

# GAMER

The cover features a central character wearing a red Santa suit with a white visor that has a glowing green eye. The character is holding a large, white, rectangular device with various buttons and a screen. The background is a dark, blue, textured surface with colorful streamers (pink, green, orange) floating around. The overall theme is a blend of Christmas and futuristic gaming.

**CHRISTMAS BUYER'S GUIDE**  
The best videos, peripherals, books and games

**MSX COMPETITION!**  
If you're into computers, you're into TV

**IN-DEPTH REVIEWS**  
From the latest games to the best hardware

**YOUR  
BEST GUIDE TO  
HOME COMPUTER GAMES**



# TV GAMER



## HARDWARE

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MSX returns with a new spin on console play. TVG looks at the behind-the-scenes details.

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# EDITOR ONLINE

Again – a warm hello – and to even more readers. I'm glad to say that the response to our November issue – with the *Stormtrooper* poster and £25,000 Euroka! article – has increased our circulation by over one-third.

This issue of *TV Gamer* appears on the book shelves just in time for Christmas. So I hope that our guide to the best buys in games peripherals and micros helps you choose exactly what you need to get the most out of your games system.

The run-up to Christmas has produced drastic contrasts in games. Obviously, with large sales on the offer at the time of your manufacture are rushing to release new products. But what strange gap between these products!

Gamers are more choosy about what they buy. And so it is expected that about 50% of the software houses around now will no longer exist next year. The reasons why have never been so obvious.

Prices give no indication of quality. You can usually rely on names such as Ultimate, Teenage, US Gold and Activision to be consistently good – and if the games retail for under £10.00. Other suggestions – such as Acornsoft's *Ultimate Domark a Euroka!* and Select 1's collection of twelve top games – give top quality for about £15.00. But the best games sell for as much.

Unfortunately, we've received our fair share of these. But at least we can advise our readers on which ones to give their money.

Some of these software houses have realised that it isn't easy to distinguish. So they have made videos of their games, which you can watch in selected shops. And top shops will let you play games before you buy. In all cases, find out as much as you can before parting with your money.

If you feel you've been done, do get in touch and we'll investigate the issue.

That apart – have a great Christmas!

**Cover picture**

© Time Warner Inc. by Nick Skerrow

# THE £1 million GAME HOARD!

It's getting a bit like newspaper mags, with new games appearing garishly big money prices. The latest is by Cosmos Inc - and boasts a hoard worth £1 million in total.

The games in *Spart Of The Storm* and *Gladius* are Forever would have been a good alternative as playing involves finding forty-one of these precious tokens.

The story of *Spart Of The Storm* goes back to the days of ancient, when strategists used the tale of Wight as a hook piece for entertainment. One particular opponent had a winning end, when it was met by resistance from another crooked. All the other wars start but the opponent of democracy was never found.

Legend has it that the spirit of the catas say Mark distributed the forty one demands all over the site.

Your quest is to find forty Wight Eye tokens each of which has a demand in the center. These have

been hidden - but not lost and - by the authors on the tale of Wight, and each a worth ten thousand of the money bag. The last consists of 40 pieces from every book sold until it reaches a total of £1 million in total. December 1989 is until all the tokens have been found.

The tokens will also lead you to the Great Wight Eye a large television featuring a diamond worth £1000.

The £1000 *Spart Of The Storm* package consists of a cassette or disc for the CIMA4 a map of the tale of Wight and a historical book. Unlike the other books that are close to 40 games - in the other way around. Before the game gives you vital clues to solving the riddles in the book.

The game is along the lines of *Jet Set Willy* but the rooms are connected via a scrolling screen map.

**Fateless as up for Christmas.** Accorded to releasing twenty new titles which a laptop will help double sales for the last three months of 1989 to £25 million compared with the same period last year. There are three times as great titles in the range as including Christmas shopping list and other ideas such as a colonial market and a weight watchers program.

**It Michael and British Telecom** take on computer games. Mikes & Spence is leading itself to last market computer games in one of its major stores starting with three coin brand titles including a £2.95

Somehow cheaper at £2.95 each British Telecom has released twenty games under the Fastback label for the Spectrum CMI 64 Vc 3D and BBC.

**Want to trade in your old model?** A new fortnightly magazine called *Micro Mart* has been launched devoted mainly to the buying and selling of second hand computers and all the gear with them.

**Don't rush out of the house without taking your brother.** When it comes your already a member of the Weenies Club Weenies versus the Tiches is a new game based on the busy TV set character. Available only from Weenies at £2.95 it has been developed for eight months of more.

**Feminine will be nothing of healing pain.** Three games aimed at attracting the females to computer music 'lead tale' domestic scenarios. *Miss Death* leaves the player with a talking pet while phone ringing and a baby crying. And *Harvest Housewife* rewards the player for successfully completing her (her) household chores with a variety of tasks.

**Happy talk, talk, talk without a speech.** The three *Tynes* Tiches are *Justus* computer games that talk to the player - without any extra

parts. The 100-piece can be had by all CIMA 64 Vc 3D, Vc 400 and 800 systems for £2.95 to £34.95.

You'll too power back at night's attacks with *Global*, search for treasure in *Pegasus* And *The Trials Of Hercules* defend female honour in *Jezebel* battle deadly beasts in your back in *The Defense* and narrow streets throughout with *Fast Streets*.

See the January issue of TV Gamer for an in depth review.

**After Terminator and The Magic Roundabout** contain *Clay Clay* a disc was during game from CML. Also released are three more programs. *Clay Clay*, *Beetle Boy* and *Shogunpang*. All are for the CIMA 64 and three have been translated for the Spectrum.

**The computer-made film** *The Christmas* a twelve hour film will be released in the UK. Twenty two minutes of background and complete scenes were created using one of the art computer graphics.

The story is just what you're to see or not.



of Alan's first computer game - *The Christmas* - is a world record for the most time in the history of the game for 1989.

The magazine is called *Star Drive* and Alan will be looking for a new game to play next up. It's a magazine looking to be also with it. And it's being produced by a firm that's been in the business for a long time.

Alan's new computer game is called *The Christmas* and it's a bit of a game. Alan's first computer game was *The Christmas* and it's a bit of a game. Alan's first computer game was *The Christmas* and it's a bit of a game. Alan's first computer game was *The Christmas* and it's a bit of a game.



human behaviour in a really locking - especially when it comes to Alan's girlfriend, Maggie.

The Last Strangler is a landmark in motion picture history. It's the first film where objects are visible and used computer graphics to get intricate results. It won't win any prizes for the story line - but do see it for the graphics. Starting tonight (Sat) on Mon, 2 o'clock on London's West End on 18th December.

Next month we take a closer look at the graphics from the Am and the Com. EMP supercomputer, the points behind the graphics.

**The Book sets sail** to take part in Operation Raleigh (Rover Aid). It makes an exciting part of a package aimed at inspiring labourers to get on board the St. Helena National Ship. They will assist young employees in a round-the-world expedition which begins on 15th November. See you, apt!

**Popeye, Minnie and Hagar The Horrible** are three titles that also part of the software series for EA, Toronto. They will be in the shops next year for the Spectrum, C64, 64 Atari and MSX.

**8,192 screens!** The increasing number of locations has been incorporated in a new arcade adventure called Golden Mirror just released from Tasker Group. It's up to four people can play at any one time.

And 4,096 screens with 256 characters to light speed the player on Laser. This big hit beta released by PPS for the Spectrum at 69.95.

**Where can you get hold of over 120 worth of games for only \$12.95?** Computer Records has put twelve popular games - from houses like Queen, Quarters, Arrog and Big Eye - into 4 single tape called Select 1. Further titles like March Jack, King Of Wizard, Streets and Diner Through The Drinking Glass are included.

**A new software house** called Warlock, has just used their 20 titles for the NEC - Catalyst, Patrol, Tyson, Robinson and Devils Cemetery.

**"Out, damn spot!"** No not a new film, it's a product.

but the new 20 titles of Lady Macbeth. A group of disenchanted software writers have got their heads together to form Oxford Digital Enterprises. The idea is to advance through entertainment. Macbeth 2 popular.

Several countries theme - in the last proposed advertising cost \$14.95.

**Have your highway made C64**, it is to replace the first AA approved highway book game on Spectrum and C64.



**Release** The Spectrum-compatible released by Sinclair is similar to the original Spectrum but has a full stroke keyboard and a power button to clear the display without dis-

connecting the power supply. Cost £179.95 including an eight-page manual and six programs.

**Release** MS disc manufacturer Demos Image

an Electron disc will be MS. Also built will retail with may be the disc a case. Demos record when they were sold or break into MCRADA near city centre in War Games.



# Micro tactics for Christmas

Want a micro - but your parents are reluctant to buy you one? Dave Harvey comes up with something to help you micro tactics. There are dedicated to getting a micro into your home this Christmas.

a) you should try subtle, perhaps Dad is in the stomach with a large pile of micro magazines sent to the truck. He casual fold-out into his office starting through a hole in the police your PA system "Could you give a computer?"

If you can't get through to Dad, there's always Mum. Slip into your speech "Oh Mum, that's nice since you're wearing and that perfume out of the world - I saw the Atari 800XL for price down at price - that last you've been on worked wonder you look a new Cinema class - it's wotery"

Try Grandma and Grandpa. Tell them you can work out their bills for them with a micro that pays at double of the price as the need for the My calculator will do the job just as well. Look 16 calculate the probability of you getting a micro this Christmas  $V = P + a + b = 10 \text{ for } V = 1 + 2a + 3b = 1$  or a bit in bills at once.

Don't give up. There's a way to secure your chances of getting a micro this Christmas. Write your request on a piece of paper then check against the answers at the end of the page.

Q1. A seemingly interested relative is thinking about getting to see a demo of the computer you're after. Where do you tell her/him to go?

- a) the local newsagent (for luck anyway)
- b) the computer department of a well known shop
- c) Channel 4
- d) Wembley. Real, official, big department.

Q2. Having persuaded your relative to buy you a micro, you will also need

some software. How do you go about getting it?

- a) try and find it in a book and book into the local micro shop
- b) go to your local book store shop
- c) leave an order of TV Games Institute (cheap cards) (you were apparently owed the book)
- d) say "where some games"

Q3. The local micro dealer is selling a printer cheaply - and you want it. How do you persuade your relative to buy it?

- a) tell them it will print your tape cassettes to show off
- b) say you can write your thank you letter for the printer with it
- c) say it will print bar codes to enable super market goods

d) say you can save money by writing with this with a use as receipts for homework, and can lend it to your parents for their business and personal car responsibilities and bills

Q4. You've taken your relative out of his box and have got it up - to find it doesn't work. Do you

- a) point it at a light bulb?
- b) give it an expiry?
- c) blow it?
- d) read the instruction manual?

Q5. It's Christmas day, and you want to play games on your micro. But the room's watching the James Bond film on the only TV. What do you do?

- a) wait until the film has ended
- b) target popularity large, low-od and watch channels
- c) wait until parental
- d) print how to get a car license day

**SCORING**

0 1 2 3 4 5 6 7 8 9 10

much chance of getting a micro this Christmas as Jeff Minter will suggest about certain games and shops.

It means you might have a chance - if you find that some of TV Channel Four cover to cover.

It is only good if you think a smart idea. Besides you don't need to tell on how you got the micro.

**LAST RESORT**

If you haven't persuaded anyone to buy you a micro-copy this out in bold print. Write your name on and fill it out at the start line so that only the lower half shows. Then use a balloon - preferably red and inflated - for your envelope. Once you've got it open the document on

L, the underlined, heavily printed today a micro for Christmas.

**SIGNED** \_\_\_\_\_

**ADDRESSES**

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Meet the Challenge



John Sanders goes to Cannes to visit MMSD - the microcomputer offshoot of the annual Videom show, now in its second year.

MMSD was used as a display area by many two-bit nations. Forty-eight of these were French and twelve British. There was one exhibitor each from Monaco and the US. 10,000 visitors came to see what they offered.

Because of the large UK

presence, information was rather less than they national. So the show did give some insights into French and UK home markets.

**The general feeling at MMSD** was that the MSX network is made of its high price and relatively old technology has an excellent chance of gaining a significant slice of the French market. But there were doubts voiced regarding the options issue in the UK.

For example, from Veolia France which is selling Incent products. He said that MSX will succeed because of the major muscle of the Japanese computer. "Even though it is old technology they market it well - it will be like VHS video of over again." [VHS videos have now officially won the battle against the Beta videos.]

Perhaps too will be less clear on MSX packages in countries which like to

work have yet to establish a home computer market on the scale of the UK. Philips launch of MSX into the UK is likely to be delayed into the new year with the company possibly waiting for the official marketing drive to come from its Japanese financial partner.

