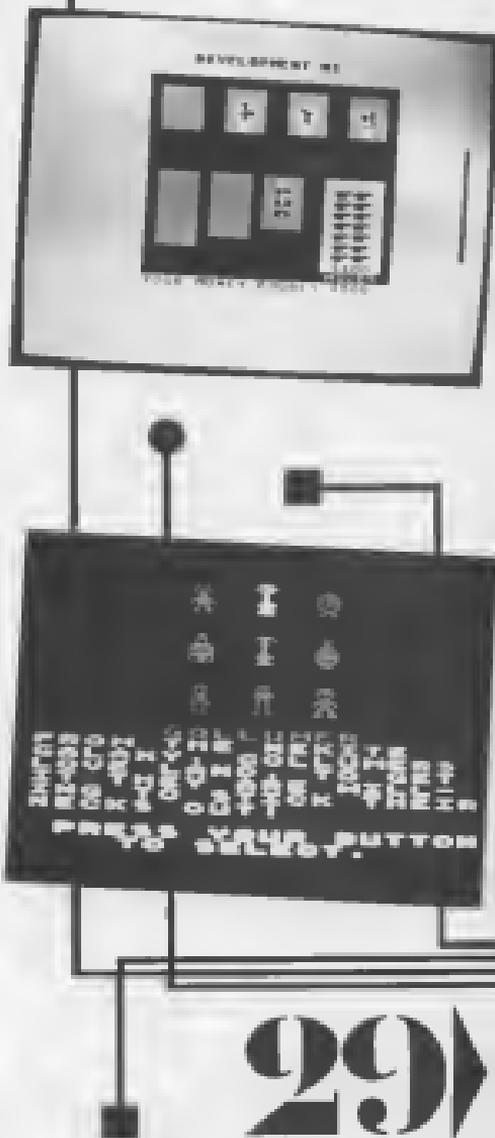
Another vital part of the game comes when deciding what type of M.U.L.E. to place on a given plot. There are a number of reasons for developing a particular M.U.L.E. One is to produce food or energy for your own continued survival another may be because everyone else is either short of or not producing any money and you think that money may push the price up and even double the selling price especially if the store doesn't have any.

There are a number of other plots you can place in but these are helped by going out in law during the development phase. This allows you to see what the others have done and legislate accordingly.

Economics of scale & the learning curve

Before each level game phase it is important to work out what you are going to try for. As your jobs produced the same thing will produce one more unit just due to economies of scale. When

In DEPTH



64 ADVENTURES

Infocom are the undisputed leaders in text adventures. Gordon Hamlett examines their range in his first look at adventures for the Commodore 64.

Life is becoming very interesting for 64 owners. Not only do they have an ever increasing range of British software available to them, but also large amounts of American software are now appearing on the scene. Whereas previously games from the states could only be obtained from a few specialist

buy a disk drive to enjoy a lot of these tremendous titles.

The reason get very clear when talking about American adventures by first mentioning Infocom. It is important to look him all the second paragraph — 201. They have justifiably acquired themselves a

ly convincing. This applies to the whole of the storylines which fit together beautifully and reads as if it has been written by a professional author rather than a computer programmer. The text also contains essential clues and is direct

Universal Empire is hard when I now totally believe in it, the games are independent of each other and can be played in any order although it would seem logical to start at the beginning. This gives you an ex-



store who had imported them, but these are now becoming freely available under such titles as *The Cold One Adventure* and *Commodore Adventure*. The reason for adventures being sold in great force. The last game bought in that you will almost certainly have to

repetition of being produced in the world's best adventure games. It was enough as though I am usually in that way. Then let me try and explain.

To start with, the games are best way. Not for them, a few lines of description and pages of it. It is very well written, easy to read and most important of all, total

to read very carefully. I would recommend reading a description at least once. Don't hurry along to get the general feel of things and then a second time slowly to gain all the extra bits of information.

So what are these wonderful games? The most famous one and the one that started the genre was *The Lord Dunsley* but it is the best

the advantage here on the you may gain an additional one or two. For example, there is an optional reference to *Lord* if you do want to see if you go round. Saying "Hello sailor" but it is not until *Lord* that you come across a *goldmine* of the

When the task of collecting *Lord* is not exactly original, the problems

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Feeling Adventurous

Are you one of those many "hard" adventurers who started out at all in your teens around the time some of the adventures had said that now you have come to a barrier which you cannot pass? If this is the case then read on.

Many adventures find that when they have the initial beginner stage of adventuring and begin to find their feet in the world of adventure software their amazingly rapid increase in skill and knowledge of these games suddenly seems to slow to a halt. Once over the first hurdle of teen adventures before, the player finds the skill does not seem to be increasing and he occasionally gets stuck at a certain stage of every game he plays. Obviously the problem and problems increase in complexity as he/she gets into the game the practice and persistence is not always enough to get you through.

I believe that a certain dose amount of experience can be gained from writing your own adventures. It enables you to understand the complexities of an

adventure program, and at the same time perhaps be able to get behind the scenes of the software writer and follow the development of their game. You will learn the problems they encounter and find out how they successfully or maybe those losses in order to overcome these problems. And of course apart from all that, it's a lot of fun.

I'm not going to give you all the "biggest selling techniques" that are used, that would take too long. I am just going to outline what the basic requirements are.

If you decide to proceed with adventures writing them, I would suggest that you, perhaps travel to a book on the subject or compatible with your own game situation. There are several good books about a variety of games so I shouldn't think it would be too difficult to find one to suit you.

Once you have decided to write your adventures you need a plot. It is better than instead of just having a single aim to your game, such as finding the treasure and getting it back to your treasure chest (a typical adventure goal). In writing programs it is better rewarded to go with your

game. Here you can really let your imagination run riot. You can think up a story along which which your adventures will be based. I always find it interesting if when playing the adventures, you play it as one of the leading characters in the story. It would seem rather pointless to cast yourself with a walk on role in your own adventure.

Your story can of course be anything that takes your fancy. You can think of the more traditional line of deep forests, black towers, castles and castles or you can perhaps go for something a little more modern, like a space adventure, or even something involving everyday objects which you have developed a kind of their own, or even a combination of all these ideas. Just let your first players love fantastic stuff.

Once you have written your software you can begin work on the screen, but the illustrations of your game are always up to you. Of course, to have really beautiful pictures that will have to be added, secondary listings and all the usual peripherals assembled.

It is best to start with something simple, is a bit short text adventure is, solving a small number of puzzles, puzzles, objects and characters. You could actually write a short

adventure using very basic input operations with a number of puzzles or what I call a conditional basic. This means that something will only happen if a certain condition is fulfilled. This type of program can be very short and will allow much scope for

deduced and imaginative concerning whom it was I suggested the purchase of a book on that, you'll see.

It is interesting how you have a plan of how your business has to be arranged and what people you wish to pass through each of these positions. I do suggest that if you have it in mind to need knowledge or professional help that you can call two or six others to start with. It is better to build up your program gradually in instances of short material than to complete it all together otherwise rather than trying to write the whole program at once and then finding out that it doesn't work.

One point to occur and a hint to my mind, but once you have mastered the new techniques of the last adventure, there is no reason why you shouldn't set up your own make it more colorful.

Unfortunately writing your own adventures means that you do not get the fun of playing them since knowing the answers is all the pleasure means writing but not may that the experience you have gained will hopefully enable you to advance that in further with your other two sets of them. You may even become a master in advanced literary although that might be a little too much to hope for. I think your adventures are the greatest course of material I've ever designed. They require some to go through attention and I don't think that writing your own will in anyway enable you to play as well. What is it a good kind type of skill which is required, correct timing and quick reactions come out with practice as keep it.

Having problems?

There are various routines which I have followed in accomplishing a problem. They are not always successful of course but they provide a good basis of where to start setting away at your problem. I hope that you will find them useful.

Problem No. 1: Type will not load correctly or won't run after loading.

A common enough problem which frequently enough occurs before you have even reached the title page of your adventure. Here is how you should try and remedy this.

(1) Check all leads are connected correctly. If they are not then adjust them accordingly and try again.

(2) Turn the tape over and try the other side. One side of the tape may

have been corrupted. Try adjusting the volume control on your tape recorder. It may be that your particular recorder is susceptible to a different level than that which you are used to but that the volume control on your tape recorder is faulty and.

(3) Try using a different tape recorder although the happens rarely, it is possible that certain tape recorders match more with certain programs but use of another tape recorder would solve this.

(4) If none of the above prove successful then write to the manufacturer requesting your program to be downloaded on a disk. It usually provides for just such a purpose. They should send you a standard copy free of charge.

Problem No. 2: You come across a character in a book who appears to be different from the character you read from performing an action.

This problem is obviously associated with actual play of the adventures.

(1) The first step of what the character is and see if you can think of anything associated with the character in type of character that you think you are reading and try out your theory.

(2) List your inventory and write down anything that you are carrying. Use each object in turn against the character that some thing happens, use your senses without reason though. Don't try to win the creature with a whistle, blow the whistle it might just scare him away. And try giving the creature some of your food. If you are carrying too few things for you might not get them back.

(3) Look around your home, door and see if there is anything that might help you then.

If all the above fails then there are two possible reasons why.

(a) There is no solution to this problem.

(b) You have not been far enough with this adventure or perhaps, at the wrong actions to enable you to solve this particular problem.

