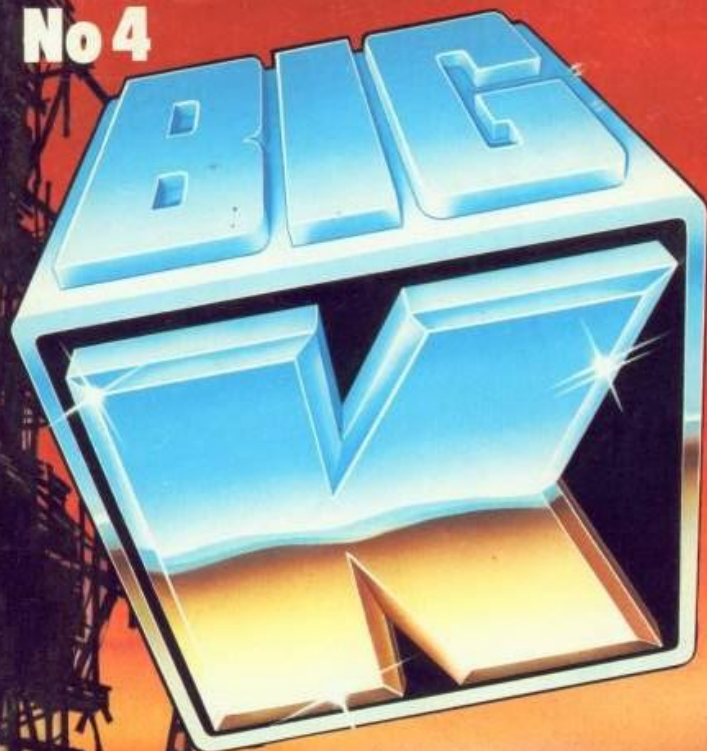


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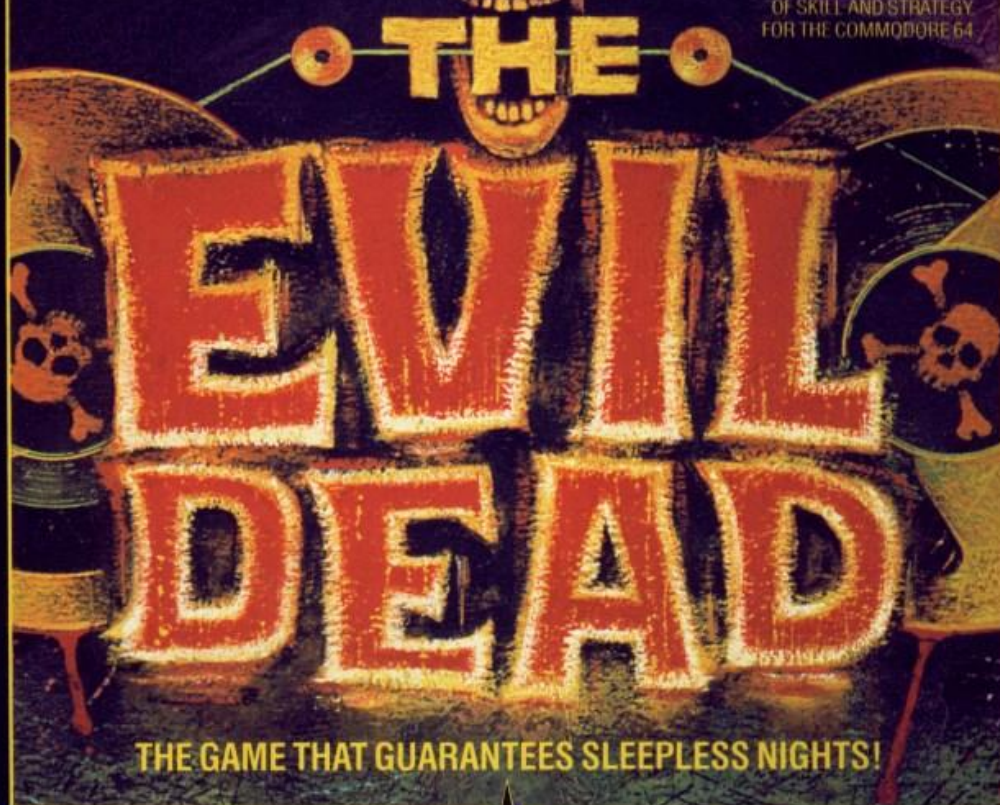
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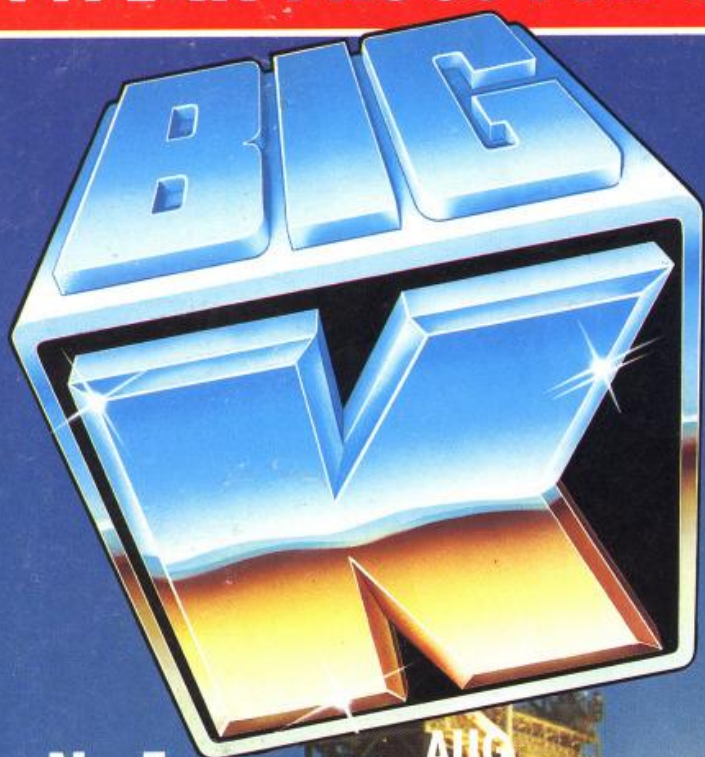


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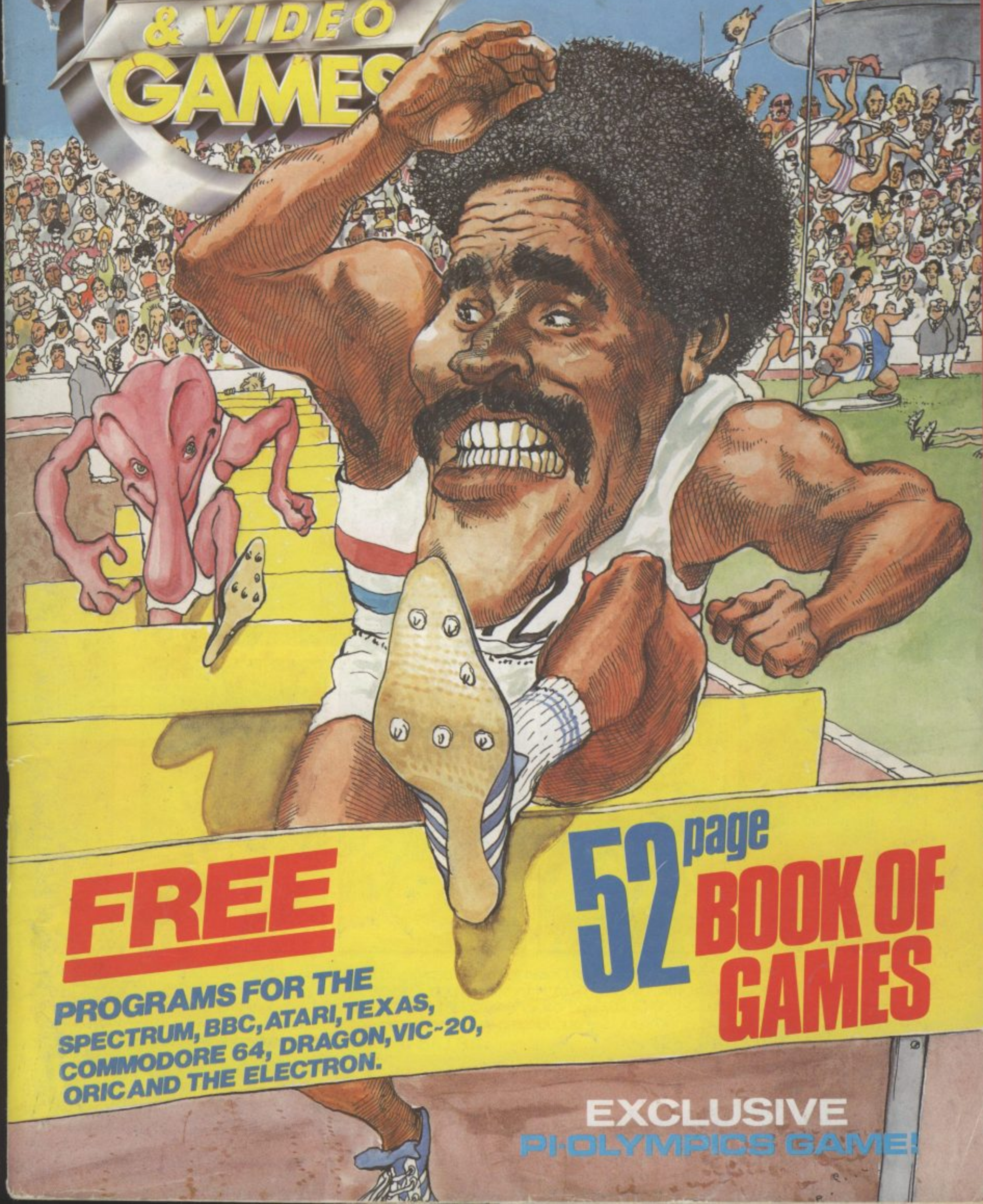
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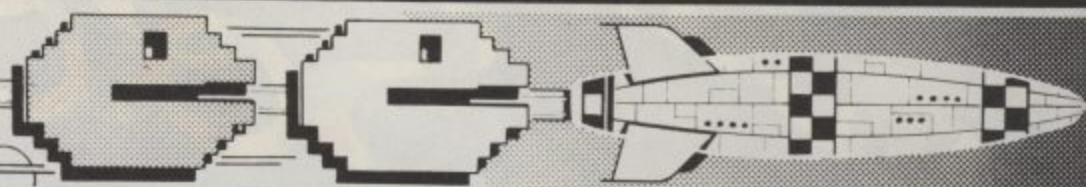
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THIS AIN'T NO SOFT SOAP!

DALLAS

That double dealing, scheming little toad, known to millions as J. R. Ewing, has got his finger into one more lucrative pie—computer software.

The enormous popularity of soap operas here, and more especially in America, made the release of a computer game based on the script of a famous TV series a certainty.

Dallas is the first soap to undergo the transfer to a micro. It has been authorised and thoroughly vetted by Lorimar, the programme's producers, to make sure it matches up to *Dallas*'s glamorous image.

The game is a graphical Adventure and begins in the living room in South Fork ranch. The game is heavily biased towards graphics and the manufacturers claim that anyone can play *Dallas* successfully, even if they have had no previous experience of Adventures.

Geoff Brown, of Centresoft, is also optimistic that the game will encourage more women to get involved in computers.

Dallas will be available from Centresoft in late June for the Commodore 64 plus disc drive, and will cost £11.95.



HORROR SPOOF OR A REAL VIDEO NASTY?

EVIL DEAD

That controversial film, *The Evil Dead*, provides the plot for a new Commodore 64 game which will go on sale this month.

Nineteen-year-old director, Sam Raimer, scored a hit with his horror spoof which was unique in that it was the first film ever to be released simultaneously in the cinema and on video.

Palace Software, the company behind *The Evil Dead*, say that the game sticks closely to the plot of the film which tells of a group of teenagers who get turned into crazed killers by the forces of evil.

Palace spokesman, Pete Stone, told *C&VG* that: "The game contains no sex". The more horrific parts of the film have also been left out—these include limbs being bitten off by monsters and a rape scene.

Stone is ready to meet the criticism which he expects when the game is launched. "I don't believe it will make the kids want to see the film—and even if it did, they wouldn't be able to as it is 'X' rated".

A spokesman at Mary Whitehouse's National Viewers and Listeners Association said they would reserve comment until they had seen the game, although they were concerned that the Bright Bill—that seeks to ban video nasties—did not specifically include computer games in its terms of reference.

One effect of *The Evil Dead* is that computer games may now have to be submitted to the censors.

Any attempt by the government that would impede the software houses is likely to be strongly opposed by the companies who have been lobbying heavily for government help in the fight against piracy.

Rod Cousens, speaking for the game makers association, G.O.S.H., said "it is a licensed product and so cannot be affected by the Bright Bill".

The game will cost around £8 and will be available on the Commodore 64.

TAKE A NEW LOOK AT ULTIMATE

SABRE WULF

Ultimate Play the Game, the makers of *Jet Pac* and *Atic Atac*, are in the last stages of producing a brand new range of software for the 48k Spectrum and Commodore 64.

Sabre Wulf is the first game in this series of software that promises to put all their present games in the shade.

Ultimate have been very quiet for the past few months—it has been almost six months since they launched *Atic Atac*. This inactivity has led to much speculation on the direction the company would be taking in the future.

The company are as tight-lipped as ever about their new games except that the Spectrum software will have new packaging, sell for £9.95 each and, according to an Ultimate spokesman, be "a gigantic leap forward in games entertainment".

It also seems likely that Ultimate software for the Commodore 64 will soon be in the shops. And that the evergreen favourite, *Jet Pac*, will be thrilling 64 owners, too.

WIN YOURSELF A COSMIC CRUISE!

COSMIC CRUISER

The latest game for the Spectrum from Liverpool's Imagine Software is set in deep space on a besieged space station.

A raiding party from the nasty Rallom Empire has taken over the space station and you as pilot of an outdated Cosmic Cruiser have to set off on what could turn out to be a suicide mission. You are ordered to save the space station crew at all costs.

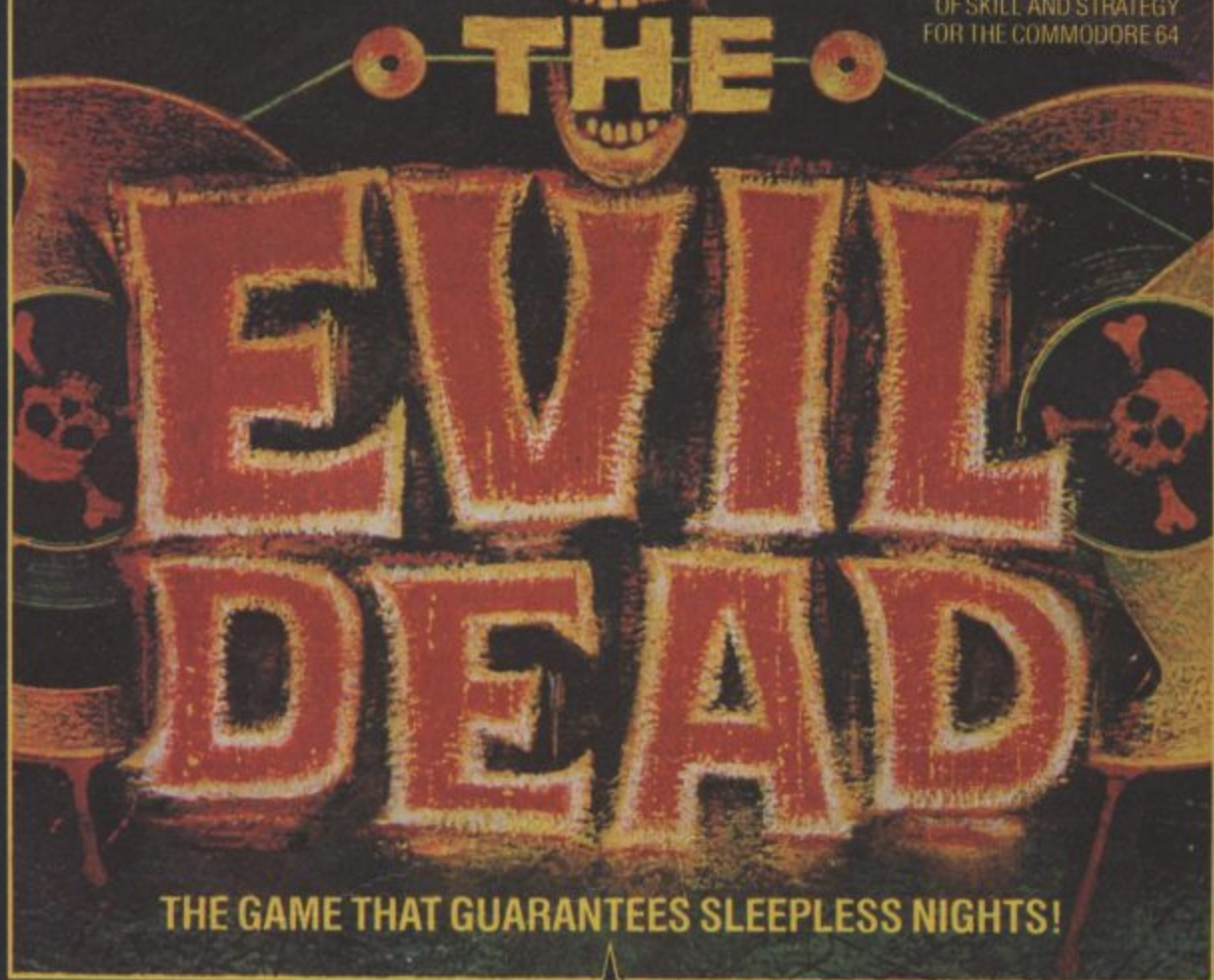
Using your laser cannon, you have to blast open the space station's airlocks and then, by



WHO WILL JOIN THE EVIL DEAD NEXT?

