

TV

The *players* guide to games on screen.

85p

MARCH 1984

GAMER

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MONTHLY**

IN DEPTH

Pitfall

Night Stalker

Mr Do

LASER BLASTS THE ARCADE

SKY INVADERS:

Pilot simulation

NEW GAMES

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COMPETITION
ATARI 600XL
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Sony TVs and Intellivision

SONY MAKES Intellivision black and white! We had a call from a reader who had trouble with his new Intellivision - he couldn't get it to play in colour on his TV set, a 26in Sony.

He took it back to the shop and they tested it on a TV set: instant colour, as you'd expect. However, he insisted on a trial on the exact type of TV he had, so off they all trooped to the TV department, plugged it in and ... no colour.

He had proved his point. He and the shop contacted Mattel and confirmed that

there is an occasional problem - an incompatibility between Intellivision and some large-screen Sony TV sets with auto tuning. It's apparently incurable, and you have to change one or the other.

He's now the happy owner of a VCS.

A very curious incident. We will continue to recommend and use Sony TVs - but suggest that if you have a large screen Sony with autotune, where possible make sure that games (or computer) work with it before buying them!

Adventure hand helds

GRANDSTAND, THE people responsible for table-top Astro Wars, are launching a series of pocket sized LCD adventure games. These are part of the "Big Screen" range which feature larger-than-average LCD displays and have more action built-in.

Grandstand are starting their launch with three titles: Tarzan, Swords 'n'

Serpents (based on Imagic's Intellivision cartridge) and Jack and the Beanstalk (which is solar powered - good news if you don't like buying stacks of batteries). Other titles in this range will include Crazy Kong, Pocket Pac-Man, Pocket Scramble, Mini Munchman, King Kong Jungle, King Kong New York, Richman and Woodman.

With the exception of Jack and the Beanstalk, all the games come complete with watch-type batteries.

Earth-shattering software

NEW SOFTWARE company Mogul (launched back in November) now have no less than 13 game titles on offer for six different computers, namely the Spectrum, Commodore 64, Vic-20, Tandy TRS-80C, Oric and the TI/99-4A.

The range consists mostly of arcade look-alikes but has some reasonable adventure games, some of which have been designed to introduce would-be adventurers gently to this complex aspect of TV

gaming.

Many people buy adventure games that are too complex to start off with, and this can put them off for life.

The first of this series, entitled Earthquake, has you and other shoppers trapped in an underground shopping centre after an earthquake. It's up to you to get yourself and everyone else out of there alive. Other titles in the Mogul range include Zeus, Pyramid and Vipers.

JUST BEFORE christmas, we were invited to CBS Coleco to see the only working Adam computer in the country and to have a go at some of the new software in the pipeline for March/April this year.

First, though: the Adam, or Expansion Module 3 as it's better known to gamers. The Adam system comprises three main elements: the memory module, the keyboard and the printer. The memory module is the real guts of the Adam, housing a 64k memory which, combined with the 16k of the Coleco, gives you 80k of RAM to play with. This gives the Adam tremendous potential for games - especially when you think of what can be achieved with a 4k Atari VCS.

Special tape drive

As well as the extra memory, this module also contains a very special tape drive, known as a stringy floppy. Basically, this is a digital tape recorder which plays back at a much faster speed than a conventional cassette player making it almost as fast as a disk drive. Also, the memory capacity on each single tape is 256k which makes it highly competitive with disks.

This module also contains several expansion interfaces for things like a memory board, as well as a space for a second tape drive.

The Adam we saw came with three tapes: one containing the computer language Smartbasic, one for storing programs, and a games cassette - Buck Rogers and the Planet of Doom. This game (based on the Sega coin-op) is a multi-phase Sci-Fi shoot 'em up par excellence featuring all the thrills of the coin-op.

The game loads up in sections so that while scene two is being played the computer is getting rid of scene one and loading in scene three. This greatly

Adad

enhances the potential of the Adam as a games machine. Just think of the adventure games possible using this system. Plans are under way for tape versions of Donkey Kong and super Zaxxon.

Another attractive games feature is the permanent hi-score table which records the top ten hi-scores and the skill levels in true arcade style.

The keyboard has a 75-key sculptured, stepped design with a professional feel about it. At the top of the keyboard are six black keys that have different functions, depending on what is being used. Two controllers come with the Adam, one can be used as a cursor controller and the other as an accountant-style numeric keypad.

Surprising printer

Lastly, there's the printer which, surprisingly, is a daisy wheel and not a dot matrix or a thermal. Surprisingly because a printer capable of generating graphics would surely have been of more use to the gamer. That way there would be no more problems taking off-screen pictures. However Coleco have gone for the business-like printer in the hope that they will not only attract gamers but small businesses as well.

The Colecovision Adam add-on should be in the shops around Easter for about £450-£500. This may seem like a lot but it isn't really, considering what separate components for other computers cost to buy. I must admit I was very impressed with what I saw of the Adam, and I look forward to its launch in the not too distant future.

REVIEWS

ADVANCED DUNGEONS AND DRAGONS/ TREASURES OF TARMIN MATTEL ELECTRONICS INTELLIVISION £24.95

1 6 variations
ADVENTURE
Spring 84

This long-awaited follow up to Cloudy Mountain is scheduled for release early in the year. It sticks with the original format and also features several improvements. You now have a 3D perspective view of the maze and can pick up a multitude of weapons and treasures along the way.

The game seems to involve escaping from the island of Tarmin with as many treasures as possible. There are monsters a-plenty to keep you occupied and it's only when you confront the minotaur that you can escape from the island. Value 4, Graphics 4, Sound 2, Game Play 3.

ALIEN SWARM/ARENA K-TEL

16/48k SPECTRUM £6.95
1 single game(s)

Not the most imaginative game around but nevertheless quite good value for money. Alien Swarm is a sort of Galaxian style shoot 'em up in which you have to destroy a fixed number of fighters in as few passes as possible. I found the game very playable. Arena has you controlling a little warrior with a shield used to deflect boulders being thrown in his direction. I found controlling this game a bit tricky as I invariably twisted my shield in the wrong direction. Graphics 3, Sound 2, Game play 3.

ANIMATION MB ELECTRONICS VECTREX £29.95

1,1+1 1 function
UTILITIES
Requires Light Pen £29.95
Spring 84

This cartridge allows you to use pre-defined backgrounds with your own designs and animation, as well as allowing you to experiment with sprite graphics. You can construct up to 38 different frames using the powerful storage memory. Although a long way from giving average gamers the facility to produce their own Tron, this is a real breakthrough and gives you tremendous artistic fun. Value 4, Graphics 3.

BUZZ BOMBERS MATTEL ELECTRONICS INTELLIVISION £19.95

1,1+1 3 variations
SHOOT 'EM UP

The idea of this game is to squirt your spraycan at bumble bees that fly



**We've been looking
at the latest games
on sale now or soon
to be released**

around waiting to be shot. If by any chance they land, a lump of honeycomb appears. This blocks your path. A humming bird flies on-screen from time to time and hovers by one of the hives. Avoid shooting it as you will make it feel ill if you keep spraying it with insect repellent. You won't get any bonus if that happens!



Although a well presented game I couldn't really work up much enthusiasm for it. Value 2, Graphics 3, Sound 2, Game play 2.

CORRIDORS OF GENON NEW GENERATION SOFTWARE 48k SPECTRUM

1 single game

This is a fairly straight-forward maze game which has you tramping through a circular maze avoiding a Q*Bert look-alike whilst trying to guess the code that opens locked doors. Quite a fun game but really requires the kempston interface for a joystick (the Sinclair one won't work) if you're going to get to the centre. Good graphics help. Graphics 4, Game play 4, Sound 2.

FROGGY DJL SOFTWARE 48k SPECTRUM

1,1+1 single game

No prizes for guessing which coin-op this game is based on. Yes you've guessed it - good ol' Frogger.

Not a bad version of the game although better versions are available. Nevertheless good value for money if you are a fan of the coin-op. Graphics 3, Arcade 2, Sound 2, Game play 2.

FROGS 'N' FLIES MATTEL ELECTRONICS ATARI VCS £9.95

1,2 single game
CHILDREN'S SKILL
Spring 84

You're a frog who's looking for juicy flies to eat. Sitting on another lily pad is another frog which can be human or computer controlled, depending on the game variation. As flies pass by, you and your opponent must leap and catch them with your tongue and land safely on each other's pad. You control the length of leap with the joystick. Too much and you'll land in the water which will waste valuable scoring seconds. Both day and night variations are included.

GRIDRUNNER LLAMASOFT ATARI

1 2 variations

You have been appointed defender of an orbital power station called the grid. You've basically got to blast the nasties that come hurtling down towards you. You also have the X/Y zappers after you. They periodically fire along the beam towards you.

In all honesty this game is really a trickier space-age version of Centipede II and will probably appeal to gamers who find Centipede too easy. Graphics 2, Sound 3, Game play 3.

INTERNATIONAL SOCCER MATTEL ELECTRONICS ATARI VCS £9.95

2 single game
SPORT

Spring 84

As the name suggests this is a video version of football which sets out to better Atari's Pele and Realsports Soccer.

As in Pele Soccer the screen scrolls vertically instead of being a bird's eye view with Lego-like players. The players are seen in greater detail than on Pele. In short if you fancy a bit of video soccer then go for this one - not only is it better than the Atari version but at a tenner it's also a lot cheaper. Value 4, Graphics 3, Sound 2, Game play 2.

IT'S ONLY ROCK 'N' ROLL/ TOMB OF DRACULA K-TEL

48k SPECTRUM £6.95
1 single game(s)

It came as no surprise to hear that K-Tel had come up with a game based on the gamer becoming a rock star. It's only Rock 'n' Roll is the game. You are equipped with a band (which you can name), and a supply of happiness and money, which must be used wisely if

PREVIEW

The New Games

REVIEWS

you're to make it to the top and stay there for as long as possible.

You are given the chance to hire a manager, select tour dates, get record contracts etc.

Although the bulk of this game is text, you are allowed to see highlights of some of your concerts on request. There are also some nice humorous touches. I found this game a pleasant change from the usual adventure game.

The other side of this game is entitled Tomb of Dracula. This is another adventure but in a more classic vein. The idea is to find old Drac's treasure before you get clobbered too many times by slime pits, zombies or big D himself. Not one of the most complicated adventures around, but certainly an enjoyable one for the gamer who wants to start adventuring gently. Value 4, Graphics 2, Sound 2, Game play 3.

JET PAC
SINCLAIR
48k SPECTRUM £14.95
1,1+1 single game
requires ZX Interface 2

In my view this is one of the best cartridge games for the Spectrum currently available as it has both good graphics and a fairly original plot. The idea is to guide your little astronaut around the screen shooting nasties as you go. While he does this he must also assemble his space craft, fuel it up and take off in it. Bonus points can be obtained by picking up various treasures such as diamonds that fall from the sky (if only).

The layout of the screen is very similar to that of Joust so definitely a game for fans of that particular coin-op. I also found that the laserfire graphics were rather reminiscent of Defender (the coin-op).

In short this is as fast arcade-style game with good graphics. One to add to your collection. Value 3, Graphics 4, Sound 1, Game play 4.