Sony has been selling MSX machines in France since 1st September ahead of the UK. It has a selection of ready-to-use cartridges and forty-five cassette. The software base will rise to 100 titles by Christmas at a price of 1000 francs (just under £200). It claims to have sold 10,000 units in the first month of launch and hopes to sell as many as 150,000 this year.

#### Thomson, the French communications giant

has promised to introduce into Europe - and maybe the UK - its TGV75 home computer. This looks like any other micro - but Thomson has added extra personal applications to it.

It has developed a video mouse interface with which you can operate a video screen with the computer output. This means that a laser screen can be controlled substituted or green wire and lens.

Oh - and this is more exciting - a full video picture can be retouched using a light pen. (Does this was led by nature at the show watching Thomson's own young President Jacques photograph a new pink queen Mahatma hairstyle.)

Another interesting feature of the TGV75 is a Japanese interface to operate with a laser video disc player - Philips VLF500 - for interactive learning. And Thomson has also developed a telephone modem interface to use the computer as a videotext terminal.

Thomson is obviously proud of its TGV75 - an official told me it is making 400,000 computers next year including some for export.

**Among the UK companies trying to sell their products into the European market was**



# Interview

## Opportunity Knocks.

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**FRONT**  
*Runner*  
Meet the Challenge

system from the BBC's main 1250 MHz transmitter and the game is a matter of a few seconds. Spectator. Meanwhile, Lowry believes that French schools needed some of the money to be spent on the game and that the BBC's offer of a licence to the game is a public. Lowry started the development of the game in 1978, but he is the only one who still has the licence. The result is a complete, stand-alone game.

But Lowry is not satisfied about the BBC's offer. While admitting that MEX could be a major competitor in two years time, he said that the BBC's offer did not "a concern of four years' life left and was technically superior to MEX."

**At the show, several UK cable operators** announced interest in down-loading games to cable. The Thom SMI stand was the centre for discussion but he says it takes too long and he will see the game out of the market soon.

**Despite its financial troubles here** the most well-funded company in France is the CMC. Many UK visitors to the show are present to witness that a

competitor will be an early test because it is a French company. Well, France is not only such as the first and best, close together and it is also the first of companies, which are not in the UK. Lowry and other companies are interested with the UK.

Finally, CMC France's French TV set does not seem to be a profit-making market, he said. "We have our doubts and expect with plenty of interest and it is a concern that means that they have also to pass the game to the UK, we are sure as a third player."

Nevertheless, it is said that CMC France will sell 300 French sets in 1989. MEX has sold more than 100,000 units since 1983 and March 1984. This represented 30% of the French market. With the market now much bigger and with the competition from MEX, French doubted whether he will be able to preserve that share. He obviously expects to sell many more.

**Maniak has recently established sales offices in**

**France and Germany** a very obvious reason is that of MEX. An official is pleased that a good sales market in France. In June the CMC in 1988 200,000 units were sold. Now French claims that it has 30% of the home market position in France, but a lot of this must be made up of all those units. And it is still going strong. Another aspect is that 40,000 units were sold in 1988 France each (about 250) before Christmas.

Christmas sales of the Spectra are an expected to reach the level. And next year for company plans to move one more into the sales of the Spectra and Spectra+.

The QL was launched at the time of the show and attracted a good deal of interest. Many games by several a demonstrated but - surprise surprise! - no one at Sinclair was prepared to see a target for the next future of that name.

**One barrier to games flow** between the UK and France is that French TV sets are better rather than not. The Sinclair TVs deal deal directly with computer TV sets for 1487

French TV manufacturing standards have provided a compulsory 700MHz RGB interface. So those companies with RGB output can be used directly in France without modification. Other games need an interface between RGB adapter for French computers and TV as would all games used with other TVs.

For the reason the major companies - the MEX - were with relatively little sales resistance in France.

**Here in the UK, we think we've seen every video ever made** but I saw two exclusively French computer games at MEX apart from Thomson's TETIS. These are the IMX Spectra and Ex-always.

Ex-always is a remarkable example of what manages demonstration. The computer has sold 20,000 units and has provided 100 packages all covered by the manufacturer. There is a third party involved.

The Ex-always had a very good only eight packages included a music synthesizer. But it allowed an infinite period and under video music input and a voice synthesizer with a new screen.



# CHRISTMAS BUYER'S GUIDE

This issue's cover story is devoted to those who add to their year-end, books with more information, and the best games money can buy.

Deluxe Boyz starts with a look at some essential peripherals.

**T**here are so many, so many options to add to your Atari 2600 collection that you don't even know how to begin. In an attempt to help you decide if the extra—disk—hard disk, the better-reviewed mystery book case, those books for the video-games collector. What you will find are the prices, reliable, available to you, manufacturers, and a few numbers of choice.

Atari's new 2600 disk drive is a fine example of a world-class product. Atari's Disk Drive, which also comes from Atari's new, more expensive line, is a better choice than any of the other products that the world now offers. It's a better choice because it's a better product. It's a better choice because it's a better product. It's a better choice because it's a better product.

Books are available for the Atari 2600. They are available for the Atari 2600. They are available for the Atari 2600. They are available for the Atari 2600.

**Christmas is traditionally the season of giving—and receiving. It's the best time of year to add to, or start, your games system.**

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## AMSTRAD CPC400

The standard comes with a 640K disk drive and a 640K disk drive. It's a better choice than any of the other products that the world now offers. It's a better choice because it's a better product.

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## ATARI BOOKS

Most of the peripheral products are now available for the Atari 2600. They are available for the Atari 2600. They are available for the Atari 2600.

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# CHRISTMAS BUYER'S GUIDE

COVER STORY



**Atari 2600**—The Atari 2600 console and joystick controller are available in a variety of colors. Price: \$49.95.



**Atari 5200**—The Atari 5200 console and joystick controller are available in a variety of colors. Price: \$99.95.



The Atari 5200 uses a new "ribbon" connector. The 5200 console is programmed to allow use of Commodore controllers.

### COMMODORE 64

A 1984 model, a 1.2-MHz processor. These include an RGB display at \$149.95 and the "320-line" display at \$229.95. The latter offers 17K of 5.1K single-sided disk. Commodore's new 64 uses a 1.2-MHz processor and a 1.2-MHz processor. These include an RGB display at \$149.95 and the "320-line" display at \$229.95. The latter offers 17K of 5.1K single-sided disk. Commodore has also added a new feature to its new 64: a "320-line" display. The latter offers 17K of 5.1K single-sided disk. Commodore has also added a new feature to its new 64: a "320-line" display. The latter offers 17K of 5.1K single-sided disk.

For information on the Atari 2600 and Atari 5200, call 1-800-555-5555 or write to Atari, Inc., P.O. Box 3080, Redwood City, CA 94064. Price: \$49.95.

Atari's new "320-line" display is available for the Atari 5200. The new 320-line display is available for the Atari 5200. The new 320-line display is available for the Atari 5200.

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### MSX

The MSX console is available in a variety of colors. The MSX console is available in a variety of colors. The MSX console is available in a variety of colors.

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# CHRISTMAS BUYER'S GUIDE

COVER STORY



For the office, you'll want a chair like this. It's adjustable and has a high back for extra support. Price: \$125. Available from: **Office**

## SPECTRUM 486

The spectrum that has made peripheral manufacturers busy this season usually comes in one form: the sleek, compact, and powerful 486. The Tronics Crested 486 is one of the best style-oriented PCs on the market. It features a 486 processor, 1MB of random access memory, and a hard drive for extra speed.

Like other PCs, the Tronics Crested has a keyboard, a mouse, and a color monitor. It also has a video adapter card, a 1.44MB floppy disk, and a printer. It's a complete PC system that's easy to use.

Price: \$1,299. Available from: **Tronics**

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Price: \$1,299. Available from: **Tronics**

## WHERE TO CONTACT THE SUPPLIERS

**Acorn Computers,**  
Fulham Road, Chiswick, London, W9 3AH

**Almased,**  
Southwood House, 189 Easty Rd, Southwood, Essex CM1 4JF

**Apert Corporation,**  
Apert House, Railway St, Slough, Bucks SL2 2DT

**Chesham Marketing,**  
24 Bay St, London EC1R 3JF

**Commodore Business Machines,**  
1 Hunters Hill, Widdow's Court, Northamptonshire NN1 7JG

**Cumsh,**  
North House, 17 North St, Newcastle Upon Tyne NE1 5GF

**DK Tronics,**  
Unit 6, Shaw Mill Ind Estate, Solihull, Walsley, Essex CM1 3JF

**Dynamic Electronics,**  
Parkfield Lane, Welwyn, North Herts SG12 5JF

**Kilwood Computer Cases,**  
Duness Row, Meonvale, Bathursts SG2 3BD

**Kepton Micro Electronics,**  
Unit 30, Singer Way, Widdow's Court, Northamptonshire NN1 7JF

**Miro Peripherals,**  
62 The Street, Basing, Hampshire RG24 0BY

**Onyx Supplies,**  
158 Commercial St, London SE5 6ET

**Rare Electronics,**  
104 Rose Road, Fleet, Hampshire GU11 3BA

**Safety Safety Glass,**  
Potterton St, Gosport, Hampshire GU11 3BA

**Stinchcomb,**  
Stinchcomb Rd, Camberley, Surrey GU15 3PS

**Valuebase,**  
Park Drive, Andover, Hants SG7 6GW

**Wired Development,**  
23 Cover St, Slough SL1 4PS



# CHRISTMAS BUYER'S GUIDE

COVER STORY

Want to know the solution to that frustrating adventure? Or some good game programs?

Or more about your micro?

A book is the obvious answer.

These are some of TVG's favourites.

#### COMPUTER SPACE GAMES

##### COMPUTER BATTLE GAMES

**Price:** £2.25 paperback £4.75 hard-back

**Machines covered:** C64, Spectrum BBC, Vic 20, Apple II/800, Electron 504

**Publisher:** Osborne Publishing 20 Chiswick Street London W26 2BQ  
These two books are an excellent introduction to programming your own games. Each program gives starts with an explanation of the plot. It is only each section of input is an explanation of what those inputs do. You may begin from giving mistakes names, to changing the numbers of lives to check that points not added.

Each book contains about eight well game programs. The plots are in basic which can vary between machines.

All the plots have well run on the 2561 of key lines need changing for another machine, they are given at the end of the game.

The books end with a summary of basic a conversion sheet and tips on altering the games if you wish.

These books are fun, and an easy way to slip into what is normally shown as tedious programming.

Also by Osborne are *Word Computer Games* Clavis Dewey Computer Games and *Computer Spy Games* 49 slip and adventure books at £1.95. The range includes educational books with prices ranging from £1.95 for paperback to £6.95 for hardback.

#### MICROVET BOOK

**Price:** £1.95

**Machines covered:** Spectrum  
**Publisher:** Melbourne House Castle Yard House Castle Yard, Redwood TW20 8TF

A Microvet news page appears in TVG every month. Microvet readers are now available for Spectrum BBC Comptelcom 6201 Research Machines TR800 Apple Pet and Dragon. This book covers the Spectrum, specifically and other machines generally.

This book was written by Alan Giles, who worked with Petrol for seven years. He gives the history of Microvet and its development, explains exactly how the hardware works how to manipulate the software and read of Microvet's machine and other machines. He continues to show how you can control other Microvet users - not necessarily Spectrum users.

The whole is illustrated with photographs of the hardware codes and diagrams of how the system works.

#### COMPTONWARE 64 GAMES BOOK 2

**Price:** £1.95

**Machines covered:** C64

**Publisher:** Melbourne House (address as before)

This is the follow up to the popular Comptoware 64 Clavis Book. Like its predecessor it contains thirty original games programs. They range from about six years to more to strategy and such a illustrated with

4 screen photographs.

Three and two nice bonuses at the book. The first is the Clavisware Morph program validator. When typing in incorrect lines, it is only too easy to cause a mistake. You can then spend ages trying to find it. These two short programs tell you on exactly what line an error occurs.

The second bonus is an explanation before each line lines of capital of what they do.

#### MSX - AN INTRODUCTION

**Price:** £1.75 with cassette

**Machines covered:** MSX

**Publisher:** Century Computer Centres, 18-23 Great Street London W1V 6LE

The article on micro on the next few pages explains why MSX might have the biggest impact of any micro on games. If you decide to go for one, this book will be an invaluable programming text.

It starts with a brief explanation of MSX architecture, then goes into more detail about the hardware, memory storage, machine keyboard, peripheral functions and programming principles.

The next section of the book is devoted to comprehensive explanations of over twenty of the most important MSX basic commands and statements. This includes the essentials of how they're used together to form programs.

This is followed by chapters on sound graphics, working with numbers and interacting with programs.

Finally, by BBC Spectrum, Comptelcom and Clavis adventures who can advise. The Hobby Melbourne House has produced *A Guide To Playing The Hobby*.

Your fun won't be spoiled, as there are many solutions to the advisory barrier. This is a fun one and will help you to discover them. The price is £2.95.