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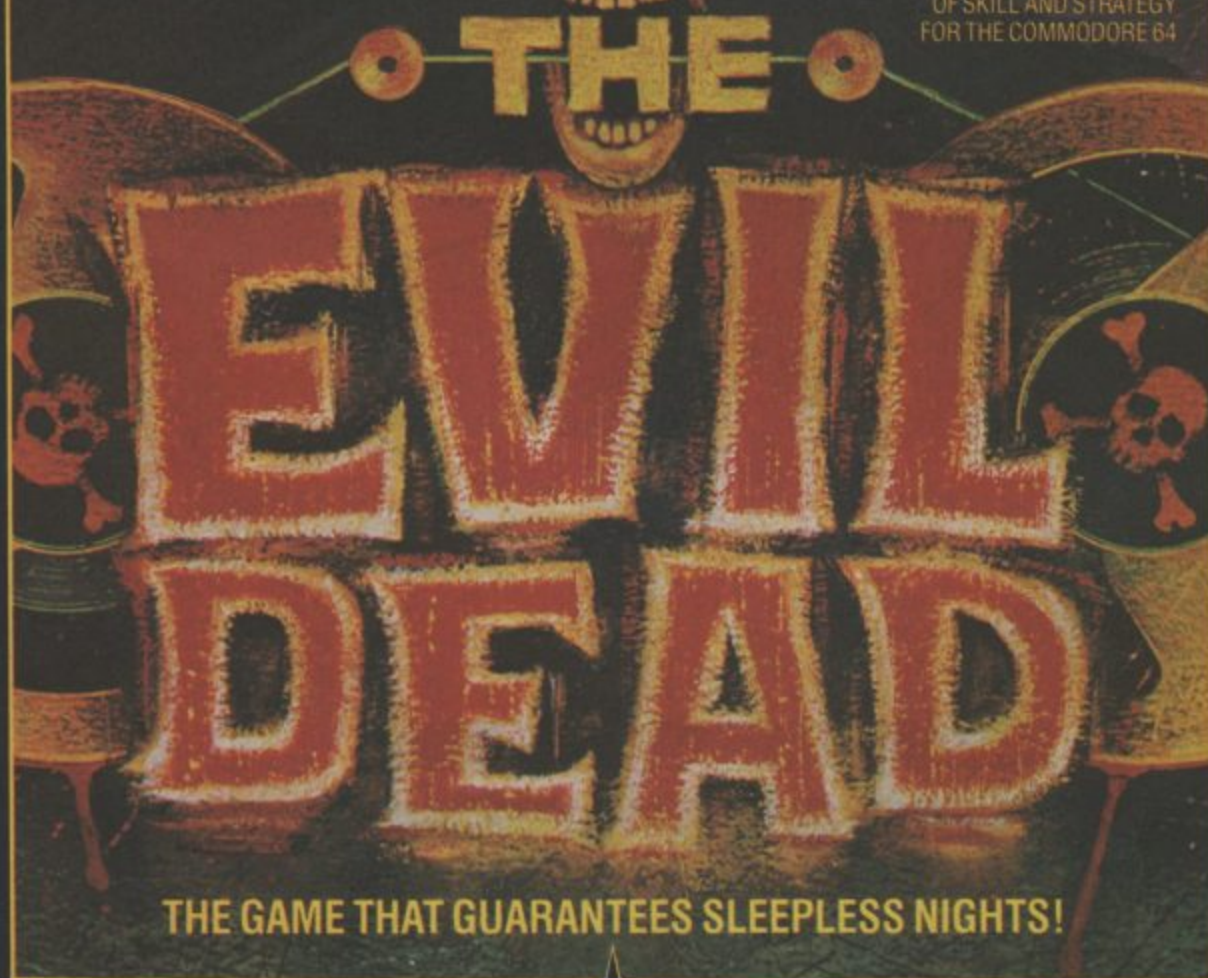
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REVIEW AND COMPETITION

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Games listings for the
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THE OLYMPIC DECATHLON CHAMPION!

Just when the Editor thought he was going to get a free holiday in the USA, one of our readers had to go and win the C&VG/Activision Olympic Holiday prize. Ten days in sunny California with tickets to watch top events at the Los Angeles Olympics!

The lucky winner was Gavin Cox, from Old Coulsdon, Surrey. Gavin will be taking his brother, Nathan, away with him and can look forward to a fun packed ten days and nights.

They will be staying at the superb Sheraton Anaheim Hotel — just a short bus ride away from Disneyland!

Watch out for a report from Gavin on his trip to America and the Olympics in a future issue of *Computer & Video Games*!

Gavin won his prize by correctly identifying all ten events in the Activision Decathlon and telling us just why he thought *Computer & Video Games* is the best selling games magazine in this country.

Gavin's poetic answer went as follows: "Mega-supra, software smashing, bad game bashing, has no trash in, ever-so dashing magazine." We all knew it was true, but it's nice when our readers say so too!

Congratulations Gavin — we're sure you'll enjoy your trip. But watch out for the Editor, you might find him trying to stow away in your luggage!

The correct answers to the contest were: 1) Javelin. 2) 1500m Dash. 3) Discus. 4) Hurdles. 5) 400m Dash. 6) High Jump. 7) Shot Put. 8) Long Jump. 9) Pole Vault. 10) 100m Dash.

SPIRIT OF EVIL

Why not invite the spirit of the Evil Dead into your home? He's really quite a nice chap — and he'll bring a great new computer game with him. So don't be afraid to enter C&VG's **Evil Dead** competition — it will make your hair stand on end!

You've probably been reading all about the *Evil Dead* game, based on the now famous horror-spoof movie about a bunch of clean club American boys and girls who go into the country to get away from it all and end up being transformed into horrible mutants. We've reviewed the game elsewhere in this issue.

Well, we've got our hands on some copies of this brand new game, for

the Commodore 64, thanks to our friends at **Palace Software**, the people behind the game. The first 25 correct entries will get a copy of the *Evil Dead* game, an *Evil Dead* tee-shirt and an *Evil Dead* poster. A real bumper bundle!

All you have to do is answer the four horrible questions below, fill in the coupon, and send it off to Evil Dead Contest, *Computer & Video Games*, Priory Court, 30-32, Farringdon Lane, London EC1R 3AU. Please note our new address!

Now dim the lights, look out your special blood-red ink to fill in our coupon, and begin your quest for the spirit of the Evil Dead!

THE QUESTIONS

1. Which famous American actress played the part of Carrie — a teenager with awesome mental powers — in the film of the same name, based on the novel by ace horror author Stephen King.
2. An extremely famous American singer starred in a hit video based on one of his hit songs. He starred as a werewolf. The video, one of the most expensive pop-promotions ever made, was directed by John Landis, the man who also masterminded the

- cult horror movie *American Werewolf in London*. What (a) was the name of the singing star and what (b) was the music-video called?
3. Who, or what, was Christine, the star of another recent horror film, based on another novel by Stephen King?
4. What was the name of the first of a series of modern classic horror films based around the ghoulish festivities which take place every year on October 31st?

C&VG/PALACE SOFTWARE EVIL DEAD COMPETITION

My answers are:

1.....b).....

2 a).....

3.....

4.....

Name.....

Address.....

THE TOP TUNES!

At last we can announce the winners of our grand Music Contest launched back in April. Vince Clarke, ex-of *Depeche Mode*, *Yazoo* and now masterminding *The Assembly*, has listened to your tapes and has decided who will get the Yamaha keyboards!

Many C&VG readers sat down at their computers to compose tunes for us — and it was a really tough task to decide on the winners. That's why it's taken so long. Thanks for bearing with us — and thanks go to everyone who entered. There are a lot of talented people out there! Now for the winners:

First prize of a Yamaha CN-1000 keyboard goes to Paul and Stuart Harrison of Calver, Sheffield, second prize of a Yamaha PortaSound PC-100 goes to Mr S. Wykes, of Rushden, Northants and third prize, a Yamaha PortaSound MP-1, will go to Alan Stimpson, of Abingdon, Oxfordshire.

Paul and Stuart's winning tune, called "Can You Remember", was written using C&VG's Spectrum music program. Mr Wykes has a BBC and used it to write his winning tune, "Tea Tyme". Alan wrote his tune, "Go to the Top", on a Vic-20. Congratulations all round and you will be receiving your prizes in due course.

Everyone who entered our contest will be receiving some sort of consolation prize — either a K-tel *It's Only Rock and Roll* game, an amazing C&VG tee-shirt or a mystery prize. Thanks again to all who entered. See you on *Top of the Pops* one day!

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"Quick, while he's not around!"
 "Who?"
 "Bruce!"
 "Oh, right! What's up!"
 "We've got to stop him getting his picture in every month. Our readers are beginning to talk. I know he's the master of the martial arts and all that but he can't keep threatening us with violence unless his picture goes in. Something has to be done!"
 "But what? I've got no idea."
 "Why don't we ask the readers. They'll know what to do!"
 "Yeah, and we can offer a free C&VG tee-shirt to the first people who come up with the best suggestions."
 "I hope they act quickly and send their entries to *Computer & Video Games*, Stop Bruce Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU."

STAR BIKERS

We set you three questions based on bikes and races with 100 free copies of *The Edge's Star Bike* for the Spectrum going to the winners. The first 100 correct entries out of the memory bin are the lucky winners — no space to print the lucky names — but the games will be dropping through your letterbox in the near future if you've won!

Answers are: The UK's premier big bike circuit is on The Isle of Man, TT stands for Tourist Trophy, and the bike favoured by most British police forces is the BMW.

Well done and keep biking!

DANGERMOURSE!

Rats! They've all solved the competition — I'll have to send out those prizes now.

The Mad Baron Silas Greenback is set to take over the world — only the intervention of Colonel K and his elite band of men can hope to save the universe.

Colonel K set some questions on famous spy characters which once answered would, in some mysterious way, stop the Mad Baron. Answers are: James Bond is 007, the popular TV series is *The Man from U.N.C.L.E.* and Clint Eastwood starred in *Firefox*.

In a rush to get one of two hundred free copies of *Dangermouse* for the Spectrum and CBM 64, the entries poured in.

There were 100 *Dangermouse* games each to be won for the Spectrum and Commodore



64 — thanks to Creative Sparks. Prizes are on the way so keep that Mouse out of Double Trouble!

YOU'RE EVIL — BUT WE LIKE YOU

Reading the questions set to the Evil Dead competition made my hair stand on end.

Palace Software has given 25 copies of their brand new game *The Evil Dead*, based on the horror movie of the same name, an Evil Dead tee-shirt and an Evil Dead poster to the first 25 correct answers to be picked out of the C&VG memory bin.

With this collection of goodies as prizes, we thought the questions should be sufficiently spine chilling to warrant giving away these games.

The answers are: Sissy Spacek played the part of Carrie, Michael Jackson starred in *Thriller*, Christine was a car and the series of modern horror films is *Halloween*.

Well done to the winners — the games are on the way.

Richard Taulbut, Middlesex; Malcolm Bergh, Enfield; Doug

Lander, Hemel Hempstead; Robert Mansfield, Stafford; M Dickenson, Cheshire; Robert Ho, Bristol; Andrew Sutcliffe, Lancs; Mark White, Staffs; J Brotherton, Lancs; Stephen Hall, Norwich; Barry Waghorn, Staffs; I Dunlop, Hull; Christopher Cowie, Yorks; John Papanastasiou, London; Jamie Dickson, Wales; Stuart Ostle, Scotland; Keith Winstanley, Lancs; Matthew Croll, Leeds; Ismail Momoniat, Lancs; Kevin Carey, Ireland; Robin Broad, Glos; John Berris, Peterborough; Mr Gillings, Doncaster; T Murphy, London and Stephen Johnston from Bucks.

THE WINNERS!

Nine of the ten lucky people to win a copy of Keith Campbell's *Computer & Video Games Book of Adventure* are: Alan Clark of Whitfield, Dundee; Stephen Watson of Nether Heyford, Northampton; Kieron Donoghue of East Herrington, Sunderland; Raymond Bartlett of Queens Park, Bournemouth; Ian Luffman of Nailsea, Avon; Derek Ward of Thame, Oxford; Michael Elsworth of Thornhill, Dewsbury; Philip Waterhouse of Unsworth, Bury; and Ewan Watson of Balbegg, Perthshire. A signed copy of the book is on its way to each of them!

The winner who came up with the best alternative ending for an Adventure can't be named at present! Keith Campbell put his letter to one side and a moment later it was whisked up and stuffed in a file!

After searching for hours, Keith decided to SAVE GAME and would like to hear from the reader who suggested that the programmer should arrange for the computer to blow up on successful completion of the game! Don't all write in, though, because Keith took the precaution of entering the letter on his database and will be able to search for it, given the winner's name! This will give him the key to the file where he will be able to locate the letter!

MORE SPECIAL OPERATIONS!

On page 56 of our October issue we told you all about the *Special Operations* competition being organised by Lothlorien. Below is the entry form that you MUST use to enter, which you'll find ONLY in *Computer & Video Games*.

Don't forget to save your successful game on tape. You will need it to win the first prize. You must also send the special competition tag cut from the cassette inlay of the *Special Operations* game as proof of purchase.

Closing date for the competition is January 31st 1985. Remember to complete the official entry form on this page and send it to M.C. Lothlorien, 56a Park Lane, Poynton, Cheshire SK12 1AE NOT *Computer & Video Games*. Entry forms will be found in the November and December issues of C&VG. Entry is open to all except employees of Lothlorien and EMAP.

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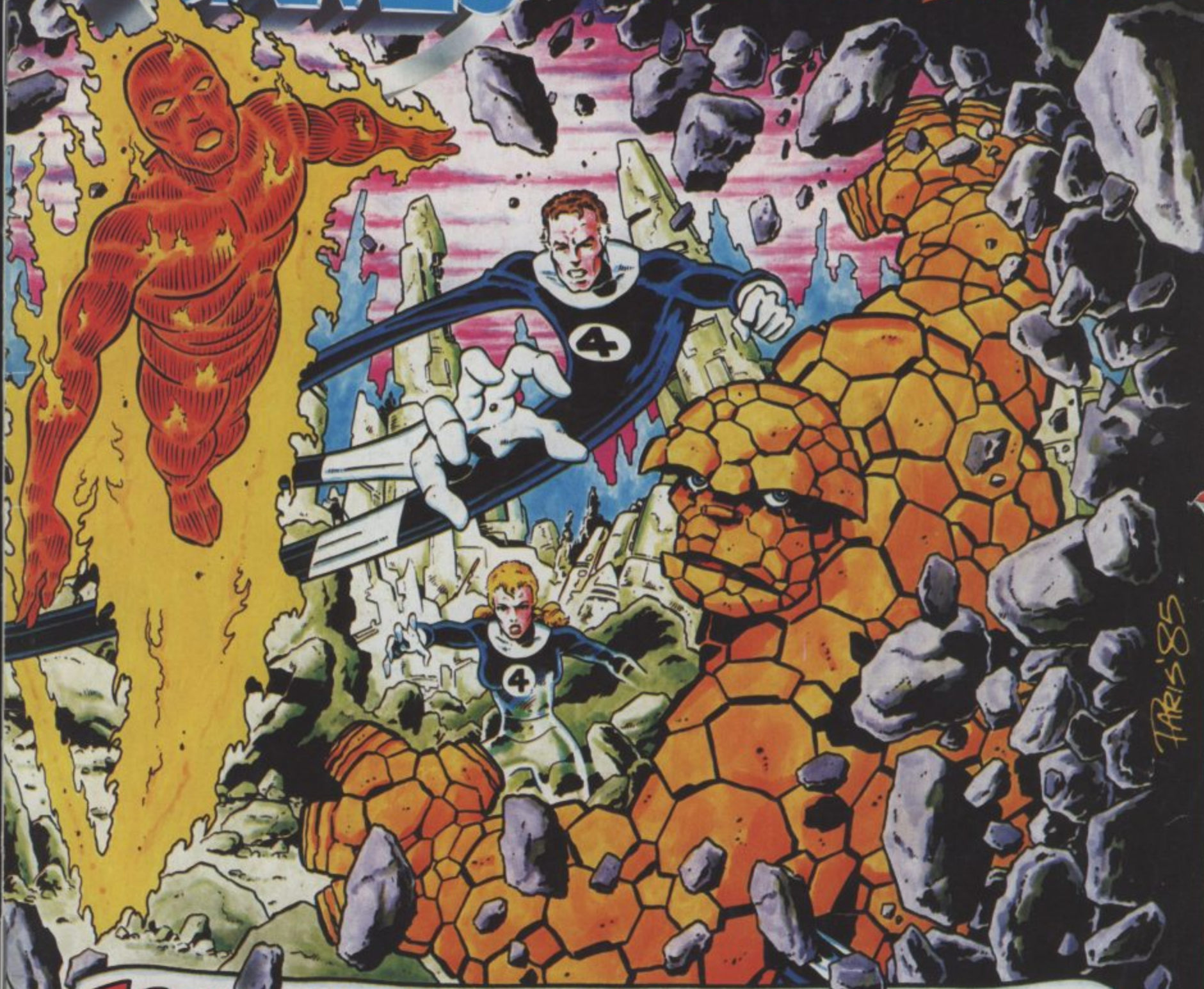
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PALACE SOFTWARE PROUDLY PRESENTS

CAULDRON



SCREEN-SHOTS FROM
THE COMMODORE
VERSION.



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adventure game from
Palace Software that
sets a new standard
in graphic realism.