MELODY MASTER
MB ELECTRONICS
VECTREX £29.95
1 single game
UTILITIES
Requires Light Pen
£29.95
Winter 83

This is currently the only Light Pen game around that doesn't demand your artistic talents. This one tests your musical qualities. Melody Master provides four different computer-generated instruments for you to play: flute, drums, and cymbals to mention but three. You can learn how to compose tunes and also play musical games. Value 3, Graphics 3, Sound 4.

MICRO MOUSE
GOES DE-BUGGING
LOTHLORIAN
48k SPECTRUM
1 single game

The game starts and you see a short program on-screen with various letters and numbers flashing. These are characters that have been pinched by the bugs, who have stashed them away in little boxes in the four corners of the screen. You've got to guide the mouse round the maze of words, pick up the characters and put them back in the right places. If you put all the characters back in the right places the program runs and you are given a little graphic treat. Failure results in the program crashing and you losing the game.

This is a game with a difference that has been well thought out. Worth looking at for younger gamers. Graphics 3, Sound 1, Game play 3.

MR WIMPY
OCEAN SOFTWARE 48k SPECTRUM
1,1+1 single game

You've seen the game of the film, now play the game of the fast food joint; Mr Wimpy. There are two screens to this game. In the first, you have to rush ingredients from one side of the screen to the other whilst avoiding little nasties that try to pinch 'em. Having got four ingredients across you can go on to the next phase which is exactly like Intellivision's Burger Time. The only real difference being that the egg and hot dogs are replaced by cutlery. Not a bad game. Graphics 4, Sound 2, Game play 3.

PINBALL
MATTEL ELECTRONICS
INTELLIVISION £24.95
1,1+1 Single game
SKILL
Spring 84



Mattel's long-promised Pinball game is now set to emerge in the spring. In addition to the regular features found

in most pinball games there are a number of different 'tables' which change when a certain target is hit. I've found four but I'm no pinball wizard and there may well be more (write and let us know). Out of all the TV pinball games around this one will probably have the most lasting appeal due to the variation in play. Value 4, Graphics 4, Sound 3, Game play 4.

SAFECRACKER
IMAGIC
INTELLIVISION
1 3 variations
SKILL

Not a game for the kinetically minded really but not one for Adventure gamers either. Something of a cross-breed between the two. The idea is to drive around city streets. You begin the game at your hideout in a '30s style car. You have to make your way to an Embassy where you must break in and get to the goodies in the safe. This can be done in two ways; either by blowing the door off or by trying to crack the combination. This is by far the best solution as blowing the safe attracts the attention of the local constabulary.



Having cracked the safe you must make a hasty getaway back to your hideout where you stash the loot and prepare to embark on another dishonest venture elsewhere in the metropolis.

Although quite a good game I found controlling it a bit of a pain. I also didn't quite understand the timescale used in the game. As I mentioned before, you're in '30s style car and yet you're stealing things like microfilm which definitely doesn't tally with the age of the cars. Value 3, Graphics 3, Sound 2, Game play 2.

SAM SPADE
SILVERSOFT
48k SPECTRUM
1,1+1 single game

Despite the title this game is nothing to do with Detective. It is in fact a version of the game Space Panic with a slight change of location. Instead of an astronaut in space you are now a builder on a series of girders. That however, is the only difference. I found that using the keys was tedious. A joystick is a much better idea. Graphics 3, Sound 1, Game play 3, Arcade 3.

REVIEWS

SAS ASSAULT MICRO GEN 48k SPECTRUM 1 single game

This is your chance to join the elite SAS. The first side of the tape is a training mission which assesses whether you're up to it or not. You are equipped with a Magnum and a M16 rifle which you must use in order to survive the baddies that come at you. The game is mostly text but with a few graphic touches including views of corridors and attackers etc. In the second part of the game you have to use all your skill to rescue a diplomat from a farmhouse and get him back to the Embassy. I'm not sure how technically accurate this is, as I don't know many SAS men, but it is an interesting trial and error game. Graphics 2, Sound 1, Game play 3.

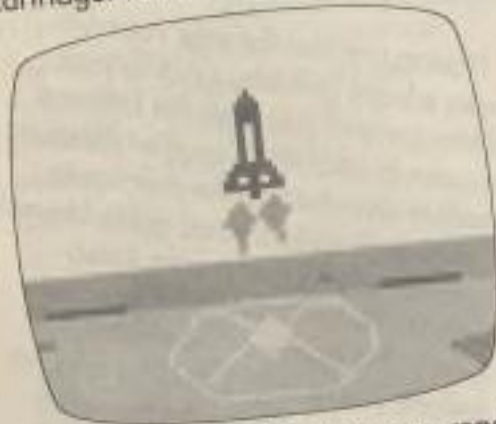
SPACE SHUTTLE MATTEL ELECTRONICS INTELLIVISION £28.95

1 5 variations
SCI FI SKILL

Requires Intellivoice Module price
£49.95

Spring 84

If you've ever watched Space Shuttle launches on television have you ever thought to yourself 'That doesn't look so hard'? Mattel have and now they've brought out an official Space Shuttle cartridge. You have to pilot a shuttle



mission up into orbit where you repair satellites, refuel, and perform other such tasks. There are three different voices on this game; mission control's and your two co-pilots' who keep you informed of developments during the flight. A good space game for players who are a little tired of just shooting thousands of aliens and saving the universe every time they slot in a cartridge.

STAR TREK SEGA FOR ATARI VCS £29.95

1 single game

The full title of this game is Star Trek Strategic Operations Simulator and is designed to be a training simulator for any Star Fleet captains who wish to take on a starship like the Enterprise. Originally this was a Vectorscan coin-



op which was translated to its Rasterscan format very well.

The idea is to cruise round a sector of the galaxy zapping Klingon craft that either pick-on defenceless Starbases or the Enterprise itself. To help you in your battle you have quite an array of functions at your disposal (the joystick is used to the full on this game). Your screen is split up into three sections; a sector chart showing where everything is in relation to you, a front battle view and a series of three function indicators showing your shield, photon and warp strength. You can withstand Klingon fire until your shield strength is depleted at which point you are extremely vulnerable to phaser fire. Your only chance is to dock with a Starbase, which gives you an extra one of everything.

I found this a very enjoyable game indeed, bringing together the best elements of Battlezone and Star Raiders whilst remaining faithful to the arcade game. Well worth considering. Value 3, Graphics 3, Sound 3, Game play 4, Arcade 3.

THIN ICE MATTEL ELECTRONICS INTELLIVISION £24.95

1,1+1 single game

SKILL

Spring 84

This game was originally called Arctic Squares and is sometimes listed in catalogues under this name.

You're a fairly senior penguin, on a frozen lake somewhere in the Arctic. You have to keep baby penguins under control (they're constantly misbehaving) by circling them on skates. This causes that section of ice to sink giving the rebels concerned an icy dunking. Red seals, polar bear-cubs and Arctic bunnies come to their rescue and try to bounce you off the screen. Great graphics and catchy music help to make this original idea work very well. Value 4, Graphics 4, Sound 4, Game play 3.

TRON - DEADLY DISCS MATTEL ELECTRONICS ATARI VCS £12.95

1 single game

MOVIE TIE-IN SHOOT 'EM UP
Spring 84

Based on the Walt Disney film, which was the first to use high resolution computer graphics in some of the scenes. This particular game is based on the

disc battles that Tron and the other captured programs had to go through. You control the little blue Tron figure around the game grid, avoiding the



Red Warriors' discs whilst despatching them with yours. The game looks deceptively simple at first, but in fact is very challenging.

WINTER OLYMPICS MATTEL ELECTRONICS INTELLIVISION £25.95

1,1v1 2 variations

SPORT

Spring 84



The official video game for the 1984 Winter Olympics in Sarajevo. It features two events: Ski Jumping and Bobsleigh running, which you must win in order to take the gold medal home.

How good is the game?

TV Gamer's panel of game players has assessed the games reviewed here on a scale of increasing value from 0 to 5. While these assessments are only a personal opinion, we hope they will help readers to plan their purchase of future games.

The five areas covered are value for money, quality of graphics, quality of sound, quality of gameplay, and fidelity of arcade transfer (where applicable). Naturally, TV Gamer ratings are only given to games we have actually played. So some new games which we haven't yet been able to fully review will not have these assessments.



can paralyse you for a couple of seconds.

SPIDERS

There is a spider which emerges from the web in the top left-hand corner and crawls persistently around the maze, turning up in the most awkward situations and making a nuisance of himself.

He is worth 100 points if you shoot him, but then a new one will appear immediately from the web if you do.

BATS

A couple of bats flap round the maze at a somewhat higher speed, and, if they touch your man, a paralysing effect occurs. This can be decidedly inconvenient if there is a bullet-firing robot in the vicinity! The bats are born in the top righthand corner of the maze. It is worth noting that they keep still (presumably asleep) for the first few seconds of their lives.

This means that with practice you can nip backwards and forwards between them and be given sitting targets at 300 points each.

NIGHT STALKER

Paul Whiffin takes a closer look at Mattel's intriguing maze game and examines ways of outwitting the spiders, bats and other marauding meanies!

This game has been one of the mainstays of the Mattel system since its introduction. And the fact that this game is still selling steadily is proof of its continued appeal.

For those of you who have had the misfortune not to have played this excellent game, here is a brief synopsis of the play.

In the centre of a maze your little man has a hideout. Here you are safe (at least in the early stages of the game) from marauding robots, which are "born" in the bottom left-hand corner of the screen. To destroy these robots there are guns hidden in various parts of the maze which

you can use.

Unfortunately each gun only holds six shots. Whenever there are no more shots left in the gun you have, a gun symbol flashes showing where the next gun may be picked up. There are a limited number of places in the maze where guns are hidden, but you can never really be sure where the next gun will appear.

As your score increases, the robots become more intelligent, more persistent and more difficult to kill. This continues the challenge of the game right up to the most difficult stages.