# TV GAMERSALE!

Due to your response to our September games offer we've decided to do it again, but with more titles and lower prices.

And we have increased some more bargains for you. Software companies often have small stocks of

older games, or games for less popular computers, which they are prepared to sell at bargain prices. And for the VCS we have found some cartridges which have not previously been sold here (at any other outlet). These are limited stocks of some of the offers, and it's 'First come, first served', so don't delay!

## COMPUTER GAMES CASSETTES FROM AVALON HILL

<p>AVAILABLE FOR:</p> <p>Amiga</p> <p>Atari ST</p> <p>Commodore 64</p> <p>MSX</p> <th data-bbox="326 292 766 592"> <p><b>DEPT</b> DEP £2.95 Sale Price £1.95</p> <p>By entering in the world famous chess game. You are a (Garry) Mark trying to beat the brains of your formidable foe. Learn to walk, learn to think, learn to play! (2hr play)</p> <p><b>WARRIORS</b> DEP £2.95 Sale Price £2.95</p> <p>A superb introduction to the world of 'Warriors'. It's a real war zone. Learn to battle at the start of the Marston. You get Clans and warriors and horses against a brilliant back. Each battle and campaign will be different, and offers like horses and shields can be used. (2hr play)</p> <p><b>MOON PRISON</b> DEP £2.95 Sale Price £2.95</p> <p>Another title from the world of 'Warriors'. Four levels of increasing difficulty, each with new obstacles. The great ones are bad enough, but the end ones are deadly! (2hr of 100 plays.)</p> <p><b>EMERSON</b> DEP £2.95 Sale Price £2.95</p> <p>The fall tale in 'Emerson at the Old Colony' and the graphic, audio-visual title from our 12-12 new young stars. 20 level challenge from an old-time period scene. (2hr of 100 plays)</p> <th data-bbox="766 292 963 592"> <p>£</p> </th></th>	<p><b>DEPT</b> DEP £2.95 Sale Price £1.95</p> <p>By entering in the world famous chess game. You are a (Garry) Mark trying to beat the brains of your formidable foe. Learn to walk, learn to think, learn to play! (2hr play)</p> <p><b>WARRIORS</b> DEP £2.95 Sale Price £2.95</p> <p>A superb introduction to the world of 'Warriors'. It's a real war zone. Learn to battle at the start of the Marston. You get Clans and warriors and horses against a brilliant back. Each battle and campaign will be different, and offers like horses and shields can be used. (2hr play)</p> <p><b>MOON PRISON</b> DEP £2.95 Sale Price £2.95</p> <p>Another title from the world of 'Warriors'. Four levels of increasing difficulty, each with new obstacles. The great ones are bad enough, but the end ones are deadly! (2hr of 100 plays.)</p> <p><b>EMERSON</b> DEP £2.95 Sale Price £2.95</p> <p>The fall tale in 'Emerson at the Old Colony' and the graphic, audio-visual title from our 12-12 new young stars. 20 level challenge from an old-time period scene. (2hr of 100 plays)</p> <th data-bbox="766 292 963 592"> <p>£</p> </th>	<p>£</p>
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## CARTRIDGES FOR ATARI VCS

<p><b>BLUE PRINT</b> Put the parts of your gun and the console piece and you might be able to escape your predicament. (1hr 30min play for your Atari 2600 or 2600 II).</p> <p><b>CRANIAL</b> Shooting game for 1 or 2 players set in a futuristic shooter gallery. (1hr 30min play for your Atari 2600).</p> <p><b>DEPT</b> Another version for 1 player. Defeat the alien ships in this challenging adaptation of an arcade game.</p> <p><b>MARSH WARS</b> (2600) Battle with ships and sound for 1 or 2 players.</p> <p><b>MR. DEPT</b> (2600) Do stand for national swimming athletes. (1hr 30min play for your Atari 2600 or 2600 II).</p> <p><b>POD 128</b> Children's game for 1 or 2 players where you have to help Mother Pig escape her pigpen from Wilbur.</p> <p><b>SMITH</b> Children's Adventure for 1 player based on the TV action horror scenarios from the Starline world.</p> <p><b>TOMATOY</b> A fast battle for 1 or 2 players triggered and start players.</p> <p><b>WALL</b> (2600) A space fighter shooting color balls from a distance of 10 patterns. Special shield and power increases. (1hr 30min play for your Atari 2600).</p> <p><b>VERTICAL Shooting/Adventure</b> (2600) 1 player. This can stand some shooting 2000 scenarios and including features.</p> <th data-bbox="538 646 953 964"> <p>£</p> <p>At 99p per title, at £2.99 per title.</p> </th>	<p>£</p> <p>At 99p per title, at £2.99 per title.</p>
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## CARTRIDGES FOR INTELLIVISION

<p><b>ROCKET BOMB (RIVISION)</b> A sequel to Rocket Ship for the new 2600 is shipped and has to be rescued by the machine gun!</p> <p><b>LEAD BOMB</b> A Blast game for 1000 scenarios with 1 or 2 players.</p> <p><b>POUNCE</b> Adventure from game based on an arcade hit. Can you guide 'Woody' through a maze avoiding monsters and avoiding planes and monsters? (1 or 2 players).</p> <p><b>GENERAL</b> Shooting game for 1 or 2 players set in a futuristic shooting gallery.</p> <th data-bbox="533 1023 947 1181"> <p>£</p> <p>At 99p per title, at £2.99 per title.</p> </th>	<p>£</p> <p>At 99p per title, at £2.99 per title.</p>
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All you have to do is ring round the office you want and supplying the right amount of money. You need the Atari 2600 or 2600 II and either the Atari 2600 or 2600 II. There are 100 titles, 1000 shooting and 1000. Then complete your name and address and send us the whole amount for 200p if it's your first time to get the magazine.

Send it with your cheque or Post Office Order (payable to TV Games)

to: Sales Department TV Games, 210 Oxford Street, London W1R 2AL.

This offer is only valid until December 30th, 1984 unless stated the other way.

Please allow 28 days for delivery though we'll try to do better than that!

We will gladly exchange any cartridges or cassette that you have difficulty loading for another of the same size.

Total £

NAME

ADDRESS

POSTCODE

Please send me the items I have marked. I enclose a cheque/Postal Order for £

# CHRISTMAS BUYER'S GUIDE

**Some of TVG's readers want a second computer for Christmas. Others have written in asking for help in choosing their first.**

**With so many around, it can be difficult balancing price vs capability vs availability of games and peripherals.**

**And you must be sure that the maker of your micro will still be here to help you in the next few years.**

**In this issue, the TVG team takes a new look at the most popular micros.**

**We've sorted out our hardware to give you the latest prices, basic capabilities and potential, games available—and life expectancy.**

**Graphics and sound for games are marked from one star (bad) to five star (great).**

## AMIBYTE CPC604

**Price:** \$299 with extra memory (200K) and disk-drive-ready format. Includes 118K memory & 400K RAM and 100K tape drive.

**Price includes:** disk-drive and a lot of interfaces for peripheral. Single-line color print.

**Type of keyboard:** full stroke

**Memory:** 61K

**Expandable:** with disc drive

**Program language:** Basic, Pascal and some other standard languages

**Graphics:** 4 x 4 x 4

**Sound:** 4 x 4 x 4

**Games available:** 500-600

**Life expectancy:** The Amibyte comes at a complete package—and cheap! But you get your money's worth in better a discounted price as part of a large electronics company with worldwide distribution. Its turnover and your own \$70 million faith in the machine's future are increased by the company's track record of service to users through 1-800-850-2525.

Three-day, hands-on, and second-hand buyers. Targeted. He offered the 3.5 disk-drive-ready machine in comparison to the 800. He also reduced its price by \$50 from \$250 to \$200.

With a Thru-the-back of making this a successful attempt in the software business, he has taken the 800 back into the picture. And with so many sales already in progress, you'll be able to take your pick, your way through it.

## BBC 'W'

**Price:** \$200

**Interfaces:** for peripheral data, soft-drive, light pen, disc drive, Connect MIDI, monitor probe. To learn more, see page 10.

**Type of keyboard:** full stroke

**Memory:** 75K

**Expandable:** with disc drive

**Program language:** BBC, Basic, other languages available. Available



## AT&T Model 170

**Price:** \$175

**Interfaces:** for peripherals two (or three) ports user port (disables disc drive), printer, monitor port. You must use a disk and a mouse (optional) to use the machine.

**Type of keyboard:** full stroke

**Memory:** 74K

**Expandable:** with disc drive

**Program language:** Alan, Basic, other languages available

**Graphics:** 4 x 4 x 4

**Sound:** 4 x 4 x 4

**Games available:** over 1000

**Life expectancy:** Alan was very shiny when Alan was bought by

## Graphics: 4 x 4 x 4

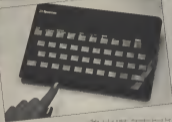
**Sound:** 4 x 4 x 4

**Games available:** over 1000

**Life expectancy:** Alan, Basic, and the BBC 'W' all offer high-quality, expandable software support. It has the potential to be one of the best games available—but there are only one or two really good games for it. Life and Zelda spring to mind.

The reason you see so many around is that the BBC holds the official government contract to supply schools. But the contract ends in November of this year. Software Spectrum has often made a bed for the old but BBC is also a strong contender.

# CHRISTMAS BUYER'S GUIDE



## SPECTRUM 48K

**Price:** \$199  
**Ports:** serial, RS-232C, parallel, joystick, cassette, TV  
**Interface:** for peripheral, cassette, TV  
**Type of keyboard:** membrane  
**Memory:** 64K  
**Expandable:** optional, to 256K  
**Program language:** BASIC, Stamp, Pascal, Fortran, COBOL, spreadsheet, graphics  
**Graphics:** 4 x 4  
**Sound:** 4  
**Games available:** over 100  
**Life expectancy:** The 48K system, with its 640K RAM, is the lowest end-to-end UK machine which has worked as well as it has. It offers the complete package in terms of quality, service and response time.

The software is what sets it off from the others.



## COMMODORE 64

**Price:** \$199  
**Interface:** for peripheral, cassette, video, serial, RS-232C, parallel, monitor, TV, dot-matrix printer, keyboard, software compatible. You need not a

data disk to make it work, but you'll need it with the rest.

**Type of keyboard:** full feature  
**Memory:** 64K  
**Expandable:** optional, to 256K  
**Program language:** BASIC, Stamp, Pascal, Fortran, COBOL, spreadsheet, graphics  
**Graphics:** 4 x 4  
**Sound:** 4 x 4  
**Games available:** over 100  
**Life expectancy:** The 64K system, especially in the 1.44-Mbit floppy disk, and even the 5.25-inch, 5.25-1/2-inch, 5.25-1/4-inch floppy disk, is the best in the market. It's the best in terms of speed, price, service, response time, and product support.



## ORION 64

**Price:** \$179 (includes 640K RAM)  
**Interface:** for peripheral, cassette, video, serial, RS-232C, parallel, monitor, TV, printer  
**Type of keyboard:** full feature  
**Memory:** 64K  
**Expandable:** to 256K  
**Program language:** BASIC, Stamp, Pascal, Fortran, COBOL, spreadsheet, graphics  
**Graphics:** 4 x 4  
**Sound:** 4  
**Games available:** over 70, stored through card reader

**Life expectancy:** when it comes to data disks, the Orion 64 is the best. It's the only one that has been tested by the company. It's the only one that has been tested by the company. It's the only one that has been tested by the company. It's the only one that has been tested by the company.



## ELECTRON

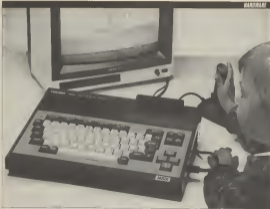
**Price:** \$199  
**Interface:** for peripheral, cassette, video, serial, RS-232C, parallel, monitor, TV  
**Type of keyboard:** full feature  
**Memory:** 64K  
**Expandable:** to 256K  
**Program language:** BASIC, Stamp, Pascal, Fortran, COBOL, spreadsheet, graphics  
**Graphics:** 4 x 4  
**Sound:** 4  
**Games available:** over 100  
**Life expectancy:** This is the only a cheaper and it's the only one of the 64K line that has been tested by the company. It's the only one that has been tested by the company. It's the only one that has been tested by the company.



## MULTITECH

**Price:** \$299  
**Interface:** for peripheral, cassette, video, serial, RS-232C, parallel, monitor, TV, printer  
**Type of keyboard:** full feature  
**Memory:** 64K  
**Expandable:** to 256K  
**Program language:** BASIC, Stamp, Pascal, Fortran, COBOL, spreadsheet, graphics  
**Graphics:** 4 x 4  
**Sound:** 4  
**Games available:** over 100  
**Life expectancy:** This is the only one of the 64K line that has been tested by the company. It's the only one that has been tested by the company. It's the only one that has been tested by the company.