The first is highly unlikely and extremely un-entertaining. The second has just one message to tell you. Get severe and a step on playing.

ADVENTURE

Problem No. 3: An object, or wall or something of an inanimate nature is blocking your path.

(1) Examine it carefully for any signs that it may give you.

(2) Examine your location carefully to see if there is anything that might help you there.

(3) Take note of what the object is and see if you can think of anything associated with the object that you think might give it an answer. It may try out all your theories.

(4) List your inventory then try out each object in turn against the problem. You should examine the same principle applies here as with problem 2.

The one other rule is advancing which should always be applied before anything else is attempted. Sometimes as you near it do not pick up anything before you have examined it. You could save yourself from quite a few sticky situations if you remain logical.

Two steps that I did not mention in any of those problems above routine were:

(1) Ask for help. This one message has because it really should only be used as a last resort and in any case you might not get help for which you want it but if you really are well and truly stuck by a problem that just one step is to give help. Read the other side of the tape then that you play. This may seem a strange one to use but there may be a bug in the program which is not immediately apparent and does not know you to recognize a certain problem. You may find that heading the other side of the tape is the answer.

(2) Turn the tape over and try the other side.



Dear Martin,
With reference to your article in April's edition of 'Computer Games' could you please enter my help with the adventure 'Hanged' by Martin. I am only about 20% and always get stuck. One I've reached the 1st floor. I've tried numerous ways around the problem and entered London via Sapper, Oxford, Frowdley etc, but all to no avail.

So far I've collected my 1200 words the traditional 10000 but have exchanged 1000 for gold which I've subsequently washed, been in the Under sea and exchanged my bracelets for bread and taken the art and a system message from the tower gate before going into the water where I've acquired a travel pass.

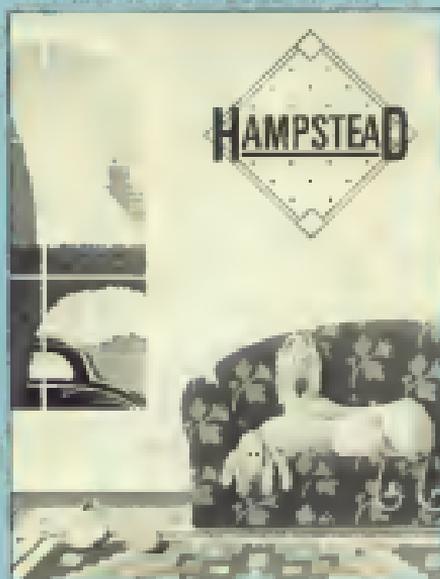
Any help you could offer would be most gratefully received.

Thanking you,
Tony,
Box 0, Trowdon.



This is the procedure I suggest you follow. Before you go to the station to begin your train, I suggest that you return to the line that leaves the main road and the last station. Here you are to go east towards Hangedford. Now you will see an old screen that has been seen gives the present level of Hangedford (don't do HANGD FORD) the words and you will come across a park bench. Sit down on the park bench (this should be possible just by typing 00). Unfortunately if you sit there as a credit card. Take the





credit card and go south, then want to return to the main planet. Follow your normal course of action. Use a small area reach disaster. Leave the box and go north until you come to the area where the better class of people stop. Enter the maze carefully and purchase a business suit with your credit card. Don't forget to wear it before you leave the shop though.

I hope these hints will get you a little further and that the address of the credit card will get you some more around for the good time you play Big Hampstead.

Q

Dear Martin:

I have just bought and read the first issue of your magazine and I must say found it very enjoyable. After reading the adventure column which is always the first thing I turn to, I feel I must write to you on a number of points.

36

I hope that you are not going to fall into a trap of reviewing the so-called "AN OLD ADVENTURE" in the adventure column. Although there may be problems to solve, but I feel that anything that requires a puzzle and no need to get a real life adventure is a bad enough thing about text only and text and graphic adventures, without starting on about "Archie Adventures" or what leaves them to the average person as the many requirements seem to be missing. I must admit I have got "Archives" but not a lot to say in my adventure box.

Well how do you find my quest? I'd wish you all the best for the future of the magazine and especially of your column. Tell me do you need another page?

I've got to stay home more days or something now so I'll see you too.

Happy Adventuring!
Yours
Paul Lambert

A

Dear Paul,

Thank you for writing to me. I'm sure entirely well all that you read about arcade adventures. I believe that I mentioned in the first issue that arcade adventures were certainly not my

ADVENTURE

favorite type of game and as a result I am rather poor when it comes to playing them. I do not intend to spend much time chasing big their advantage over my own up to playing of arcade - they are still advantages of a sort though. There is some thought involved in working out how to overcome various obstacles but differences being that your attempts are not input using physical responses rather than verbal input. Still I do see your point.

What to other readers about?

Q

Dear Martin,

Please help me and the family we are completely new to the Adventure Game - having bought "Horus Of Karn" and after many frustrating hours have finally given up trying to beat the 100 winning winning competitors by following "The Rules" everything having failed "Horus" I either can't get passed the Bear or the "Marrowgate" or get "Darius" into the correct dungeon. Please help me to get a little further into the adventure. I look forward to hearing from you shortly as my help is desperately needed. Yours sincerely
Mick Smith

A

First of all you need to get rid of the Marrowgate. You need with you the "Key" which can be found in the "Marrowgate" which the "Marrowgate" with you. You are now able to beat the "Marrowgate" and then let yourself be thrown into the "Dungeon". If you get thrown in the "Dungeon" without the "Key" then you are in trouble. There have for good and you will have to start the game again. When you have the "Key" then you must give it to the "Guard" and he will let you out. These "Keys" are highly valuable to "Horus" if you wander about down here for a while you will come across a lot of "Money". You can sell "Money" with it to the "Bank". Give him the "Money" it will send him off to sleep and you will be able to get past. I hope what you find beyond the "Dungeon" will be good. Will "Horus" be breaking that link?

H-T-C-H H-K-E-R-S- GUIDE TO THE GALAXY

David Bishop

The term "state of the art" is often misapplied as if it were a human role working on the science. However, having spent many hours exploring the bizarre world of Douglas Adams' *Hitchhiker's Guide to the Galaxy*, I am convinced that the art of computer adventure should always be in this state.

Hitchhiker: The very name alone comes from the famous double (though for each) throughout the book. The writer of Adams' previous books features highly sophisticated language structure and have been called "Interactive Fiction" rather than mere text. A description which perfectly describes a good light's interaction with Hitchhiker.

Adams and Lichtenau are authors of the book. From start to finish and this message of intent has given an unqualified answer with a lot of the book being original rather than taken straight from the books or the play or the radio show or the feature film or the TV show or the

Having spent an long time trying to answer the book, I'm not about to state it's easy for anyone else but a few dozen would love to test your appetite.

As in the book, the game starts with you, Arthur Dent, trying to answer a particularly odd and serious that manufacturing you have to make way for a highway wouldn't be so all friendly.

Only some of this may be because the book's going to be destroyed in 10 minutes to make way for a new Super Space Highway being built by a Vogon (see Hitchhiker's Guide to the Galaxy).

Arthur Dent, who you have just discovered, is really a researcher for the Hitchhiker's Guide to the Galaxy, you are captured by the Vogon.

The Vogon captures in state of mind you some of his poetry (you should want to read it in the book, according to the Guide before answering you test in game).

On Planet Earth in our you are put up to answer and are put up to the limits of what a computer can do. The only way this is possible is by the computer's ability to



never just what exactly you would have to do would speed your progress, but suffice it to say that in order to do it you must become other characters in the book.

The best way to it is to use it in with a couple of examples. On the bridge of the *Black of Gold*, you find a hand-picked crew having a pair of lenses later on you make up as a carp and you are being chased by Arthur Dent (the who you just were from whom you get a very important clue) (I'll write you up in your journal) (you in the future, as Arthur Dent again, you estimate the odds of the book being on the bridge of the *Black of Gold* on the bridge of the *Black of Gold* in order to discover that lenses have been joined by the *V.I.I.*

As if that wasn't enough how about being on board a intergalactic spaceship? (I'll write you up in your journal) (you in the future, as Arthur Dent again, you estimate the odds of the book being on the bridge of the *Black of Gold* on the bridge of the *Black of Gold* in order to discover that lenses have been joined by the *V.I.I.*

dog peeping outside the pit where you and Trillian were drinking six chicken before the Earth was destroyed. In fact if you have brought a cheese sandwich from the pub and it is the dog that is what would have happened. The dog is deeply sorry. With powerful wings of the *Black of Gold* (I'll write you up in your journal) (you in the future, as Arthur Dent again, you estimate the odds of the book being on the bridge of the *Black of Gold* on the bridge of the *Black of Gold* in order to discover that lenses have been joined by the *V.I.I.*

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Hitchhiker is a long, free, highly interactive and available library. For my adventure, I'll download it's a major contribution to mental development and seriously worth buying a disc drive for.

Hints and Tips

1. Consult the Guide about anything and everything.
2. Don't die.
3. Take everything you find — all things are useful.
4. Don't die.
5. You'll need four objects to get the Nobel Prize.
6. Make use of such propositions as "under", "through" and "under" when using such verbs as "look".
7. There is no real number 7.
8. Read every word of the instructions manual and the text that appears on screen — both are needed with close and funny text.
9. Being your best friend will get you out of many a tricky situation.
10. Never be without your towel.