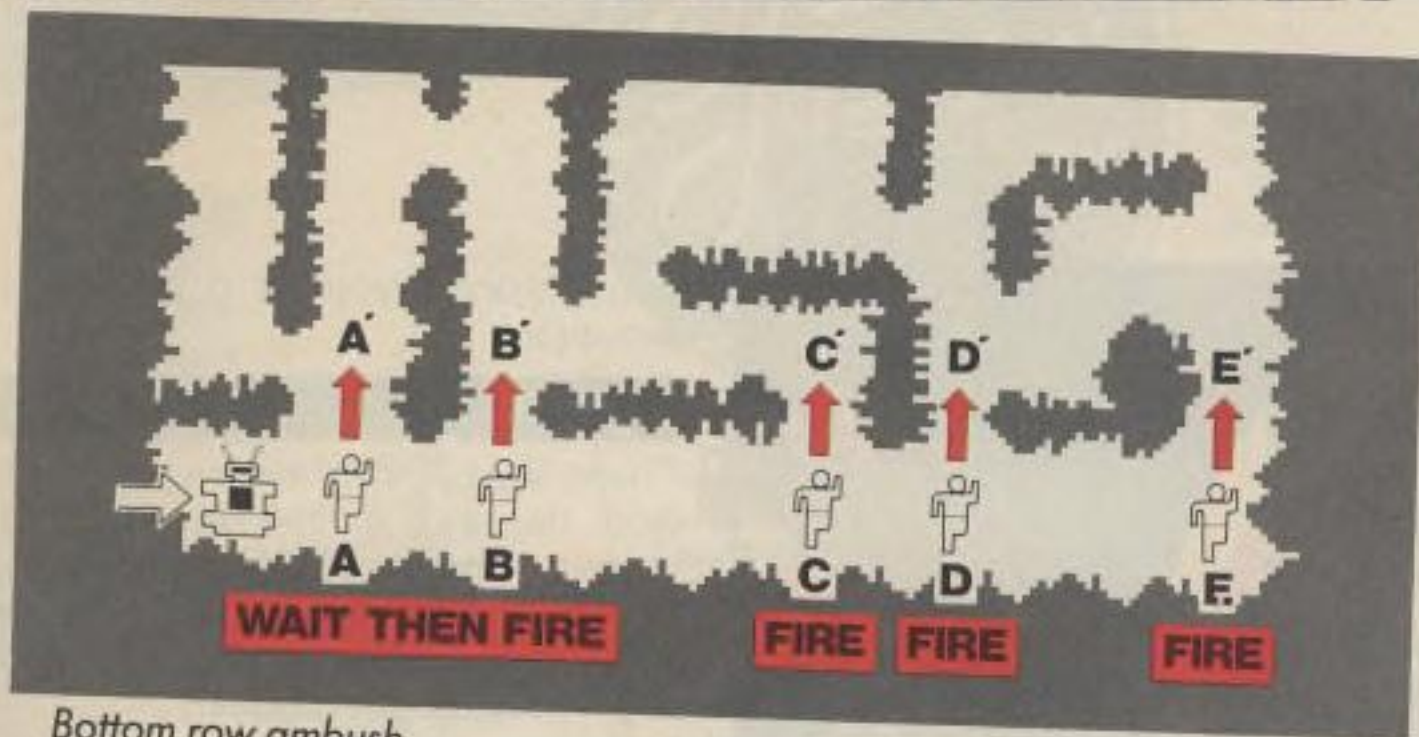
Lurking in the maze are other creatures, which although not deadly, make life more dangerous as they

They are born fairly close together, so this method allows you to clock up easy points in the opening stages of the game. Unfortunately after you have made 5000 points, this easy prey is replaced by a grey robot.

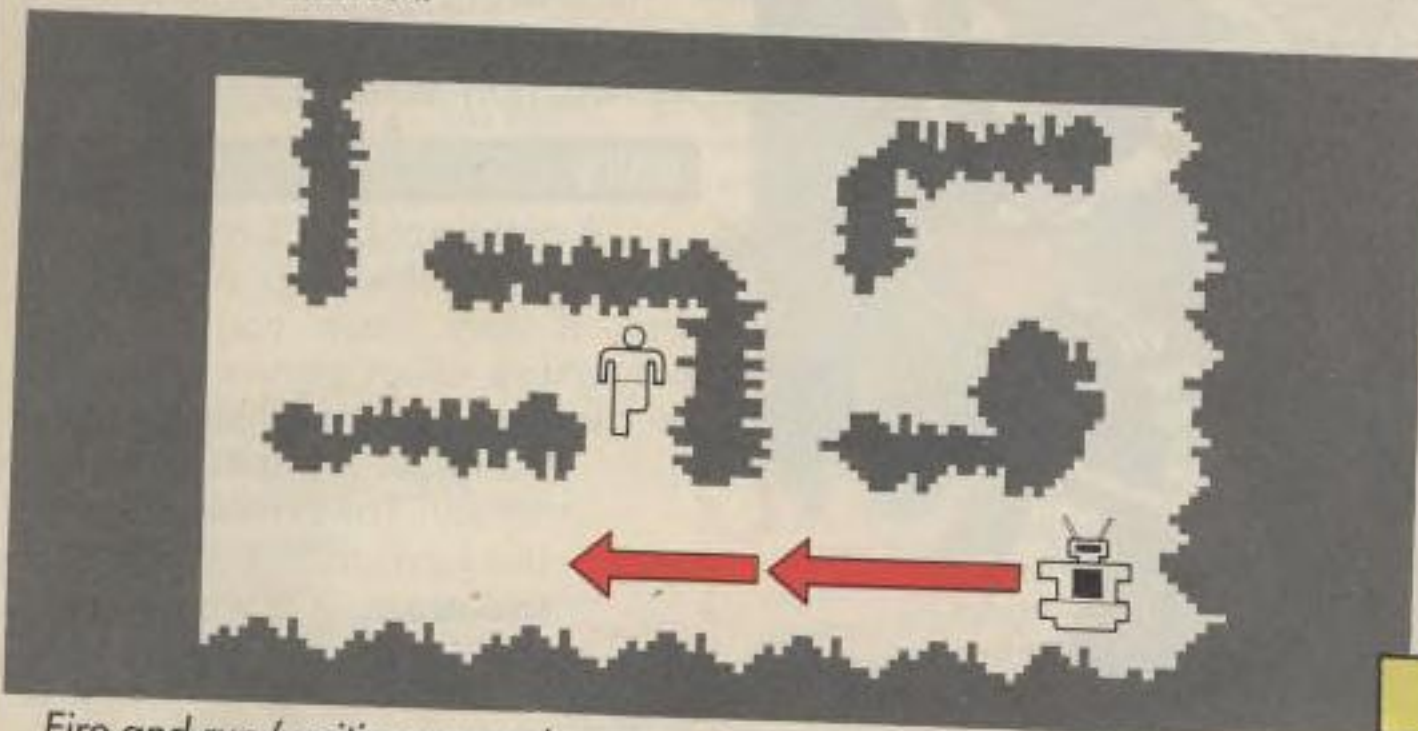
STRATEGIES

The most vital thing to do is to count your bullets. Remember each gun only carries six, and when you have fired off your last shots, you are defenceless until you can get to the next flashing gun (which can be decidedly tricky). Always use your last shot to destroy the most aggressive robot on the screen (whenever possible) or at least to cover your run to the next gun.

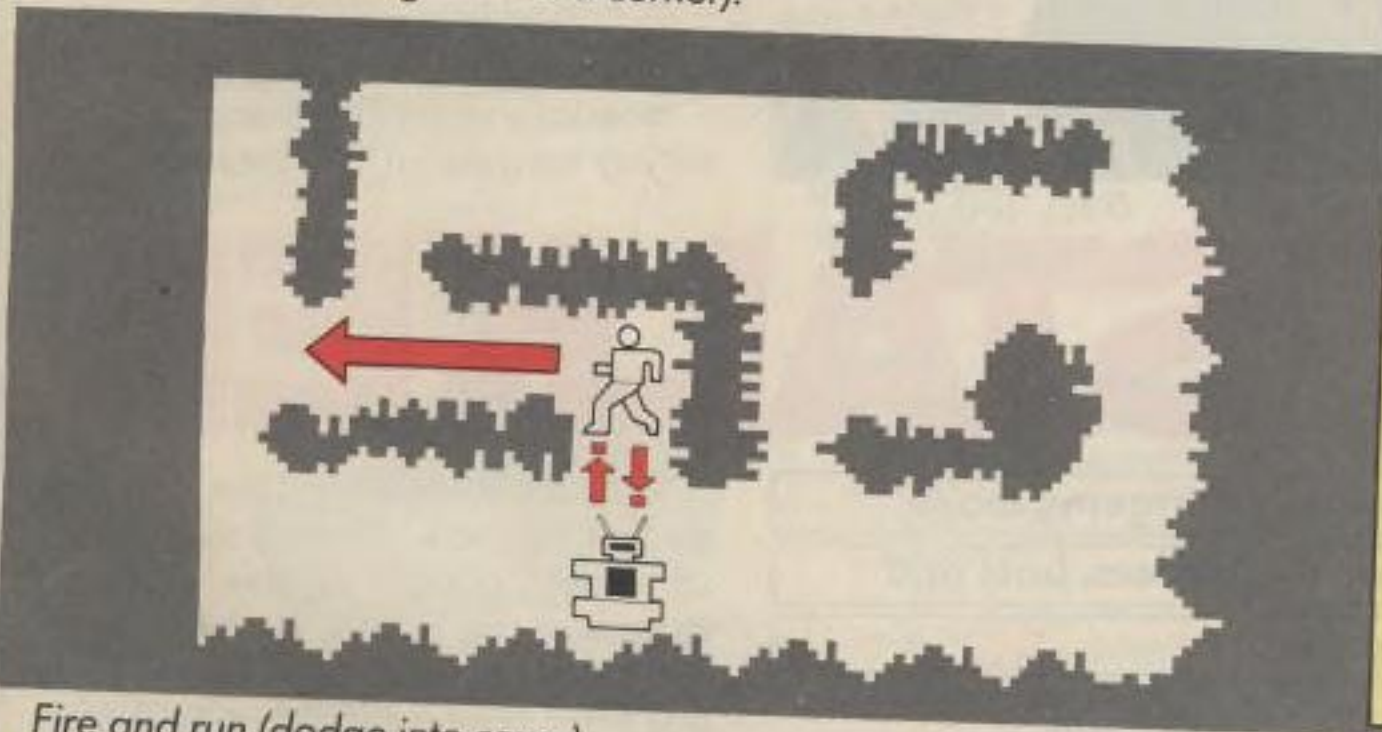
Several points are worth bearing in mind. Another bullet cannot be fired until the previous one has buried itself in the maze wall: no



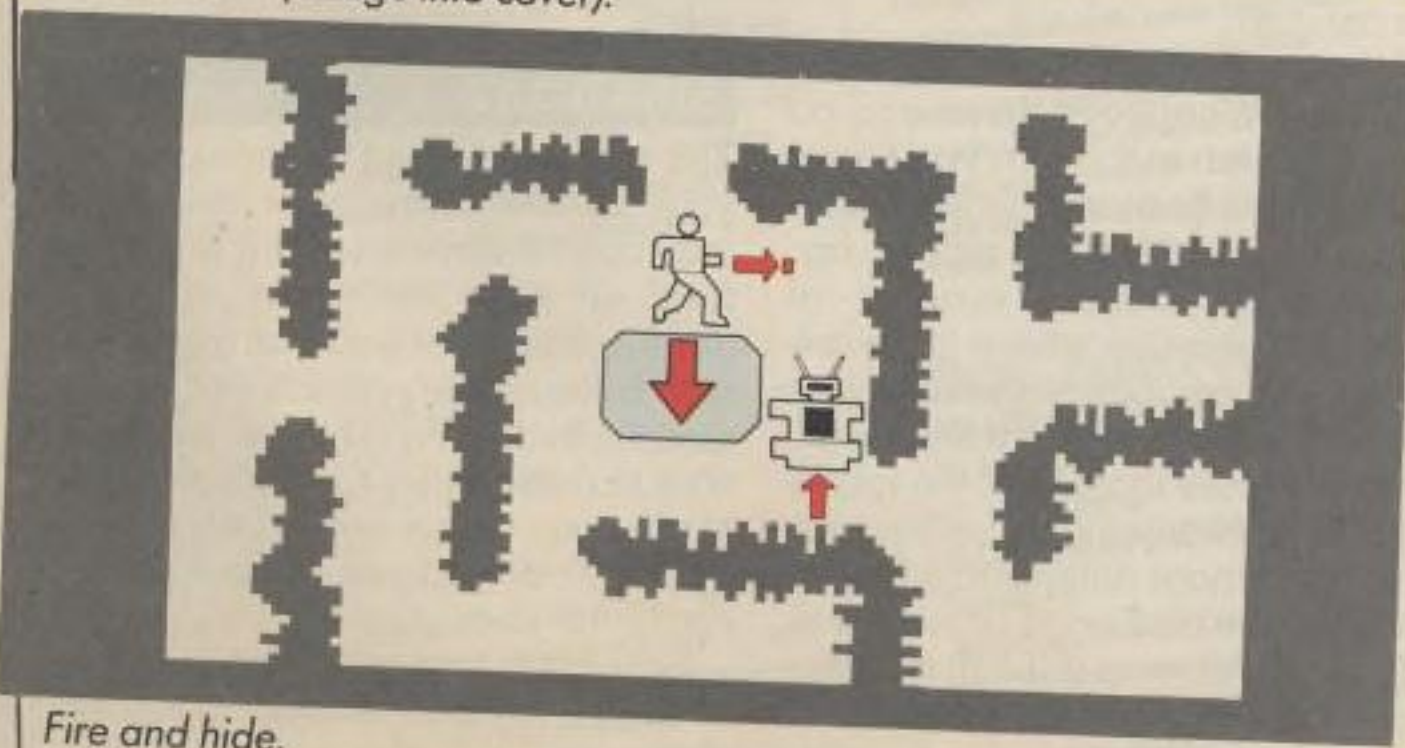
Bottom row ambush.