Commodore 64 and
48K Spectrum.
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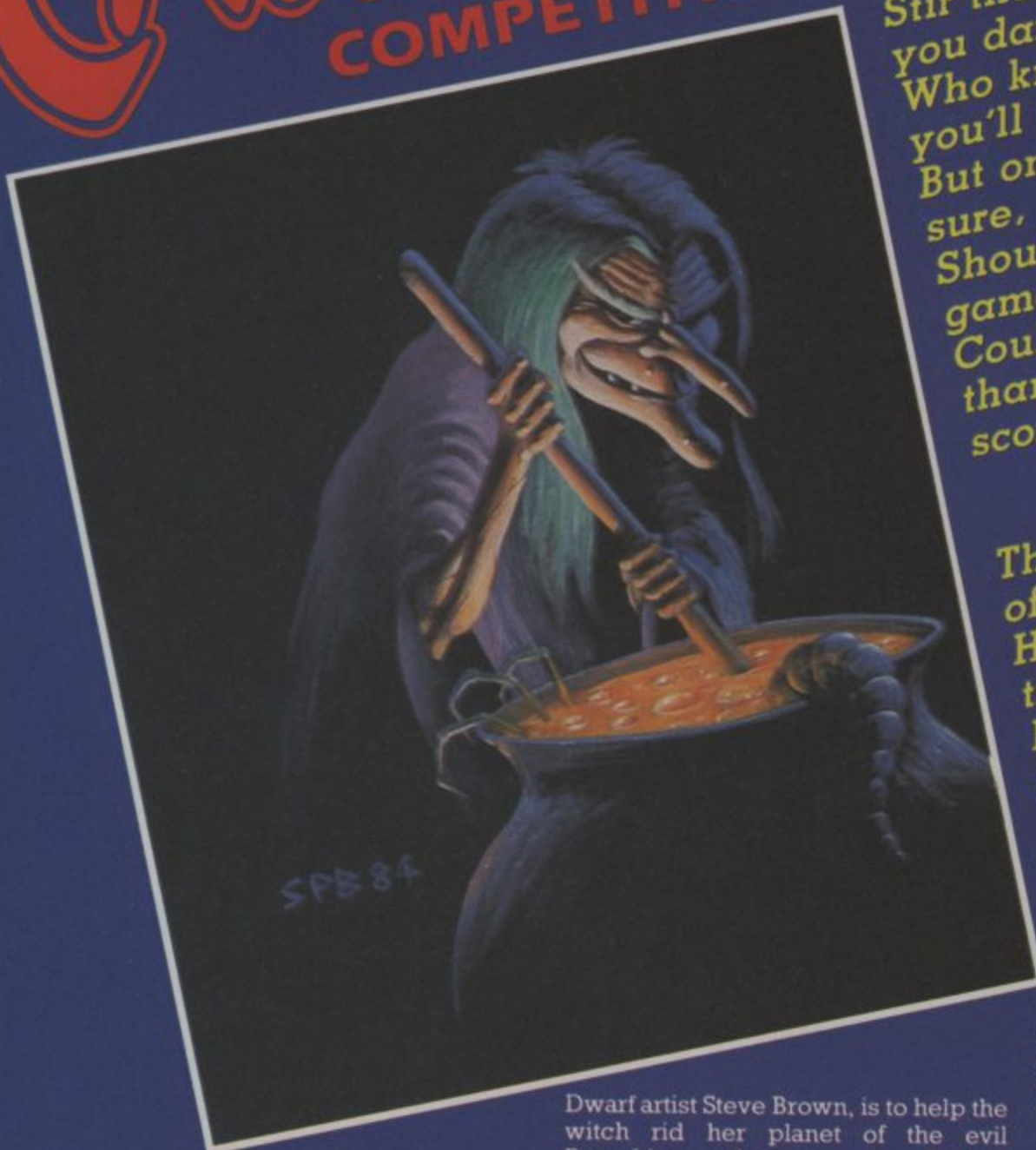


CAULDRON

COMPETITION

Stir the Cauldron if
you dare,
Who knows what
you'll find in there!
But one thing is for
sure,
Should you play the
game your reward
Could be a lot more
than just a high
score!

The mighty wizards
of C&VG
Have a great
treasure in store
For the first
gamester to crack
The Mystery of the
Witch's cauldron.
So hurry up and get
your skates on...



OK, so our verse writing isn't up to much! But we have got a pretty neat prize on offer for the first person to complete Palace Software's latest and greatest game, called *Cauldron*.

Together with **Palace Software, Computer & Video Games** is proud to announce the greatest **Golden Broomstick Competition!**

Yes, the first person to complete *Cauldron* and contact *Computer & Video Games* with the proof of their success will soon be the proud owner of the very same Golden Broomstick which is the object of the witch's quest in the game.

We revealed exclusive information about this great new game for the Commodore 64 and Spectrum last issue. The basic idea of the game, programmed by Richard "Evil Dead" Leinfellner and designed by White

Dwarf artist Steve Brown, is to help the witch rid her planet of the evil Pumpkins and rescue the Golden Broomstick.

The graphics are simply amazing — we can guarantee that you've not seen anything like them on the 64! Our screen shots just don't do the game justice.

The action takes place on, around and within a planet — a self-contained "world" packed with nasties and hazards. Your witch can actually fly around her planet — crossing oceans, forests and islands before venturing beneath the surface to do battle with the Pumpkins.

Cauldron really is a mega-arcade Adventure — not to be missed by adventurers and zappers alike.

To win the mighty Golden Broomstick, all you have to do is get a copy of the game — complete it and bash out a map of the game. The first person to get us a map — and answer

the tie-breaker question below correctly — will be the proud owner of the very special Palace Software Golden Broomstick!

Cauldron will be released for the Spectrum and Commodore 64 in early April and retails at £7.99.

Don't miss out on this extremely exclusive prize. Rush out and grab a copy of *Cauldron* now. You know it makes sense...

**C&VG/PALACE SOFTWARE
CAULDRON COMPETITION**
(Please attach this coupon to your entry)

Name.....

Address

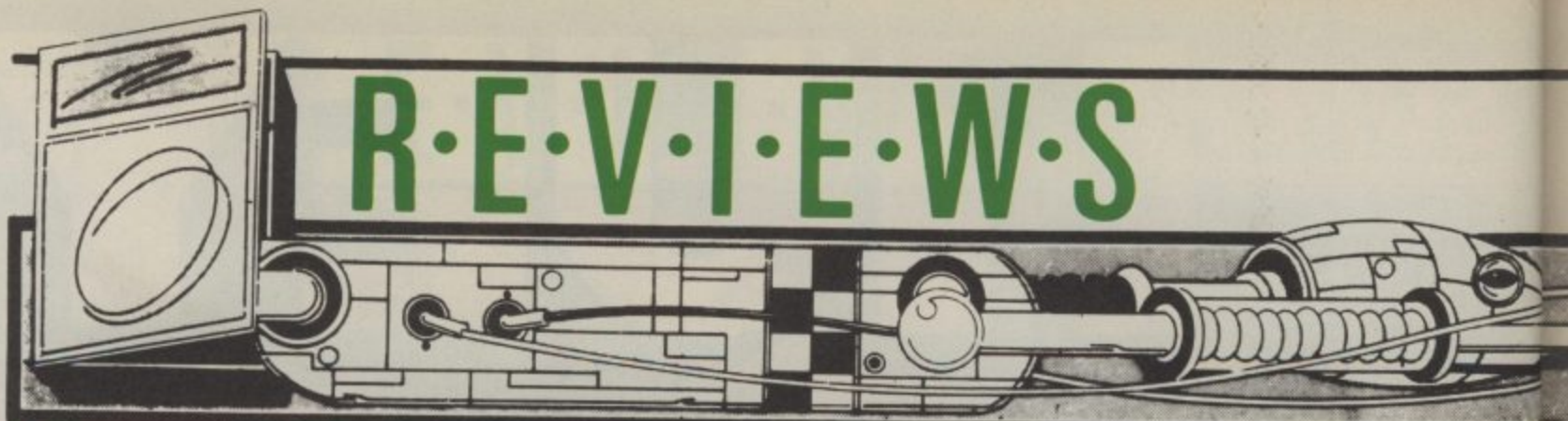
.....

.....

Tie-breaker quiz:

What is the name of the Russian witch who has a house built on stilts made out of chicken-legs?

.....



R·E·V·I·E·W·S

9

CAULDRON

MACHINE: CBM64/
Spectrum
SUPPLIER: Palace
Software
PRICE: £7.99

You've already read about the fantastic graphics in last month's C&VG. Now read how the game is great fun to play!

The basic idea of *Cauldron* is to help the witch defeat the evil Pumpkins and rescue the Golden Broomstick. To do this, the witch must brew up an evil potion in her cottage cauldron and find the Pumpkin leader in his hide-out deep within the mysterious planet.

The witch's quest takes place in, over and around her home world. The programmers have created an entire planet — with forests, seas and islands above ground and weird caverns underground.

There are lots of things to discover and puzzles to be solved — and the first C&VG reader to complete the game and send us a map will win the real Golden Broomstick. So we're not giving too much away here!

● Graphics	9
● Sound	9
● Value	9
● Playability	9



10

HYPERSPORTS 2

MACHINE: All MSX
SUPPLIER: Konami
PRICE: £15.00

Here is yet another offering from the Konami house for the sports enthusiasts. With the usual detail and superb use of graphics.

In the first part of the

11



game, quick reactions are required in the Skeetshooting (clay pigeon) event.

Vertical elevation of your gun sight is automatically set up by the computer and is shown by two small squares on the screen which move up and down. To get proper horizontal aim, match the swing of your gun with the flying targets, firing with either the space bar or joystick button.



The marksman grins or frowns according to his success, leading to the second event, Archery.

In essence, by looking at the target display, you can see if you are high or low, left or right and adjust accordingly with the following arrow. At the bottom right hand corner, the score of the last arrow is shown and the amount of arrows remaining are shown in a slot next to the archer. The upper screen display is in the same format as the previous event. Quite a degree of skill and judgement needs to be exercised to achieve consistent results. Qualifying for the next event

is one thing, world records are another, but at least you can move on to the Weightlifting event.

It goes without saying that here is another graphical treat. In addition to the already familiar information at the top of the screen, there are two further items showing a countdown from 30 seconds to zero and the weight being lifted in kilos.

When all three events have been successfully completed, you return to Skeetshooting, but this time the qualifying scores in all events will be higher.

Hypersports II has all the essential ingredients, from the judgement necessary for the first two events, to the sheer necessity of pounding the keys for the weightlifting.

● Graphics	10
● Sound	7
● Value	10
● Playability	8

11

E'ONE'S A WALLY

MACHINE: Spectrum/
CBM 64
SUPPLIER: Micro-Gen
PRICE: £9.95

The adventures of Wally Week, videogame superstar, continue in the only game to come with a "hit" single on the B-side!

Wally, star of *Automania* and *Pyjamarama*, introduces

the rest of his family and friends in this latest graphical extravaganza from the Micro-Gen programmers.

You'll meet Wally's wife, the lovely Wilma, plus Tom the Punk, Harry the Hippy, Dick the Plumber and Herbert the baby — Wally's pride and joy.

Micro-Gen claim this is the first fully animated interactive arcade Adventure. You can control any one of the six characters — except baby Herbert — at any stage during the game.

The object of the game is to help Wally open the safe in the bank in order to pay the game some wages. In order to do this, certain tasks have



to be done and certain puzzles solved.

Each member of the gang has different characteristics and abilities — and you must decide which one can solve certain puzzles and complete certain tasks as you play the game.

Each character has three lives to begin with — and you must keep everyone "alive" throughout the game to succeed.

The graphics are excellent. The characters are drawn in true "cartoon style" and the backgrounds are packed with detail.

As in *Pyjamarama*, Wally's latest Adventure, the game includes both arcade style shoot-'em-up screens as well as arcade Adventure sequences.

Everyone's a Wally will keep you busy for hours — and when you've solved it you can still admire the pretty graphics.

The song, by Mike Berry, will have you humming along too — but, beware, prolonged