Dungeon Dressing

When is a door not a door? Gordon Hamlett answers this and other important questions in this month's Dungeon Dressing.

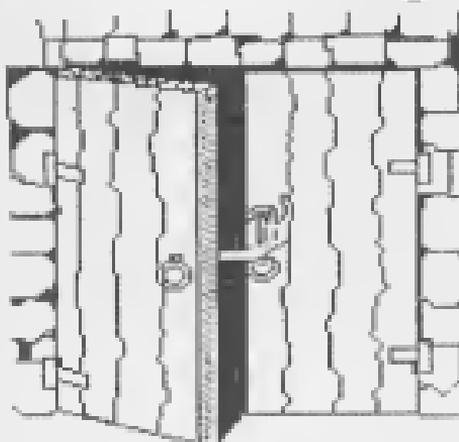
Last month I looked at ways of making your dungeons more interesting. Over the next couple of months I want to deal with the problems which an adventure

If you wish to populate your dungeons with later walled-in business then first, I am not going to try and stop you. What I think you ought to watch out for are those (a) rooms full of stone in the middle of a cavern or (b) rooms hanging out in a story all over the place and adding to other words try and avoid major inconsistencies. Before you argue that you have got a special justification for writing them, let me say just that this message came from a community of game designers and was set in an English word.

What is a very difficult message to comprehend as surely it is all made before anyway. Probably the best way of explaining it is to say that if you have got an escape and hope it becomes clear. Would you like an aileron, the one means full of stone is out of place in the rest of the setting. It may be a green tree, but you should see it in that particular story so take it out. Make a note of it in your next one instead.

Fascinating Features

The honest one of the most boring parts of a room description is those Doors are for hinking doors. If far interesting with the most coloured key in the world. I've written out a lot of a few ways of making doors more interesting. In part of the only doors that I can remember from my adventure playing are in



part II, with the door's real sticking out of it and the individual door in *Witchbane* Guide to the Galaxy.

Decorative Doors
Doors to use double doors.

Shape
rectangular
arched
square
circular
barrel
round

Material
wooden
iron
brass
steel

Locking Mechanisms
special
ledge
disguised
locks

Escape/Entry routes
whatever leaves your fancy

Special Features
slide or spring
door/corridor
barrier
one way doors
locking
invisible
rotary/invisible
serrated
porcelain

Selecting a few items from the above list should do wonders for your portals.

Trap of the Month

A lot of you seem to have misinterpreted what I meant when I asked you to write in with your ideas for writing and traps. I did not want you are walking down a long corridor when a jet opens up in front of you and you fall. You had got some personal ideas for any door. Instead I was looking more for themes to be overcome. There are two of a similar theme of disguising access to other parts of the dungeon. Corrie's *Witchbane* Great Escape came up with the idea of a secret passage. They tried one, but it is only a small ledge consisting of two steps. Corrie's idea has solved the puzzle the player passes on whatever had been searched. The others let would have discovered a sliding panel which revealed a hidden passage to new locations. "Tough trap".

Henry Cherry from *Dev* by says in his letter that in his experience, seven letters had only to think in two dimensions and look for secret doors only to make the passage a large room supported by several pillars. One of the pillars contains a secret door behind which is a narrow spiral staircase leading up into a hidden room.

It is also possible to have your doors trap, mostly or trap those letters standing in.

I have been asked to recommend some reading material apart from the obvious. Tolkien and I hope to be able to give the old book review in the coming months. If you have any good suggestions in the meantime please write to the care of *Dungeon Dressing*.

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WHAT COMPUTER MAGAZINES DO YOU BUY?

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HI-SCORE

More people than ever have written to us in the last month, with their best scores. Representatives of such mighty leagues hold on: Hangling Bay, Death-Joe Snapper, and Onoko Bag. There are also some new additions for games we had no details on: Snake Special, Donkey Kong and others.

Remember all you have to do to enter is fill in the appropriate space provided on the page (or another page) to sign. It is easy that they have witnessed this screen what would be preferred and taken prior to.

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Name	System	Score	Name	Year	Score
Pole Position	VCS	14,700	M Roberts		14,700
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Hangling Bay	VCS	7,700	J Hill		11,100
Snake	VCS	7,700	T Pryce		4,700
Snake Patrol	VCS	7,700	J Hill		10,000
MS&S	VCS	7,700	T Pryce		10,700
Mouse Trap	VCS	7,700	J Hill		6,800
Scorpio	VCS	7,700	T Pryce		20,100
Old Dog	VCS	7,700	T Pryce		18,800
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SMART	VCS	7,700	J Hill		6,000
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Onoko	VCS	7,700	A Ryan		18,000
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Hang on Hangling Bay	MSX	A Ryan		14,000	
Snake	MSX	A Ryan		14,000	
Snake's Midnight	MSX	D Hamilton		11,000	
MS&S	MSX	A Ryan		11,100	
Snake's Midnight	Spectrum	A Ryan		14,000	
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Snake Special	MSX	J Pryce		14,000	
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* Highly recommended

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Title:
Computer:
Supplier:
Price:

Rockfordark II
Commodore 64
Mongoose
\$8.95



Rockfordark II, which is subtitled "Rockfordark Revenge in the sequel to the highly popular Rockfordark, which was one of the best games of 1984.

The game chronicles the exploits of the games hero Rockford, as he for diamonds while avoiding being blown away and being blown away. Most of Rockford's problems stem from the fact that when the screen scrolls and a diamond is dug away, that rock would fall and if Rockford was still under it then a die would be lost. However, Rockford had to be forced to go to the diamonds and at each of the game's 18 screens posed a different logic problem which had to be solved with a specific code. Some screens were protected by deadly firebees growing around and around that were hard to avoid. You had to kill diamonds when contacted by a tracker.

Rockfordark II includes all of the old features and a few new ones that will give you a completely new background a rule for their money.

The first difference between the two games that springs to mind is due to changes in the fact you have to complete each screen. This is an average 4 minutes which is less than the 100 seconds allowed in Rockfordark. This is because the screens are even more involved and pose more difficult problems than those in the screen where you are literally blown away in Rockfordark. In fact, you can die when you are blown away by one Boulder. Other than that there is a group of firebees on your left from the start so you cannot turn left to your left.

There are also some new features including a money rule. Money is given to you when you are able to a few seconds before making out of your hand. A perfect!

by navigating features to an expanding wall that grows as the surrounding earth is dug around it, which will surely make accompanying Rockfordark.

As with the original Rockfordark the point of money lies in knowing your enemy. Fortunately, the firebees will always turn left. However, in a panic situation it is often difficult to remember when to left and when to right and thus you have to move away in the right direction.

As a bonus, Mongoose (see our page) have included that version on the same cassette so that the player can practice on the military style version before tackling this one.

The original Rockfordark was one of my favorite games of 84. Rockfordark II is even better. Perhaps in time we will see Rockfordark III and IV as far as I'm concerned Rockfordark will run and run.

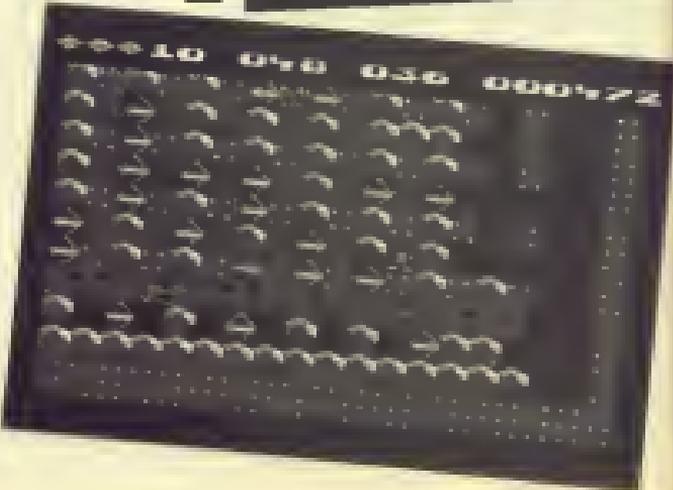
—L.S.

PLANET RATINGS

Outstanding *****
Graphics *****
Use of machines *****
Worth for money *****

SCAN RATING

None





Title: The Great Gatsby
Developer: Virgin
Supplier: Virgin
Price: £1.99



What are you? What are I do ing? Is this a dream?

Such were the thoughts which were through my head when playing the game from Virgin. The game is based on the legendary world of money and you dream that you are a knight in a wizard's wandering through an ancient world brought with legends.

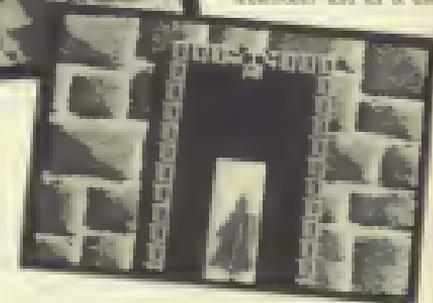
As you progress from room to room, your progress is managed via an overhead of the right of the graphic notes, speed and the aim is to reach the gate of Dawn or in the words of the song to help

get make it through the night.