Fire and run (waiting around a corner).



Fire and run (dodge into cover).



Fire and hide.

hails of missiles in this game!

While this might seem a disadvantage, it can really be made to work for you, for the same principle applies to the robots. Even if there are three on screen (the maximum), there can only be one robot bullet and one human bullet in flight at any given moment.

The bullets travel quite slowly in comparison to many other games, but they are still much faster than the robots or your little man. If you can persuade a robot to fire a bullet along one of the long maze tunnels (top and bottom), then you have him at your mercy until the bullet reaches the far wall.

THE BOTTOM ROW AMBUSH

As new robots appear at the bottom left of the screen, it is possible to pick them off before they have a chance to dodge by using the Bottom Row

SPECIFICATION

- NAME: NIGHT STALKER
- SUPPLIER: MATTEL ELECTRONICS
- PRICE: £19.95
- FORMAT: INTELLIVISION
- RATINGS: Value 3
- Graphics 4
- Sound 3
- Game play 3.

Ambush. To set yourself up for this ambush, destroy a robot (preferably with your first bullet, i.e. just after you have picked up a new gun) within easy reach of the bottom row, if not actually on it. According to your position (see picture), time your bullet to coincide with the replacement robot's appearance. You must immediately move to one of the positions marked A to E so you can dodge the bullet the robot will immediately fire (unless there is one

Continued on page 62

VIDEO GAMES

ATARI

ATARI VCS (2600) - THE NO 1 BRAND LEADER IN THE U.K.



ATARI: The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, mains adaptor and a FREE PAC - MAN cartridge worth £29.95. The console incorporates special circuits which have been designed to protect your television set.

SECONDHAND GAMES: We currently have several secondhand Atari VCS units in stock which we are selling for only £39 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 month guarantee). We will normally buy back secondhand units and cartridges at 1/3 of our normal selling price.

EXTENSIVE CARTRIDGE RANGE: The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.

SILICA ATARI CLUB: Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

SERVICE CENTRE: Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

COMPUMATE - £49 VCS COMPUTER KEYBOARD: We now have in stock the new Compumate Keyboard from Spectravideo which converts the Atari VCS unit into a fully programmable home computer and utilises the popular BASIC Programming language.

STARPATH SUPERCHARGER: The Supercharger costs only £29 and plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high-resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of £17.95 multi-load games offering the facility to play a game in several distinct parts (great for adventures), the next section being loaded only when you have completed the previous one. For a detailed Supercharger colour catalogue please complete the coupon below.

ATARI VCS CONSOLE - INCLUDING PAC MAN GAME £60 + VAT = £69

£39

£69

- ACCESS: Atari**
Aerial Spinner
Joysticks
Keyboards
Mains Adaptor
Paddles
- ACCESS: 3rd P**
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Le Stick
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Trackball
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Katium
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Laser Blast
Magnum
Mink
Pitfall
Plaque Attack
River Raid
Robotank
Seaquest
Skating
Sky Jinks
Spider Fighter
Stampede
StarMaster
Tennis
- APOLLO**
Lost Luggage
Racquetball
Shark Attack
Steel Shot
Space Cavern
Space Chase
- ATARI**
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Adventure
Air/Sea Battle
Astroids
Backgammon
Basic Math
Basketball
Basketball Trial
Break
Brain Games
Breakout
Casino
Centipede
Checkers
Chess
Circus
Cocktail
Combat
Concentration
Defender
Demons/Demons
Dig Dug
Duke
E.T.
Futaba Soccer
Fun with No. 1
Galaxian
Golf
Gravitar
Hangman
Haunted House
Human Cannon
Hunt & Slay
Indy 500
Jungle Hunt
Kangaroo
Krull
Mach 3
Maze Craze
Min Golf
Missile Command
Ms Pac-Man
Night Driver
Olympics
Orion
Outlaw
Pac-Man
Phoenix
Pong
Pole Position
Raiders of the Lost Ark
Sky Diver
Slot Racers
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Superman
- ATARI/Comd**
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Volleyball
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- BOMB**
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- CBS/Celestial**
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Smurf
Solar Fox
Turbo
Venture
Wizard of War
Zaxxon
- IMAGIC**
Atlantis
Cosmic Ark
Demon Attack
Dem. Attack II
Dragonfire
Fire Fighter
No Escape
Rodeo of Six
Scuba
Starstorm
Star Voyager
Track Shot
Zaxxon
- M NETWORK**
Adv. of Train
Air Riders
Burger Time
Camp Revenge
Frog & Fish
Inter Sector
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Space Attack
Tron Dilemma
Winter Olymp
- PARKER/Comd**
Emp Strike
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Tutankham
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Prayer Patrol
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Polaris
River Patrol
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ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:

Trackball
by Wico



a directional control which is similar to a jet fighter joystick.

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Stick
with
Stick
Fire
Button



VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have FREE clubs for the Atari VCS, Atari 400/800 home computers, and Mattel Intellivision. Soon we will have clubs for Colecovision, Aquarius and Vectrex. So if you own one of these machines, fill in the coupon opposite, and we will enrol you FREE OF CHARGE in the club relevant to your computer or video game.



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MATTEL INTELLIVISION



MATTEL INTELLIVISION: The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £79. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects

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MATTEL: Arctic Squares, Burger Time, Buzz Bombers, Chess, Cloudy Mountain, Loco Motion, Mission X, Mystic Castle, Sharp Shooter, Solar Sailor, Space Shuttle, Vectris, Winter Olympics. **ACTIVISION:** Happy Trails, Pitfall, Stampede. **CBS:** Blue Print, Carnival, Donkey Kong, Golf, Mousetrapped, Smurf, Solar Fox, Turbo, Venture, Wizard of War, Zaxxon. **IMAGIC:** Buzzer, Dracula, Ice Tree, Nova Blast, Satecracker, Swords & Serpents, Troncia Trouble, White Water. **PARKER:** James Bond 007, Lord of the Rings, Popeye, Q-Bert, Soldierman, Star Wars, Super Cobra, Tutankham.

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COMPUTER KEYBOARD: In November 1983, Mattel will be launching their new £89, 49-key computer keyboard attachment called 'LUCKY' which is fully programmable and has microsoft basic built in. It will transform your Master Component into a home computer. The adaptor also accepts a 6 note polyphonic music synthesiser and full size 49-key piano keyboard that will make learning music as easy as playing games.

MATTEL CONSOLE - £68.70 + VAT = £79

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which can spell disaster for Harry if he doesn't look where he's going.

Harry is given a choice of routes. Either he can travel above ground where he will encounter crocodile-infested ponds (snappy customers) or he can take the underground route where he has to tackle giant white scorpions that obviously don't take kindly to being disturbed by some noisy adventurer.

A series of ladders allow Harry to pass between the two levels.

However he must be careful of the brick walls in the cave system that prevent him from making the whole journey below ground. Apologies at this point to all veteran Pitfallers who have just been bored to death with the description of my favourite game, but please bear with me for a bit longer.

The instruction book tells you that one screen travelled underground allows Harry to skip two screens above ground, thus letting him travel across three screens in the time it takes to get across one. This, as you may have guessed, is the key to solving Pitfall, since it is

PITFALL!™

Diamond rings, gold bars and bags of money are enough to get anyone interested in Activision's exciting adventure game. But

how do you overcome the pitfalls? Dave Bishop finds out.

Pitfall Harry never reckoned on having a map to help him collect all the treasures in the jungle! This could be why most gamers have severe problems claiming even half the rewards cunningly placed in David Crane's fiendishly constructed jungle scenario.

For the sane ones who have not, as yet, been subjected to endless sleepless nights convincing themselves that it really must be possible somehow, a brief synopsis of the game is necessary.

Aided by swinging vines and an underground network of caves, Pitfall Harry has to venture across no less than 256 connected jungle scenes collecting money bags, gold and silver bars and diamond rings.

It may sound easy if long-winded, but as with most good games there's a lot more to it than that.

Problem 1: All the treasures have to be collected in less than 20 minutes.

Problem 2: There is rather a nasty selection of obstacles in Harry's way, including fires, swamps, rolling logs, crocodiles and pits, all of

impossible to get across all 256 screens in just 20 minutes.

Although the ability to skip screens means that Harry can get through the jungle far more quickly, what if there is a Treasure in one of the screens he's skipped? Well, recovering all the Treasures will require backtracking but the most important thing is to know exactly what is in each screen so that all 32 Treasures can be pin-pointed. Then and only then can you begin to map out a winning route, missing as many screens as possible but still picking up the goodies.

At this point I must draw your attention to the brick walls I mentioned earlier. These walls frequently block your path. The only way it is



possible to descend into the cave system (going left to right) is when there are no brick walls on-screen or when the brick wall is to the left of the ladder. This allows free passage off the right hand side of the screen and on to the left of the third screen along.

Arriving at the third screen, Harry may well find a ladder to escape by or a wall blocking his way. Let's concentrate on the walls and ladders for a moment, because if Harry is unfortunate enough to hit a wall before a ladder he has no choice but to go back the way he came. There are an awful lot of dead ends, some of which are 20 or 30 screens long! With this background information you are now ready to go for it.

How to get the maximum score

It is possible to collect all 32 Treasures, which together are worth 112,000 points. If Harry avoids all the rolling logs then the maximum score possible is 114,000 points (as you are given 2000 points to start with).