JUNE 1985

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FRANKIE

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AND GAMES

MINDER — Arthur's nice little earner



COMPETITION
ON PAGE 10

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Software Limited

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PALACE
software

THE MAGICAL WORLD OF CAULDRON

START



DOOR
LEADING TO
PUMPKIN'S
LAIR



DOOR
LEADING
TO THE CR
P



DOOR
LEADING TO
HEMLOCK
CAVERNS



DOOR
LEADING TO
THE LAVA
CHAMBERS

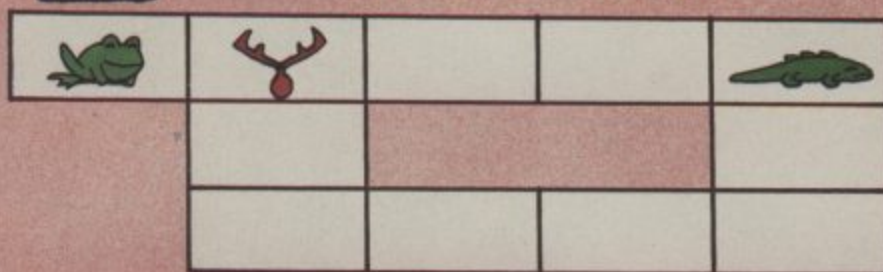


EXIT DOOR
FROM THE
LAVA
CHAMBERS

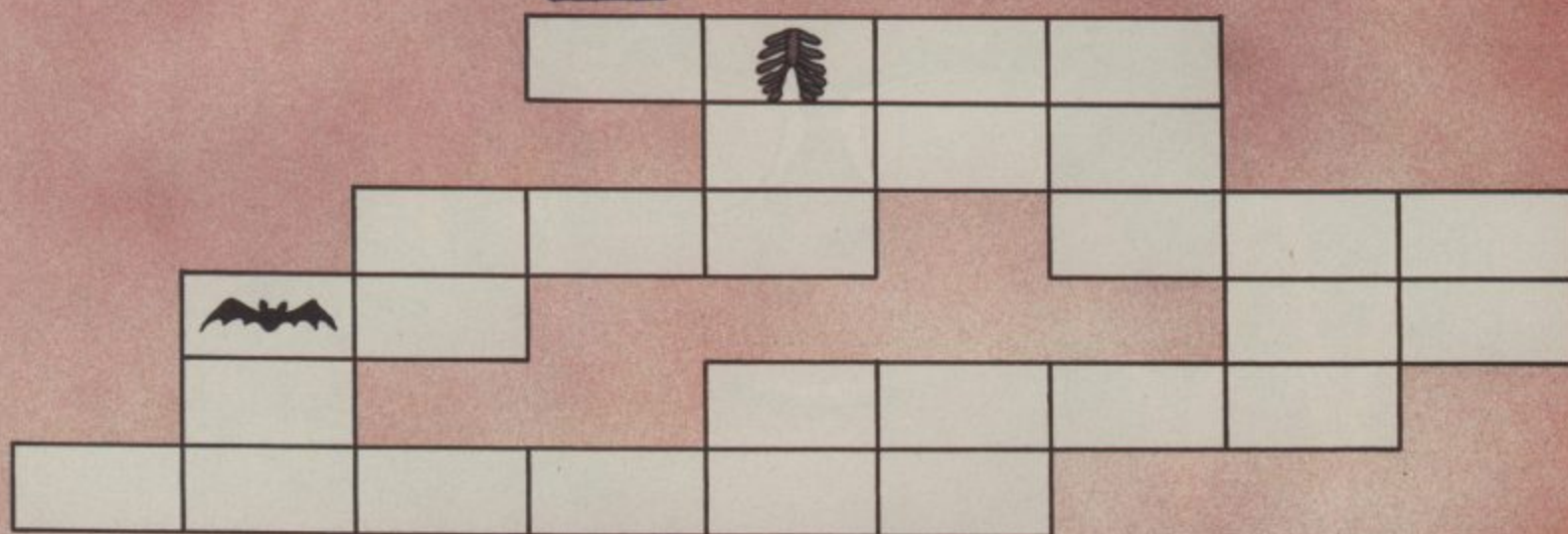
STEVE BROWN '85



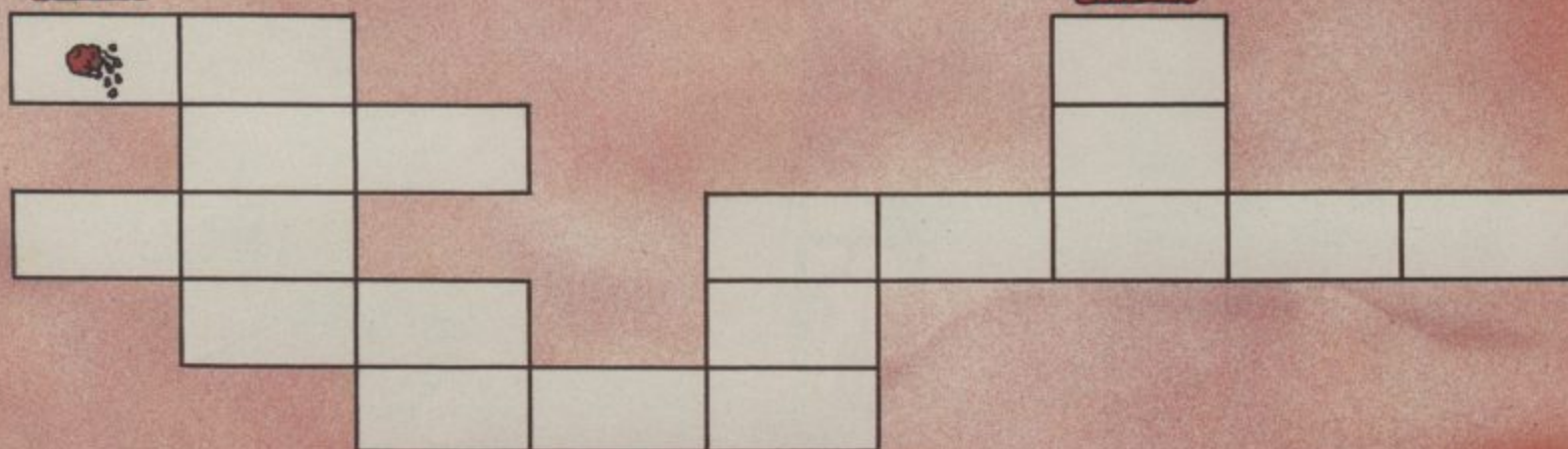
THE HEMLOCK CAVERNS



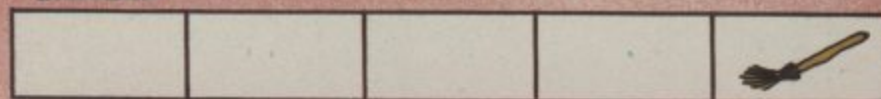
THE CRYPT



THE LAVA CHAMBERS

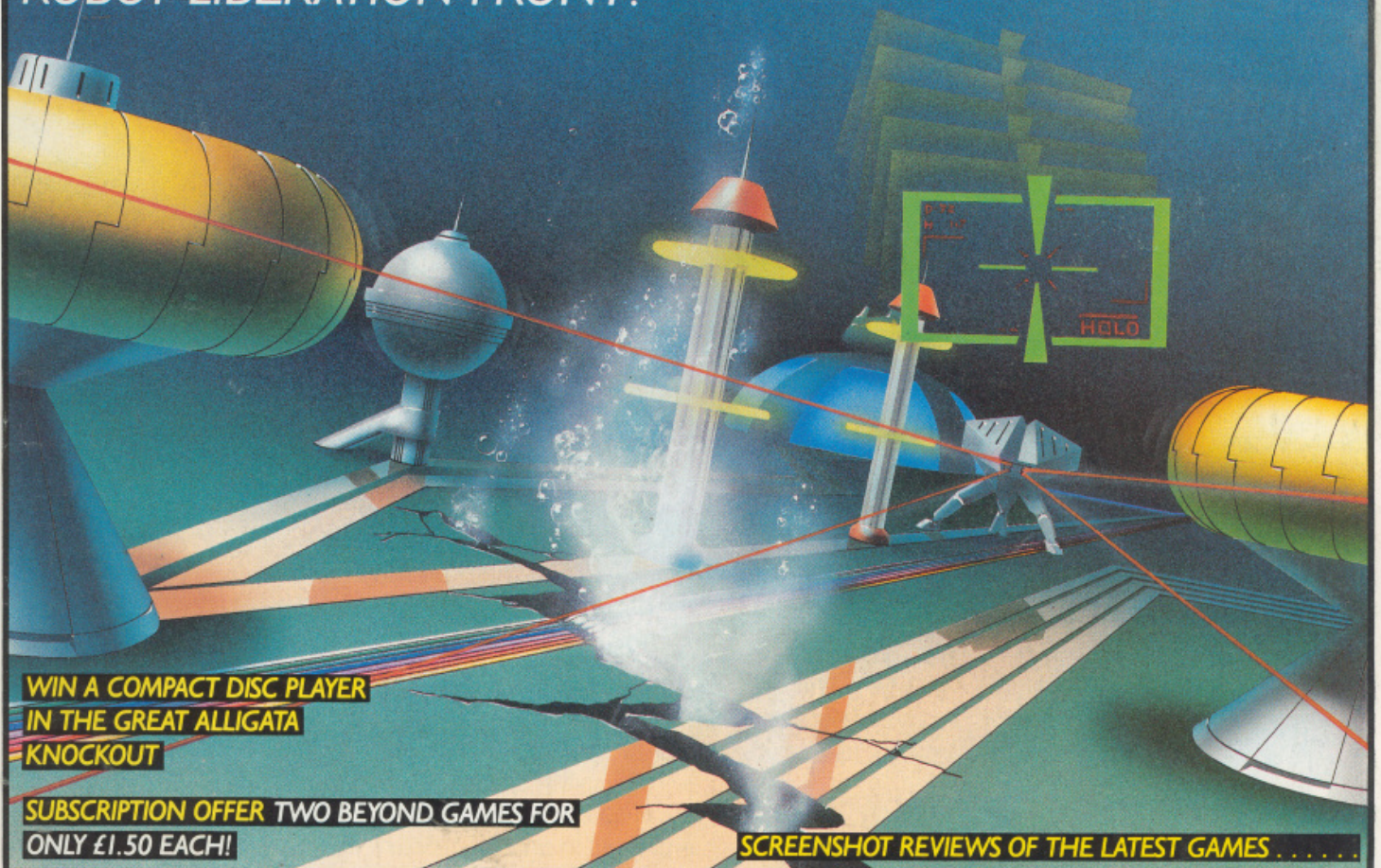


THE PUMPKIN'S LAIR



Computer GAMER

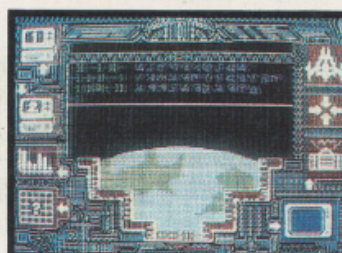
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CAN YOU STOP THE
ROBOT LIBERATION FRONT?



BEACH-HEAD II



SKY FOX



XCEL



BLUE MAX 2001

REVIEWS

Title: Cauldron
Computer: Spectrum 48K
Supplier: Palace Software
Price: £7.95

At last the Spectrum conversion of Cauldron has appeared! Actually, having played the '64 version and been unable to figure out what I was supposed to be doing, I think I prefer the Spectrum version.

The task you are set is to gather the ingredients for a spell which will allow you to defeat the Pumpking. These ingredients are all hidden in underground caves, and in order to gain access in the forest and which allow you to enter the crypts and tombs leading to the caves.

Flying your witch over the scrolling landscape is real fun. With her hair streaming behind her, the witch is quite a nippy mover as she ducks and dives on her broomstick, avoiding the bats, ghosts, and balls of flames thrown up at her. The landscape is quite detailed, and the scrolling is as smooth as I've seen on the Spectrum.

My only criticism of this part of the game, is that when the witch dismounts to open a doorway, you temporarily lose control of her (until she is through the door and onto the next stage of the game) but she can still be attacked by the ghosts and other nasties and have her magical energies drained. I did find this a bit irritating, because it more or less means that, just for a few seconds, the game plays itself and all you can do is sit and watch as the witch is attacked on her way to the crypt entrance.

Once underground, the game becomes a bit more conventional, as you go through a variety of screens in order to collect the ingredients you need for the spell. These screens are fairly standard platform game stuff, but though they are quite well designed, I found that crossing from one screen to the next often meant losing a life, as you can often enter a new screen only to find yourself falling through thin air. Also, the witch can fall through the edges of platforms even though she might not actually be hanging over the edge. I did find those two details annoying, since I felt that they caused me to lose a lot of lives rather unfairly and through no fault of my own.

Even so, I have found myself going back to Cauldron over and over again, and I still find it both challenging and addictive.

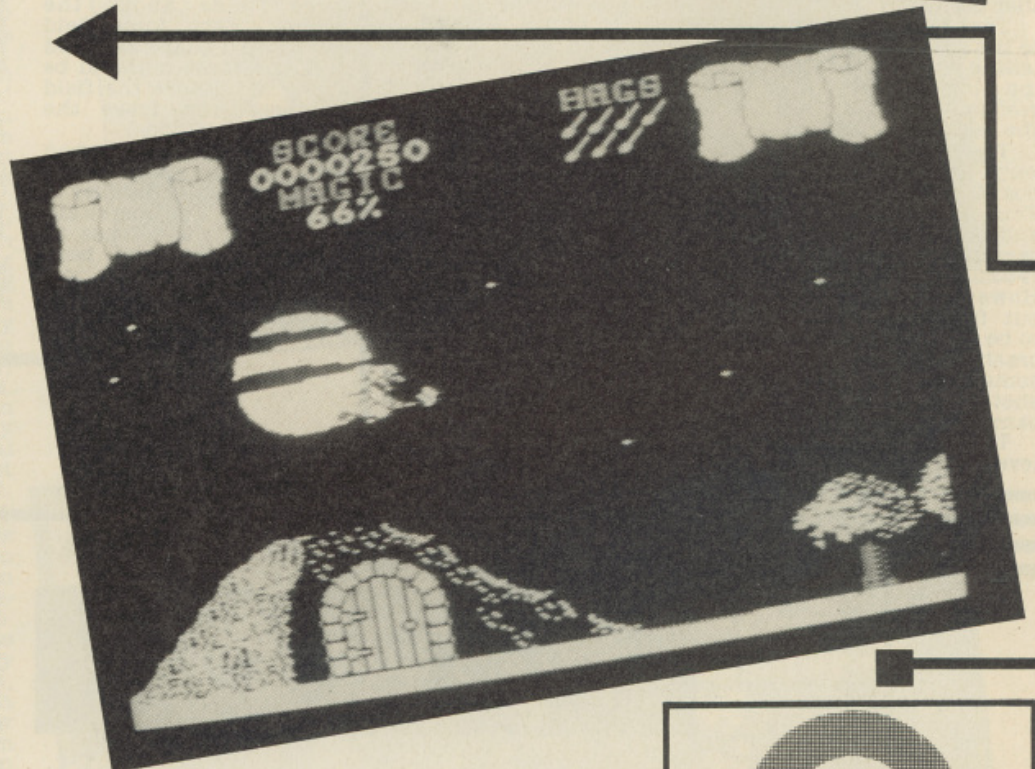
The reverse side of the tape included a 'free' copy of Spectrum Evil Dead, but the least said about it the better.

CJ

PLANET RATINGS

Originality
 Graphics
 Use of machine
 Value for money

STAR RATING
 Bright Star



TERMINAL

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 future

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CRASH

ZX SPECTRUM

PREVIEW

FRANKIE GOES TO HOLLYWOOD

OCEAN = *o*o+oxo+o+oxo=

PROFILE

DENTON

THE TEAM **DESIGNS**
BEHIND SHADOWFIRE FRANKIE
GIFT FROM THE GODS

SPECTRUM
MONTHLY SPECTRUM SOFTWARE REVIEW
YOUR SPECTRUM
Fit for the scrapheap?
Where to go for rescue...

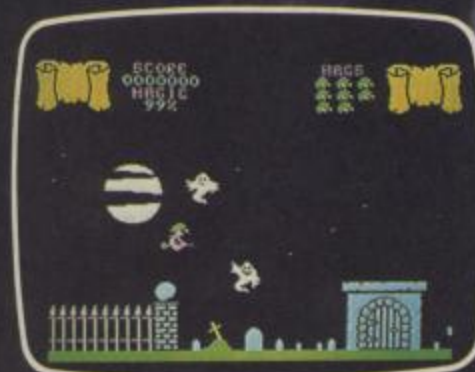
BANG!

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A NEWSFIELD PUBLICATION

No.18

JULY 1985

95p

CRASH

ZX SPECTRUM

Prisoner
of the evil
sorceress
in...

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GARGOYLE

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PRIZES GALORE!
IN OUR COMPETITIONS

OLIVER
FREY





C•A•U•L•D•R•O•N



CAULDRON

Producer: Palace Software
Memory required: 48K
Retail price: £7.99
Language: machine code
Author: The Ram Jam Corp with Steve Brown

On a hill many miles away there is a green door behind which there is a Golden Broomstick, a thing so powerful that the it is sought after by the best and cleverest witches in the land, but only you are prepared to face the dangers that lie behind the door. It's not that you are being particularly brave but you have this spell that should defeat the powers of the pumkins room and leave you, as a prize, with the witches golden broom.

Your spell needs six basic ingredients not normally found on supermarket shelves, in fact they can only be found behind other coloured doors for which you will need the coloured keys. So your first task is to find the keys by flying on your own tatty broomstick round the locality. The keys can commonly be seen propped up against trees all that remains is for you to land and pick them up. As you peruse the skies you are attacked by all manner of things. Witch-eating bats, cloak-scorching fireballs, murderous pumkins and badly behaved seagulls are just a few of the hazards facing you. Of course your magic defends you

from their onslaught (witch is to say that your broomstick is actually a 4.5mm quick-firing cannon) but your life force is depleted by as much as four or five points. However by firing directly at the attackers will only cost you one point per shot so since each of your eight lives (or hags) only have 99 points to start with you really can't afford to be flippant.

With the correct key you can get into any of the caverns although you will have to discover for yourself which caverns to visit first. Each cavern presents a sort of platform game problem that requires great skill and dexterity negotiate. When you have reached whatever it is that you are looking for you must return home to add it to the pot. After collecting the six main ingredients you will be able to complete the spell that will rid the land of the pumkin and win that newbroom.

As a bonus, on the B side of the cassette is a Spectrum version of the earlier Palace game, *The Evil Dead*.

CRITICISM

● 'I find the graphics in this game very pleasing but I think the movement could have been improved. Rather than the whole screen scrolling from one side to another as you fly, it scrolls in pages, as you reach the far side of one page it rapidly scrolls across so that you are back on the other side of a different screen. The 'how do I get over there' problems in the caverns are very tricky and demand great skill. The attacking nasties are a real pain because there are so many of them, even killing them costs energy so you really will need those lives if you want to complete the game. Very attractive game, playable and I find it fairly addictive'

● 'I've nothing but praise for this game, graphic detail is marvellous and colour is exceptionally well used. Animation is great too. It's not an easy game by any means — flying through the air seems fun at first until ferocious bats (vampires?) try continually to drag you down. Finding the well spread and randomly placed keys isn't easy either, using them is even worse — as you open up one of the colour-coded doors a new underworld appears, offering you screens in a platform- or should I say 'stepping stone' game. This is even more difficult than the aerial sequences, because for half of the time you don't know where you'll land up when you step blindly off one screen into another. Eight hags might seem a lot of lives to you, but you could have eighty and it wouldn't be enough. A delightful game that is bound to prove popular.'

● 'Here's another game that has been converted from the 64. They've had some trouble with the continually scrolling screen, but the Spectrum page scrolling, though nowhere near as attractive, is a reasonable compromise. The graphics look very good though. Flying on your broomstick is a tricky business with the ghosts, bats and deadly pumkin pods all homing in on you — don't hang about in one place too long! The caverns present a totally different game with different problems, so *Cauldron* represents good value in game-play, and the good graphics, hard to get to rooms, size of the game and difficulty level makes it addictive to play, and with a second free game on board, good value too, although *Evil Dead* isn't the most mega-fab program.'

COMMENTS

Control keys: Cap/Z left/right, X/C down/up, and V to fire
Joystick: Kempston, Cursor, Sinclair
Keyboard play: responsive
Use of colour: very good
Graphics: detailed, well moving
Sound: good
Skill levels: 1
Lives: 8
Screens: 64 below ground — a lot above!
General rating: a large, engaging and difficult game for the arcade player

Use of computer	80%
Graphics	89%
Playability	90%
Getting started	86%
Addictive qualities	91%
Value for money	90%
Overall	91%

HOME COMPUTING WEEKLY

AN ARGUS SPECIALIST PUBLICATION

April 23-29 1985 No.109 45p



Tatung Einstein —
work of genius?



See review
on page 14

**Light up
your life**



Win a Trojan light
pen for your
machine

New Amstrad: Here it is!



Amstrad CPC

The new Amstrad CPC was unveiled last Wednesday in London. Almost exactly a year since the CPC464 made its debut, the new model incorporates a disc drive in place of the built-in cassette player.

And the keyboard has been redesigned: a new, narrower QWERTY keyboard stands out against its dark background and the cursor keys are now arranged in a square above the numeric keypad.

The good news is that the

new micros are bouncing in at a lower than scheduled price. At the launch of the CPC464, the new models were forecast at £429 and £529 for green and colour monitor, respectively. One year later, the actual prices are £339 and £449.

Although the new model doesn't have any additional memory, it has extra graphics capabilities. Now the Amstrad can draw in dotted lines, and fill in colour at high speed. Bundled with the hardware is

Dr LOGO on disc, a graphics and teaching language.

Software on disc will cost £12.95, and you can also connect a standard cassette recorder to transfer programs for tape to disc, via the CPC464's built in interface.

The scheduled target for sales of the CPC464 in 1984 was 200,000 and that figure was attained, according to Michael Miller, marketing director.

Inside
your bolder,
brighter, better,
HCW ...

Print-out
on printers

Slay the
dragon —
St. George's Day
program p. 28

Time for
a bath!
See p. 3

Gribbly's Day
Out —
reviewed
p. 8



SOFTWARE



Gribbly's Day Out

Gribbly Gribbly lives on the planet Blabgor and is a little green creature with a big head, one foot and antennae. The idea behind the game is for Gribbly to rescue the gribbles, which are young gribblys. This is done by moving about the screen. On land Gribbly bounces on his one foot, but he can also fly by power of his mind and Psi energy!

To make things a little more difficult there are things called topsies which attempt to capture and carry off the gribbles. A topsie starts as a sort of flying sycamore seed floating down to land. Once down the topsie becomes a little green tube that flips along like a slinky. If a topsie meets a gribble on the ground he will flip the Gribble onto its back. Gribbly can destroy the topsies in their airborne form by 'bubbling' them.

Another feature is the Anti-Psi web that is in the sky, this is harmful to Gribbly if he touches it as it drains Psi but the web may be controlled and moved about. Finally there is Seon, a bad gribbly, like a crab, which inhabits the web, if Gribbly touches Seon he must immediately return for more Psi.

The control of the game is difficult to master as Gribbly moves up under his Psi power but gravity brings him down and the web is never far away. Graphics are excellent especially the topsie airborne and land creatures and the expressions on Gribbly's face at various stages. Sound is average and consists of a few tunes. Overall a very innovative game, well done.