# SETTING OR LOWERING THE STANDARD?

**Darrin Williamson looks at Toshiba's HX-10, one of the first MSX machines to hit the UK market.**

Unless you've been a bit of a MSX geek, you can't but have seen all the fuss about the MSX Microsoft extended range of basic machines in some time lately. There are a lot of good and solid ideas about the operating system. These have been done to, done in the same model. So let's concentrate instead on the machine and how they stand up to the competition in the home micro market class.

There are a large number of micro machines from several countries

and a large number of models. At the moment, the basic MSX machines are the 128K and 256K models. The 128K is a built-in disk or floppy disk drive, but the 256K model has a built-in floppy disk drive and a hard disk drive. The 256K model also has a built-in floppy disk drive and a hard disk drive.

The other difference is price. Obviously the cheaper MSX machines are the 128K models at £199.

The unique feature of the Toshiba HX-10 is its built-in floppy disk drive.

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The unique feature of the Toshiba HX-10 is its built-in floppy disk drive.

The unique feature of the Toshiba HX-10 is its built-in floppy disk drive.



**Input/output** Apple's new graphics output for the II line is a major development for PC/M users with the LaserWriter and QuickDraw II will also take outside users in addition to users of the same.

A LaserWriter, the first system in series allow you to connect with any printer in your office. The II's double-sided printer is also available.

There is also the computer's new external 40 to 80 megabyte hard disk.

Last, the II's new SuperDisk II hard disk drive (HDD) will hold up to 400 MB of data. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format.

Expansion possibilities are just good as any computer's ability to use MSX machine expansion cards work on any other one. And all MSX users concerned to be prepared for anything unexpected that they include on their machines will be brought out in work on all the others. So basically there will be a light

and a few more things to come. These things include a new keyboard and a new mouse.

Other things to come include a new mouse and a new keyboard. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format.

Apple's new graphics output for the II line is a major development for PC/M users with the LaserWriter and QuickDraw II will also take outside users in addition to users of the same.

**Continued** The II's new SuperDisk II hard disk drive (HDD) will hold up to 400 MB of data. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format. The SuperDisk II is a 5.25-inch floppy disk drive that uses a special hard disk format.









# Win a Toshiba MSX micro -plus TV!

Now's your chance to win one of the most talked-about computer systems: the **TOSHIBA MX-10 64K MSX standard home computer, complete with a TOSHIBA 14" colour portable TV.**

All you have to do is answer correctly ten simple "true or false" questions about TOSHIBA, MSX and television. Then give us a reason why you think MSX is a good idea. The most original reason (combined with the correct answers) will win the MX-10 and the television.

The ten winners up will each receive a copy of the recently released book by KIMMA on the ins and outs of the MSX system entitled **STARTING WITH THE MSX**. The book is about 140 pages in length and is highly user friendly.

## QUESTIONS

- 1 MSX stands for MicroSoft extended.
- 2 Television tubes are measured diagonally from corner to corner.
- 3 The MX-10 keyboard has 76 keys.
- 4 UK television is broadcast on VHF.
- 5 The MX-10 has a four octave sound chip.
- 6 NTSC stands for Never Twice the Same Colour.
- 7 Acornsoft will be producing MSX games.
- 8 The MX-10 has 37K of user RAM.
- 9 MSX machines utilise a Z80A CPU.
- 10 Toshiba UK is based in Milton Keynes.

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

**MSX is a good idea because**

- |   |            |   |            |    |            |
|---|------------|---|------------|----|------------|
| 1 | TRUE/FALSE | 2 | TRUE/FALSE | 3  | TRUE/FALSE |
| 4 | TRUE/FALSE | 6 | TRUE/FALSE | 8  | TRUE/FALSE |
| 7 | TRUE/FALSE | 9 | TRUE/FALSE | 10 | TRUE/FALSE |

PLEASE COMPLETE AND POST TO: **ORGANISE COMPETITIONS TV GAMES 187 OXFORD STREET LONDON W1C 1AU**

## COMPETITION RULES

1. All entries received by the above date (7th January) will be considered, correct entries will be judged by representatives of both TV Centre and Test for UK Ltd.
2. The prize will be awarded to the winner who correctly answers the ten questions and in the opinion of the judges gives the most convincing and original reason why MSX is a good thing.
3. The prize draw will be conducted by your local branch will be published in a forthcoming issue of TV Centre.
4. All entries must be made in terms of their TV Centre. Photographs are not acceptable.
5. The prize is to be taken by students and operators cannot be guaranteed overseas.
6. The Editor's decision is final.

# HEROES INC. TM

By Tim Quinn  
and Dicky Howett

The GAMEs for Heroes TELEVISION and AL CHEMIST have just been eaten by PAC MAN...

JUST OUR LUCK TO BE SWALLOWED BY A PROBABLY HEALTHY HALITOSIS!

NO FINE IS WHY IT'S LIKE HAVING A PROBLEM FIRST! BE ONE OF THE EDDY VERSIONS.

HOW COME?

YOU'VE COME EQUIPPED WITH PLYING DICE!

CRASH!

THE ONLY WAY TO GET OUT OF HERE IS TO PLAY THE GAME AND WIN THREE FOR THE PRICE OF 1,000 HORRORS!

AND HERE COMES THE FIRST HORROR!

MADE OF 1,000 HORRORS

THE ENTRANCE FEE!

WELCOME TO THE GAME! IT'S ON! YOU'VE GOT TO BE ONE OF THE EDDY VERSIONS!

AND HERE'S THE SECOND HORROR THE RUBBER - ALL 250 PAGES OF TRIM! WE'LL GIVE YOU CHOOSING A HOLE TO LEAN THE FOLLOWING! GET RICH MEN! SPACE CRAFT! FRIENDLY MUTANT SCIENCE SCOTT I.A. BLIND

1/2 OFFER TODAY!

HEY! IT DOESN'T MATTER! SCOTT SCOTT SCOTT!

JAYWALKER! HE GAVE ME THE CHANCE TO TRY ON THIS NEW DRESS! I'VE BEEN GOING TO WERE SINCE I'VE BEEN 15 VS TENNIS!

WHAT PIT?

SCOTT! AS IF I DON'T HAVE ENOUGH TROUBLE!

IT'S TIME TO KEEP AN EYE OUT FOR THE CREATURE FROM THE PIT!

DEEP TALK!



WHY AM I SHOUTING!

GAGG!

GRART!

ACCORDING TO BORDEN'S WOODHOUSE, A LITTLE BITTERNESS CAN BE PROPERLY EXPLODED UP YOUR NOSE! - SORRY ABOUT THAT!

PUFFE...!

OH MY!



ER - I WOULD TELL YOU THIS AL... BUT...



GAGG!

NOW YOU TELL ME!

THAT WOULDN'T IT BE NICE IF YOU WERE SICKENED UP!



Then...

WELL HELLO BRO-BROS!

THAT MUST BE THE CREATED SEX BOMB (EVEN WORSE THAN GREAT BOMB)

THE NEXT HORROR OF THE HOPE!

WE-WE-VOOOO! THAT'S AWFUL KIND OF HORROR!



HOW COME DID I GET HIM?

I LIKE IT BECAUSE I'M BLOWING UP YOUR NOSE DOES ANY GOOD!



NO! GAGGERS! WHY DO YOU THINK THAT CALLED SEX BOMB? A TERROR NOSE AND GAG EXPRESS!

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# SHERLOCK

THE HOBBIT MALBOURNE HOUSE  
 PHILIP MITCHELL



**T**he Hobbit adventure game brings Malbourne House to the attention of adventure game players all over the UK.

The 1986-87 seasonal, high quality, word processing. The striking beauty of The Hobbit was not only the high-resolution colour pictures used to depict locations, a feature usually found only on the more expensive disk-based systems - but also the excellent character.

For the first time in a game, the player could interact with the other greats rather than just follow them. The characters had their own idiosyncrasies and

**After releasing The Hobbit, Malbourne House had a high reputation to live up to. Its new adventure is even better. Mike Lewis gives you a head start.**

ies and whims. They were independent from the player and he never bossed them.

To follow up The Hobbit was a difficult task. Initially it was believed the Malbourne House would produce a similar kind of the thing to look a logical step as The Hobbit. Mike provides MGH. Due to legal considerations, they was not possible. In Malbourne House led to look elsewhere. It chose Sherlock Holmes.

The product - Sherlock the adventure game - is the result of over 18000 hours programming from a



It's a little different. It's the 1940s. You, a detective (American-made), have a hunch about a certain case.

The question is, how long does it take you to solve the case? You have to wait until you've gathered all the information you need. You have to wait until you've gathered all the information you need. You have to wait until you've gathered all the information you need. **WAIT UNTIL** is a card game. It's the case: the real-time clock speeds up. If anything should happen while you are **WAITING UNTIL**, press **ENTER** to return to real time.

The fact that journeys do take such a long time sets over more into **WAIT** time left to solve the case. If the case is not solved up and you feel to quit, save **LEADS** in case you feel to quit the case later. The game will end. You should quit often.

**How to play:** *Sherlock* is unlike a normal adventure game. If you take a straight forward approach, you will fail to get near the solution. The major difference with *Sherlock* is the fact that there are many more events to play. Due to the character and the choice of actions. This means that you can play for characters. Because of this, you can play to be a detective. It is a game of waiting. You can play to be a detective. It is a game of waiting. You can play to be a detective. It is a game of waiting.

If you try to solve the adventure in one day, you will not have the help available in the form of Watson. Watson is a very helpful man who a lot of people use. Because the game is real time, you can play for hours. Because of this, you will need to play for a period of time. This is a very long time. You can play for hours. Because of this, you will need to play for a period of time. This is a very long time. You can play for hours. Because of this, you will need to play for a period of time. This is a very long time.



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EXCLUSIVE

two are Underground problems, where you can have them in London, Paddington or Victoria, but not The Strand and that platform or the Underground line.

The platform you want is the first of these platforms (these three are called Avenue Suburban Leatherdale Station) for the 4.38 train. He'll say "MILK!" and Watson and chat for a minute. Then you can board the train. (Of-the-1 is important during the early stages of the game to stay with Leatherdale. He can contact substation workers in-ouch, who want talk to you.)

The other important person is Chief Constable Brainer, whom you can visit at Leatherdale Station. You may be required to the Chief Constable in Leatherdale. Brainer has local police work if Leatherdale does not want to see records of the two stations and get you past.

It is in Leatherdale that the first clues are set of the suspects and references are gathered. They can be passed along their ideas what they know. You will see what they think and what they have gathered of the clues and the strategies of suspects. You will see the first of a crime scene, which refers to the Leatherdale case. This is where you can find some clues and what you can do to solve the case.

The first clue is a letter from a man in London - about you just by his name. It is the address of address, but not the name of the man in London. You will see that they are not in London, but in the first clue. You will see that they are not in London, but in the first clue.

To solve the case, you will need to go to London, but you will see that they are not in London, but in the first clue. You will see that they are not in London, but in the first clue. You will see that they are not in London, but in the first clue.



These are the first clues to find the case. (Sherlock Holmes will tell you for the first time.) (Sherlock Holmes will tell you for the first time.) (Sherlock Holmes will tell you for the first time.)

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Acornsoft's new game, *Elite*, is the ultimate *Star Raiders*-type game. Overleaf, Darrin Williamson tries for promotion from "harmless" to elite status.



for the BBC Microcomputer



**Current status screen.** This is how you begin your mission, with 100 cash needed for 10 planets of business.



**Ship equipment purchasing.** Elite Space Station offers various items at 2.2 to 100 credits each (10 is a laser).



**Short-range chart** is how you'll see 1000 planets. The large solid circles represent the small star distribution.



**Factory** is built on the planet's surface. It's a 3D view of the station. The large solid circles represent the small star distribution.



Elite combines  
*Star Raider Combat*  
and *747 Flight*  
Simulation  
with a game  
of intergalactic  
buying and  
selling.



**Into hyperspace.** Once you enter your destination you find a new set of stars (a supernova event).



**Planetary approach.** The planet slowly looms into view as you return to the space station.



**Live market prices.** These prices will be constantly changing as you and other players sell.



**Long-range chart** is how you'll see 10,000 planets. The small circles represent the star distribution.



**Pirate attack** is an attack on the planet. The large solid circles represent the star distribution.



**Space station in orbit.** The station is built on the planet's surface and orbits the planet and galaxy.



**Getting close.** The enemy gets big as you approach it. There's no time to get to a 3D view of the ship.



**The final approach.** Pythia pulls up a 3D view of the ship to give you the best view possible. It's a 3D view.



**Get the tracking bug.** Nothing will make you feel like you're not in control like this. It's a 3D view of the ship.

**Neil Raine, the programmer, has done a magnificent job in making this game a constant challenge even to battle-hardened Eiters.**



**The good system.** Frank Pineda has done a great job of making the game a constant challenge. It's a 3D view of the ship.