Two simple steps to success

STEP 1: Construct a table, listing the contents of each and every screen. This is best done with a patient friend who can enter the relevant data while you move Harry from screen to screen. At this stage,

SPECIFICATION

NAME: PITFALL
SUPPLIER: ACTIVISION
PRICE: £29.95
FORMAT: VCS/INTELLIVISION
RATINGS: Value 4
 Graphics 4
 Sound 3
 Game play 4

ignore the cave system because you need to know the whereabouts of each Treasure in addition to where the walls and ladders are.

Map half the jungle going right-to-left and the other half going left-to-right as this is the only way to plot all the screens with the aid of caves.

STEP 2: Decide whether you're bold enough to traverse the game from left-to-right. This has an advantage as well as disadvantages. For a start the rolling logs are going in the opposite direction to Harry which means they must be jumped to avoid losing valuable points. If a life is lost Harry will reappear to the left of the obstacle which means that the obstacle (or obstacles) will still have to be negotiated.

There is, however, one big advantage that makes all the suffering

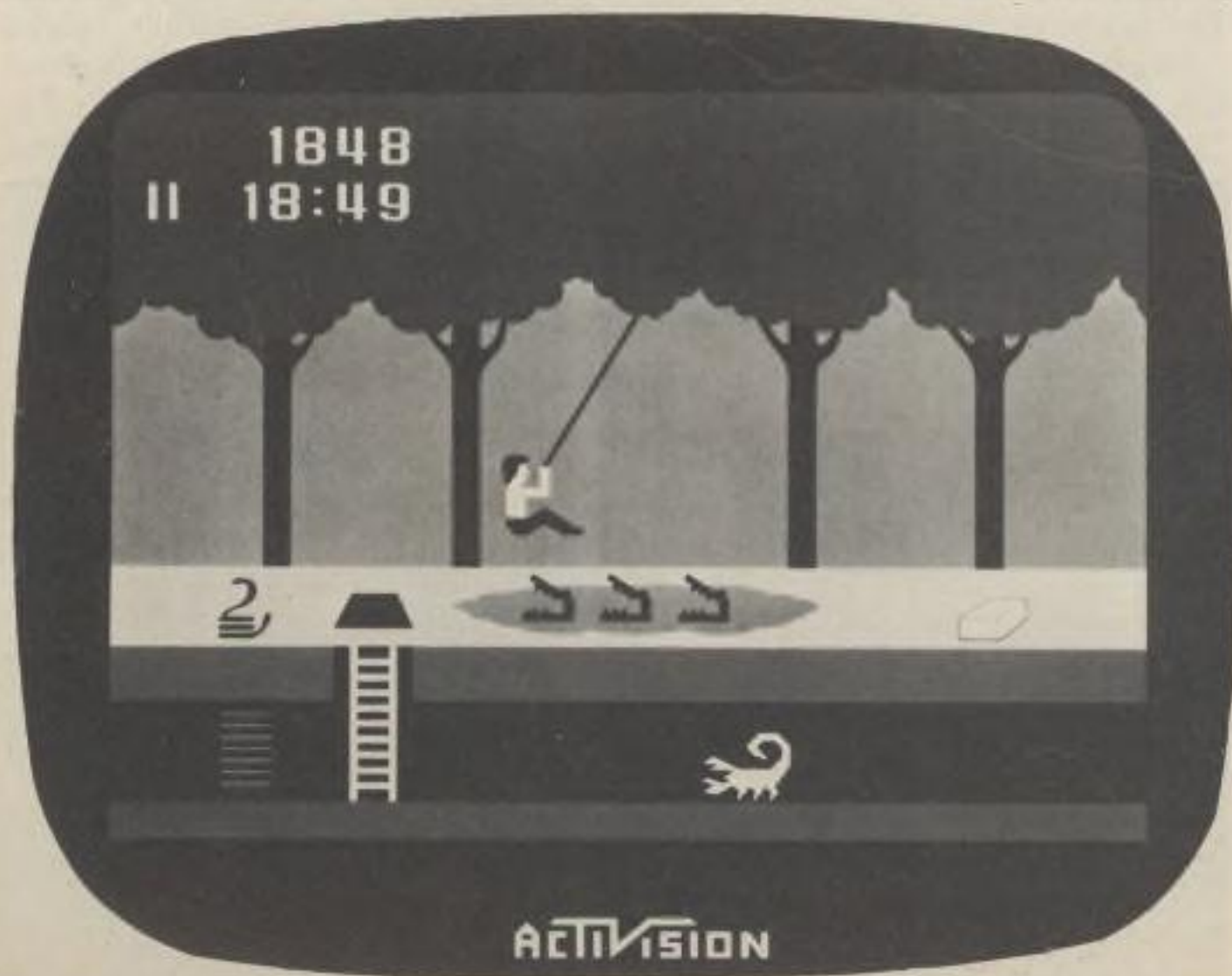
worthwhile. To gain the maximum score Harry has to collect all 32 Treasures - he does not have to cover all 256 screens. Examination of your map will show that travelling from right-to-left, Harry must get to screen 251 before all Treasure is claimed. This means that all except the last five screens have either to be visited or passed under before you can achieve the maximum score.

Turning things around is altogether a more exciting proposal because the logs are rolling towards Harry, making the game much more challenging. Going this way also means a saving of the last 12 screens (as opposed to five going the other way). With a time limit of 20 minutes a 12-screen saving is not to be sneezed at; it may well mean the difference between success and failure.

HELPFUL HINTS

- ★ Have a friend tell you what to expect on each screen as it is coming up, as well as any action required such as having to jump a log etc.
- ★ Before going for broke, master the skills required in the game such as catching vines and hopping over the crocs without stopping to admire the scenery from the top of their heads!
- ★ Time can be saved in all sorts of ways: for example, when standing by one of the disappearing pools of water, try guessing when the water will vanish. When this is about to happen, jump Harry towards the water. If timed right he should land just as the water has gone, saving a good second. Experimentation will give you some other useful shortcuts.

Hopefully that should have cleared up some of the mystery surrounding this very popular Adventure game. Now off to your console and good hunting. □



the programmers at Vectrex. A simulation of American football, it needs an additional £25 controller for two player variations. A rather disappointing simulation as the two teams are represented by 'X's and 'O's, not by actual figures. If you're not a USA Football addict, this game won't really appeal, but all fans will find it pleasing. The cartridge features on extremely challenging one player version. □

BREAKDOWN

DYNAMICS

FOR VCS ART-DY-192004 £27.95
Identical to Wall Defender

BURGER TIME

FOR INTELLIVISION 4549 £29.95
1 4 variations
SKILL

Based on the arcade game by Data East. You play burger chef who has to put together four Hamburgers by dropping the right ingredients on top of each other. This may sound simple, but you are under attack from three hot dogs and a fried egg, which you can defeat by trapping inside a burger or throwing pepper at them. An unusual but entertaining game. □

CAPTURE

GOLIATH

FOR VCS 83-314 £14.95
1 single game
SCI FI SHOOT 'EM UP

This game is quite novel in terms of concept. You're guarding a fortress which is being attacked by marauding alien creatures. You must patrol the perimeter of the fortress, shooting at the aliens that scuttle up to the wall in their attempt to weaken it. If ten aliens hit it, the outer wall disintegrates and you have to quickly cross the bridge to the next walls in and guard that until all the walls are gone. Not the most breathtaking graphics or sound ever produced on a home video game but, nevertheless, an absorbing game which requires plenty of dexterity. □

CARNIVAL

CBS ELECTRONICS
FOR INTELLIVISION COL76307
£29.95
1,1+1 4 variations

FOR VCS COL75309 £29.95
1,1+1 2 variations

FOR COLECO COL74302 £29.95
1,1+1 8 variations
SHOOT 'EM UP

Based on an arcade game of the same name, your task is to clear the screen of

all moving objects before exhausting your bullets, which ends the game. There are various items to shoot at, some increase your score while others replenish or deplete your bullet supply. Most important of these are the ducks, which can fly down and eat ten of your bullets.

Most targets move horizontally in three rows, each row having a score value. The exception of this are the pipes situated on a wheel. These must be shot quickly, otherwise more ducks will appear. This will put a lot of pressure on your firing finger and, as it's quite hard to master, it is the most frustrating part of the whole game. □

Alan Watkins, Clacton-on-Sea
There is an additional bear hunt sequence in the Intellivision and Coleco versions. The Atari version has good graphics but Coleco has the best picture and sound. □

CENTIPEDE

ATARI

FOR ATARI COMPUTER £29.99
1,1+1 variations

FOR VCS CX2676 £29.99
1 2 games 5 variations

SCI FI SHOOT 'EM UP

Not a game for people with a dislike of creepy crawlies. To confound any sexist ideas on this subject, you might like to know that the original coin-op (on which the game is based) was designed by Dona Bailey, one of Atari's female programmers. The scene is a black screen dominated by little colourful mushrooms. You are at the bottom in the shape of a Bug-Blaster which has the freedom of the lower half of the screen. Now comes the Centipede itself which scampers down the screen. You must blast all its sections along with the mushrooms, spiders, fleas, snails etc.

A good old fashioned shoot 'em up with a novel twist to it. Very pleasing graphics and sound, which are both very similar to the coin-op. □

CHESS

MATTEL ELECTRONICS
FOR INTELLIVISION 3412 £29.95
1,1+1 8 levels
CLASSIC



You can choose from eight levels of play ranging from novice to expert, or instead watch the computer play against itself and pick up some useful hints on how it plays. □

CHINA SYNDROME

SPECTRAVISION

FOR VCS £9.95
1 4 variations
SKILL

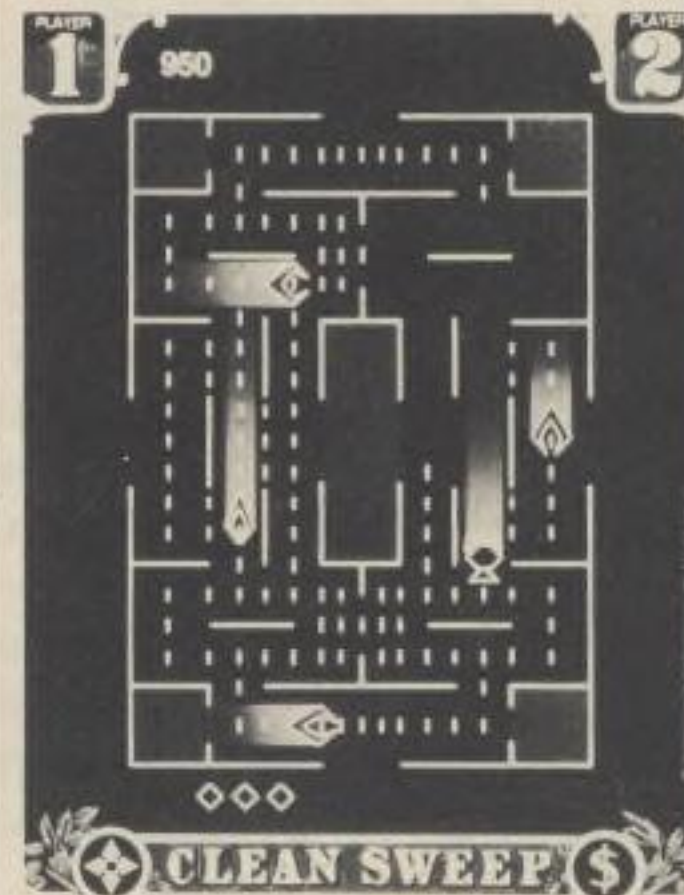
Loosely based on the film in which a nuclear reactor goes out of control. It's now up to you to control the reactor through its nine levels down to the core. As in Reactor you are given a robot which you must use to destroy all the dangerous radioactive particles that escape. One of the nice features of this game is a little control panel that shows the radiation level in each of three sectors on the screen. If you get above a certain level of radiation then MELTDOWN begins - and you lose. □

CLEAN SWEEP

MB ELECTRONICS

FOR VECTREX 8122 £19.95
1,1+1 2 variations
MAZE

One of the main disadvantages of the Vectrex is the fact that Pac-Man type maze games are very tricky to bring off using Vectorscan graphics, which is why arcade hits like Pac-Man and Donkey Kong use Raster graphics.