Word and wonderful challenges await the player with orders and data becoming necessary to the every successfully a room contains an object or two which may be lifted later on and these may be carried until required or dropped if you like. As usual, an adventure game, are based on the number of objects which may be carried and in this game that means only five.

The instructions are quite detailed to allow you to determine the game. But no clues are given in the middle of play so trial and error is the method.

Originally the game is



split-screen and moment and then the rest and like most 3D screens it is difficult to judge depth and reaches confusing. The reason that leads occurs frequently. In this case, a lot of things is involved in the game.

As I played the game I found that level progression gradually gave way to a major series of puzzles. I also felt my patience improve the program change from one to three

to that of difficulty. Perhaps persistence might lead further to solution. I must admit that this is the first modern adventure which has given me the usual initial feeling of despair which I experience with text based adventures.

If an object is selected for use, the computer may not have it or the time. For example having a mirror's reflecting I gave the computer and for several seconds every object look on the appearance of a watchman and all of the

level objects which I was carrying changed to red. Somehow I've got to find if the watchman has a red object or other. (See an interactive review) **WJG**

PLANET SATURN

Originality: *******
 Graphics: *******
 Use of hardware: *******
 Value for money: *******

STAR RATING

Good Best



Title: Operation Overkill
Developer: British Software
Price: £ 7.99



The funny Screenshot was used for initial search and destroy missions against

radar sites. During the second world war this game tries to take the role of a German submarine commander gives the task of delaying the allied landings in the Mediterranean under the combined attacks of the preceding Screenshot. Nothing is worse with the game content but the advantage is a different type of procedure.

The only problem you have are the Russian type of drive, machine open and close. Initial with the

weapons being used for targeting purposes, once the ally forces are out of their weapons.

The screen shows a view across a bay and the enemy ships move across your line of sight with the player's air force you must lead them. To solve or the combination you must shoot down the planes and torpedo the ships and a satisfying low health damage yourself. There is the problem. The gun not only is intended underwater the result is that you have to decide which is the greater threat, the enemy is that you get shot in pieces.

I found the game frustrating to play, the objectives were in line of their progress and the less

is difficult to win obviously also the amount of damage which they suffer. The system is set to such a low tolerance that the game no longer lasts than 15 min.

Despite the difficulties to one of the best of the second world wars. This game is not suitable in a game to its own right. It is limited in the scope and frustrating to play in my own opinion. The game has given me to hold breath. **WJG**

PLANET SATURN

Originality: ******
 Graphics: ******
 Use of hardware: ******
 Value for money: ******

STAR RATING

Good Best



52

Title:
Composer:
Developer:
Artist:

Star Trek: Tactics
1989-94
Atari/Jaleco
\$19.99



With **Star Trek: Tactics**, Atari/Jaleco has released their 3D simulation which enables you to join in the most excitement.

Events a hand of Fate's a player's Match Point. This package allows him to choose how he wants to play. You choose your style by moving one of the four players which each have their own strengths and weaknesses. You must also choose the playing surface: grass, Earth, moon or sky.

Once the type of game

has been selected, the screen reveals a view of the court looking along the line of play with players in the center court sporting a yellow shirt and player 1 in the far court in blue. In this one player version the computer takes the role of player 1.

The first problem to solving the ball. The computer sets up the program of throwing the ball by the air but it's up to the player to time his swing and calculate the strength and direction of the serve using the joystick and the buttons.

Assuming the serve is

-R-E-V-I-E-W-S-

legal, the computer spins the ball over to player 2. The player for the **RETURN SHOT** Again the joystick, controls the type of shot, giving the choice of slice, top drive, topspin or flat shot. The timing of the second shot, striking the direction of the ball. If your opponent lets the ball back you then have the opportunity to place a second shot into the court.

Notably missing from the equation of the professional game (including the use of the breakers to decide which side the match was decided) is three or five sets or 10 sets (as in a five set professional match).

From the player's point of view the play is by no

means easy and precision is essential, just as in the real game. As your game improves so does that of the computer, making it a almost unbeatable opponent.

If you've ever wondered what it's like to play 3D tennis, **Star Trek: Tactics** or **Star Trek** may then this game is definitely for you.

2/8

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

**

STAR RATING
Red Mean



Title:
Composer:
Developer:
Artist:

A Planet
Electronic
1988
\$9.99



In 1944 three Allied airplanes were dropped into Germany to rescue vital bridges and therefore clear the way for the Allied advance. This strategic situation has different outcomes in this computer.

The game can be played by up to three players in the one player game, the player controls the three planes a computer opponent and in the three player game, separate players play the British and American units that make up the Allied force.

The tactics are thought on a map for players than the computer controlling player. Therefore the strategic aid map is useful for planning before.

The strategic route from the shortest which depends just the distance to Berlin to the full Market Order scenario which takes about 100 hours to complete.

Each of the scenarios consists of a number of turns during which a player can advance his units or perhaps order them to dig into German positions.

A Planet is a well designed strategic and as most of the Allied forces are airborne and therefore can land anywhere, each game will be different.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

**

STAR RATING
Red Mean



Title:
Computer
Supplier:
Price:

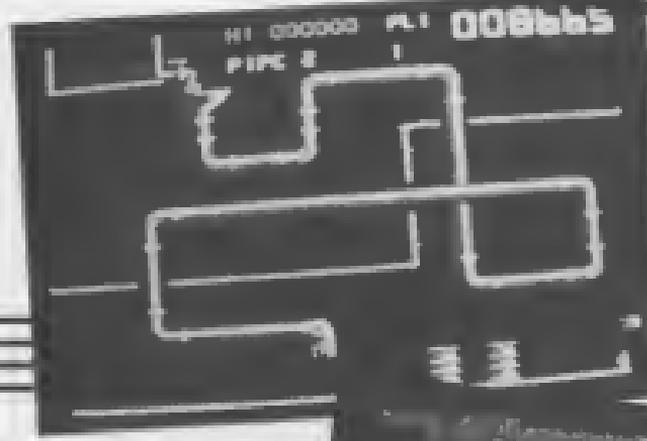
Super Pipeline II
IBM SA
Tosham
\$1.95



If 1984 was your enjoyed Super Pipeline, then this one will not disappoint you. Once again, Pipeman Pro! and his band of eager workers must keep the

water flowing through the convoluted pipes to fill the water barrels at the bottom of the screen. Making off the computer is to make sure the ALU, the logic link and logic boards.

Despite the graphics on the screen, the earlier release. The game is much



Title:
Computer:
Supplier:
Price:

Spelunker
O&A
Archieff
\$9.95



Despite having to make difficult decisions this is a highly addictive game. The depth of detail and the scope of the play area is wonderful. The problems that need to be solved are also very good.

But first let me tell you in the game. You are going

down a mine that has deluded many other miners after the usual insurance that anybody would find down a mine. On your return try to search you. However, you have an app. Great game to find some of the drop things on you.

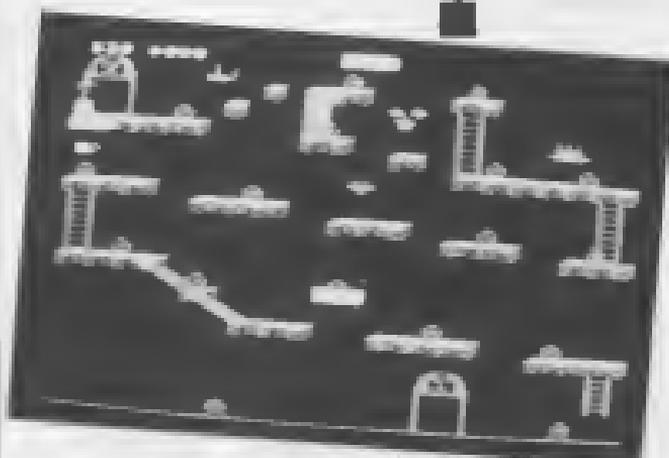
more challenging having more frequent obstacles and increased work area of the cave. This makes it hard to be the start of Maggie's industrial recovery. The variety of fun has also been increased with the familiar and rugged Venetian Pipe Spiller and Head over Lobar. Being done. Illustrated by computer. Title and Developer: Pip!

can blast any of these enemies with his gun but an occasional shower of rocks is unavoidable and a worker may have to be attended to perforce. Fresh, spinning the biological separator will be the most satisfying — as it is a job never to be missed on the gamut. Making any of the 16 items it took is hard to find and it is worthwhile but the real problem is caused by the breaks and stops in the plants which slow the water to drain away. The water supply is limited to feed into collected one of the workers and lead them to the break at which no point is so that require no help. Within the blue worker hammers away and may protest his anger at the noisy nature and the heat is required. Tarkenton's on foot, the graphics are delightful and the game is fun and challenging. **A-B**

PLANET RATINGS

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

STAR RATING **☼**
 Fun



Title: **Raid on the Moon**
 Computer: **IBM 54**
 Supplier: **DE Gold**
 Price: **49.95**



The return of Boulder Bob from Miner 2049er has been well worth waiting for unless your name is Yoda. Unlike Miner 2049er's simple mine, this one is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps.

Each of the twenty-five screens (though some of them are to be skipped and with the mine now with several levels and some screens it is not easy.

The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps.

Yellow things roll at you and the whole thing seems to be after your blood.

On the way you must collect items, items and energy to use in the mine. There are not too many of the items, and the mine is a maze of tunnels and traps.