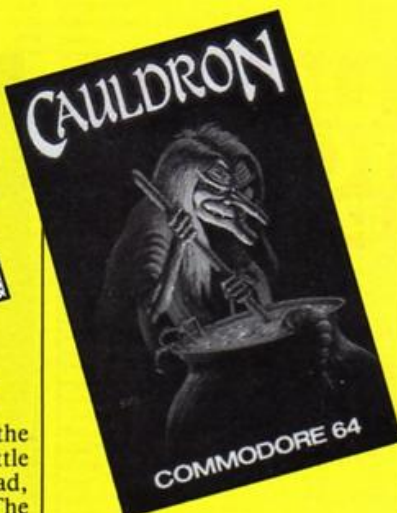
J.G.D.

Price: £7.95

Publisher: Hewson Consultants

Address: 56B Milton Trading Est, Abingdon

C64



Cauldron

After the not particularly impressive Evil Dead from Palace, Cauldron is a breath of fresh air. My original impression is of a Defender type, scrolling screen, with superbly detailed forests, graveyards, islands, and other bits and pieces running across the bottom of the screen.

However, instead of a spaceship you have a witch, and instead of aliens you have bats, ghosts, sharks, and other various nasties. It is here that the similarity with Defender ends. Whilst you are blasting (sorry, casting spells) at the baddies you must look for some keys, a key of one particular colour will let you into a door of the same colour. There are four keys and eight doors.

Entering a door changes everything. The game now moves on to a ladders and ramps type game, but I found it much more satisfying than most L&R stuff as it has a much more interesting style and some puzzles extend over many screens.

Completing the room rewards you with an ingredient for your spell. Collecting six of these and dumping them in the pot in your cottage rewards you with a spell, with which you can get rid of the giant pumpkin in the final room. No mean feat at all.

The instructions are presented in verse. Buy this game without delay, shift/run stop, and then press play. M.D.R.

Price: £9.95

Publisher: Palace Software

Address: 275 Pentonville Rd, London N1

C64



Falcon Patrol II

"Oh", my brother said when he saw me playing this, "a horizontal Zaxxon." Personally I thought it was more like the old Defenda, but that gives you a general idea of the game.

Armed with 100 missiles, you fly the Falcon over a 3-D landscape fighting waves of enemy helicopters. There are three types of helicopter — fast solo fighters, gunships and transporters which drop flak bombs and radar jammers. As in Defenda, the top part of the display includes a radar showing the location of nearby enemy ships.

This is a good version of Defenda, though it does have its limitations. The graphics are very good, and the movement of the scrolling landscape and aircraft is nice and smooth. But, although the landscape is drawn in 3-D, the Falcon's movement is purely two-dimensional, so that the landscape graphics are really just decoration and don't add much to the game play.

Also, controlling your altitude is a little tricky, as you can't position yourself, for instance, half way up the screen and then continue flying horizontally at that level. One touch of the Up/Down controls moves you continuously in those directions. So, to fly on one level you must constantly alternate between Up/Down to try and keep steady.

Still, once you've mastered that, FPII is a good shoot-em-up that gets enjoyably frantic after the first few levels. Oh, FPII also has the novelty of a SCREENS that loads backwards. C.J.

Price: £6.95

Publisher: Virgin Games

Address: 2-4 Vernon Yd, Portobello Rd, London W11 2DX

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An Argus Specialist Publication

No. 76
Aug 21-27, 1984

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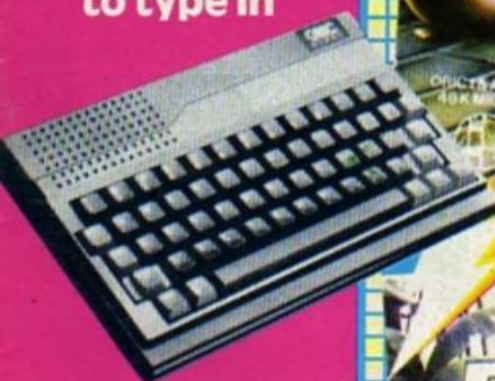
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Temptation Software

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How to convert VIC-20 games for your micro

Commodore 64
Two programs to type in



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PLUS
news, your letters, software charts...



Sexy software slammed

Parents must shield their children from sexy software, warns the National Viewers' and Listeners' Association.

This statement follows the introduction of a game called Strip Poker from U.S. Gold, in which the young ladies depicted on screen can eventually end-up naked.

A spokesman for the NVLA said: "Until there is an effective obscenity law, nothing can be done about this type of software coming onto the market."

"We know of this game, and several others like it. But unfortunately there is very little we can do about them. All we can do is advise parents to keep a keen eye on the software their children are buying."

"Let's face it, children are likely to see much worse by simply picking up their father's daily paper. Another thing that

Continued on page 5

Going for gold

Close on the heels of Daley Thompson's gold medal in the Olympics comes a new game from Ocean called Daley Thompson's Decathlon.

Available for the Commodore 64 and the 48K Spectrum, the game recreates the 10 decathlon events — all of which are played under Olympic qualifying standards.

Royalties from the game will go to the British Amateur Athletic Board, and a free poster is included with every copy of the game.

To play the game one player takes on the role of Daley Thompson competing against the computer (Spectrum version), but in the Commodore version two people can play.

Micros equipped with speech units will give vocal scores, and a voice saying "on your marks, get set, go."

David Ward, managing director of Ocean, said: "When Daley tried the 100m sprint, he became quite agitated because

Continued on page 5

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Sept 11-17, 1984

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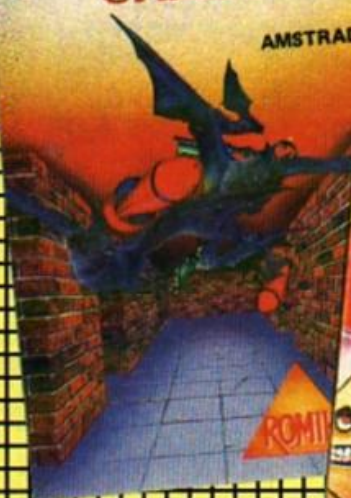
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48K
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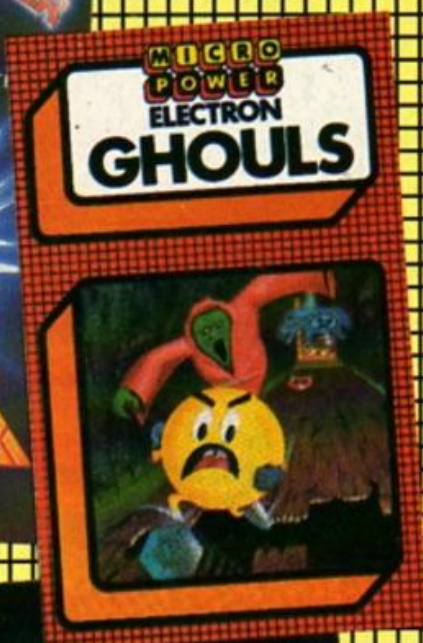


3-D MONSTER CHASE

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AMSTRAD



KUMA

EASIVAT ACCOUNTS



Sharp Approved Software

CBM speech unit

Currah, which brought you the CTA award-winning Micro-Speech for the Spectrum, has now released Speech 64 for the Commodore 64.

Costing £29.95, and available in the shops and by mail order, the speech synthesiser is a small unit which plugs into the back of the Commodore, with only one wire. The unit makes use of allophones, that is it uses individual speech sounds rather than recognising only a fixed vocabulary. It builds up words through sounds rather as you did when you first learnt to read.

Because of this feature it has, in theory, unlimited vocabulary. Sound is generated through the TV receiver and the design means that the system doesn't
Continued on page 5

Fuller bought up

Fuller Micro Systems, makers of Spectrum add-ons, has been sold after financial problems which left Fuller with debts of £100,000. Nordic is the company which bought up Fuller, and the company will retain Fuller's name.

Roy Backhouse, managing director of Fuller, now redundant together with 11 of the 12-strong staff, believes it need never have happened.

According to Mr Fuller, a magazine company applied for a winding-up order as a result of a £3,000 debt. The petition was thrown out because the wrong company was named in the suit — Duller Designs instead of Fuller — but the action served to sap confidence at the same time as an £80,000 loan under the small firms guarantee scheme was going through.

Mr Backhouse said this loan was to finance production for Christmas sales and that the £100,000 debt incurred was a normal operating balance.

By this time, banks were particularly wary over computer companies, particularly since the demise of
Continued on page 5

COMPETITION

In this week's competition you get the chance to really test your nerve by winning a copy of Palace Software's exciting new game, The Evil Dead.

We're giving away 100 copies of this arcade thriller plus 100 posters. The game is worth £6.99 and the posters are worth £3.50 each so you could win over £10-worth of prizes.

The game is currently available for the Commodore 64 and a BBC B version is in the pipeline so when you enter you can choose either one. Spectrum owners may like to know that a version of The Evil Dead will be available for their systems in the autumn.

The Evil Dead is based on the 1983 horror movie of the same name which was immensely popular at the cinema and on video too.

The plot concerns the experiences of a group of teenagers trapped in an isolated cabin by ancient spirits of the undead. One by one they become possessed by these spirits and turn into evil monsters who are intent on destroying the living.

Palace's version of The Evil Dead closely follows the storyline of the film. You'll have to have your wits about you in this fast-moving game and all your skill and experience are necessary if you want to escape the fate which could be waiting round the next corner.

You play one of the people trapped in the house and at the start of the game you must try and prevent the evil dead from entering. As the game progresses your friends begin to turn into zombies and you must try and outwit and outspeed an increasing number of them to save yourself from death. It gives you plenty to think about and is guaranteed to strain even the best skill and strategy.

The programming is ingenious and you could be surprised at the intelligence of the zombies so watch out!

The competition is familiar to all you regular HCW readers — just spot the differences between the two pictures, mark them and write the number on the back of an envelope.

Good luck!

Win an encounter with



How to enter

Study the two cartoons — there are a number of differences between them. Circle the differences on cartoon B and seal the cartoon and coupon in an envelope. Write clearly the number of differences you found on the back of the envelope.

Post your entry to Evil Dead Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Entries close at first post on Friday September 28, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

Important: please follow carefully the guidelines on entering — incomplete coupons and entries in envelopes with no numbers on the back cannot be considered. If you are a winner, the coupon will be used as a label to send your prize so clear writing is essential.

The rules

Entries will not be accepted from employees of Argus Specialist Publications, Palace Software, and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies.

The How to Enter section forms part of the rules.

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Entry Coupon

Name _____

Address _____

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Number of differences found _____

Type of computer: Commodore 64 ☐ BBC B ☐ (please tick)

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Evil Dead Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Closing date: first post, Friday September 28, 1984. Don't forget to follow closely the advice in the How to Enter section, including writing the number of differences on the back of your envelope.



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GAMES

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SPECTRUM

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BBC

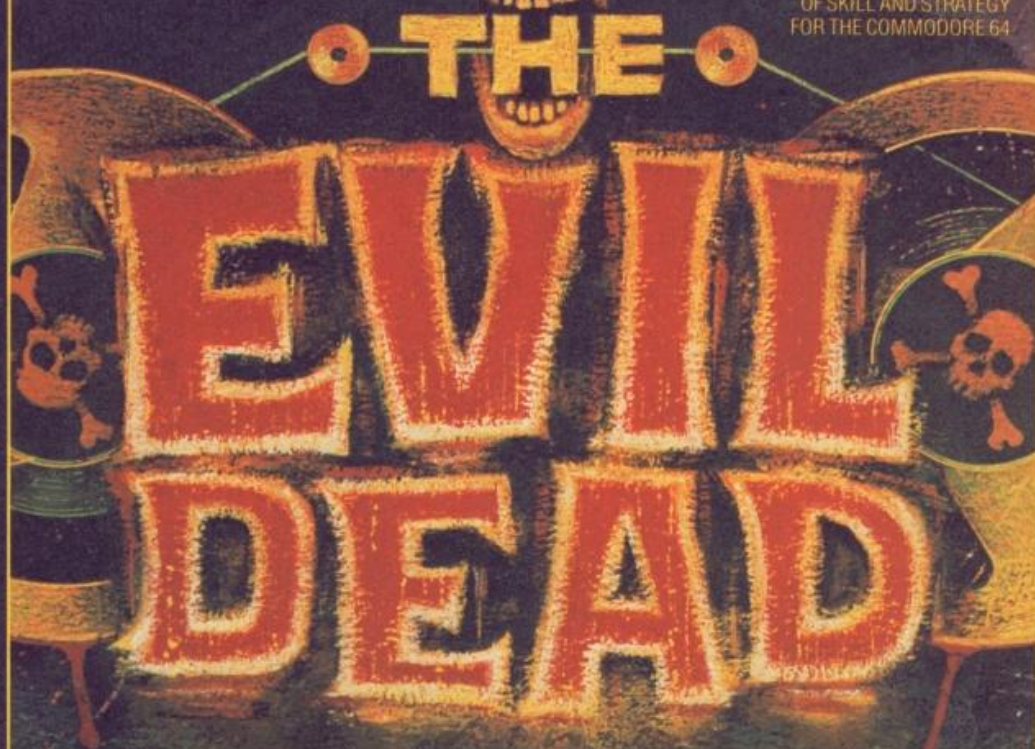
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CBM 64

ENCOUNTER – a spectacular 3D shoot-out, plus seven
pages of sizzling reviews
Top programmer Tony Crowther lists his latest hit

BBC

FRAK – a stunning stone-age game with space-age
graphics

WAR GAMES- programs that let you conquer the world.

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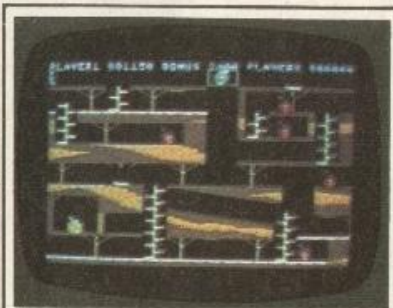
VIC 20

Oh mummy! It's the whackiest platform game yet

BBC

Quasimodo! We've a hunch you'll like this
program listing

Which micro's hottest on games? (Turn to p91 and you'll get steamed up too)



GAME: MURPHY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MOGUL, £7.95

An Irish name but an American game from Mogul – one with a familiar concept, but none the less playable and enjoyable for that.

Murphy is a miner and is desperate to retrieve all the moneybags scattered

underground and put them in his wheelbarrow on the surface. Of course, it's not so easy. There wouldn't be much to computer games if everybody could just wander around getting rich whenever they wanted. No, Murphy has got problems.

For a start there are lots of rogue carts speeding along the tunnels. They have a nasty habit of crushing Murphy just as he's about to grab one of those moneybags.



GAME: FELIX IN THE FACTORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £6.95

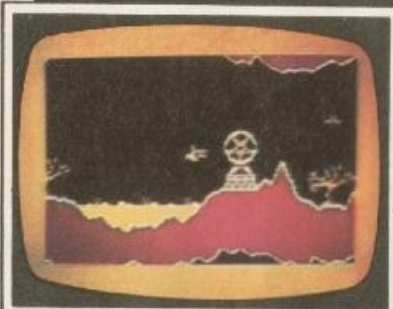
This enjoyable game makes it to the Commodore in fine style.

Felix is a nightwatchman in a factory who has to keep a generator running by supplying it with oil. The display shows six walkways connected by ladders,

which change position every time you lose a life. The bottom level is a moving conveyor belt carrying parcels.

You start on the second level on the right hand side, next to the generator. To get to the main playing area you have to descend to the conveyor belt and get to the other end by jumping packages.

If you fall over the boxes you'll be all right unless you are rolled off screen, then a life is lost.



GAME: REVELATION
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SOFTEK, £7.95

Yet another multi-cavern scrolling shoot-out. Mount your sacred eagle and flap through Hell zapping winged monsters and blasting towers.

At first sight, *Revelation* strikes you as being very similar to *Joust*. The

similarities are, however, only superficial. Your magic lance continually blasts away in whatever direction you're facing, and you can use the joystick to move about.

If you want to make things a bit more difficult, you can select a different control set-up, where the joystick moves you about, but you must press the fire-button to keep flying.

The aim of the game is to destroy all



GAME: THE EVIL DEAD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE, £6.95

Hi there, my name is Ashly. I have a terrible story to tell you. It's about this computer game, see. It's the first of a series of releases from Palace Software, based on famous – and infamous – movies. In *The Evil Dead*, I take the leading role and obey your joystick's every command. Gazing down on me from above, you must guide me about the small shack in which I'm staying with my four friends, Cheryl, Linda, Scott, and Shelly.

We are having a bit of a problem with supernatural forces. Nothing serious, you understand, just that this thing keeps dropping in for a visit and turning my buddies into horrible green mutants.



Strange overviews of evil dungeons: chop up the mutants – and their undead arms and legs!

This is just the excuse I've been waiting for to pick up an axe, or a sword, or whatever happens to be lying around, and chop my pals into little pieces.

But wait! What are those things scurrying towards me? Oh no! It's little bits of Cheryl and Linda, and those are...ugh...Scott's legs...oooerghhhh!!

Well, that's enough of that. Before you write off to Mary Whitehouse, I have to tell you that *The Evil Dead* isn't nearly as evil as it sounds. The graphics aren't at all disgusting, the idea of the game is considerably less obnoxious than *Space Invaders*, and there is no more blood and guts than in *Galaxians*.

The display shows the layout of a small house. Only a part of the house is visible on-screen, and the picture scrolls appropriately if you move to the edge of the display.

When the game starts you can rush round closing all the doors and win-

dows to stop the Evil Force entering the house. At least that's what the blurb advises you to do, but I found it pretty ineffective. Both windows and doors are soon blown open again, and a rather indistinct graphics shape nips inside and mutates your buddies. You can however open and close doors between rooms at any time during play, which is sometimes tactically desirable.

Points are scored by zapping the mutants and their activated limbs. Score enough points and, so the blurb says, a book will appear which you must throw into the fire to destroy the Curse.