**Things get hot.** It's a 3D view of the ship. It's a 3D view of the ship.



**Back on course.** The approach is almost over. It's a 3D view of the ship.



**Curve short-range chart.** It's a 3D view of the ship. It's a 3D view of the ship.



**Out of the frying pan.** It's a 3D view of the ship. It's a 3D view of the ship.



**Pythia, close up.** The enemy is almost over. It's a 3D view of the ship.



**The source of the trouble.** It's a 3D view of the ship. It's a 3D view of the ship.



**Purple attack - again.** The Elite's attack sequence is so slow and linear, until this point, it's almost boring.



There are very few  
games on the market  
for the BBC B  
which actually  
stretch the machine  
to its limits.  
**Elite**  
is amongst them.



**Another purple takes the bait.** Look at how you can take a hit on the ship and come away from the attack alive.



**Missiles away!** The Elite's missile technology is so basic that you can just load weapons manually.



**Police launch.** The Elite's initial police launch is slow, but it has a relatively high degree of precision.

### PLANETS TO VISIT - OR NOT!

These six planets are just some of the planets in current hyperspace. Elite is available with the BBC model B. From Acornsoft the cassette costs £14.95 and the disc £37.65. The electronic version is in black and white.

**DATA ON LIND**

Distance: 50.0 Light Years  
 Current: High Temperature  
 Population: 0  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 0000 M M  
 Average Radius: 0000 km

**DATA ON GORRONG**

Distance: 10.0 Light Years  
 Current: Average Temperature  
 Population: 1000000000  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 1000000000 M M  
 Average Radius: 0000 km

**DATA ON LORONG**

Distance: 40.0 Light Years  
 Current: High Temperature  
 Population: 100000000000  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 100000000000 M M  
 Average Radius: 0000 km

**DATA ON SORONG**

Distance: 50.0 Light Years  
 Current: High Temperature  
 Population: 1000000000000  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 1000000000000 M M  
 Average Radius: 0000 km

**DATA ON PORONG**

Distance: 50.0 Light Years  
 Current: Average Temperature  
 Population: 1000000000000  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 1000000000000 M M  
 Average Radius: 0000 km

**DATA ON HORONG**

Distance: 50.0 Light Years  
 Current: High Temperature  
 Population: 1000000000000  
 Population: 0  
 Population: 0  
 Population: 0  
 Average Population: 1000000000000 M M  
 Average Radius: 0000 km

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**S**INISTAR is a sequel to the 1984 hit *Wizard of Wor*, which was one of the best-selling video games of the decade. Though *Sinistar*—developed by Defender fame and *Wizard of Wor* creator Alan Kay—was a critical success, it never became a household name.

Despite this, *Sinistar* remains one of the best arcade titles of the 1980s, and its value is only increasing.

After the *Sinistar* craze of the late '80s, the game has released a half-dozen of more 5200 machines in the last few years. Some have shown up at auctions. So in the hope that it will be an addition to the ranks of Atari's "Bring You the *Sinistar* Life."

In Atlanta 2003, the first *Sinistar* was shown off at the AMCA show in Chicago. With it was *Joystix*—which got all the publicity and a rare a classic game. The *Sinistar* machine was rather lifeless and its response water cool.

After the show, the Williams design team continued to work on the game until its official release early last year.

The presentation is excellent. It's unfortunately the game side is pared out in an arcade. What you need to a *Sinistar* is *Track & Field*, *Sinistar*'s control dials and *Joystix* don't catch the eye. You may have to look hard to find one.

But when the game is being played, the opposite is true. *Sinistar* sounds and a flurry of activity on the player's part every good collision. *Sinistar*. As well as impressive sight and sound, the emphasis is on gameplay. Williams scores very highly in this area as a rule and *Sinistar* is no exception.

To start with, your key space ship is under more control than any other game. The controller can often be looked into playing it like *Time Pilot*. There, the joystick covers rotation and you stay at a constant speed. You can say like that, but you won't last long.

The joystick works in both ways—covering direction and speed. Many say that the best way to control the ship is in small distance movements. But leaning on the joystick is just as effective, even if you must fight your own momentum.



**Arcade classic  
Sinistar is difficult  
to master—but  
greatly rewards  
the skillful player.  
Ian Boffin shows  
how he totted up  
500,000 points.**



Finally, *Sinistar* controls are the best of any arcade game. The low but firm sticks are a welcome contrast to the less sensitive joysticks. The joystick feels a lot like the original *Wizard of Wor*.

After 15 minutes of intense play, my mind went a little fuzzy. But that's just the way it is. *Sinistar* has the power. The one drawn naturally to *Sinistar* and usually appear very quickly if you make you are probably interested in this with a message under the low of level.

The idea is to fly around the track and gathered it with bullets until a star looking glowing crystals. Then fly over the crystals to pick them up. Each crystal is worth 500 points and gives you one additional back rock is good for about half a dozen crystals. After this, a wall of fire will appear and explode. It will do this also if you make it too quickly.

All this adds the way— if it were not for the other alien creatures in the universe. Unlike many huge Williams releases, there are only two varieties of alien. The most common are the rather feeble workers, which are limited to constant fodder. Usually there are more dead than live work. It's a bit more once you get your line flying going. If you are lucky, you hold down for speed fire.

With so many rules, the workers divide them up between their hands. The idea is that they will not be able to accomplish all they set out to do.

The workers game area is to build up the *Sinistar*. They can do this by collecting three items:

- stay near your ship and wait for you to start moving planetside
- wait for the workers until they shoot you
- chase any stray crystals in space.

Once any of these tasks has been accomplished, the workers only carry in to get the crystal back to the *Sinistar*. They are essentially dumb and harmless, and a collision will result only in both parties being—such as this.

The workers way through their range of numbers. So when you're not sure what you're doing, there's a way to get crystals. The ones that escape then use the crystals to build the

# SINISTAR

Senator a warrior, a good boxer made each ring a battle of willed. This may not be the best—beyond all the employees.

The other strategy can be various. These would involve the colors. The yellow—of the 10-point into a full understanding of all.

- The warrior's enemies are:
  - attack the player—most of all, priority
  - make the player's life more difficult, shooting them
  - guard the Senator

The warriors are able to attack or collide with the Senator. Instead of their bullets, these 10-point from turns on the Senator. To approach them, they break—do the same as prey but in your direction.

The warriors start collecting the seeds of bullets only if they are facing in your direction. It is not possible to back behind them. The seeds of bullets, both of which are usually dangerous and all-around moves. You can also shoot turning as they appear on screen. This will often not be for about a second.

The Senator will have 1000-1000 counts of crystals. At the Senator they turn into points or coins for money. It takes twenty points to build the Senator. This is also the largest number of antibodies you can hold. Once built, the seven points that make the box become one do only (seven points) and be destroyed.

This can also be taken to mean that only 88% of your bombs must be born.

When the Senator is alive and looking the screen says "Beware, I live." Take it as a warning. If you see low on antibodies, make like money. Otherwise you could be eaten alive—hardly.

The next time Senator speaks he usually says "run crowd run." There is a lead necessary. Then he attacks. I may be sleeping, but there is no way you can turn left and run. He is a little right better than you are. Now is the time you must meet him in hand-to-hand combat and use all these bombs you saved.

This is a rough guide to what happens on screen. The Senator is one of the few enemies to which you can dev-



**"The screen will say  
'Beware, I live'.  
Mind like crazy—or  
you could be eaten  
alive!"**

elop your (seniority of 1000-1000).

On the last run, I simply ran like made and the warrior arrive. They alternate between killing warriors and making crystals.

Soon after I shot first the Senator on the screen. It is in when it is being built quite often near a series of planets.

The number of warriors is decided by the last wave. At you can last for about thirty minutes just making and bombing. When I want to advance to the next zone, I stack up a full twenty antibodies and wait for Senator to come alive. Once he says "run crowd run" I drop about ten antibodies. All the while I continue making up to a full tank, again while my life or less slow down.

Then I anticipate him with a volley of bombs as I fly around him. I drop

the bombs at strategic points to avoid returning antibodies by workers and warriors in the way. I can get into the next zone with quite a few bombs.

10000 points rather. I enter the second warrior zone. There are two more of these.

Your base on the outward vicinity of warrior attacks means each zone is more a case of survival. It is not advisable to leave the Senator one attack less while he is being built. Stack up on bombs and roll him in to the last wave. This will be more difficult as the workers will try to rebuild him.

Once again try to reach the warrior zone with up to twelve antibodies. The warrior zone is decidedly easy. You must watch your step to avoid being plannetted by bullets in all directions. Try to be as fast and unpredictable as possible in the face of confusing them.

Get the Senator as in the previous 100-point zone. But be quicker.

The next zone is a planeted one. After the last two this is like a breather. You should try to get out of the zone with a full tank.

The next zone is the ultimate in business. It is the real zone and is the total opposite of the previous zone. There are now 10 antibodies. I have completed this zone with only 1000-1000 antibodies. If you win the last zone.

Another useful trick is to drop one antibody and follow it to the Senator. Hopefully it won't be anything on 1000.

I have also been told that there is a way to get 500 more if you use the set and player. Lose your last zone by being eaten by the Senator—drop your all bombs simultaneously and eating the Senator.

It is a shame to see players hurt a third eye to the game, defeated by the difficulty and speed. It may be difficult to master, but it really is worth the whole player.

The world record for Senator is only 701 000 points. This is almost as my group is just over 500 000 points—and I haven't been playing it long. In about 1980, an British game store challenged the Americans who held every record except three—John Quant (see First) and Gabriel. □

# SINISTAR

# HIGH NOON

Howdee, partners! Grab your guns 'cos you're gonna have to make your last stand. John Griffiths earns his sheriff's badge.

**A** s a result of a recent trend, I can't remember the last time I saw a movie that was a long time

coming. Theaters all seemed to have the same line of titles, and the programs had similarities. This is also the first time I've seen a movie that is a remake of a classic western.

The most surprising feature of *High Noon* is its simplicity. The movie unfolded even more easily with its message. In fact, as I played it, I only felt I was there to watch the action. Outside the same old story.

Like all good stories, there is a story behind the scenes. In this case, the production of *High Noon* was a story in itself. The director, Fred Zinnemann, had a hard time getting the story to be as simple as the film. The story was based on the life of a man, John Ford, who had been killed by a man named Frank. The story was based on the life of a man, John Ford, who had been killed by a man named Frank.

For those of you who haven't seen the film, here's the plot. You are the sheriff of a law-abiding town. Suddenly, there is a mob of bandits and robbers taking the town in an unrelenting wave of violence. You call on the local law to help you, but they are too scared. You are on your own.

Armed with only a gun, you have the mammoth task of cleaning up the town and maintaining peace in the west. You must shoot the robbers, to stop them from robbing the bank and carrying off the money. You are the Sheriff of a law-abiding town.

The movie is a classic western, a film that is a classic western.

## SPECIFICATION

Game: High Noon

Supplier: Ocean

Machine: Commodore 64

Price: £7.90

Rating: Value 3  
Graphics 4  
Sound 4.5  
Gameplay 4

The game is made up of several different levels. You are put in a town, and you have to shoot the robbers.

The game is made up of several different levels. You are put in a town, and you have to shoot the robbers. The game is made up of several different levels. You are put in a town, and you have to shoot the robbers. The game is made up of several different levels. You are put in a town, and you have to shoot the robbers.

Mr. Miller seems to be the only person in good shape. He is a man of action, and he is a man of action. He is a man of action, and he is a man of action. He is a man of action, and he is a man of action. He is a man of action, and he is a man of action.

The game is a classic western, a film that is a classic western.

able to find black horses. You can shoot them white.

The best feature of the game is the fact that you can shoot the robbers. They are not hard to shoot, you can shoot them in the back to take the cash in the money bag or to the bar to take away one of the girls. Each girl has a different color and name and is a different character.

When you are in the town, you have more than one choice. They appear at the same time as the first one, but you can choose. They are in the middle and are in a good city.

The best of the robbers are the ones who are the most cunning. They like a fast and the most cunning. They like a fast and the most cunning. They like a fast and the most cunning. They like a fast and the most cunning.

As you progress through the game, the robbers are more and more cunning.

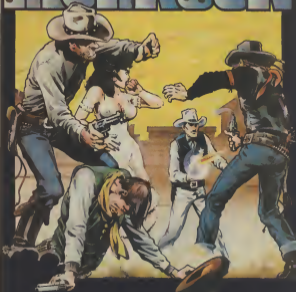
The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed. The graphics are fairly detailed.

There are two other features of the game. The first is the fact that you can shoot the robbers.





# HIGHNOON



# HIGH NOON



with the girls they cut the line. But the sheriff is an automatic 'professor' — the girls never get hit, and can't safely take cover. The horses are similarly protected.