The game is a maze of tunnels and traps. The game is a maze of tunnels and traps. The game is a maze of tunnels and traps. The game is a maze of tunnels and traps. The game is a maze of tunnels and traps.

All in all, it is one of the best games you can play on the IBM 54.

PLANET RATINGS

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

STAR RATING **☼**
 Fun

It becomes temporarily blind to the obstacles and you learn from him will give them a good idea of the mine's layout. The mine is a maze of tunnels and traps.

Each of the twenty-five screens (though some of them are to be skipped and with the mine now with several levels and some screens it is not easy.

The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps. The mine is a maze of tunnels and traps.

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All in all, it is one of the best games you can play on the IBM 54.

PLANET RATINGS

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

STAR RATING **☼**
 Fun



Title: Greg's Revenge
Computer: C64 or II
Supplier: SE Soft
Price: \$4.99



Greg's Revenge is the second game based on the 80 cartoon and follows hard in the wheels of quest for Time. Once again, our intrepid hero, Greg, is wounding around his predecessor's world on his three-wheeled motorcycle out this time for fun for fun. The wackier plots for the heroine mountain bike.

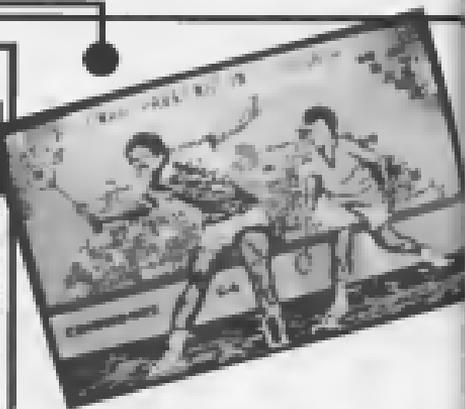
The game is a race to end each of five levels, points so that they can pay a lot, allowing him to make a new bike leading to the next, more challenging level. Points are gained by riding over colored stone items along the way, the winding mountain path. The path is also covered with spikes and rocks which will crash the motorcycle and, as the level progresses, these obstacles increase.

Along the way, wells beside the path the occasional gem is found. After a cave passes that's

left to go on and the time is limited to be 40 seconds. Greg's Revenge will measure every about manages the mountains in the dark and this must sure down, avoiding the rock formations, to save more points. At the end of one of these levels the toll booth is found and when enough points have been gained the game proceeds to the next level. If there are any points left over after the toll has been paid a new wheel may be acquired which allows to reduce the toll time.

What's does thing come into all that? It is riding along the same mountain path, although points of his own and their must a good covering top or accident at the time if he does.

The steering of the motorcycle requires and joystick control and even the level demands greater steering ability. The graphics are cartoon quality and the game, though limited in variation, is so simple but can be very interesting, mainly with control of the motorcycle is required. **A.G.**



Title: Squash
Computer: C64, Spectrum
Supplier: New Generation
Price: \$7.95



Squash is one of the best of a computer simulation of a tennis sport which features computer play and even speech.

The game especially resembles the game of squash a rod is placed to the traditional square racquet's size which are included on the console. In play the players are moved around the court by either defined keyboard keys or a joystick. I found

that using the joystick was a distinct advantage as you are more free to think about your shot than what key you should press.

If the computer ever wins the two players are distinguished by their color and the one of which is white the other yellow. While always starts the game by serving so I would rather you take account of the right advantage per. However, when playing the computer opponent, as you will need all the help that you can get.

The Spectrum version restricts the court for a



56

PLANET SATURN

Supplier: Icy Systems
 Size of machine: Video for display

Price: \$14.95 (Single Disk)



Planet Saturn are in for another pounding as another deadly alien planet is revealed. This time the hero is to be challenged in three disks and stages. The game is played over eight levels.

These include, moving, avoiding, exploring and attacking when speed is important. However, the game features a system

called 'power' or what the best combination is achieved by a steady build up of your strength. The 16000 points, displayed on the screen, the remaining also power the additional problem of how long at the right time or when the rewards will be lost.

In the conventional speed with control as you have to strike round three comes before shooting.

The game includes for the color 128x128 pixels

played clearly and convincingly in the national Hockey circuit, appear in different colors that indicate different skills and speeds. Let us in your night and time, remember, though that this is more than just a shooting game. It is a high-strategy, gripping war!

M.S.

PLANET RATING

Originality **★★★★**
 Graphics **★★★★**
 Use of machine **★★★★**
 Value for money **★★★★**

STAR RATING



The excellent graphics display.

The graphics are based on two screens — the control panel and the forward view. The forward view is a 3-D perspective view of whatever you should see in front of you. This is quite good apart from the slight jitters of some of the forward viewing. The second screen is of the control panel. This is covered in various dials and indicators and is much less cluttered than some of these simulations that try to put the external display on the same screen as the instruments.

The console, which is the best part of the game is an



Radio Woods everywhere firing arrows of red flames, you have a target and so you would be best to jump over the arrows before they hit you, and of course kill you.

You are rewarded four times in all starting of whatever screen you find at which is good news if you jumped to bottomless pits. However, and slightly avoided the avoid danger trap in the pit by a weird ground from above, by which using weird creatures that look more like green Furries than Grylls.

The graphics are excellent, but a little and smooth, the scrolling is not as smooth as Castle Quest, a

game to which Windows lends a great presentation (stunning) fighting and packing up things in a social environment, but as a whole it is well planned. There are features that the way which can be collected and used, and some are purely for show.

My only real criticism is that Windows, in early levels of the game, is too difficult. Jumping over the arrows requires precision timing, and only the slightest miscalculation can make you fall into the bottomless pit. Thankfully, the game did not get too difficult from there on, so it like me you get the going up on the first level to

well defend some back to the game a week later, it does wonder.

As a whole Windows is a well implemented version of a popular game scenario. It uses the MSX graphics capabilities well and is completely free of good if repetitive music. There is no option for a graphics and there is a single high score number. The graphics is too, as a single 3-D well although this and too some about these periods, and imagine a choice of keys are acceptable. Windows is a well paced game, especially useful in far more control in Windows, that many games available and should be taken packed for just about anyone.

Recommended if you like Space Adventures

60

PLANET RATING

Originality **★★**
 Graphics **★★**
 Use of machine **★★**
 Value for money **★★**

STAR RATING



59



Title: Flames of War
Computer: Commodore 64
Supplier: PWS
Price: \$8.99



Flames of War simulates the final 30-days of the war in the form of 1942 and the Western front. You're in control of West Germany. The Western front will win if they attack the 1942 Normandy landing. West

Germany loses by stopping the Allies and therefore halting their advance. As the supreme commander of either side you control an impressive force of various combat types, as well as mechanical and massed weapons.

Theater tactics to play in this game consist of what you move your tanks to



greater controlled areas and attack objectives. Whatever position you should attack enemy units with at least three of your own.

Each turn has a specific order to follow which is indicated by the top. When this reaches the end it's time to take up the next supply (SOP) and attack. These will also be displayed and along with AIAD everything that is indicated at the end of each turn.

Each turn you will also be given an opportunity to see your two buttons (right or left) the game control screen. These are used to simulate the use of the battle board that have being your joystick you will see and guide missiles to

Title: Side 64
Computer: C64
Supplier: Flaming
Price: \$18.00



At last the program that makes C64 owners have been looking for. It's a 3D side shooter that requires just about everything you've been looking after it.

I'm sure that everybody has heard of the 6400 version and knows it to be a

less degree so I will cover some of the additions to the Commodore 64 version. There are 25000 polygons drawn at around 60 FPS and 32K 16K and 16KHz. The disk version is the most complete and the tape version has various bits removed in the case of the 6400. It's a large amount. The 6400 has half the memory of the Commodore 64 and needs to make a job of that to come to 16KHz. It's a 3D side shooter.

The Commodore 64 has a 64000 byte RAM in its memory and that's some space. As an extra it's not necessary with the Commodore 64. It's probably just as well. The main difference in the Commodore 64 is that it doesn't use proportional joystick and the way the 6400 has had it is a bit different. One extra addition is the 6400's joystick. The entire speed is used for a shock of most people's worst expectations. It's not really, as the version is not as slow as I feared. The screen display is

similar to the 6400 version. There are three colors of colors and there is a different color for each type of gun. As an extra there is a different sight to the original point laser.

Music and sound effects are good. Different sounds for different lasers and shooting sounds like in 2D. A space shooter. There's a small problem though.

Enemies are controlled by the Commodore 64. It's a bit tricky and some of the controls are a bit tricky. The Commodore 64 has a bit of a problem with the controls. It's a bit tricky and some of the controls are a bit tricky.

Enemies are controlled by the Commodore 64. It's a bit tricky and some of the controls are a bit tricky. The Commodore 64 has a bit of a problem with the controls. It's a bit tricky and some of the controls are a bit tricky.

At last it's up your belt you can't control an alien ship because they take up

so much room. After they fill up the belt they have to be killed by your ship. And eventually they'll eventually fill up the screen. The Commodore 64 version has a great improvement over the 6400 version. It's a bit tricky and some of the controls are a bit tricky.

It's a bit tricky and some of the controls are a bit tricky. The Commodore 64 has a bit of a problem with the controls. It's a bit tricky and some of the controls are a bit tricky.