You lose a life every time your energy count reaches zero. Movement and contact with the opposition both drain your energy by varying amounts.

The main problem with this game is one of control. The responses of the little figure aren't exactly razor-sharp, and getting him through doorways and round objects in a hurry takes practise.

The Mary Whitehouses of this world can breathe a sigh of relief. The rest of us can get on with the serious business of playing a game that is of above-average quality but still, perhaps, a little disappointing. SC

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

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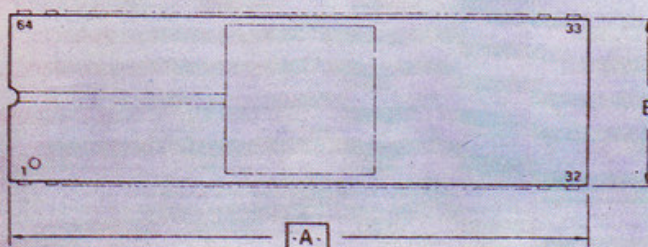
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Hints and tips to help you program

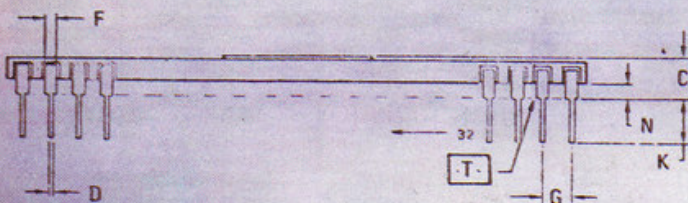
PCN MONITOR
Latest news keeps you up to date

The real 16-bit story, page 42

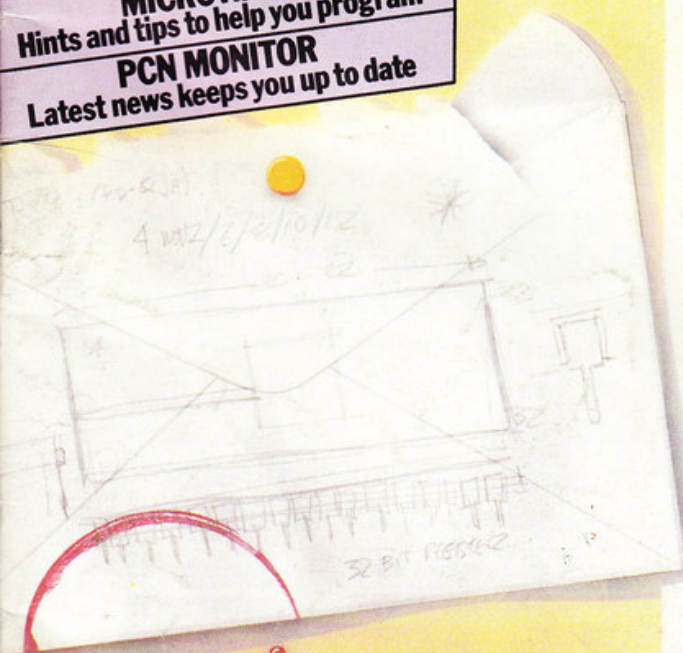


NOTES:

1. DIMENSION [A] IS DATUM.
2. POSITIONAL TOLERANCE FOR LEAD
 $\oplus 0.25 (0.010) \text{ T A}$
3. [T] IS SEATING PLANE.
4. DIMENSION "L" TO CENTER OF LEAD WHEN FORMED PARALLEL.
5. DIMENSIONING AND TOLERANCING
ANSI Y14.5, 1973.



DIM	MILLIMETERS		INCHES	
	MIN	MAX	MIN	MAX
A	80.52	82		
B	2.5	2.5		



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Personal Computer News, 7th July.

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Home Computing Weekly, 21st June.

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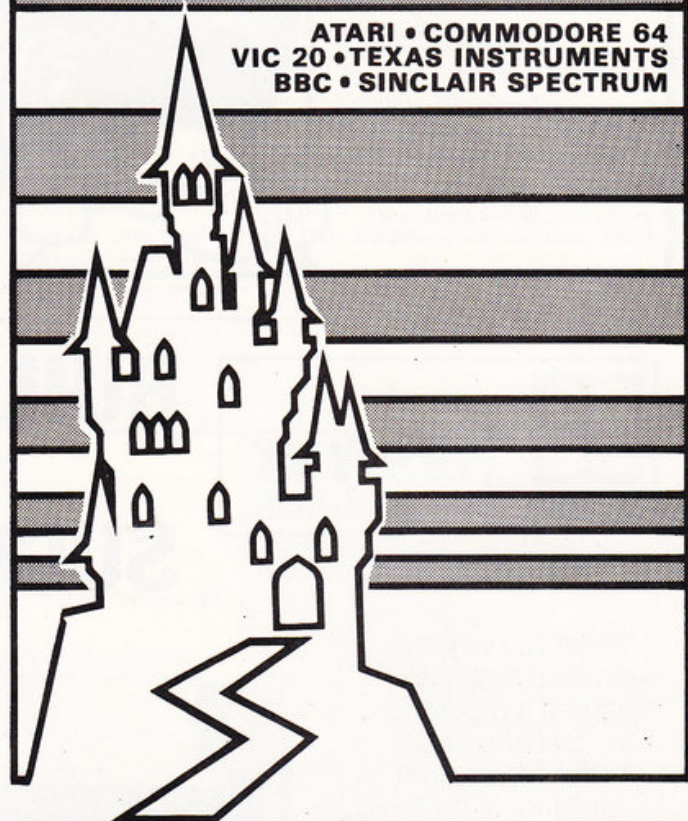
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★ STAR
Chasm on
16K Spectrum
see page 10
GAME ★

News Desk

Bitter split breaks Imagine

IMAGINE, the flamboyant Liverpool software company, whose financial problems have been deepening since February, is now insolvent.

Magazine publishers VNU petitioned for a winding up order to be brought against the company on Monday, July 2.

The crisis means that the future of Imagine's two Megagames is now uncertain.

The situation has been exacerbated by a bitter internal split between general manager Bruce Everiss and his co-directors Ian Hetherington and Dave Lawson. The position of Imagine's other director, Mark Butler is still not clear. Bruce

Everiss resigned as director and general manager at midday on Friday, June 29.

Central to the disagreement is a new company called Finchspeed set up by Hetherington and Lawson to raise funds. Hetherington, Lawson and Mark Butler each have a one-third share in the new company.

"They have set up Finchspeed in order to own Imagine's Megagames and assets for themselves," claimed Everiss. "They have a staff list of 20 people to join Finchspeed which means that the remaining 60 Imagine employees will

continued on page 5 ▶



Tramiel ready to buy Atari

JACK Tramiel, Commodore's founder who resigned suddenly in January, now looks set to buy Atari.

No details of the proposed deal are yet available but Warner Communications, of which Atari is a subsidiary, is negotiating to sell the Atari Home Video and Home Computer Divisions to a new company set up by Tramiel, retaining only Atari's Coin-operated Game Division.

Warner Communications has been seeking a buyer for its loss-making subsidiary for almost a year. It originally bought Atari from its founder Nolan Bushnell in 1976 for \$28m and in 1982 the subsidiary turned in an operating profit of \$358m. However, the slump in US video game and home computer sales lead the company to produce an operating loss the following year of \$538.6m.

The heavy trading losses have reduced Atari's worth and the company is now valued between \$40 and \$120m.

Imagine's cofounders Mark Butler (left) and Dave Lawson

○○○○○○○○○○ This Week ○○○○○○○○○○

● **Street Life** Graham Taylor meets Terry Pratt of Beyond Software on page 12. ● **Special Feature** The new Casio MT-200 keyboard comes under close scrutiny on page 16. ● **Commodore 64** Simon Wallace presents the second part of his word processor program. See page 34. ● **New Releases** This week's selection includes Superbowl from Cable Software and Go Sprite from Mirrorsoft, beginning on page 52.

WHO WILL JOIN THE EVIL DEAD NEXT?

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POPULAR Computing WEEKLY

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MIAMI Vice, the hit cop show where even the guns are by high fashion designers, is likely to be a target for computerisation if a deal between Longmans and licensing agent Patrick Sinfield comes off.

Longmans has been discussing the project with Hewson Consultants, who it is hoped will be doing the coding once the deal is signed.

First STs snapped up by UK houses

ATARI now claims that over 100 UK software houses will be developing software for its new ST computers.

The company is currently in the process of selling 520 ST models to British software houses and hopes that by the *Personal Computer World Show* in September, the 520 ST will have an independent software base of around 100 titles.

"About a third of the machines will go to business software companies, a third to companies specialising in utilities and integrated pack-

ages, and the remaining third to entertainment software houses," said Atari UK's sales and marketing manager Rob Harding.

In the first two categories Psion, Precision, Triptych, First Publishing, and Hi-soft have all confirmed that they are writing for the new machine.

"We will be converting our programs which already run on the 68000 processor for the ST," said Matthew Gaved of Psion. "We have expressed a great commitment to Atari,

continued on page 4

Sir Clive steps down in Maxwell take over



Publisher Robert Maxwell

SIR CLIVE Sinclair is to establish his own new technology research company, following the dramatic announcement earlier this week of an effective take over of his troubled computer company Sinclair Research by a subsidiary of Robert Maxwell's Pergamon Press - Hollis.

Under the Maxwell deal announced on Sunday Sir Clive is to leave the board of Sinclair Research, the company he founded in 1979 and made into the world's biggest selling home micro manufacturer. His holding will be reduced from 80% to around 20% but he will, however,

continue as life president and research consultant.

Maxwell now takes over from Sir Clive as the new chairman of Sinclair Research

and Pergamon will announce the appointment of a new managing director for the company.

First indications of problems at Sinclair Research came to light three weeks ago when the company an-

nounced it was looking for £15m additional finance to solve cash difficulties brought on by disappointing

continued on page 4

C128 PREVIEW INSIDE



INSIDE > C64 SOFTWARE - ELITE & WAY OF THE EXPLODING FIST REVIEWED

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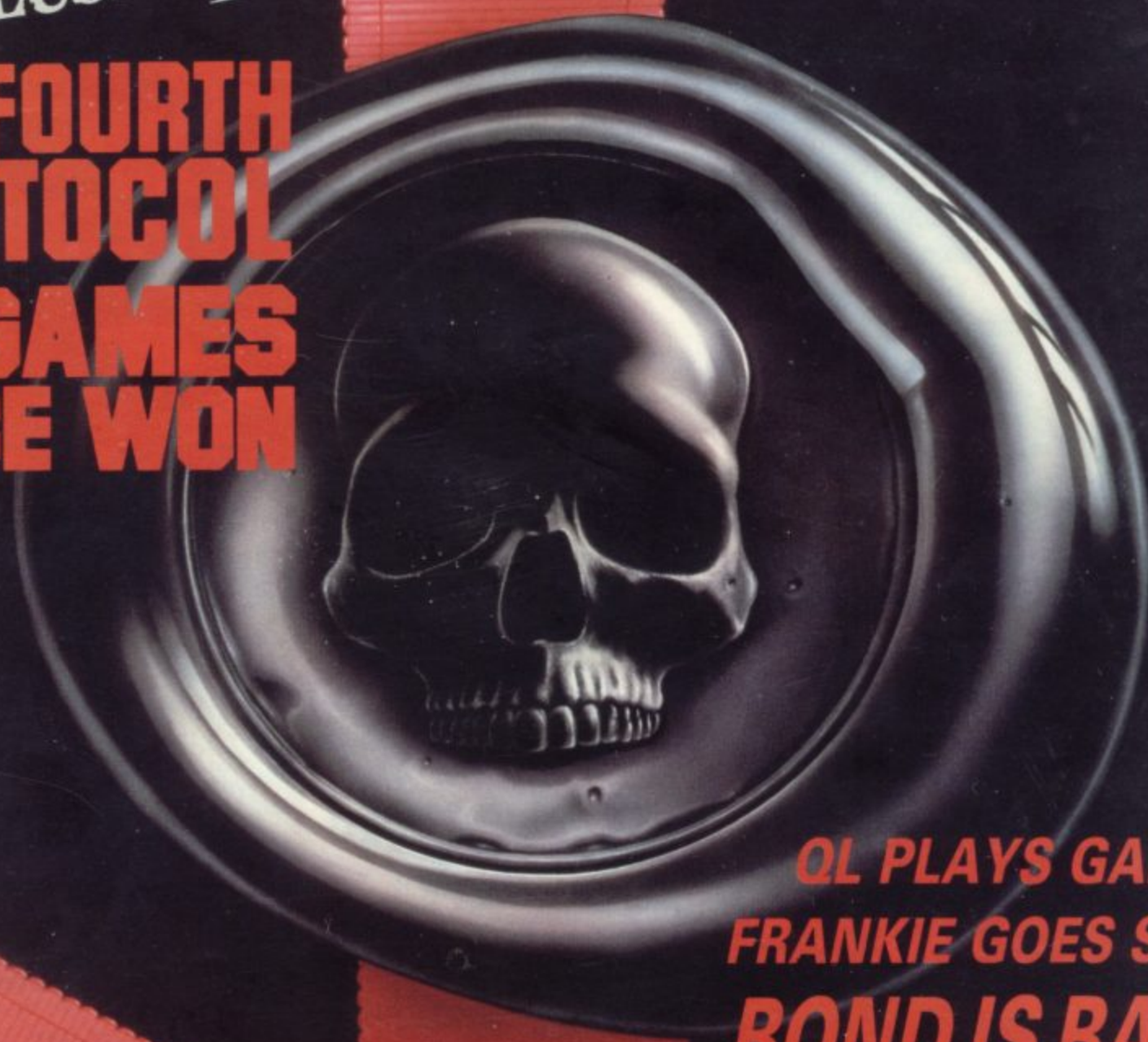
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TO BE WON**



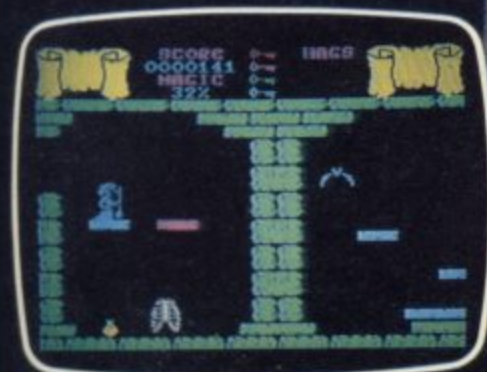
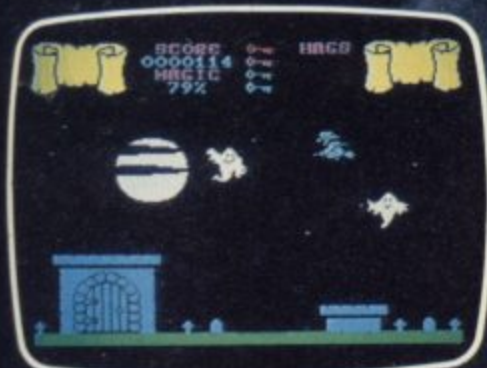
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EXCLUSIVE

Cauldron

HEARKEN witches everywhere, play this game if you dare, defeat the Evil Pumpkin King to regain the broomstick from within.

In **Cauldron**, from Palace Software, the instructions are contained in eight rhyming verses which describe the basic scenario — it is up to you to figure out the puzzles.

The Evil Pumpkin has stolen the witch's golden broomstick and the only way it can be retrieved is to brew



a spell which will gain her entrance to the Pumpkin's Lair. The spell's six ingredients are to be found in the rhyme and lie in the 64 caverns underground.

Above ground is variety of terrains — graveyards, woods, mountains, oceans and islands. There are four doors leading to the caverns, each



opened with a cunningly hidden coloured key. Ghosts, killer seagulls and bats deplete your magical powers by hitting you.

You can fire at them though that also decreases your magic and the best tactic is avoidance. You have nine lives and each time you die you tumble off your broomstick in a spectacular fall.

Finding and picking up the spell's



ingredients is no easy task. You may have to approach them in a round-about way or find objects to place them in. Again, whole legions of nasties try to send you to the hereafter.

There are a number of teasers in this superb pictorial game with no clues offered in the instructions. Trial and error is the only way through it.

Cauldron has no sound other than the odd spectral beep, but the graphics are brilliant and colourful. Unfortunately, they flicker occasionally and the colours tend to merge. **Cauldron** is nevertheless a pleasing and playable game.

A bonus is to be found on the B side which contains the **Evil Dead**, never released for the Spectrum. You will be getting two excellent games for the price of one.

Clare Edgeley

Publisher Palace Software **Price** £7.99
Memory 48K **Joystick** Sinclair,
Kempston
★★★★

Lightmagic

THERE have been graphics designer programs before — notably **Melbourne Draw**. **Lightmagic** takes ease of use a step further and provides a comprehensive package for would-be screen designers.

The program can operate using a joystick or cursor keys. The menus are exceptionally clear and easy to toggle through. There are five modes.

Pen mode allows you to draw on screen as if you were using a pencil,

with the added advantage of a rubber band feature for odd angles.

Circle and Fill commands are also available, although the Fill command can cause weird results due to the Spectrum attributes. To overcome that there is a Grid command which produces a grid of 8x8 squares on the screen, avoiding colour clashes.

In Brush mode there are 10 types of brushes which range from solid to airbrush; spectacular results can be obtained with these, especially as brush size can be altered.

Block mode can be used to move, mirror and rotate blocks of the screen

and Text mode allows the addition of text. There is also a UDG designer which makes graphic designing easy.

As if all that were not enough, there is an enlargement feature. A section of the screen can be magnified four times — useful for fine tuning. Adding and changing colour is done by pressing X and choosing another colour.

The facilities offered are impressive and it can be recommended without reservations.