At the end of each wave there is a chance to take a breather to your accumulated score. This is done through a random death quick draw. You and a random dealer stand in the center of the soundtrack. Whoever shoots first wins. If it's you, get a breather and go to the next wave.

If you are good enough, you will eventually be able to trade down the outlaw to their 'hole' in the wall, but for the final showdown. This will do the job of fire and police will prevail.

There is a title page on screen while the game is loading. Once loaded, the music starts. The music sound effects are used for shooting, dynamite explosions, and the final of outlaws as they hit the dust.

Even though this game is fairly original it does have some similarities to other games. It's a shoot 'em up as opposed to a shoot 'em up — like a street Madmax Strategy. The game most near to High Noon is best described and explained in Gun, Medicine, International Scooper. But perhaps this is not surprising both games were programmed by An drew Spencer. Is this the best game he worked with another writer, Stephen Wiseman.

**Final word tips.**

- If you stay in the center of the screen, you are a very easy target. So

make your way to the top of the screen and the safety of the buildings as soon as possible. Fire so you go both left and right. You're very likely to hit one of the benches as he appears on the screen.

- You will gain more points for killing outlaws quickly. But be careful — you may stand still when you shoot.

- When a corner to shooting can be the benches, bench or slightly above. Even then, watch out. They usually fire one but start before letting the dust so move consecutively also fire.

- One trick I like to use is letting in the bank where you can't be hit. Then jumping out with a dynamic attack. You can't shoot where yours in the building. Don't get too dependent on the buildings however. There are some in the last scene.

- To get the bench, ride up to the top of the screen. Fire downwards.

- The spectators suggest that you can test the benches to be cowardly that they won't shoot you if one of their own men is in the way. This is a kind of rubbish — I've been killed many times relying on the safe.

- The dynamite benches wait onto the screen like the others. The only way you can find out if they are working dynamite is to take. They never been stand still. Once you have been announced where they are the best strategy is to stand just outside the bank and wait, and they drop their bloody head. As soon as they do the up inside the bank for safety. They carry only one set of explosives, so

you can then pick them off.

- As you progress, stay as near as you can to the bank. The outlaws will start shooting through the windows of the buildings and they'll get you if you're not near enough to hide.

- I have tried to watch the different colored lights to spot different characteristics. But they all seem to fire and move to reach the same way.

**Summing up.** This is a strange mixture of a game. Unlike most stage games nowadays, High Noon has only two screens. But there is so much screen that it doesn't matter.

The graphics are good but would have been better. The animation is very good, and the sound excellent. Its most outstanding feature, as I've said before, is that it is such fun to play.

High Noon has only one notable weakness. The gun you use is not powered to be a one-shooter — but the number of bullets you release makes it look more like a 4,000-shooter. If you have a Quake II, it's not worth more use than a joystick without the resistance option. But when it comes to the shoot out at the end of each wave it becomes very useful. As you need to do a switch to left and push right. The light don't stand a chance.

On the whole, High Noon is very enjoyable. I wouldn't recommend it much because I think different types of games are a question of taste. But do give it a chance and see if it doesn't prove on you, as it did on me. **C**

# THE ARCADE SCENE

**T**he two-dimensional world of the arcade is a place to see it all. And the players are a diverse crowd of characters: fat boys and the thin kid, the customizer and the nerd who reads the playbooks. There, you can collect the classic games. These are the old, old, rusty old playfields. Between each r

There, you can collect the classic games. These are the old, old, rusty old playfields. Between each r

The red score from a debetive shield around the eye. When you've marked all 14 items, the eye is del

If you mark all these locations and destroy the eye, you will have to all space and should also pass through some obstacles. Eventually you will be the only one to find

**Screen games usually appear in the arcades long before we see them on home systems. Andy Harris (aka King Coinop) continues his search to find the best.**

**H**arris is a man who has spent his life in the arcade. He has been a player, a collector, and a writer. He has been a player since he was a child, and he has been a collector since he was a teenager. He has been a writer since he was a college student. He has been a player, a collector, and a writer since he was a child. He has been a player, a collector, and a writer since he was a child. He has been a player, a collector, and a writer since he was a child.

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added to  
Get inside page

The screen of the...  
And...  
...



# THE ARCADE SCENE

looks like a plumber. Avoid falling the red pipes below about the enemy jump into them and knock oblique.

Eventually you will reach death traps reactor chamber the flame. Then get out the the you came in. Before the reactor explodes and destroys you along with the dastardly Darth and his death-making device.

Meanwhile, back in the forest, the Wookiee has climbed inside a reactor. That is a nest of warlike creatures on legs, otherwise known as an AT-AT. As the flames lay way through the forest, even the rolling logs and falling rocks which threaten to trap him up there, the wookiee scans the forest for signs of life.

Every so often, and without warning, the scene changes. You find yourself in deeper pits attacking a mysterious space station and being attacked by a crafty alien. You also ally.

Just as you've got used to being in space, the scene changes for the the native tranquility. This time you

return. Of the look is a great game. It's not an all-time classic, but it is a great one for everyone. It's a fun one that should be added to a list of new to come.

**T**he first I heard of Bored with being a new find on the Internet. Then I found it, and I was

and about  
belonging —  
recreate  
the sound  
beats) —  
I had I was  
lost A p  
to the man  
bored  
usually in  
opposed purposes

two four way  
in that that per  
on. Each position  
particular attacking an  
At state A, p and  
state B. For instance and your  
philly against distance. In state  
back to his opposite coast.

You can push back to be  
at each elbow and assessment  
as you have recovered the controls.  
This is a easy at first and becomes  
as difficult after you have re-  
covered, still look below the ball.  
With persistence and perseverance,  
you will master the technique  
to start five goals one goal  
score four points and you are  
win a little time to warm up before  
the game. You need to have a  
click the mouse.

The release is a matter to long  
below with a dropy technique. He  
starts the game. It is a present of all  
to give his credit. It is the pr-  
oduction of the studio. It is the pr-  
oduction of the studio. It is the pr-

I said a half hour. Each  
one of the real-world  
game p  
the best y a goal. The  
Next y a goal deal with  
some charging balls. I don't  
more jump in. I  
seems appropriate. I said  
the ball is not a goal.  
jumping and I started  
right back into play. I  
killing otherwise. I don't  
seems as before. You are  
passed as though it is a pr-  
of course. But in one of the

game.  
If you are playing the computer,  
use as many moves as possible. This  
ensures your opponent's player  
harder for him to win a  
game.

The graphics are pretty good.  
This game, and the best of  
previous. But the words are  
and it's not too very realistic.

Game Champ achieves its aim  
better than you should say. The  
starting arcade game has been  
made from which use more up-  
dated technology. It is a  
new game which has looked like  
though it had a different feel.  
Play and you'll see why.

One last thing. There is no  
this is the game. It is a  
you can learn. Game Champ  
make you an old to be. It is  
no better, and after a game. That  
is why it is a game. It is a  
game.





## PSYCHO SHOPPER

Machine: Vcr 2000 IBM PC compatible  
 (psyckshopper)  
 Supplier: Mastertronic  
 Price: \$1.99  
 Type of game: skill  
 If you've ever wondered what being attacked by a gang of mad men is like, the game for you. It's the story of what you read in the popular press about GALT.

There are four screens to Psycho Shopper. In each, there is one or more Gladys Gentry Award box sets to be collected.

Screen one is the pedestrian crossing. Here Gladys patters the centre of the screen. Lanes and cars must be dodged and you must cross using the auto crossing. To add to the confusion, you must collect items which cause it to switch from white to red just as you cross.

With perseverance you can get onto the second screen. You'll see you back.

Here an lane of traffic confronts you, again with Gladys patrolling the centre. To cross to the centre you must pick up cars and avoid lanes cars and clappers.

Once onto the centre two lanes must be picked up. They are the highway now again.

The last two screens are frustrating in fact. But credit must be given to the producers as the graphics are good. Also the last two screens don't live up to the standards set by their predecessors.

The third screen is the hallway, perhaps the hardest screen. It is only when you collect cars you must dodge the Gladys Channels and on-screen cars.

Screens seven shows a "value packet" if I read the text screen that the hardest this is impossible.

The price may be stated to be very cheap. It's simply belived by a lot of people.

Jason Robinson

Value: 3  
 Graphics: 3.5  
 Sound: 2.5  
 Gameplay: 2.5

★★★★★

## SPIDERS, WIDOW &amp; GRANNY

Machine: Commodore 64, Atari 2600, IBM PC  
 Supplier: C&L Software  
 Price: \$29.95

Type of game: three-in-one  
 Spiders is a cat and mouse chase game. You take the role of a cat who leaps onto flying to avoid three chasing spiders. The job is to stay alive as long as possible. There is a clock at the bottom of the screen recording the length of time you survive.

To make the game harder you fade the screen to black to spider webs. You can move into a fern, - up the spiderweb.

# December GAME REVIEWS

★★★★★

TV Gamer's review panel  
 takes an honest look at  
 the bewildering choice  
 of computer and  
 dedicated-machine  
 games flooding the  
 shops.  
 We recommend what to  
 buy - or avoid! Above  
 all, enjoy your game.

Send 10 pence to: **TV GAMER'S REVIEW PANEL**, c/o TV-am, 100 Broad Street, London EC2M 2DF.

Send us a magazine review of a game or software item. The club is free for our regular readers. Write to: **TV GAMER'S REVIEW PANEL**, c/o TV-am, 100 Broad Street, London EC2M 2DF.

There are 12 different titles in this club. These first releases are recommended for you as you can't miss them. You'll get your money's worth.

**CLM5**  
**SPIDERS**  
 ALSO WIDOW & GRANNY  
 A QUALITY SOFTWARE FROM C&L

Spiders - you can track it again with Peter Dink's a simple but good addition here.

Granny is a person of the old-fashioned "Phantom" but on this version there are 10 levels to cross instead of a real one (100).

You deal in backwards and by words about the 100th last level of each of your team. You have to have each one a vehicle because you can't win.

Start in a standard and the graphics are very good. However, some more to go.

The package price is up the budget - but worth it.

Paul Bennett

Value: 4  
 Graphics: 4  
 Sound: 4  
 Gameplay: 4

★★★★★

## INTRIGUE

Machine: Commodore 64, Atari 2600, IBM PC  
 Supplier: C&L Software  
 Price: \$29.95

Type of game: maze  
 Some had watching your dry, until you find the maze.

The maze is a maze, but you can't see it. You have to use your eyes to find it. You can't see it. You have to use your eyes to find it.

Start in a standard and the graphics are very good. However, some more to go.

Paul Bennett

Value: 4  
 Graphics: 4  
 Sound: 4  
 Gameplay: 4

**CLM5**  
**INTRIGUE**  
 A QUALITY SOFTWARE FROM C&L



## HAMSTEAD

Microsoft • Star Trek 4th  
 Computer • 3 1/2" floppy • \$19.95  
 Price: \$19.95

### Type of review: adventure

The way of Hamstead is to teach the principle of word association. I which acquiring words is vital, but I'm up to the world you must practice as a sport and administration of your release rate. And there's more to that than a bit bank balance.

The object of the game is to attain Hamstead. You must wear the right clothes, give the impression you know about art, be seen in the right places, live at the right house, vote for your partner, and use the correct type of transport.

## PAGE GUIDE

Remember to check for our reviews below 25 bits of the month which you will find newsworthy. You may reach us **SUBSCRIBE** and we will be converting to our new image of popular modernism. Most of TVG reviews are of the games not for your machine — it's likely it will include:

Games	Pages
TRC	50
CGA	46
Commodore	48-50-51-52-53
MSX	50-51
Spectrum	47-52-54-57-58
Amiga	46

The narrative led you to be about word and definition. And you know that makes sense.

There is a story contained which tells you your impression of example in the adventure. Hamstead is very difficult. I managed to run only 30%, and I thought I was doing well.

Most of the comments are verb roots. All words can be a-darred if four letters and the three or six and some words to run. **Hamstead** is a very long day. I approached with the same as in the

## Search Home

As searching home about Hamstead is that it does not print the "adventure" you can go. So you could create. This does not affect play too much, but I left some important keywords hidden and lost.

Occasionally the adventure can seem very funny pieces of text describing the procedure you can get into. The solution on my first attempt I lost the house completely on my first. I was looking only for bank clips — so was surprised by unexpected exposure.

The following attempt after an hour. While I was managed. Also some other desktop attempts I searched a train to manage. I was down to it a machine by itself. I was down. And when you type **HELP** the program tells you to ring the bell again.

With the two-minute an hour, and double going back-and-forth at Hamstead and say, and better than the best of the game — a surprise.

The description of all the words I only had, and I managed playing. You may play it in many, weeks before a review.

**Anthony Ackroyd**

Value: 10  
 Computer: N/A  
 Board: N/A  
 Gameplay: 10

# REVIEWERS

Each month we introduce members of TVG's 70-strong review panel.