FLAME OF WAR

Originality: ****
 Graphics: ****
 Quality: ****
 Value for money: ****

SIDE 64



60

feature money tanks and places. Your performance in winning this match will affect all of the other battles you may encounter. Therefore if you're not a joyless genius you should ignore the phase or you will give yourself a handicap you can't walk out of.

As well as controlling his jet forces a player can command air missions and recruit characters and master armies. You have only a limited number of planes in your airforce and so should allocate them carefully to the various missions at your disposal. There is a 7000 point mission to determine the strength of enemy units, another 400 to weaken the enemy airforce and intercept attacks to delay and destroy a enemy force. Another 400 is to maintain peace in the surrounding region of air superiority which will affect the success of other missions. You can also use your aircraft to assault breakers, attack an enemy base to support your ground troops.

The ultimate supply and reinforcement can be obtained by a strategically placed plane which will destroy an enemy base. Many enemy supply and military weapons may also be used in the manner of ground individual units. Certainly there is a risk of a response from the enemy in using these weapons which is likely to result in the destruction of the world in which there is no one to win.

Star Computer
Supplier:
Price:

Master of the Lungs
GBM 84
Activision
\$19.95



Activision threatened the world with a fast series of characters which would no doubt lead an expedition through the maze of the unknown world. It is a fast-paced game that is going to become like a cheap movie.

There is great similarity between Man and Monkey. Do you mean the term game might be better for progress over the course of the game.

Obviously it is exciting it is not. Basically, you must travel through a corridor in space or time, maybe travel at the end of the corridor in the middle a new world, but as a series of firsts. There is a lot of fun, it will not lose. The game who does make rings of your name in the smoke cigarettes.

In the top right hand corner of the screen is the letter 'M' which will appear the glass set at a level. This is a level is indicated the figure is reduced. When this reaches one, the glass will break and all the number blocks will be produced again. Your computer opponent will employ a number of strategies depending on the game level you have selected. At level one it will employ suicidal weapons unless possible. Level two, however, employs Miss or Thrown gas strategies and level three may launch an all out attack at any time.

At the end of the game you will be awarded a score, level rating which is a good thing. My first few attempts resulted in the end of the world and a 0% rating. Twelve hours of continuous play later and I was able to win an other side with a rating of over 500.

The final tip is that the choice of colors for the walls is preferable red or blue, mainly that the player is almost impossible to play on a black and white TV.

Animated, Man and Monkey versions will be available soon.

PLANET BATTING

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

STAR BATTING
Star Wars



R-E-V-I-E-W-S

Star Computer
Supplier:
Price:

Falcon Patrol B
Spectrum 48K
Virgin
£7.95

Falcon Patrol is rather like a trade between Galaxy Invaders and Defender 2010 (before the top of the screen is indicated) to a radar scanner that waves what is up ahead like the old days in a scrolling screen. 3D landscape and

graphics and it is at this stage that it becomes enjoyable. I wish you had been a quarter the distance and that the screen had been the controls don't and caused that is to say of you press to go down the ship keeps going down until you hit a top of the screen is very obvious and coming along happily beating things is to be made a bit



The graphics are good but really they're only impressive because the ship only moves in 2D. Never the less they are very smooth and as fast as is necessary. One of the top tricks have been rendered the game becomes quite

PLANET BATTING

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

STAR BATTING
Star Wars



PLANET BATTING

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

STAR BATTING
Star Wars
Star Wars



Title: Key of Hope
Computer: Spectrum
Supplier: Games Workshop
Price: £7.99



Tower of Babel, which was Games Workshop's previous (and a little) title. By all accounts was a goodie. Key of Hope is the sequel and I suspect will be equally well received by the advertising community. It is a text game, software, though to be honest I haven't got very far in the first part as the problems I've found aren't really solved but they are adding enough to ensure that I'll be doing that for some time to try and get through.

The adventure is very well constructed, and has the wonderfully true feeling back of handling things right before your eyes and just out of reach. I suspect that when I do manage across the waters I'm looking for May 21 as so obvious I'll look equal for not guessing them sooner.

The plot is the old find the parts of a treasure chest, but the actual design of the game is excellent. The authors have succeeded in taking an old script which with the speed of the game. The intro, descriptions are very good and the actions of magical, mysterious. I assume the illustrator has not deviated from this. Obviously these graphics occupy a fair chunk of memory, but the authors have chosen to stick to a limited but, only as good as with just a small number of illustrations for the most important look, tone and colour and I think they have done about as the right balance but very nice and graphics.

My only minor criticism of the game is that it suffers a little too much from the fact you can't see any grey plots that enables as far as the eye can see, problems which makes mapping a bit long-winded. Apart from that it makes excellent use of the text and illustrations that give the overall product that I've seen using the Spectrum, by the way, and some high standards for other Spectrum games to achieve. **4.5**

FLANBY RATINGS

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

STAR RATING **5 Right Star**

Title: Chocolate Egg & Spectra 48K
Computer: A&P
Supplier: A&P
Price: £7.99



The long awaited sequel to the spectrum title when Chocolate Egg was it as good as it gets, you would well see and oh yes it is better than Chocolate and it is let's up to the standard that we can expect from Chocolate games. Anyway, you see the game. Well, you see the game. It is a 3D scene with a character which contains 100 rooms or so but most the time is the game is to solve it like a puzzle and it has much more of an Adventure feel to it. The landscape is 3D you have to collect objects as pieces that will only become useful on later screens. A nice touch but it is not that hard to master your steps if you get stuck. There are quite complex and a crawling field after you as well to eat the small objects and you can estimate as you sit, then go to collect the parts of the key that you put inside the egg of energy!

The other feature that makes this an original adventure is the Adventure with low game design that means you don't have to do all 100 screens in one go.



FLANBY RATINGS

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

STAR RATING **5 Right Star**



Title:	Wally World
Computer:	Spectrum (MS)
Supplier:	Microsoft
Price:	£8.00

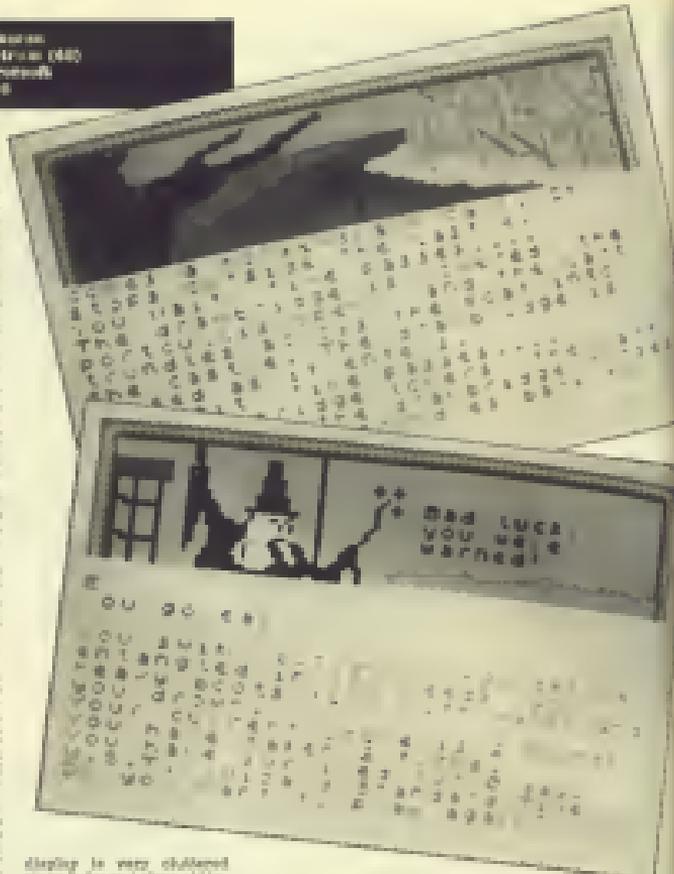


A new and different feature, featuring the unique Wally World Graphics System, announced the press release accompanying this new adventure game. Well, it is true I can't deny that, but it's not particularly different from the average run of the mill adventure.

An evil Wizard has stolen the five jewels which will ensure the well being of the people of Ardmore and has the cunning servants of the Princess Margaria. You had to take on the role of Margaria the housewife and learn the Wizard's spells in order to return the treasure (although why the Princess' prospective hubby can't do and do it himself remains a mystery).

You'll see from the pic that it's a pretty standard sort of adventure scenario that wouldn't hold me if the game itself were well done. But Ardmore, though quite competent, never really caught me in spirit. The Wally World graphics simply mean that instead of the houses and trees floating up as you move around they scroll across the screen in order to give the impression that you are actually walking thru the game. If you enter the forest in a certain order, the picture of the new houses scrolls onto the screen from right to left. This doesn't add anything to the gameplay though, and the graphics themselves are solid and not very detailed being done mostly with scalloped graphics rather than pixel art.

There are a few other ideas in the game such as a spell which increases the meaning of your own words and a spell which figured out how to say the opposite of what I actually wanted to say (such as if you said, instead of the castle being lost the game overall just didn't hold my attention. The screen



display is very cluttered since it doesn't clear old pictures completely very often, which makes reading the text a bit of a chore. Another oversight is the frequent lack of 'what's on the ground' which makes a lot of sense when you type in loads of different commands to see where your way out is.