However, Clean Sweep set out to break this tradition. The maze is set inside a bank vault and you're a vacuum cleaner sucking up all the money scattered around the vault. As you can't suck it all up in one go, you have to unload every so often in the centre of the screen. Vicious Pincers come after you but you can fight back at them by going into one of the energy rooms positioned in each corner.

A fairly successful attempt at a maze

playfield scrolls vertically and takes up approximately three screens. The Gorilla/Paint roller has been replaced by a car and the Guards/Pigs have been replaced by more cars. Quite a good game. □

DIG DUG

ATARI
FOR VCS CX2677 £29.95
1,1+1 2 variations
SKILL
Winter '83

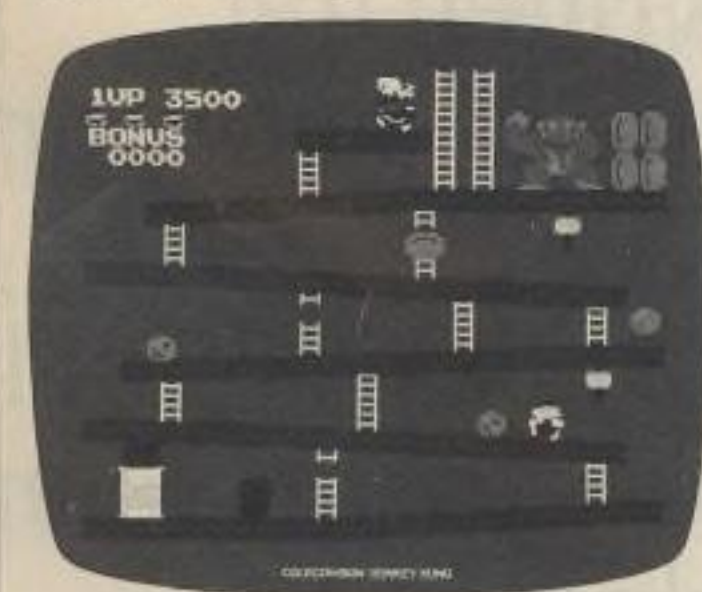
A very popular game in the arcades and with Atari 400/800 Computer owners. It involves Underground treasure collecting of, for all things, vegetables. Two characters generally disrupt your activities, namely Fygar the Dragon and Fooka, an animated Balloon. You can either shoot them or drop boulders on them. Unusual, certainly, and worth considering if space games are boring you. □

DONKEY KONG

CBS ELECTRONICS
FOR VCS COL75259 £29.95
1 single game
FOR COLECO
Free with console
FOR INTELLIVISION COL 76257
£29.95
1,1+1 4 variations

CLIMBING

This is the game that comes free with the Colecovision when you buy it. Naturally, they have chosen a cartridge that shows off the system to good



advantage, and this game certainly does that. The game is based on the arcade game by Ninetendo, which has almost a cult following in America. The Kong in the title is King Kong, by the way, and the idea of the game is to guide a little character called Mario to the top of a skyscraper to rescue his girlfriend from Kong's clutches. To do this he has to climb scaffolding around the building. However, all the time little Mario is climbing up, Kong is busy throwing barrels down. Mario has to jump over them ... or you start again with another little Mario!

The resemblance of the Coleco version to the coin-op original is quite staggering, and although CBS Electronics make versions of this game for both Atari and Intellivision, neither of them are comparable in quality. A firm favourite with young and old gamers alike - and set to stay that way, too! □

DONKEY KONG JNR

CBS ELECTRONICS
FOR COLECO £29.95
1,1+1 8 variations
CLIMBING

If you're just expecting a revamped version of the original then you're mistaken. Donkey Kong Jnr turns the tables on the original. Kong has been captured by Mario (who is now the villain), so it's up to Kong's nappy-clad offspring to rescue his dear ol' dad. To do this he must go through three different screens, swinging on vines, chains and ropes, whilst avoiding the treacherous Snapjaws. Enchanting graphics help to make this a truly captivating game for the whole family. □

DRACULA

IMAGIC
FOR INTELLIVISION IM10607
£29.95
1,1+1,1v1 3 variations
ADVENTURE

If you're a fan of all those horror movies with vampires in them then this game is for you. You portray the Prince of Darkness, Dracula. As Count Dracula you can transform yourself into a bat and change your victims into zombies that will attack the local police who pursue you with wooden stakes. You must keep the Count's blood supply topped up as he will die if you do not. Altogether a challenging and enjoyable game. □

DRAGONFIRE

IMAGIC
FOR VCS IA3611 £27.95
1,1+1 4 variations
FOR INTELLIVISION IM10579
£29.95
1,1+1 3 variations
ADVENTURE SKILL

The adventure game has two main phases. First you have to run along the drawbridge ducking and jumping flaming arrows. Past the drawbridge, you enter a room containing treasure as well as an evil Dragon which can kill you with one puff.

Once you've collected all the treasure a door appears, opening onto another drawbridge which leads to a further treasure room. A great cartridge, featuring good graphics, sound and play value. □

DRAGONSTOMPER

STARPATH
FOR VCS AR4400 £19.95
1 single game
ADVENTURE
Requires Starpath Supercharger
£39.95

This is the only traditional Adventure game to come from Starpath for the Supercharger. One of the most striking things about it is the fact that, as well as using graphics in the usual way, it also has text which informs you what is happening and tells you what you have in your possession.

The first load of this "Multi-Load Game" puts you in a countryside which is riddled with trees and swamps and pits and castles. You have to travel round this scrolling area fighting off several different types of creature. Some will give you useful objects and some won't. Once you've picked up everything you need you can go for the bridge. There you must hand over your ID or 600 gold pieces (it's best to give up the ID if you can find it).

Next comes the second load which puts you in the oppressed village where you must buy provisions at the store, medicines from the hospital and spells from the magic shop. Then, after recruiting some help, you enter the dragon's cave. This is chocablock with all manner of booby traps and other assorted nasties. Eventually you come up against the dragon who has stolen the magic amulet. The choice is either to slay him or steal the amulet and rehabilitate the dragon.

On Dragonmaster the Supercharger definitely comes into its own. Starpath should concentrate more on this kind of game and not on single screen skill games which companies like Atari are so much better at. All the adventure gamers who played this cartridge found it challenging fun, and humorous in places. The combination of text and graphics makes the game both realistic and easy to understand. The text informs you of what is happening and tells you what you have in your possession. If you're an adventure gamer than this one is for you. □

DREAM FLIGHT

GOLIATH
FOR VCS 83-215 £14.95
1 single game
CLIMBING

A helicopter hovers above and your aim is to climb aboard via its rope ladder. First you have to shin up various moving poles and then catch hold of the rope. There are various obstacles in your way including Snakes, Balloons and ex-Demon Attack Birds who've found their way onto another cartridge. This has that quality that only a few

but - watch it - you can also tilt (for those who didn't mis-spend their youth that means render the ball in play useless). It lacks the changing screens of Mattel Pinball but few real pin tables have them anyway.

Amazing how well a pinball table converts to Vector Graphics. I thought it was going to be a dismal effort and was pleasantly surprised. □

FOREST

GOLIATH
FOR VCS 83-315 £14.95
1 single game
SKILL

This game looks to me as if it's come from the same programmer as Jumping Jack. (This time you're a girl - Jumping Jackie perhaps!) You have to walk through three screens by jumping over various farmyard animals. Judging by the speed they move at these animals are probably rocket-powered. Once you've made it you chop down a tree infested by snakes. A good game but not up to Jumping Jack's standard. □

FORTRESS OF NARZOD

See 'Tanks' Feature

FROGGER

PARKER
FOR INTELLIVISION 941502
£27.95

1,1+1 4 variations

FOR COLECOVISION £29.95
1,1+1 8 variations

FOR VCS 931402 £29.95
1,1+1 6 variations

FOR ATARI COMPUTER £29.95
1,1+1 6 variations

CHILDREN'S SKILL

Based on the popular arcade game by Sega. The idea is to get the Frog across the road and the river before your time runs out. Your path is riddled with such obstacles as Cars, Lorries, Snakes, Logs and the treacherous Crocodile that will rear its ugly head to swallow up your Frog. A nice game for fans of the arcade version, and for all those who like humorous games that are both easy to grasp yet remain challenging to the veteran. The Intellivision game play and graphics are similar but the sound is inferior to the VCS cartridge. □

GALACTIC

GOLIATH
FOR VCS 83-416 £14.95
1,1+1 2 variations
SCI FI SHOOT 'EM UP

A Demon Attack type game in which you must shoot all the Aliens that swoop down after you. There are no special features such as shields or guided fire but, at a fraction of the cost of Imagic's Demon Attack, it should prove a good buy. □

GALAXIAN

ATARI

FOR ATARI COMPUTER £29.95

FOR VCS CX2684 £29.99
1 9 games
SCI FI SHOOT 'EM UP

A highly successful arcade game that has enjoyed long stretches at number two in both Replay and Play Meter magazines' coin-op chart. By game standards (where five years is ancient history) it is quite an old timer, a sort of follow up to Space Invaders. There are a batch of Alien Starships all in a rectilinear formation. They stay at the same height on the screen but smaller groups split off from the main group and swoop down toward your Battlestar Galactica type space ship at the bottom of the screen. Apart from that the game is basically a souped up, faster-paced version of Space Invaders. However, the graphics are much better and for those who are still great fans of the game it's a good game to upgrade to when even game 16 on SI is no real problem for you. □

GANGSTER ALLEY

SPECTRAVISION
FOR VCS SA201 £19.95
1,1+1 4 variations
SHOOT 'EM UP

This is a shooting gallery game in which you have to shoot all the gangsters as they peep out of the windows. Nicely done but a bit boring after a while. □

GORF

CBS ELECTRONICS
FOR VCS COL75344 £29.95

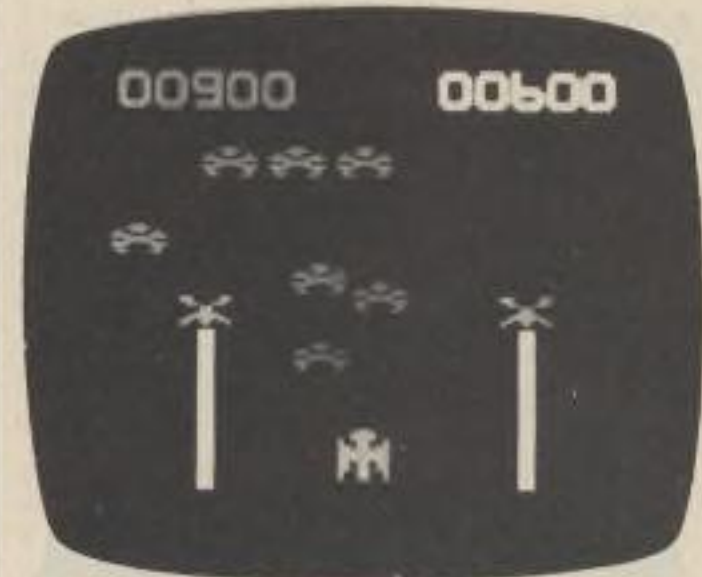
FOR INTELLIVISION COL76349
£29.95

FOR COLECO COL74344 £29.95

1,1+1 8 variations
SCI FI SHOOT 'EM UP

Based on the highly popular arcade coin-op by Bally/Midway, the people responsible for Galaxian and Pac-Man. This game starts off with you at the bottom of the screen being attacked by Space Invaders which have to be destroyed in the usual manner. Next you are confronted by a small batch of five spaceships, one of which fires long laser beams at you while the others dive bomb you. If you survive you go on to

Warp Attack in which a group of TIE Fighters spiral towards you from what appears to be a black hole. Finally you come face to face with the flagship itself.