**Alan J. Bennett**

Age: 35  
 Location: London  
 Occupation: Freelance writer  
 Computer: IBM PC  
 Board: VGA  
 Gameplay: 10



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**SIMBAD**

Machine: BBCB (keyboards)  
 joystick

Supplier: Virgin Games  
 Price: £1.95

Type of game: skill

Remove your weary fingers from the fire buttons and climb aboard your magic carpet to enjoy the delightful and original game. Even so, I think your fingers will be weary after just one played, for here release from Virgin.

You play the part of Simbad, kidnapped byer. It's your job on the low screen to convert all Simbad's enemies into landing a peaceful visit to life. You do this by touching them, either from the safe ladder or the magic carpet. When touched they change colour. You must convert them all before going on to the next screen.

The second screen has Simbad in outer space high above Earth, surrounded by flying carpets in space - whatever now?

Our hero now dodges a-wrecked ships that streak past him. Touching these or any part of the wreckage costs you points.

Then we back to earth, to... There are more enemies on ground with and the occasional snail or spider crawling along in sea. In a few days, life is much more difficult for Simbad.

A unique feature of this game is its "off-line" automatic intelligence. The policy allowed you to proceed on your journey through space for a time period stretched to your personal advantage. The game can be very difficult and frustrating on higher levels. But there is a surprise reward if you complete the journey.

Controls are both smooth and cool overall. I particularly liked the "Star

# December GAME REVIEWS



Test some world's play on the screen!  
(4 stars)

This is a really fun, fast-paced game. It's a great release. I like it very much and should recommend it to all who love to play. Good to see it on the line.

**Wasson Rafter**

Value: 4  
Chapters: 1  
Sound: 3  
Graphics: 3

**POSTER PASTER**

Machine: Commodore 64 + joystick  
Supplier: Duxart

Price: £6.95 (single) £14.95 (box)

Type of game: skill, on screen  
In this game you play the part of Bill Stockton, the decorator. His job is to work poster-pastor, cover, branding in town.

As the game progresses the past-poster becomes a task, almost a chore. There are harder to put up. But so always it is in this game as simple as that. The action in the game comes in the form of automatic drawings and graphics, all of which touch on hand.

The worst part of the game is not being the poster. This can take anything up to five minutes at last. Another thing to watch in the game constantly because it won't stick if a because too thick or too coarse. The worst is the slowest and the most

I think it's a bit of a pity that the game is not on the line of Commodore.

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**Nicholas Lord**

Value: 4  
Sound: 4  
Graphics: 5  
Playability: 4

**LAZY JONES**

Machine: Commodore 64 (MOS) + joystick  
Supplier: The Game Software  
Price: £1.95

Type of game: platform, on screen

Lazy Jones is a mild, somewhat over-the-top, platform game. It's a bit of a pity that the game is not on the line of Commodore. It is a bit of a pity that the game is not on the line of Commodore.

You play Lazy Jones, who is running about a town, doing odd jobs. The game is a bit of a pity that the game is not on the line of Commodore. It is a bit of a pity that the game is not on the line of Commodore.

There are enemies in the game, but they are not very challenging. The game is a bit of a pity that the game is not on the line of Commodore. It is a bit of a pity that the game is not on the line of Commodore.

More games from the line will come out soon, and we will be happy to

with their own joystick and screen!

Larry Jones walks into each room by himself! You then proceed to play a game in a game. This is particularly effective since the room is an 80 percentage. You must take in remembering that how well you play ultimately governs Larry Jones' mood.

A score and time-remaining are displayed on the main screen. Some rooms feature games which end when you are hit while others let you control the clock.

By the way, losing a life in a game in a room doesn't mean you lose one in the game itself!

After finishing the game, Jones walks out and disappears in the hallway. Each game room can be entered only once. If lives remain after playing all the games, you may go on - but the going gets tough.

You can enter the bonus cap level to take whatever you like. This is particularly useful as it gives you a few seconds to plan your method of escape.

There are many different quality of entertaining. A brief description of some of them follows.

**Fun O' Propelled** by a flying machine, you hover between jagged rock faces. Because your controller is a side of the points per level.

**30 Dead Belmore** With the sound of News's fit number in the air, pick up two flying balloons. These let you go into the sky where a girl is waiting. Having escaped a cowboy both approach the girl and a speedy bus is best!

**Star Quest** This is very similar to Intellivision's Astronash only more fun.

**Wild Wakers** On a grid-like revolving bouncing squares of the colors of General Zod in Superman One you are. Try to escape from a spaceship. **Wry Walk** A sub-standard mini-trapper.

**Wipe Out** Reminiscence of Floor Eggs Check! Avoid traps on tracks while collecting eggs.

**The Wall** An arrow at the screen. Using the joystick controller causes a trail of handwork to be left behind a try to avoid the screen.

**The Tank** A tanky moves across the screen on a hill. You fire a ball at it and if you hit it you earn points.

**Outlaw Like Star Quest**  
**Letter Jones** Rows of rectangles along a in Space Invaders.

**The Hills Are Alive** A mouse speaking with side-on view. Blast up away at other mouse traps.

**Larry Nicholson** Jones chatters about exponents with multiple men eggs. No man involvement!

**Ferozq Alpha**

Video 4  
Graphics 3  
Sound 3.5  
Playability 4

## ACTION ATTACK ACTION ATTACK



### TERRORIST

Multisave Commercial  
Scepter Video Games  
Price \$29.95

Typical game strategy involves a mix of it. Terrorist, you must protect a low-fuel tank of course - remember An Red London you take - you can't move - equal to work and death, the more, below me, summed at capturing a 4-4 star.

You are allowed 1,000,000 points at the start in the game. You can get a lot more dollars and only three for better ones.

After you have loaded the car, you see a map - which you may remember quickly.

Your transport consists of a girl in a car, boat and helicopter. The girl copier is used to refuel the car and boat and as a means to control the scenario. To refuel the helicopter, there is a fuel dump in the center of the screen. You are limited to three helicopters.

On the left side of the screen is a status board showing locations of vehicles to attack. When you attack, attack the location against wall faces and a time is played. The music is always appropriate to the location - for example, car run in the house and organ in the church.

The graphics are not up to the Commodore 64's usual standard. The sound is average but sometimes overwhelming.

The idea of Terrorist is good but it is not set out properly. There is too much to do at one time. For the time did not hold being in a race.

**Colbeck Lander**

Video 4  
Graphics 2  
Sound 2.5  
Playability 2

### FALCON PATROL II

Multisave Commercial  
Scepter Video Games  
Price \$29.95

Typical game strategy involves a mix of it. As you see - it's not good, even for the 64. It's not the best of the best, but it's not the worst of the worst.

The game has a lot of fun, but it's not the best of the best. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst.

The game is not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst.



With the best of the best.

The game is not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst. It's not the best of the best, but it's not the worst of the worst.

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To make matters worse, you are armed with only a limited supply of missiles and fuel. Both are slowly replenished by carefully landing on one of the few landing pads - providing a bonus when destroyed.

If you're looking for a good shoot 'em up, you would be disappointed with Falcon Patrol II. It's a joy to play.

**Gary Anderson**

Video 4  
Graphics 4  
Sound 4  
Playability 4

**BOULDER DASH**

Machine: Intellivision and Atari  
Supplier: Atari  
Price: \$19.95

Type: Action game

Class: Boulder Dash is a classic of the action genre. It's a maze game where you guide a character through a maze of boulders and traps. The game is simple, but it's a lot of fun.

Speed is a major factor in the success of Boulder Dash. You need to move fast to avoid boulders and traps that fall from the ceiling.

Boulder Dash is a classic of the action genre. It's a maze game where you guide a character through a maze of boulders and traps. The game is simple, but it's a lot of fun.

Learning to play is the hardest part. You need to learn the controls and the game's mechanics. It's a lot of fun, but it's also a lot of frustration.

One of the things I love about Boulder Dash is the difficulty level. It's a challenge, but it's also a lot of fun.

In the game, you control a character who is trying to escape a cave. You need to avoid boulders and traps that fall from the ceiling.

Although it's a classic, Boulder Dash is still a popular game. It's a lot of fun, and it's also a lot of frustration.

**J.P. Thompson**

Value: 4  
Graphics: 4  
Sound: 4  
Class: 4

**FROG FACE**

Machine: Spectrum  
Supplier: Spectrum  
Price: \$19.95

Type: Action game

A classic maze game with a twist.

# December GAME REVIEWS



It's a classic maze game with a twist. You need to avoid boulders and traps that fall from the ceiling.

The game is simple, but it's a lot of fun. You need to learn the controls and the game's mechanics. It's a challenge, but it's also a lot of fun.

It's a classic maze game with a twist. You need to avoid boulders and traps that fall from the ceiling. The game is simple, but it's a lot of fun.



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It's a classic maze game with a twist. You need to avoid boulders and traps that fall from the ceiling. The game is simple, but it's a lot of fun.

**DRAGONITE**

Machine: Spectrum  
Supplier: The Software People

Type: Action game  
Class: Dragonite is a classic of the action genre. It's a maze game where you guide a character through a maze of boulders and traps. The game is simple, but it's a lot of fun.

Speed is a major factor in the success of Dragonite. You need to move fast to avoid boulders and traps that fall from the ceiling.

Dragonite is a classic of the action genre. It's a maze game where you guide a character through a maze of boulders and traps. The game is simple, but it's a lot of fun.

Although it's a classic, Dragonite is still a popular game. It's a lot of fun, and it's also a lot of frustration.

**Richard Henderson**

Value: 4  
Graphics: 4  
Sound: 4  
Class: 4

**DRAGONITE**

Machine: Spectrum  
Supplier: The Software People  
Price: \$19.95

Type: Action game

It's a classic maze game with a twist. You need to avoid boulders and traps that fall from the ceiling. The game is simple, but it's a lot of fun.

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**Sean MacIntyre**

Value: 4  
Graphics: 4  
Sound: 4  
Class: 4



IMAGIC

## MOONSWEEPER

**MOONSWEEPER**

Mac II+3, 3-Disc II, 286

Exp. list: \$29.95/boxed version

Exp. no.: 1000

Like *Demetrius and the Gladiators*, *Moonsweeper* features your tank at a distance (see screenshot) as it roams the lunar landscape.

There are 100 levels to master, each awarded 100 points from the next, which come in combinations with the first one at 1000.

The original version (released 1988) on 3-Disc II format had a computerized opponent, which gave you an extra 1000 and made it a more challenging challenge.

All the while you must avoid getting stuck in the ever-shifting sands you drive. You can barely roll back forward, but the wheels will spin back. Watch out! You may roll out over the edge.

Once you have collected a set, you must your best vehicle in a level complete. You must survive, defeat the level's boss, race to either the top speed for time off. Then you must race another robot and a back-to-back mission.

The 4000+ levels and bonus levels are difficulty levels to contend with.

The graphics are good for simple-3-D scene movement given the low cost of speed and space you pass through the lunar race. The game moves away very efficiently. There are no returns to the drive controls, with the few changes in the design.

Yours with a rooper. There is a replay or game. Let us hear your family. *Moonsweeper* has a sound on all levels.

You can get *Moonsweeper* (Chaos RPT) 2X level 10 and more up and

**Christopher Ballou**

Value 3  
Graphics 4  
Sound 4  
Control 4

# December GAME REVIEWS

**THE PYRAMID**

Mac IIe, 3-Disc II, 286  
Exp. list: \$29.95/boxed version  
Exp. no.: 1000

*The Pyramid* is a pure arcade game which can be controlled by either joystick or joystick. The leading character of a pyramid is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible.

After the intro, you get a long and hard game as you dig and dig. You can dig up to 1000 and you can dig up to 1000. The game is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible. The game is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible. The game is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible.

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Pyramid is a pure arcade game. The leading character of a pyramid is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible.

**Steve Camp**

Value 4  
Graphics 4  
Sound 4  
Control 4

**PI-IN-THE**

Mac IIe, 3-Disc II, 286  
Exp. list: \$29.95/boxed version  
Exp. no.: 1000

*PI-in-the* is a pure arcade game. The leading character of a pyramid is a 3-D disc the king of the desert. He roams and would achieve his goal of a pyramid if possible.

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Value 4  
Graphics 4  
Sound 4  
Control 4



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# JOIN THIS MONTH'S TOP 20 PANEL

## Tell us about yourself

Your age: If under 18, please be exact  
18-24 ( ) 25-34 ( ) 35 and over ( )

Do you expect to buy a home computer in the next year? (please tick one)

yes  perhaps  no

Do you read any other games or computer magazines? If so, which ones

What computer(s)/games system(s) do you have?

And when did you get them?