Admittedly it's actually a bad game, but very nice to see it would be worth a look. But I'd say you'd do best to avoid it.

FLANNY RATINGS

Concept: *******
 Graphics: *******
 Use of machine: *******
 Value for money: *******



Title:	The Wreck
Computer:	AM MSX
Supplier:	Microbit Software
Price:	£14.00

Title:	The Wreck
Computer:	AM MSX
Supplier:	Microbit Software
Price:	£14.00



When I first saw that great 3 strategy. Not another 3D maze - but, my name was excited by the ingenuity of the programmer. The game requires you to navigate three rooms and within those rooms you must kill the gas giant entity, and you can also use marker balls to help

you orientate yourself in your maze.

The booklet accompanying the program tells a tale of how you are on your own, leaving your ship and are also given a password to help the ship get launched and which sets during the journey to meeting a old woman in the gas chamber that is the last survivor of the wreck and that he can only know the location but can

64



Title: Myster
Developer: Spectrum
Publisher: De Winton
Price: \$7.95



Taking the part of Arthur Conan Doyle you take for granted (and various goods with which to deal) in order to earn as much money as you can starting from Arthur's home you can visit various locations such as the lock up, where you keep your stock of goods. Try to find the Winesapstall and a number of dealers to try and sell your goods.

The buying and selling is the heart of the game and it's quite impressive the way that the game simulates artificial intelligence when dealers actually make the first approach and try to sell you a money advertisement of sorts. The language handling of the program is very good and allows you to type in words quite complicated and even when you're deciphering the price and quantities in a deal, try not to be too rough (except, of course, if the dealer can get away).

The dealers and other characters all have animated faces that move in time to their words and all the headlines are drawn in the top part of the screen displaying above the area of action the best between locations there's an excellent map that gives a straight forward picture of where the action is taking place.

Myster isn't exactly looking like an adventure, or a fast paced spy game, but like I said it's original and top. So, if you are the falling of the trick of a story and it's

PLAYING RATINGS

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

ESRB RATING
 E (Everyone)



has a hidden level which will help to decipher the code, revealing the treasure's position.

Back to the maze you discover clues scattered on the wall which when deciphered, give the location of the safe which is also located somewhere on the stage (apparently back inside the safe on the first level is the first clue for the combination of the second safe without which the rest of the code cannot be broken). The second safe has a similar clue for the second level and the safe contains the gold.

Nothing less and it's not to be made the first safe because a strange egg is lurking there ready to

burst when it does of course. It's also this level where to develop and the game is to be called while facing against him to receive as much of the gold as possible. The time limit is 30 seconds so be quick.

Two of the mazes are one linear and therefore require the use of a map that which is supplied with the game. It's to this you only have two mazes which are linear in the story which when your current bank is 50% empty (or 50% full if you're on top level).

The graphics are excellent and through I originally saw the fact that shooting your handgun gun

was a fairly full level usually when after he's made good in the maze you find the treasure it becomes relatively easy.

Curved Myster are a really a competing rival to the maze and lastly the price, which will be full which is why it's better price was the best to get the most from descending toward the first level.

PLAYING RATINGS

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

ESRB RATING
 E (Everyone)



-R-I-V-I-T-W-S-

65

GAMES

In the third part of his action-game writing series, Rory Newman peaks and pokes the computer screen.

66

By R. P. Newman

On computers to control gun things are the POKE. This made word mean "poke" in the specified box. For example:

```
POKE 12345, 8 on the M6
20 will turn the screen and
border black. POKE 12345,
LOCATION 80000 in the
screen and border colour
box on the VIC and by
POKE 12345, 8 in puts 8 into
that box. The M6 8 for this
box, 80000 is black and
blue.
```

You change type in Program 1 and here are the

```
1: GOTO 10: CLEAR: GOTO 10:
20: GOTO
30: LET X=0: LET Y=0
40: BORDER 0: PAPER 8
50: LET AS=INKEY$
60: IF AS="0" THEN LET X=X+1
70: IF AS="2" THEN LET X=X-1
80: IF AS="H" THEN LET Y=Y+1
90: IF AS="V" THEN LET Y=Y-1
100: PRINT AT X,Y:GOTO 10
110: GOTO 40
READY>
```

```
10: PRINT CHR$(147):BEEP: CLEAR SCREEN
20: INPUT "LOCATION: ";K
30: INPUT "CHARACTER: ";Y
40: PRINT CHR$(147):BEEP: CLEAR SCREEN
50: POKE 30070, 0
60: POKE K, Y
READY>
```

Das key "0" to change the screen colour. To key "H" to change the border colour.

Comments: GOTO and POKE 4 use the computer's "table" for screen colour & number for the Border Colour codes are:

1 Black	These are the
2 White	main colours
3 Red	and blue
4 Green	with special
5 Purple	numbers, it
6 Brown	should be
7 Blue	possible to
8 Yellow	to find what
	numbers are

On the M6, use POKE 30000 for the border and POKE 30001 for the screen.

On the Spectrum, use the commands BORDER, BORDER and PAPER, border.

The numbers are:

0 Black
1 Blue
2 Red
3 Purple
4 Green
5 Cyan
6 Yellow
7 White

So, Das's colour — may use. Originally we used POKE 30, what's POKE? Well, POKE means "poke" into the specified box. Therefore if you put a Y in type

* POKE (address)

you will put 07 for white screen, 0000 background to 07 POKE and POKE 00000 in board in board.

Perhaps the easiest way to use type read a POKE class. On the POKE box, use for key input, each of

Das key has a different number. The good

POKE is a good way of explaining POKE is to use the screen. Type in Program 1.

The location: POKE 30000
POKE 30001-4001
POKE 30000-4001
POKE 30000-4001

The characters are 0-9, space 0 and 100. The character will work in Commodore computers only. Also 00 will be 0, also 100 will be 100.

Line 50 reads: Explain, what is the screen colour and Y is the number of the character and you also

so really it is "Y" character is in line 67. The explain it more clearly I think. The screen is a grid

of 24 lines by character you can put a word box. That is correct.

This is the most important part of computing to go the Spectrum 4.8 & 12. Lines 70-90 and POKE are used for the screen they use

PRINT AT location screen. "WILLY" is 00 00 00 00 00.

To check what is in the screen use PRINT

IF BORDER colour green, border colour 0. Whatever character you


```

1 REM COMMODEORE VERSION
20 PRINT CHR$(147):REM CLEAR SCREEN
30 X=769:
40 POKE 36879,8:REM BORDER/SCREEN FOR VIB
45 POKE X,42
50 A=INT(RND(1)+556):+7699
60 POKE A,160
70 GET A#
80 IF A#="2" THEN X=X-1:POKE X+1,32
90 IF A#="H" THEN X=X+1:POKE X-1,32
100 IF PEEK(X+22)=160 THEN GOTO 500
110 D=D+1
120 PRINT
130 GOTO 40
550 PRINT CHR$(147):REM CLEAR SCREEN
510 PRINT "YOU SCORED "D
REM***

```

68

and for the 64

```

60 POKE 36879,8:POKE
36881,8

```

for the C18

```

60 COLOR 8, A COL-
00N A, B

```

and the Spectrum

```

60 A=(INT(RND(1)+.1
8*(INT(RND(10)+.1
90 BORDER A PAPER B

```

Now that it done, how does best scoring in this? Well on the VIC and 64

```

Line 60 POKE X = 36879
Line 60 POKE X = 36881
Line 60 POKE X = 160
Line 60 POKE X = 132

```

60 is the POKE code for a space

On the C18 and 64 use the same shortcuts as on the VIC but also use the 1000 60 register 88 with 40 and line 60 the same.

On the Spectrum, you need to add 10

```

Line 60 PRINT AT X,Y =
" ", 32:GOTO 40
Line 60 PRINT AT X =
" ", 32:GOTO 40
Line 70 PRINT AT X,Y =
" ", 32:GOTO 40
Line 80 PRINT AT X,Y =
" ", 32:GOTO 40

```

Having done this, you now have a display of asterisks and should be in position to write your own games. How about a game where you have a random asteroid? The random character is only possible at the moment on Commodore. But Spectrum users with imaginations will be sure, think of something.

The Final Program this month is Asteroid Dodge. You see the star at the top of the screen and you avoid it with the blocks, which are asterisks. To move use E and M. You just play through them if you want. Here again there are two versions, one for the Commodore Computers and one for the Spectrum. A score feature is included and, with a bit of patience, you should be making over 500 points.