This can only be destroyed by a burst of laser fire in exactly the right spot. If you succeed in all these tasks you start again on a higher skill level than before. Certainly a very challenging game. □

GROUND ZERO

GOLIATH
FOR VCS £14.95
1 single game
COMBAT SHOOT 'EM UP

Distinct similarities to Activision's River Raid here but the strategy is less interesting and the price is lower. Instead of a river we're offered a sea chilled with a menacing selection of Icebergs and enemy 'jets' which fly on propellor power. Apart from that the features are pretty familiar. □

HYPERCHASE

MB ELECTRONICS
FOR VECTREX 8128 £19.95
1,1+1 2 variations
DRIVING



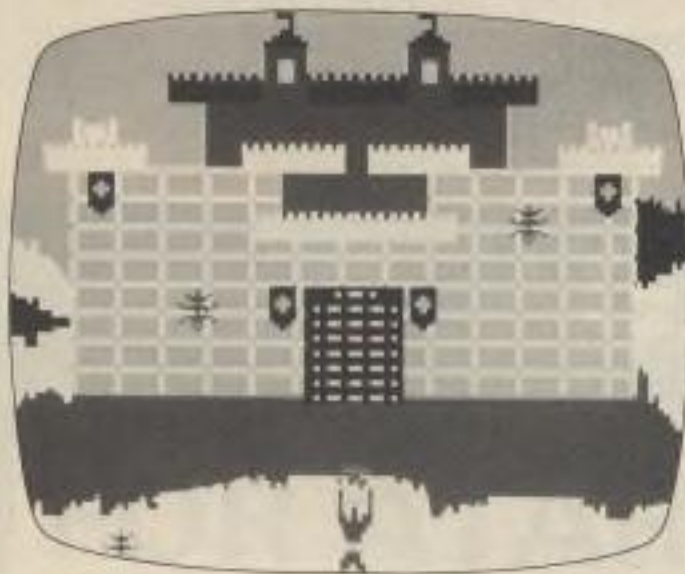
Hyperchase is the Vectrex equivalent to Atari's Night Driver and Coleco's Turbo. You are in the driving seat of a racing-car, pitted against winding roads and other cars. The only real problem

with this game to start with is the over-responsiveness of the joystick, which only needs the most delicate of twiddles to send the car across to the other side of the road. As with Turbo the scene changes throughout the game. The angle of the road alters too, and steering requires skill. Some nice graphic touches are used and the sound effects of third and fourth gear are quite convincing. On the whole an absorbing game, although Vector graphics are less realistic than Raster graphics on car games. □

ICE TREK

IMAGIC
FOR INTELLIVISION IM10582
£29.95
1 6 variations
ADVENTURE

This game is set in frozen wastes long ago back in the age of Sword and Sorcery. Vali the Avenger must retrieve the great Northern Lights from the Ice Castle. To do this he must first dodge the Ice Goddess Caribou. He must then make an ice bridge from icebergs floating past (by far the most infuriating phase), then he is up against the ice castle itself. The aim is to melt this by hitting the battlements with fireballs.



After that it's on to the next level which is the same only harder. A refreshingly different game. □

JAWBREAKER

TIGERVISION
FOR VCS TIA0002 £27.95
1 single game
MAZE

As the title suggests, this is a Pac-Man clone. The big difference is the graphic quality which is actually better than Atari Pac-Man. Nice humorous touches include a big toothbrush which cleans Jawbreaker's teeth between rounds. □

JUNGLE HUNT

ATARI
FOR VCS CX2688 £24.95
1,1+1 single game
SKILL

This is based on Atari's coin-op of the same name. The game is in several phases. First you have to swing on vines to get across a section of scrolling screen. You then have to swim through a crocodile-infested river, killing crocs as you go and surfacing for air. Having survived that you have to get past a number of large and small boulders, some of which you must jump and some you must dodge. Next comes the ultimate objective when you must outwit the cannibal warrior in order to save the princess. Atari have made good use of the graphics and sound in this game. All-in-all, a good game with a nail-biting story line. □

KANGAROO

ATARI
FOR VCS CX2689 £24.95
1,1+1
CLIMBING

This is basically Atari's own answer to Donkey Kong. Kong is replaced by a group of evil chimps; Mario is now a mother Kangaroo who's trying to get back her Joey (baby kangaroo). She has to clear three separate screens to succeed. Along the way she can punch the chimps as well as the fruit they hurl in her path. The graphics are pretty good and, although it looks simple, it is deceptively difficult. Well worth looking at. □

KEYSTONE KAPERS

ACTIVISION
FOR VCS EAX026 £29.95
1 4 variations
CLIMBING

A cops and robbers chase through a department store is the zany theme of Keystone Kapers. You take the part of the Keystone Kop and the aim of the



game is to chase your robber (who comes complete with stripey jumper and mask) along four floors of a store connected by lifts and escalators that move in only one direction - up. The robber, obviously not wanting to be caught, lays traps for the Kop such as bouncing beach balls, shopping carts and low flying model planes. Graphically a nice game but it's soon mastered and would become boring before long. □

KILLER SATELLITES

STARPATH
FOR VCS AR4103 £15.95
1,1+1 9 variations
SCI FI SHOOT 'EM UP
Requires Starpath Supercharger
£29.95

This game is like a cross between Defender and Missile Command. The object is to fly across a horizontally scrolling screen, shooting down bombs as they fall towards skyscrapers on earth. This isn't as simple as it sounds, since you have to contend with a multitude of explosives. Not an easy game to get on with at first, but once you become more adept, you'll probably find it rather fun. Certainly worth investigating. □

KING KONG

TIGERVISION
FOR VCS TIA0001 £27.95
1 single game
CLIMBING

A rather weak attempt at Donkey Kong. The graphics are inferior and there is only one screen rather than two as in the CBS/VCS version. Not a good game. Tigervision's Pac-Man tip off is much better. □

LABRINTH

See 'Tanks' Feature

LADY BUG

CBS ELECTRONICS
FOR COLECO COL74328 £29.95
1,1+1 8 variations
MAZE

A run of the mill Pac-Man-type game but with a difference. Some of the walls are hinged and will move if pushed by your Lady Bug, so you can if you like change the maze - or better still, block off your pursuers. Worth buying if you're desperate for Pac-Man on Coleco. □

LOOPING

CBS ELECTRONICS
FOR COLECO COL74269 £29.95
1,1+1 8 variations
SKILL SHOOT 'EM UP

One of the better scrolling shoot 'em ups around and quite superior to Cosmic Avenger. You're pilot of a small fighter and initially you must destroy a missile to open a gate into a maze of pipes. Your objective is to dock with the word END which appears after the maze. Hot air balloons fly into your path and, to avoid collisions, you must shoot them. Recommended for people who want more stimulation than the average shoot 'em up. □

MAFIA

GOLIATH
FOR VCS £14.95
1,1+1 33 variations
SCI FI SHOOT 'EM UP

This name is quite a mystery - there's nothing remotely connected with the Mafia in the content. In fact, it's a close relation to Atari's Missile Command. The ICBM's have been replaced by Space Invaders but the game is virtually the same in all other respects. □

MAGIC PUZZLE

GOLIATH
FOR VCS 83-115 £14.95
1 single game
SKILL

There are very few Rubik Cube-type puzzles in a TV game format. This one involves a 3 x 3 matrix of dice on screen which are all turned in sequence so that all the dice have the same top number facing forwards. It looks and sounds simple but, like all good puzzles, it's deceptively tricky. Probably the best video puzzle game around but probably launched too late as puzzles like this have gone right out of fashion. □

MINESTORM

MB ELECTRONICS
FOR VECTREX Included in console
1,1+1 1 variation
SCI FI SHOOT 'EM UP

This is the game built in to the Vectrex console and is very similar to the arcade version of Asteroids. Your ship starts off in the centre of the screen and your task is to destroy a number of mines drifting about. The control is much the same as the arcade version except that a joystick replaces the rotate buttons. Each time you clear one sheet of mines, you are sent to the next, with the mines increasing in number and difficulty. Great skill is needed to get beyond level seven or so. Both challenging and impressive to look at, this is probably the best game to come with a console to date. A game that should have long lasting appeal. □

MISSILE CONTROL

VIDEO GEMS
FOR VCS 2122 £14.95
1 6 games
SCI FI SHOOT 'EM UP

In many ways, this game is similar to Atari's Missile Command. Your mission is to protect six cities from the missiles that are fired at them and to do this you are given a missile laser base. Missile control goes beyond Missile Command in that you must destroy alien spacecraft that hide behind force shields. In

addition you are given force shields from which you can bounce your missiles. This means that you are kept on the go right from the beginning. All in all quite a challenging game to come from the recently formed Video Gems company and certainly worth considering if you're a Missile Command fan. □

MISSILE WAR

GOLIATH
FOR VCS 83-312 £14.95
1 single game
SCI FI SHOOT 'EM UP

This one is best described as Mattel's Astrosmash turned through 90 degrees. You fly from left to right shooting boulders and UFOs that come from right to left. You must destroy everything before it reaches your side of the screen (otherwise you either crash or lose points). Not a bad theme but it gets somewhat boring after a while. □

MISSION X

MATTEL ELECTRONICS
FOR INTELLIVISION 4437 £25.95
1 4 variations
COMBAT

Based on an arcade game of the same name. The object of the game is to fly your secret bomber over enemy territory and bomb everything you encounter - battleships, tanks, artillery guns, bridges, trains - all of which will come into view as the screen scrolls vertically. Great game for all those who enjoy B17 Bomber. □

MOUSETRAP

CBS ELECTRONICS
FOR VCS COL75291 £29.95
1,1+1 single game
FOR INTELLIVISION £29.95
1,1+1 single game
FOR COLECO COL74294 £29.95
1,1+1 8 variations