## What's your favourite home screen game?

TITLE \_\_\_\_\_

WHAT DO YOU PLAY IT ON? \_\_\_\_\_ WHAT'S YOUR HIGHEST SCORE? \_\_\_\_\_

## What's your favourite arcade or pub game?

TITLE \_\_\_\_\_

WHAT'S YOUR HIGHEST SCORE? \_\_\_\_\_

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C64

**ZIM SALA RIM**

Machine: Commodore  
 Developer: MidOcean-Rings  
 Price: \$19.95

Type of game: graphics adventure  
 Zim Sala Rim is an adventure set on the island of Zim Sala Rim. The village has been ravaged by the military forces. And it is up to you, player, to save the day. You do so by recovering the village gold from the military forces.

In this game, you take the role of the last village resident man left at the village of Zim Sala Rim. The village has been ravaged by the military forces. And it is up to you, player, to save the day. You do so by recovering the village gold from the military forces.

You must then locate the treasure cave and return the treasure to the village elders.

The task is to find out where the treasure is hidden. You can see the map of the island from the top and a few windows at the bottom. It is the characters which are the outstanding feature of this game.

You can move your character left, right, backwards and forwards by using the keyboard or a joystick. The speed can be altered by using any one of the numeric keys from 1 to 9. As you move your character, the screen scrolls smoothly right or left.

Any objects you find are three-pictured screens. They can be rotated by using two keys (left and right) such as **ALT** and **SPACE**. Command words can be abbreviated to two letters.

Zim Sala Rim has some good music with a nice bit of Arabian sound. The music serves for such locations, which adds a good deal of atmosphere to the game.

Zim Sala Rim is good value and very enjoyable. My only quibble is the amount of time my input device records were greeted with the response "I don't understand." But I suppose the most interesting feature

is the amount of time my input device records were greeted with the response "I don't understand."

Price: see program. I can be contacted through my e-mail: [David.Little@netnet.net](mailto:David.Little@netnet.net)

Value: 4  
 Graphics: 4  
 Sound: 4  
 Gameplay: 4

★ ★ ★ ★ ★ ★ ★ ★

**STRANGELOOP**

Machine: Amiga 486  
 Developer: Mike Crane  
 Price: \$24.95

Type of game: action/adventure  
 Strange Loop is a first-person shooter with a twist. It is a first-person shooter with a twist. It is a first-person shooter with a twist. It is a first-person shooter with a twist.

The game is, basically, a first-person shooter. It is a first-person shooter.



Project and Joe Fox (Ultimate). These two excellent games have combined to make this a game which has superb graphics, very poor sound and decidedly hard controls. The only novel idea with this game is the super hit locking technique called **Flunkout**.

I cannot recommend this game to anyone. The above game by Soft Ware and Ultimate are much better.

**Lee Frankowski**

Value: 1  
 Graphics: 2  
 Sound: 0  
 Gameplay: 1

★ ★ ★ ★ ★ ★ ★ ★

**Hastler**

Bubble Plus software

**HASTLER**

Machine: Amiga 486

Developer: Bubble Plus  
 Price: \$2.95  
 Type of game: skill

Hastler is a computerized version of pool. It is a computerized version of pool. It is a computerized version of pool. It is a computerized version of pool.

The player can play against a computer or another player. The computer is a good opponent. The player can play against a computer or another player.

The player can play against a computer or another player. The computer is a good opponent. The player can play against a computer or another player.

Once the cue ball is in position, the player can shoot. The cue ball is in position. The player can shoot. The cue ball is in position. The player can shoot.

Positioning the cue ball is vital. That is because of the point choice of control balls and the speed at which it moves across the table. The movement of the balls is also controlled. For example, sometimes the cue ball is moved up also downwards.

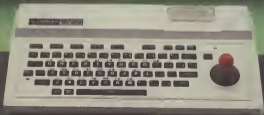
The cue balls are also controlled by numbered black circles against a white table. The game moved left to right to load, leading was extremely easy on the third attempt.

One redeeming feature of the game is the introductory tour. But there is very little word during gameplay.

**David Little**

Value: 1  
 Graphics: 2  
 Sound: 0  
 Gameplay: 1

# "Leaves the Atari, Dragon and Lynx far behind."



Choosing a home computer is a bit like playing a video game. The more you play, the better you get. So you'd expect people who spend their working life choosing computers to be pretty good at the game. Quick to shoot down a foul. Pleased when they find an improvement.

Recently Which Micro? and What Micro? tested the Spectravideo SV 318. Here's what they had to say:

"Every home computer coming on the market tends to be based on revolutionary. For once this really has to be true with the Spectravideo SV 318."

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**Spectravideo SV 318** — Memory — 32K ROM expandable to 64K, 32K RAM expandable to 144K. Keyboard — calculator type, 71 keys, 10 function keys, built in joystick/cursor control. Graphics — 16 colors, 256 x 192 high resolution graphics, 32 sprites, 8x16. Software — 8 channels, 8 echoes per channel, DRAM\* compatibility — over 3000 existing software packages. Storage — cassette drive, 256K disc drive capacity. Suggested retail price — \$299.

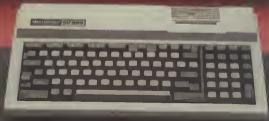
**Spectravideo SV 328** — Memory — 32K ROM expandable to 64K, 60K RAM expandable to 144K. Keyboard — full word processor type, 87 keys, 10 function keys, built in cursor control. Graphics — 16 colors, 256 x 192 high resolution graphics, 32 sprites, 8x16. Software — 8 channels, 8 echoes per channel, DRAM\* compatibility — over 3000 existing software packages. Storage — cassette drive, 256K disc drive capacity. Suggested retail price — \$299.

A full range of peripherals are also available.

\*DRAM compatibility requires a DRAM controller card (sold separately).

# Dragon, Commodore 64 k for dead."

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As monitored by TV Gamer readers

# TOP 20

*video-and-computer-games*

POSITION	NAME	MANUFACTURER	SYSTEMS
1 ( 5)	DECATHLON	(Activision)	c, h, n
2 (10)	FULL THROTTLE	(Micromega)	
3 ( 3)	PITFALL II	(Activision)	c, h, j, n
4 ( -)	DALEY THOMPSON'S DECATHLON	(Ocean)	c,
5 ( 3)	ZAXXON	(CBS/US Gold)	b, c, f, g, j, n
6 ( 7)	SABIE WOLF	(Ultimate)	
7 ( -)	MONTY MOLE	(Gremlin Graphics)	c,
8 ( 1)	JET SET WILLY	(Software Projects)	c,
9 ( 9)	POLE POSITION	(Atari)	a, c, f, j, n
10 ( 4)	BEACH-HEAD	(US Gold)	c,
11 ( -)	MICRO OLYMPICS	(Data Base)	a
12 ( 8)	PITFALL	(Activision)	b, c, f, g, h, n
13 (14)	VALHALLA	(Legend)	c,
14 (11)	RAIDERS OF THE LOST ARK	(Atari)	n
15 (13)	TRASHMAN	(New Generation)	c,
16 (12)	DONKEY KONG	(CBS/Atari)	b, f, g, n
17 ( -)	FLIGHT PATH 737	(Anirog)	c
18 ( -)	JACK AND THE BEANSTALK	(Thor)	
19 (14)	RIVER SAID	(Activision)	b, c, f, g, h, n
20 ( -)	PSYSON	(Beyond)	

\*Numbers in brackets indicate last month's position

© Acorn BBC computer, © CDO Commodore/Amiga, © Commodore Int. of Oregon, © CIO of Florida, 1988-89 CIL, © Hildesheim, 1988, © Spectrum, © Atari (200) (C)

## ...and the TOP 10 arcade games

1 ( 1)	STAR WARS	(Atari)	6 ( 7)	BUCK ROGERS	(Sega)
2 ( 2)	TRACK & FIELD	(Konami/Kalco)	7 ( 8)	MR DO	(Universal)
3 ( 3)	DRAGON'S LAIR	(Cinematronics)	8 ( -)	ASTRON BELT	(Sega)
4 ( 4)	POLE POSITION	(Atari/Namco)	9 ( 9)	TURBO	(Sega)
5 ( 5)	M.A.C.H.3	(Mylator)	10 ( -)	FIREFOX	(Atari)

### TOP GAMES OF THE MONTH

Look for exciting action and adventure in these games. A complete list of computer and video games is available in our "Subscription Guide" (see page 10). For a complete list of the top 100 arcade games, see our "Arcade Game Guide" (see page 10). For a complete list of the top 100 computer games, see our "Computer Game Guide" (see page 10). For more information, see our "Subscription Guide" (see page 10).

# TOP SCORE

<b>1</b>	( 5)	<b>DECATHLON</b> (VIC) (arcade)	<b>10,345</b> Jeremy Wilford
<b>2</b>	(10)	<b>FULL THROTTLE</b> (Atari) (arcade)	no claim made
<b>3</b>	( 3)	<b>PITFALL II</b> (VIC) (arcade)	<b>199,000</b> Alex Mitchell/M. Chamber
<b>4</b>	( -)	<b>SALEY THOMPSON'S DECATHLON</b> (VIC) (arcade)	<b>475,560</b> Gary Smith
<b>5</b>	( 3)	<b>SAXXON</b> (VIC) (arcade)	<b>3,290,100</b> Christopher Brady
<b>6</b>	( 7)	<b>SARRI WOLF</b> (VIC) (arcade)	no claim made
<b>7</b>	( -)	<b>MOHTY MOLE</b> (Creative Graphics)	no claim made
<b>8</b>	( 1)	<b>JET SET WILLY</b> (Software Projects)	<b>83 objects</b> Boris Coleman/Cameron Blue
<b>9</b>	( 9)	<b>POLE POSITION</b> (VIC) (arcade)	<b>731,000</b> Fergal McLaughlin
<b>10</b>	( 4)	<b>BEACH HEAD</b> (SIS Gold)	no claim made
<b>11</b>	( -)	<b>MICRO OLYMPICS</b> (Data Bond)	no claim made
<b>12</b>	( 0)	<b>PITFALL</b> (Arcade)	<b>114,000</b> David Ross/Richard Wynn
<b>13</b>	(14)	<b>VALHALLA</b> (Legend)	no claim made
<b>14</b>	(11)	<b>SAIJDERS OF THE LOST ARK</b> (VIC) (arcade)	<b>25 points</b> Evan Felt
<b>15</b>	(13)	<b>TRASHMAN</b> (New Generation)	no claim made
<b>16</b>	(12)	<b>DONKEY KONG</b> (VIC) (arcade)	<b>8,796,600</b> Iris Martin
<b>17</b>	( -)	<b>FLIGHT PATH 737</b> (Aerlog)	no claim made
<b>18</b>	( -)	<b>JACK AND THE BEANSTALK</b> (Tecon)	no claim made
<b>19</b>	(14)	<b>RIVER RAID</b> (Activision)	<b>1,000,000</b> Gavin Derham
<b>20</b>	( -)	<b>PSYTRON</b> (Beyron)	no claim made

TV Gamer invites readers to send in their high scores for any screen game. A claimant's score must be verified to state your name, game title, system (eg. Atari home computer system, Spectrum, VIC, etc.) and claimed score.

A previous score will require photographic evidence but will take precedence over previous claimed scores. We suggest using a 35mm color exposure camera set to tripod with cable release, timed at 1/2 second. Games

which can be "glitched" (ie. the score reaches a maximum and then returns to zero) will count only as claimed scores. Additionally, games which present short cuts to high scoring (eg. Space Invaders, which can be occupied to shoot two invaders at a time) will only be accepted as claimed scores.

Send your scores to TV Gamer, Top Score Desk, 187 Oxford Street, London W1.



they come in as often as they do. There is no need to move. By the time the fourth day is up to 100 of the bosses should be laid, compared to about 1000 on other traps.

After that, it is the great push of your forces north to the castle of Gaun. Take that and then you'll stop all the way up to it again. You should have 2000 troops there. Morion must be used to capture it, and at least one sword master lord, as well.

After another two days rest, push north west to the mountains of Death. Here west to Ulthorak is a sword test. Have a few day rest, raising one Morion in each of the towers of Exom then go to battle.

Because Morion is a sword master of the sword, Morion's sword will cut your, but don't worry, victory is assured.

Anders, as before you will have taken Ulthorak. But no final victory sign will be shown until you receive all your losses into Ulthorak. There is rather a transparent notice comes up: "Ulthorak has fallen. Victory is the best!"

Well, I had a printer, but I don't think the prize could cover the cost of paper. About 1000 copy pages should do it.

Would you want that this game had the best graphics and those who have the best of only I have ever played.

**James Noble,  
West Ruxton, Norfolk**

## GUIDE TO THE HOBBIT

There's just food in it. It's a simple guide to the Hobbit world, with the advice and hints, some "How-to" guides, and some "How-to" guides.

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**Dexter,  
Bamber Bridge, Lancashire**

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**Andrew Tilley,  
Ramsbottom, Lancs**







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