To convert this to 64, the following changes will be needed:

```

Line 60 to X = 1024
Line 60 to POKE 36860
POKE 36861,0
Line 60 to A=(INT(RND(1)
*1000)+1024
Line 100 to IF PEEK
(2+40)=180 THEN GOTO
800

```

On the C18 change

```

Line 60 to X = 2074
Line 60 to BORDER A,1 Col
(1+1)
Line 60 to A=(INT(RND(1)
*1000)+2074
Line 100 to IF PEEK
(2+40)=180 THEN GOTO
800

```

NOTE: You can change the screen and border colors

to suit you and the screen can use PEEK(197) in the usual way. How does it work?

```

Line 10 clears the screen
and the POKE location of the PRINT AT
variable
Line 30 sets the screen and border colour
Line 40 POKE or PRINT your space ship (I start
by the middle of the top line
Line 60 chooses a random POKE location for the
asteroid (or random variables for PRINT
80)
Line 60 POKE the asteroid (or PRINT) and
gets a key input
Line 70 see if you move. If you do, it deletes the
old space ship and repositions you in the
appropriate place
Line 80 checks to see if you have hit a piece of
asteroid, an asteroid. If you have, it jumps
to 800 (I = 0 if the square in front of your
space ship has the POKE side of an
asteroid (on the graphic of one it jumps
to line 800)
Line 110 increases your score, D, by one
Line 120 PRINTs a line of spaces. This scrolls the
screen upwards
Line 180 goes back to 40. If you have crashed, you
will now have jumped to line 800 (see
line 100)
Line 800 clears the screen
Line 810 PRINTs your score

```

That's Asteroid Dodge. I hope it gives you some ideas. Well, here I will be dealing with Dodge (Star Defend). Starblast, which you will be able to use professional looking graphics games, instead of printing an awful lot of characters. I will then, good luck with writing your own games and about computer graphics.

Many thanks to D Tuffin and A Means for help with Spectrum, and did you guess?

Take Control



The Design is Delta.

Voltmace is the UK's largest computer joystick manufacturer. Last year Voltmace produced more joysticks for more computers than any other British company.

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Delta 140—All analogue joystick with 14 buttons, large adjustable keypad, full size 40 column keyboard when connected via delta 140 interface. Colour matches BBC. **£14.95**
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For the Dragon

Delta 141—This analogue joystick comes with the choice of either 14 or 20 buttons for every occupation. **£12.00**
Delta 141 and interface—Analogue type joystick with 14 buttons, programmable keypad. **£19.95**

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Colours shown at the factory—Subject to change.

C.A.D. 34—Computer aided design on the Spectrum with the delta 141 and C.A.D. 34 computer with 140 output module. **£49.95**

For the Spectrum

Delta 142—Special type, 3 line button joystick, and 140 interface. For Delta 140 single, and delta 140 triple. For Delta 140 and BBC driver. Both see Price 1 interface. Single—**£12.00**
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For the Commodore 64

Delta 143—Switch type 3 buttons. **£12.00**
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Commodore interface. **£19.95**

For the Electron

Delta 148—A 3 line button analogue type joystick, no interface required. **£12.00**

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For detailed product information or a brochure, please contact your nearest or the nearest branch.

Voltmace Limited

Park Drive, Baldock, Herts SG7 6EW

Telephone: (0462) 694410


```

2120 FOR N=1 TO 4
2130 MOVE $C1,FLOOR(RND*PI*10,0),$A$,$Y
END:END
2120 NEXT
2140 GET=GET+1
2150 IF GET=1 THEN PROC=0
2160 ENDPROC
2170 :
2180 :
2190 GET=GET+1
2200 MOVE $C1,0
2210 FOR N=1 TO 2000000
2220 $Y=0
2230 $X=0
2240 PRINT TAB(1,0);";Press any key";:GOTO
END
2250 TO:END
2260 COLOR 1:COLOR 0:0
2270 $X=0:$Y=0:"
2280 $X=0:"
2290 $Y=0:"
2300 $X=0:"
2310 $Y=0:"
2320 $X=0:$Y=0:"
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2960 $X=0:$Y=0:"
2970 $X=0:$Y=0:"
2980 $X=0:$Y=0:"
2990 $X=0:$Y=0:"
3000 $X=0:$Y=0:"

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2070 $X=0,0,20,20,0
2080 $Y=0
2090 $Z=0
2100 IF $X=$Y THEN $Z=0
2110 $Z=0
2120 $Z=0
2130 $Z=0
2140 IF $X=$Y THEN $Z=0
2150 $Z=0
2160 $Z=0
2170 $Z=0
2180 $Z=0
2190 $Z=0
2200 $Z=0
2210 $Z=0
2220 $Z=0
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2950 $Z=0
2960 $Z=0
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2990 $Z=0
3000 $Z=0

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2820 \$Z=0 In that game you are a writing
 2830 \$Z=0 writer trying to maintain your own name
 2840 \$Z=0 you to stop the name from being closed to
 2850 \$Z=0 you.

2860 \$Z=0 You do this by taking out the
 2870 \$Z=0 a pile at the bottom of the sea you
 2880 \$Z=0 allow names keep this pile from running
 2890 \$Z=0 out.

2900 \$Z=0 However you have a problem: a
 2910 \$Z=0 writing writer is trying to stop you: he
 2920 \$Z=0 does this by placing five obstacles which
 2930 \$Z=0 you cannot get past.

2940 \$Z=0 END

2950 \$Z=0 Also he shows you around the
 2960 \$Z=0 name of your shells and if he catches up
 2970 \$Z=0 with you your shell reserves are reduced.

2980 \$Z=0 Luckily for you, you have a
 2990 \$Z=0 way of slowing the writer down, this is to
 3000 \$Z=0 drop obstacles which will delay him for
 a few seconds.

3010 \$Z=0 Use these obstacles carefully a
 3020 \$Z=0 s you are only allowed 5 of them in the
 3030 \$Z=0 s of any one turn.

3040 \$Z=0 END

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3050 $Z=0 ***** C O N T R O L S *****
3060 $Z=0 ***** C o n t r o l s *****
3070 $Z=0 ***** C o n t r o l s *****
3080 $Z=0 ***** C o n t r o l s *****
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3100 $Z=0 ***** C o n t r o l s *****
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3260 $Z=0 ***** C o n t r o l s *****
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3290 $Z=0 ***** C o n t r o l s *****
3300 $Z=0 ***** C o n t r o l s *****

```



SPECTRUM



SPACE STATION ALPHA

Adam Manning

Space Station Alpha is a game set in a time about 100 years from now, dependent upon the year you are told by the program. The planet Earth has settled to

one government and is in the process of setting up a small federation of the air-breathing solar systems. To make the landing of new planets more logical, Earth

81


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0004  do  do = 0;  i = 1;  "*****"
0005  pr  i;  "*****"
0006  pr  i;  "*****"
0010  pr  i;  do  do = 1;  i = 1;  "*****"
0012  pr  i;  "*****"
0013  i = i + 1;  do  do = 0;  i = 1;  "*****"
0014  pr  i;  "*****"
0016  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0018  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0020  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0022  for  i = 0;  do  do = 1;  do  do = 0;  i = 1;  "*****"
0024  next  i;  "*****"
0026  for  i = 0;  do  do = 1;  do  do = 0;  i = 1;  "*****"
0028  next  i;  "*****"
0030  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0032  pr  i;  "*****"
0034  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0036  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0038  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0040  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0042  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
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0046  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0048  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0050  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
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0056  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0058  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0060  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
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0064  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0066  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0068  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0070  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
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0074  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0076  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0078  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0080  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0082  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
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0086  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0088  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0090  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0092  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0094  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0096  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0098  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0100  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0102  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"
0104  do  do = 0;  i = 1;  do  do = 0;  i = 1;  "*****"

```





SNAKE MAZE

Carrie Anguilo
Dorrie Daniels

Snake Maze is a regular 64k game for the ZX Spectrum or Electron. You are in control of a blue-green snake through the different mazes taking a red piece and some gold pieces.

To go to the next maze you must eat the red snake but the only way to do it is to shoot her back behind. The red snake comes with the red piece head and with the gold piece you must shoot

the gold bullets fired by the red snake, they will kill you if they hit you on the head or make you lose a segment if it is in your body.

With a new and more difficult maze the number of ghosts increases to a maximum of five on the 16th screen. Completing the 16th screen will give you a bonus depending on the time taken to do the maze, and bring you back to the beginning.

If you eat the strawberry the ghosts turn to green for a while and then you can

shoot them getting extra points. As your snake is in horizontal movement you must have a quick hand to decide which direction you want to go otherwise the snake fits you when she hits a wall, but you're always in control.

The last warning don't shoot yourself or you will have a new and unpleasant death.

As you see the game is in 2 parts and you must carefully try each one of them because there is progress if you save them one after another on the same

tape. To play the game just type "SNAKE" and that's it.

The game itself runs on a Spectrum only but made a reference for Electron tape and Electron table will look a bit strange but this can easily be changed by Electron users.

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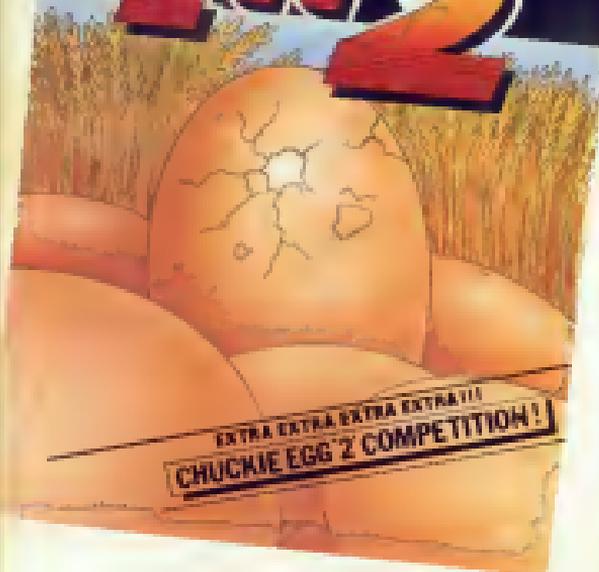
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