Theo Wood

Publisher New Generation
Memory 48K **Price** £14.95
★★★★

Helichopper

ANOTHER original game of 'grab the survivor and we'll bomb the rest' has been released by Firebird.

Though **Helichopper** scores nothing for innovation, it is saved from being totally awful by fast and clear graphics.

Zip down in your copter and spend a harrowing few moments ferrying a

little pink Clone across a duck pond to deposit him on a ladder.

You can only deposit a Clone when the rung above you changes white.

Bombs and balloons move slowly upwards to annihilate you and killer

ducks are rife. The chopper has unlimited bombs and you can rain those on the heads of the hapless birds.

Further screens are about as exciting as a wet sponge and follow the same pattern with minor differences.

Clare Edgeley



Publisher Firebird **Price** £2.50
Memory 48K **Joystick** Kempston,
Sinclair Cursor
★★

more software on page 24

YOUR

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COMPUTER

JULY 1984

BRITAIN'S BIGGEST-SELLING HOME COMPUTER MAGAZINE

Vol. 4 No. 7

BREAKING ON THROUGH

Micros move into the fast lane



Oric Destroyer
Bipods and
Panel on ZX-81

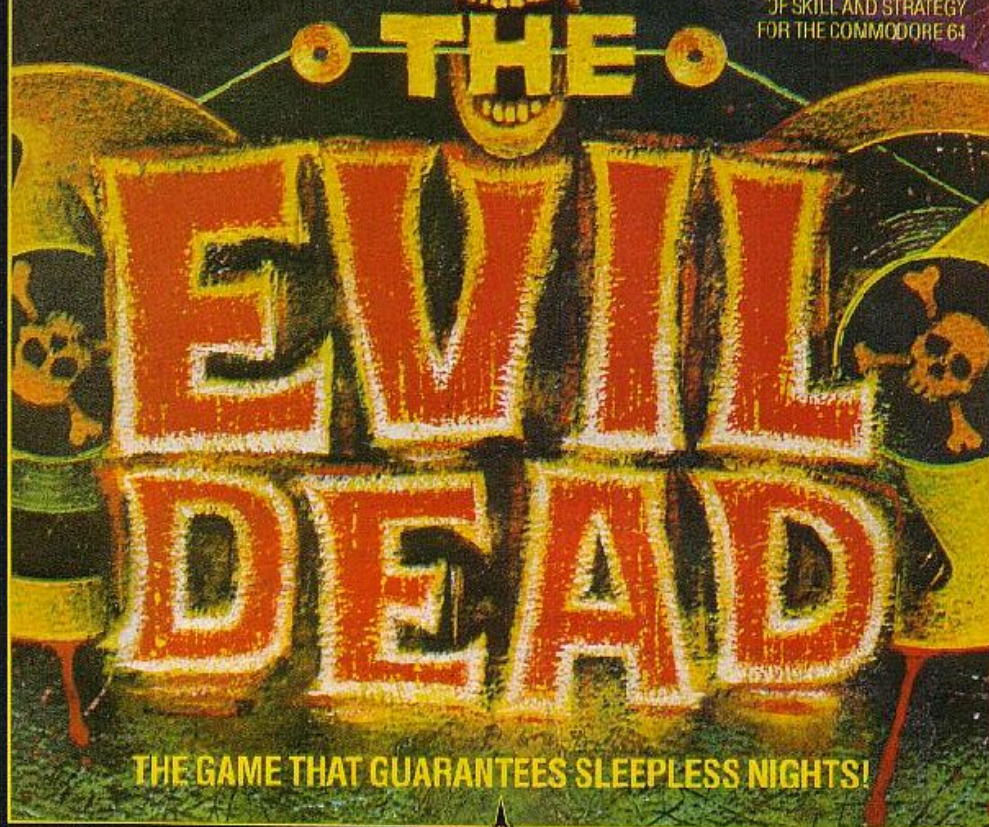
QL controversy: Sinclair's new ROM antic
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Software — Spectrum tapes, BBC Plug-ins

Vic Jetman and
Hi-res Drawer

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72 Atanville (2)

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OOH LA LA!
LES TAPES
AVE GONE MIZZING?
ALLEZ AU COUNTER
ET DEMANDEZ L'HOMME
POUR LES JEUX!!

**2
TAPES**

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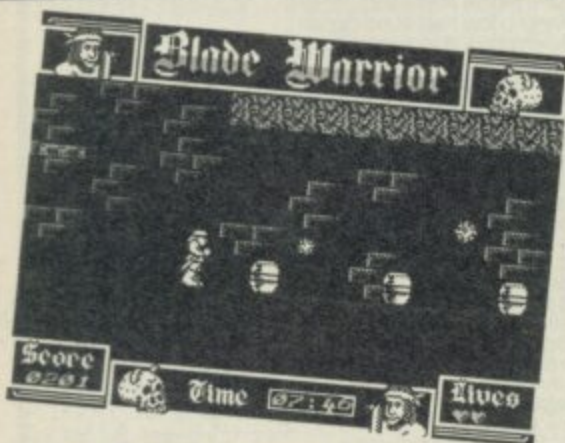
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Ben 'n' Skippy take a seat in the stalls to play their way through this month's cut-price offerings!

With a bit of help from the usherette of course!

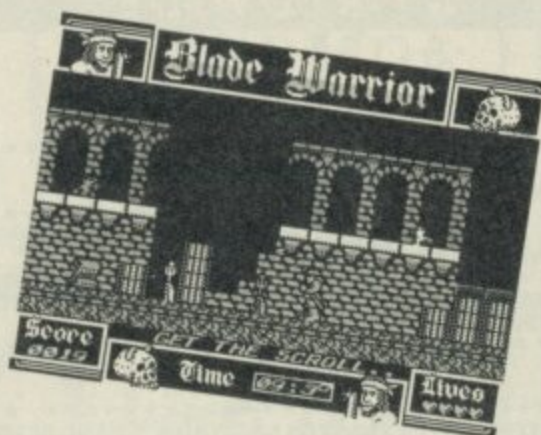
BARGAINMENT



BLADE WARRIOR

Codemasters/£1.99

Oo-er! Spooky! Many eons ago there lived an evil squire. HA!HA!HA! Who practised black magic. HA!HA!HA! And all kinds of spooky things. HA!HA!HA! Until one day he was put to death by his long suffering

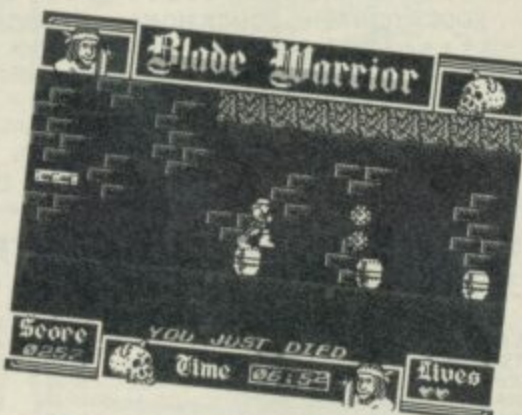


villagers. HA! HA! ULP! And that was the end of that.

Or so it should have been. 'Cept Codemasters hired his faithful manservant to put him all back together again, and now there's one big, black Death Demon roaming the land causing havoc, death and Jestruction. Oh no!

But someone has to stop him, and the local neighbourhood watch scheme have nominated you HA!HA!HA! So off you trot to collect seven special items, in a certain special order so you can complete the special magic spell which will get rid of the evil squire once and for all.

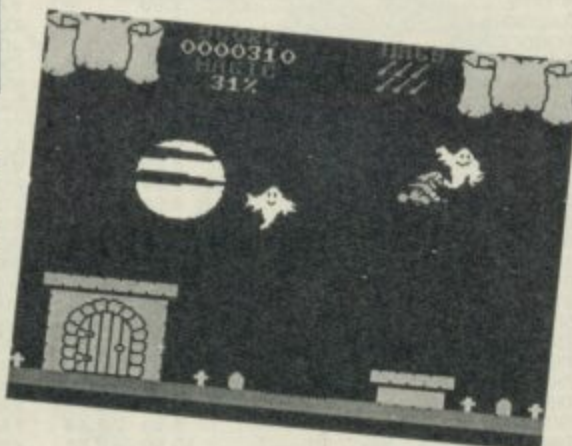
Thrilling stuff, yeah? Well, no. Tediously, terribly, totally, tackily boring. Give it a miss.



CAULDRON

Silverbird/£1.99

But soft, what jiffy-bag thorough yonder postbox breaks? Why, 'tis one that holds *Cauldron*, a game the like of which hasn't been seen since the last time it was released and blimey, hasn't it aged?



Somehow, being a witch flying (or should that be flickering?) around, looking for the ingredients of a spell which'll give you a turbo-charged Golden Broomstick, just ain't the same kind of fun it was four years ago. And you don't even get a set of complimentary furry dice in the deal — bah!

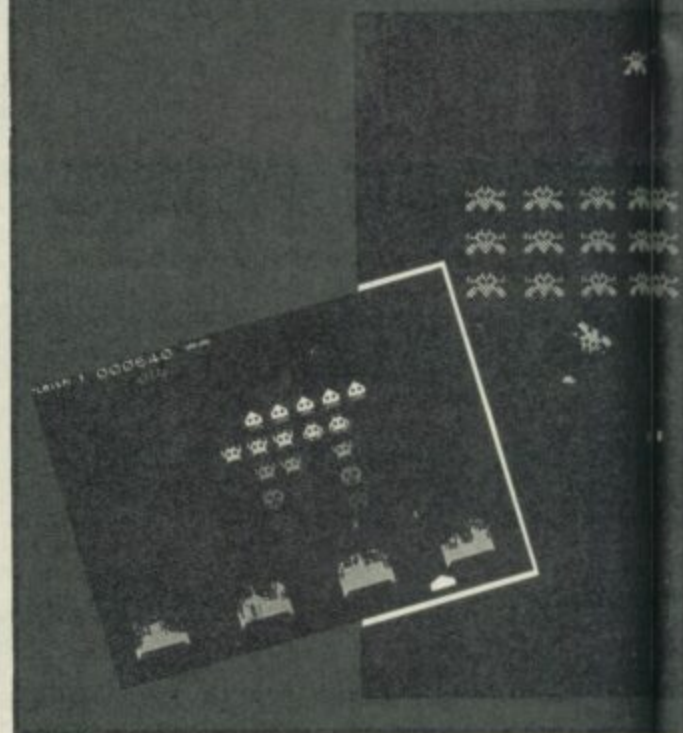
Despite being a bit wrinkly however, *Cauldron* still doesn't play too badly and there are far, far worse games to be seen walking to the cash register with. If you

ARCADE CLASSICS

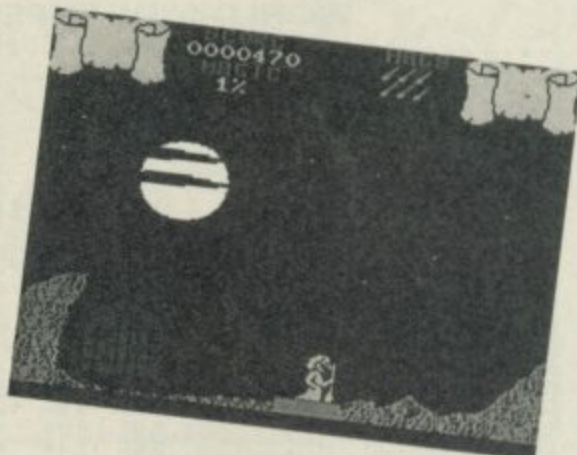
Silverbird/£1.99

Hey, all you crumbly Spectrum users! Forgotten what the first Speccy games played like? Then get a hold of this fabby package. 'Cos here's four golden oldies for you to view.

Remember *Space Invaders*, *The Galaxians*, *Combat Zone* and *Earth Defence*? Well they're all here nostalgia freaks.



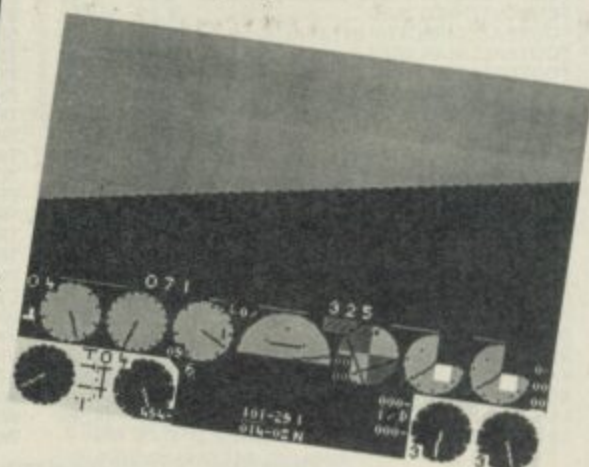
haven't got a copy yet, *Cauldron* is well worth looking into. Just watch out for the eye of newt.



LIGHTNING SIMULATOR

Silverbird/£1.99

In this little number, you take control of the Electric Lightning aircraft and fly it through a number of varying missions. And if that's not



YOUR SINCLAIR

GREMLIN'S

HATE.

IT'S WELL WICKED!

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with a barge pole!"
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WIN! An Amstrad portastudio
WIN! Sackfuls of games



gullets usually does the biz. You race towards the exits but doors block off sections of the maze, so keys must be collected to open them. The mazes become progressively more complex and progressively more populated with nasty cultures. You collect extra weapons and deal death in a fun way.



The graphics are a little simplistic, the colours a little garish and the multi-load a bit tedious, but all these niggles are swiftly forgotten when you experience the pleasure of simultaneous two player action. Playing with a friend (at the computer, I hasten to add) lends another dimension to the game. You can be savagely nefarious and leave your partner to the Reaper's mercy, be savagely sadistic and shoot him 'accidentally' or even be savagely co-operative – either way it's bags of fun and well worth the money.

URIDIUM

Rack-it/£2.99

Superb shaded graphics, impeccable animation, fast and smooth scrolling (not a common combination on the Speccy) and of course that completely addictive gameplay all go to make *Uridium* possibly the greatest Commodore to Spectrum conversion of all time – no kidding.

You cruise along in space as the impressive battleship rolls under you. Its defence systems are activated, alert sirens sound. Intricate waves of aliens streak forwards (mechanical



doughnuts, starfigths and lemons) intending to mount your head over their mantelpieces. You fight – a fiery altercation in space – spinning and weaving, flipping over with stylish animation to avoid their fire, dodging the walls and pillars that rear up all round, raining your lasers on the surface of the ship. You win the fight, land and warp to the next mechanical behemoth – wondering about the fifteen more to be destroyed after that.

The graphics are fluid and fast, and grappling with inertia is a difficult and skillful affair. The scrolling is



impeccable and alien attack waves tough and faster than a speeding bullet or clichés to that effect. In fact though *Uridium* was released in October of '86 it still looks pretty good today.

If you are extremely prejudiced towards aliens, want to fry their butts off, and would like to pilot a ship at incredible speeds then *Uridium*'s the game for you.

SABOTEUR

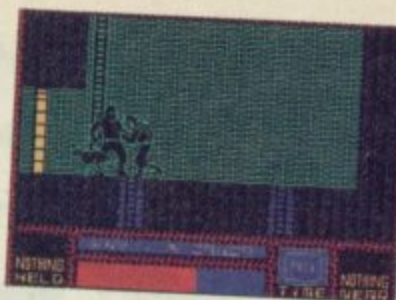
Encore/£1.99

Saboteur is an ancient game which stunned when it first attacked the market way back in June '86. The realistic figure graphics, the sheer size of the map and fast gameplay add up into an arcade adventure that still impresses to this day.

The idea is to control your mean, moody muscular ninja as he penetrates a massive warehouse complex, recover some stolen computer disks, kill the multitude of ninja guards, and naturally blow the entire warehouse into yesterday. No hassle!



You infiltrate the building by swimming in under cover of night, padding across the wharf and pouncing through a window. Crates and fuel drums lie piled here and there and you use them as cover to sneak up on the guards. The tapes are hidden somewhere below ground while your escape helicopter is on the roof. You use ladders to climb between the floors, but there are dogs and security



cameras out there to stop you. And time is counting down...

This is a game to be reckoned with if you like your beat 'em ups to have purpose, intricacy and addictiveness as well as the habitual death, blood and bruises. And you *Saboteur* fans out there should be interested to hear that *Saboteur II* is on its way from Elite soon!

CAULDRON

Silverbird/£1.99

This game turned some heads and bulged some eyes when it first appeared eons ago, September '85 to be exact, mainly because of its colourful graphics and witch-orientated originality. And surprisingly enough there was a game behind the prettiness.



You play a hag zipping around on your bog-standard Acme broomstick on a quest for the legendary, all powerful, all gleaming golden broomstick and the extraordinary cleaning powers that come with it. In your way are bats, badgers and all types of nocturnal nasties hell-bent on preventing you. Your quest takes you across scrolling hills and dales, mountains and gorges and the customary underground caverns and tunnels.

Gameplay is fierce with the nasties tenaciously after your green blood. Both the witch and the creatures are represented in excellent stylish form and some of the underground caverns would stump even the hardest of the hard game-players.

Cauldron isn't technically exquisite and probably wouldn't stand up as a full price game now but it was brilliant in its own right with inspired graphics and fiendish difficulty.



BUBBLING UNDER...

And if you weren't stunned by the four previous YS Megagames I chose, here's six more worth looking at!



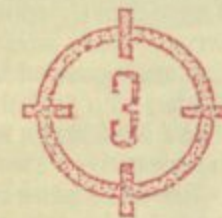
Wizards Lair Blue Ribbon/£1.99

An *Atic-Atac* clone that drew parallel with its idol. Polished, fast and colourful – brilliant. First released: November '85.



Commando Encore/£2.99

Featured in the Berkman budget round-up last month. Totally awesome and absorbing vertical shoot 'em up in the Rambo/mindless vein. First released: January '86.



Fighter Pilot Silverbird/£1.99

Realistic and fast flight simulation originally from the masters of simulation, Digital Integration. Still knocks the spots off most similar games today. First released: March '85.



Combat Lynx Encore/£1.99

3D unfolding landscape helicopter simulation game. Colourful, complex and compelling. Only for heli-buffs. First released: January '85.



Bomb Jack Encore/£1.99

Classic coin-op conversion from Elite. Better than all other computer versions of *Bomb Jack* you'll EVER play. Now there's a statement. First released: May '86.



Airwolf Encore/£1.99

This terrifically hard and graphically sparkling helicopter shoot 'em up based on the TV series with the same name has you fighting with inertia and bullets. First released: January '86.

FORMULA 1 COMPO - GRAB THE GRAND PRIX PRIZE

YOUR SPECTRUM

No.17 August 95p *Byte High, No Limit*



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DO INTERRUPT!

Toni Baker Manages It!



HACK-FREE ZONE

You know what they say. Those who can, play. Those who can't, hack. Welcome to the page for all of us who can!

So, what have all you gamers been up to since last month — other than poking fun at all the hackers? Well, a lot of you have been finishing games without resorting to cheating. **Stefan Johnson** from Gravesend tells us that he's

completed *Cavelon*. It's a bit of a fossil but in case there's anyone who hasn't yet cracked it he offers the following tip for reaching level five — take at least four or five crosses and maximum lives or you won't stand a chance.

Colin Read from St. Helens has finished *Pyjamarama* and offers the following clue for his fellow Wally-followers — crash helmets are very tough for library books and if you get through all the levels in the games room then you'll get an extra life. Mmm, s'pose it must mean something to someone.

And now coming bang up to date, **Paul Allen** from Hull has finished last month's megagame, *Shadowfire*. Considering the trouble that YS arcade aces, **Ross Holman** and **Steve Malone** had lasting for more than four minutes without an almighty barney on tactics, that's no mean achievement. Perhaps they can learn something from Paul's very clever suggestion that instead of shifting all the Enigma team around the ship, you should just use Manto equipped with the transporter.

That way, when he finds Zoff, he can just drop the transporter, beam himself back to the ship and beam the fighting crew, fit and fully armed, straight into the thick of the battle. Now why didn't we think of that?

More of you have finished *Knightlore* than we'd ever have thought possible — and still the hints'n'tips are coming in.

David Bass from Bridgwater, for example, suggests that you never go near the wizard when you're a werewolf. He's also worked out that the bouncing balls aim straight for the wolf but avoid Sabreman, so it's best to lay low when you've turned into a wolf. Sound advice that — if only Troubleshootin' Pete would take it!

It certainly seems that *Dragontorc* is an easier game to beat than its predecessor, *Avalon* — or that's the impression we've got from your letters. **Martin Edwards** of Staines has these words of wisdom for troubled torcers. First off, follow the poem closely. In the last sanctuary there's a scroll that tells you where to look for the crowns.

But has any of you finished *Avalon*?

Finally, from across the Channel, **David Osrin** of Strasbourg has sent in a grande liste of all the games he has finished. Can't tell what possessed him to include *Jet Set Willy* in his rundown, though. Perhaps word hasn't reached foreign parts yet! Still, David's come up with some good advice for martial arts addicts of *Bruce Lee* — if you keep on kicking the fat guy, he'll eventually die. And on the last screen — the one with the wizard — ignore him and take the lantern. Hope that throws some light on the subject.

That's it for another month, but if any of you have finished a game that you think is pretty impossible let us know. And remember to include all your hints'n'tips so that others can learn from your example — it's the only way to keep them from the hands of the hackers! Now send off to **Nothing's Impossible**, *Your Spectrum*, 14 Rathbone Place, London W1P 1DE. C'mon and play the game.

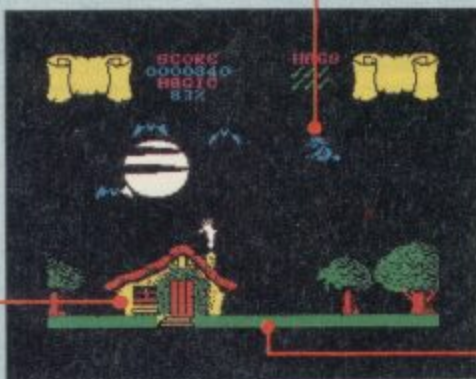
THE WITCHING HOUR...

Double, double toil and trouble; Fire, burn; and, cauldron, bubble.

Take a dash of a Defender style shoot'em up, add a splash of an arcade adventure, throw in a handful of platform screens and top up with some magic graphics. Stir vigorously and you've got a rich brew from Palace Software called *Cauldron* that aims to have you bewitched, bothered and bewildered.

Here's your witch's den where you're mixing up a rather unusual cocktail in your cauldron. Trouble is six ingredients don't really make everyone's idea of a thirst-quencher, lip-smackin' drink — d'you fancy imbibing toad, newt, bat, hemlock root, bone and lava from the Smoking Island? (Mmmm, make mine a double! Ed.)

Tomorrow is the big day of the year for witches — it's Hallowe'en and you've got a lot to do if you're to be chosen as the Witch Queen.



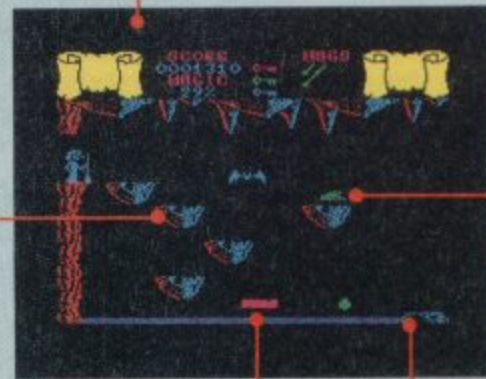
All aboard your broomstick and take to the skies. From up above you have to search out and collect the colour-coded keys that'll let you enter the corresponding doorways.

Even though the graphics are excellent, the animation isn't exactly flicker-free and as for the scrolling — ugh! You have to wait for the screen to scroll onto the next one before your witch can enter it.

You're only allowed to land on the grated areas at the bottom. If you miss them the old hag does a mid-air spin and loses another life.

A word of warning — on this level your up/down controls are disabled. Left and right stay the same but the fire button now lets you jump.

Take extra care when jumping onto these platforms. They're not safe! If you go too close to the edge you're liable to get vertigo and go tumbling down.



Collect the object in the underground screens, then make a clean sweep on your broomstick straight back to your hut. Then, brew it up with the rest of the dodgy doin's. Once all six are in the pot, get to the pumpkin hall and go for the giant pumpkin.

There are moving platforms in most of the underground levels. Judge your jump very carefully and if you don't go in the same direction you'll be tossed away.

Don't tread on the bottom of any of the underground screens — you may never walk again. All your movements must be from platform to platform, so judge your jumps with care.

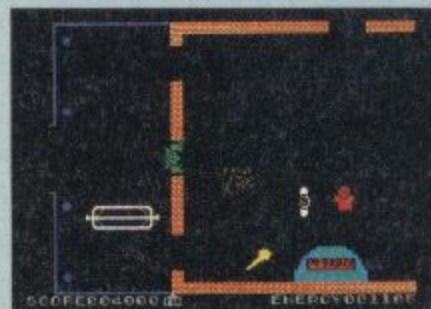
DEAD GOOD

And now for a surprise bonus. On the reverse side of the *Cauldron* tape, appears the Spectrum version of *The Evil Dead*. It wasn't meant to be there but somehow the gremlins must've crept in at the duplicators. So, dare you risk the evil curse and play the game? Well, you could do worse than give it a go. But the real problem is that there aren't any instructions. A bit of a dead loss, you could say, but panic not, 'cos here at YS we've sussed the plot of this computer nasty.

You play the part of Ashly, shackled up on holiday with a group of friends deep in the Tennessee Woodlands. Cheryl, Linda, Scott and Shelly are clean cut all-American kids who just happen to change into ghastly green mutants when they over-indulge with the spirit — Evil spirit, of course. Your aim at the beginning is to keep the evil one out of the shack by rushing round closing all the windows. When that fails as it

inevitably does — well, you can't keep a good ghost down — you'll have to try and kill 'em with the weapons scattered round the shack. These will give you differing amounts of energy which you'll lose when you attack an enemy but your points will increase. Only when you've enough points will the Book of the Evil Dead ('a jolly good read' *Daily Mirror*,

'Dead boring' *Your Spectrum*) appears — throw it straight on the fire in the main room and you'll have defeated the curse forever. Dead easy, really.



The Evil Dead — a touch of corn with a jolly green giant!

ZX

£1.95

COMPUTING

The Magazine For All Sinclair Users

Inferno – a red-hot Spectrum program

**Voyage of Peril –
a graphic adventure
for the ZX81**



Three Great Competitions

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Win a Flat Screen TV

**chartopper –
a ZX80 simulation**



With More Editorial Pages Than Any Monthly Magazine

film that was no recommendation but we don't believe in repeating vicious gossip!

Actually, whatever your opinion of the film, this game is very good and deserves your attention. The game comes well packaged in a large presentation box, and you are supplied with a map and mini biographies of the characters. These are important as you have to track down all seven to retrieve the ten lost chords before midnight, or you join the buskers.

The display is in three main sections, the top being an animated arcade screen around which you guide your Ford Prefect car, as you drive around to the tube stations trying to locate your band. As each member leaves home you are told and, knowing the time of day and their personal habits, you have to try and drive to the tube station they will exit from.

The graphics are colourful and informative and are animated well, they may not be "state of the art" but they work well and provide satisfactory realism.

Another game for those who like to think fast while playing a furious arcade game. Recommended.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****



JONAH BARRINGTON'S SQUASH
New Generation
Software
£7.95

Yet another sports simulation but this one, for one or two players, gives you the pleasure of actually hearing the scores as the machine annihilates you.

Well sort of. The idea is good and if you listen carefully enough you can make out the words but I'm afraid the Spectrum sound system has defeated yet another brilliant programming feat. When connected to a tape recorder the quality did improve, the DK sound box helped even more but even at its best it sounded like a Dalek with a sore throat.

But apart from that, this game would be a winner without the speech. It's fast, furious and, with clever, well animated graphic characters, the game is all an armchair Squash player could desire.



The action screen is set on the left in 3D perspective graphics and by careful positioning and choice of angle, learnt only after much practise, a level of control can be achieved. A wide range of options are offered, one/two player, keyboard or joystick and four levels of difficulty.

Full instructions are provided, which was useful as I have so far managed to avoid offers from healthy individuals to have a go and so I had never played before. I know of the game's reputation though and I reckon it's the only game I know to extend realism to the extent of causing a cardiac arrest.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****



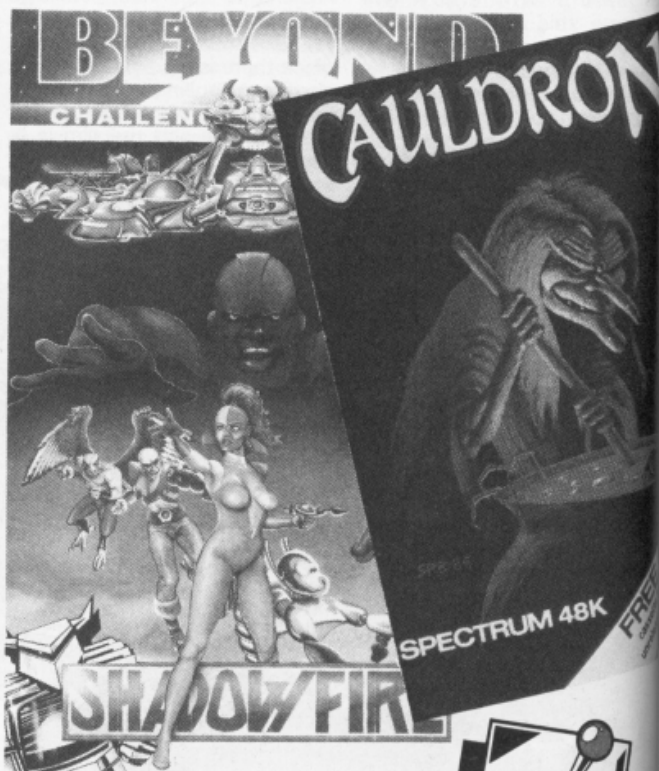
SHADOWFIRE
Beyond
£9.95

Well, we've seen text, multiple choice, graphic, animated, filmation, and all the combinations of each but this is the first ICON driven adventure to date.

Icons are little pictures which represent objects or actions and has been used for business software on the larger machines for

some time now. Control of the game is simplified to five keys or a joystick and quite complex instructions can be entered by this means, however, as with all things worthwhile, some time has to be spent learning to use the system. Beyond make this relatively painless with their colourful and well produced manual.

The task you are set is to rescue Ambassador Kyrxix who has the secret plans for a revolutionary starship called Shadowfire, capture General Zoff, the baddie, who is holding Kyrxix captive aboard his skyfortress Zoff V which you must also capture or destroy.



A doddle? Well, not really, you only have 100 minutes to do the lot! Still, you do have control of all six weird, wonderful and talented members of the Enigma team.

But back to the Icon system. To give an example, use the joystick to select a character by moving the cursor to him/her/it, and press fire. That character's personal details are then shown on screen. Move the cursor to the "pick up" Icon and select, move the cursor to an object, press fire and the object will have been picked up by that character. His possessions table will show the extra object and his agility, stamina and strength will be affected accordingly. Operations are as simple as that, the game itself is very complex,

Beyond recommend that you read the manual briefly, I recommend you read it in detail and very carefully. Brilliant!

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****

Cauldron
Palace Software
£7.99

Usually games converted from the CBM64 to our beloved Speccy, don't fare too well. However, having played the '64 version of Cauldron (against my



will, you understand) I actually think that the Spectrum version is better.

Of course, the attribute problems are there as always, but I found that controlling the figure of the Hag, as she flies around on her broomstick, was much easier on the Spectrum than on the '64.

You have eight hags available, and must fly them over a scrolling landscape of forests, mountains, seas and cemeteries, from which appropriate nasties issue forth in order to drain your magical

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reserves. Hidden within the landscape are four keys which provide access to the underground depths through which you must wander to find the Pumpking's Lair.

Personally, I found flying the Hag on her broomstick the most enjoyable part of the game. She is well animated and really pretty nippy on her broomstick, and she can also fire bolts at the ghosts, bats etc. which attack her. Unfortunately, once you get underground the game becomes a sort of Jet Set Hag clone. Normally that wouldn't bother me, but I actually found some of these screens irritating since there's no real indication of where you should be going. So, often, when you have bounced your way across a screen, there is no way of knowing how to get onto the next screen and you simply have to leap blindly in the hope that you may land on something in an adjacent screen. So far though, I have virtually always failed to cross between screens safely and this rather haphazard way of doing things becomes irritating as you lose all your Hags in a matter of seconds through no fault of your own.

Cauldron is quite enjoyable on the whole, but I do wish that it had been designed a little more carefully. Mind you, the flip side of the tape has a free Spectrum version of Palace's Evil Dead on it, which is a nice bonus and makes Cauldron good value for money.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****



Nodes of Yesod Odin Computer Graphics £9.95

Looking at the packaging and glossy, Ultimate style instruction booklet, I was expecting 'Nodes' to be simply over-hyped and underwhelming, as so many 'mega-games' have proved to be.

However, I was pleasantly surprised by Nodes once I started playing, and spent the best part of an evening bouncing

around the surface of the moon and trying to complete the game.

In many ways, Nodes is simply a platform-collect-the-object game, but it is nonetheless a very good one, and well enough designed to keep you interested in it for a long time.

You play the part of the Rt Hon Charly Fotheringham-Grunes, 'apprentice saviour of the universe', and must guide him through caverns in the depths of the moon, in search of a monolith which is transmitting signals to another planet. To aid you in your search, you can recruit an extremely cute and nicely animated moon-mole, who can eat through moon rock and sometimes discover new passages and caverns.

The figure of Charly himself is also very well animated — a

large sprite, that actually seems to have a real character, and which somersaults delightfully, rather than just hopping across the screen. His somersaults are some of the smoothest animation I have yet seen on the Spectrum, and I spent a long time just bouncing around in order to enjoy the quality of the animation. As usual, there are various monsters out to stop him from reaching his goal, but here again his friendly moon-mole can help, by running around and eliminating them.

Nodes isn't really state of the art, but it is a very well designed game and very enjoyable. My only criticism is that at £9.95, it's rather expensive, though not outrageously so.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****

Dun Darach Gargoyle Software £9.95

I suspect that I've only scratched the surface of Dun Darach, but I'm already hooked, and I'm probably going to be spending a lot of time wandering the streets of Dun Darach, in the guise of Cuchulain, for a long time to come.

Cuchulain, last seen in Gargoyle's excellent Tir Na Nog, is now in search of his comrade Loeg, who is being held captive in the town. One of the great features of this game is that although you are faced with that one task, there is no set solution to it, and so you are free to wander the town and try and get on with its inhabitants in whatever way you wish.

The playing area of the town is very large, and populated by a number of characters, some of whom simply stay put in their shops, whilst others are more active and take to the streets (and seem to spend most of their time robbing me blind while they're at it).

The graphics, as in Tir Na Nog, are excellent, with the large figure of Cuchulain very smoothly animated so that it's a pleasure just to see how he responds to your controls. The graphic style that Gargoyle have developed may lack the 3-D perspective of Ultimate's games, but the quality of the animation and the size of the figures make their style an equally attractive alternative, and a strong contender for the 'computer cartoon' throne.

That, plus the richly imaginative and detailed background to the game (the manual actually lists a number of works that helped with the mythological background), makes Dun Darach an absorbing and satisfying game for anyone that wants to do more than simply zap aliens.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****