MAZE

A Pac-Man-type game, although of a much higher calibre, which comes accompanied by an up tempo melody that's really very good. In Pac-Man's place is a little mouse that zooms around the maze eating cheese crumbs, while being chased by some cats and a bird. If the mouse eats a bone, he turns into a dog and can chase the cats. This game runs rings round Pac-Man. □

NOVA BLAST

IMAGIC
FOR INTELLIVISION IM7609
£29.95
1,1+1 3 variations
SCI FI SHOOT 'EM UP

Compared with other systems, nowhere near the same amount of good space software is available for the Intellivision. Of the ones that are on offer many are rather slow and awkward to control. So Nova Blast comes as a pleasant surprise. It is a Defender/Missile command-type game in which you have to pilot a Novon Sky Sweeper across the arid terrain of the planet. The primary objective is to prevent your four cities from being obliterated by such nasties as Gravities and Astro Sailors. Armaments consist of a forward laser cannon, which is the fastest weapon on any Intellivision craft to date, as well as bombs which are dropped on enemy tanks in later rounds. The impressive aspect of this game is the speed of



everything; the player, the enemy, the laserfire and the explosions are well above par for Intellivision. Imagic deserve a pat on the back for an excellent space game. □

OVERKILL

GOLIATH
FOR VCS 83-114 £14.95
1 single game
COMBAT

Basically a variation on Atari's Air Sea Battle, but with better graphics - you use your plane to shoot and bomb jets and enemy boats. However, this is not just a mindless shoot 'em up - you have to be careful not to shoot your side's ships as that loses valuable points. Not a bad game for the price and one that should appeal to those who are a bit fed up with shooting space ships. □

PAC KONG

GOLIATH
FOR VCS 83-414 £14.95
1 single game
CLIMBING

Sooner or later this cross-bred mutant had to appear and here he is. Advance your hero to the top of the screen while avoiding the little ghosts who are running around trying to knock him off the girders. Unfortunately his reason for climbing to the top is a mystery - there's no girlfriend waiting for his rescue. So why does he make this vallant effort - we should be told. □

PEPPER II

CBS ELECTRONICS
FOR COLECO COL74279 £29.95
 1,1+1 8 variations
MAZE

One of the most meaningless game titles around! The idea is to run around the tracks filling in the squares (in a similar way to Amidar). But in this game you have to complete your mazes on different screens at one time. A good game of its kind but pretty repetitive after a while. □

PHASER PATROL

STARPATH
FOR VCS AR4000
 1 1 single game
SCI FI SHOOT 'EM UP
 Comes free with Starpath
Supercharger £29.95

This is the game that comes with the revolutionary Supercharger. It is basically a Star Raiders game with all the familiar features; galactic chart, long range scan, battle computer, damage computer and good old starbases. The idea is to rid your quadrant space of all enemy fighters. The graphics - which have to be seen to be believed - are by far the best of any Star Raiders-type game. In fact, in just about every way Phaser Patrol is superior to the competition; sound, graphics, ease of operation and so on are all so much better than VCS Star Raiders, Star Voyager or Starmaster. However, at £39.95 for the Supercharger, the best space game around for the VCS does not come cheap. Even so, this initial outlay can soon be covered once a couple of Supercharger tapes are bought. In short try it, you'll like it. □

PHOENIX

ATARI
FOR VCS CX2673 £29.99
 1 single game
SCI FI SHOOT 'EM UP

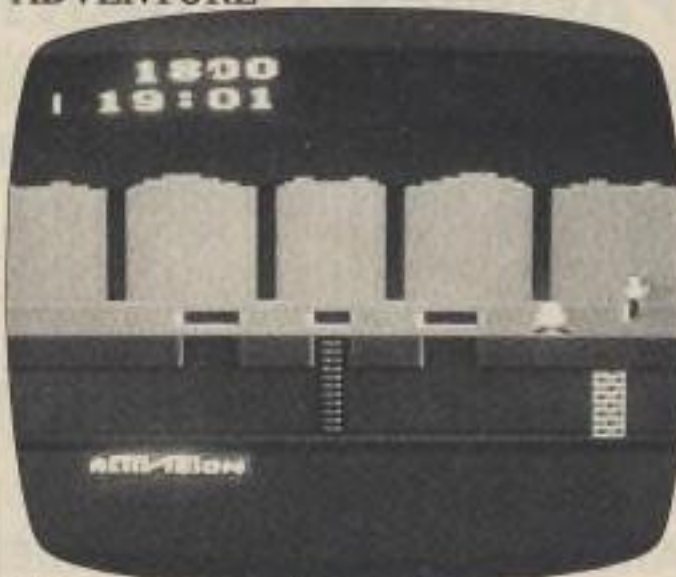
This arcade smash hit is the theme of last year's Atari UK and World Championships. The general idea is to blast as many birds as possible with your Sand Crawler although, unlike such games as Space Invaders or Galaxian, you are given some variety in game play. You start off with small birds that can be picked off without too much bother. After two waves you move on to bigger birds which need to be shot in the middle to be destroyed (although you can wing them). You are then confronted with the mothership which is quite complex to deal with. The idea is to get the pilot who is seated in the centre, and to do this you must shoot first through the base and then through the scrolling central part. You then wait for

the hole you made to come round again so that you can blast him. But you've got to be careful, because not only does he fire back but the ship gets lower and lower. This should certainly appeal to Demon Attack lovers as it is a first rate game of this type. □

PITFALL

ACTIVISION
FOR VCS AX18 £29.95
FOR INTELLIVISION MP002
£24.95

1 single game
ADVENTURE



This is Activision's first attempt at adventure games and it has a decidedly tropical theme to it. You are Pitfall Harry, a jungle explorer and treasure pick up all the treasure he can find along his route whilst avoiding scorpions, rattlesnakes, crocodiles, logs and tar pits. To do this several skills must be learnt such as hopping crocodile heads and swinging on vines.

Pitfall is certainly one of the best adventure games currently on the market, offering 256 different screen settings. □

PLANET PATROL

SPECTRAVISION
FOR VCS SA202 £9.95
 1,1+1 4 variations
SPACE SHOOT 'EM UP

One of the few space games released this year that has not been inspired by either an arcade game or a film. The game itself has been well thought out and a number of skills are required for you to master it fully. You must shoot down as many as you can of T.I.A.s (Troublesome Invading Aliens) that came up against you head on. After that you must rescue the crew of a stranded Earth fighter, then destroy three enemy bases in order to continue - and that's just the start. You then take on the enemy in darkness. A very good space game. □

PLAQUE ATTACK

ACTIVISION
FOR VCS EAX027 £29.95
 1,1+1 4 variations
SHOOT 'EM UP

A simple shoot 'em up game but one with a moral (and dental) message. A mouth is the setting and the attack is mounted by sweets and other tooth-destroyers. You are armed with a tube of toothpaste to zap the sweets, but if one of them touches one of your teeth then that tooth disappears. Steve Cartwright designed this 'game with a message' but, in concept it's rather too similar to Megamania, one of his previous hits. □

POLE POSITION

ATARI
FOR ATARI COMPUTER
 1 4 skill levels
FOR VCS CX2694 £29.95
 1 Single game
DRIVING

If you've seen this game as a Coin Op you'll know how good the graphics are and appreciate the difficulties involved in translating it for the VCS. However, a surprisingly good conversation has been done. The basic idea is to steer your formula one racer around a treacherous circuit.

Firstly you have to qualify by scoring over 10000 points. You can then enter the race. The graphics don't match the coin-op for quality but they're superb in comparison with other VCS car games like Night Driver or Indy 500. □

Q*BERT

PARKER
FOR VCS
 1,1+1 6 variations
FOR ATARI COMPUTER
 1,1+1 6 variations
FOR INTELLIVISION
 1,1+1 3 variations
FOR COLECO £27.95
 1,1+1 4 variations

SKILL

One of the few original arcade spin-offs in recent months. Q*Bert is a little long-nosed character who jumps around on pyramids, changing the blocks from one colour to another. He must avoid orange balls as they bounce down the pyramid. This is not the only peril Q*Bert faces - there are all manner of different orange creatures for our pal to deal with. The Coleco version compares very favourably with the VCS and Intellivision versions. □

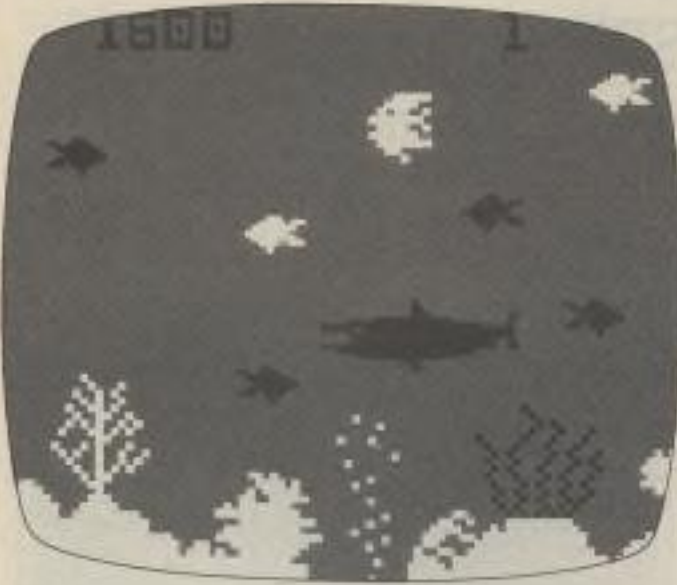
QUICK STEP

IMAGIC
FOR VCS £27.95
 1,1+1 single game
SKILL

SHARK! SHARK!

MATTEL ELECTRONICS
FOR INTELLIVISION 5787 £22.95
1,2 2 games
SKILL

Tired of being a space buccaneer? Fancy being something different for a change? Well, here's your chance to be a goldfish. That's right - a goldfish. You have to be a pretty quick goldfish too.



Otherwise you'll end up as shark snack. The idea is to swim around avoiding fish bigger than yourself while you eat up all the smaller fry. After you have swallowed a quantity of smaller fish you get larger, as does the range of fish you eat. If you're feeling a bit daring, you can try and nibble the shark's tail - but be careful. If he turns round and bites you then you lose a life, and return to your original size.

If you are a bit fed up with space cartridges then this enjoyable, skilful game, which takes you into inner rather than outer space, is one for you. □

SHARP SHOT

MATTEL ELECTRONICS
FOR INTELLIVISION 5638 £21.95
1,1+1 4 variations
SHOOT 'EM UP

Not one, but four different shooting type games on one cartridge which is quite unusual for Mattel. All are basically simplified versions of some of their more popular games. One is based on Sea Battle, one on US Football, one on Space Battle and one on Cloudy Mountain, but all are a lot easier as they are designed for younger gamers. □

SKIN DIVER

GOLIATH
FOR VCS 83-415 £14.95
1 single game
SKILL

I don't like this game. Not because it's a bad game - it's just that I can't do it, and I don't know anyone who can. The idea is to jump off a boat into dangerous waters infested by sharks and other

hungry foe. Harpoon as many of them as you can before the time runs out (you've got 60 seconds after you jump into the water). A gate opens if you spear enough of them and then you go through to the next level. At least that's what the instruction book says - I haven't actually seen it happen as yet. This one's for you if you like a challenge. □

SKYSCRAPER

GOLIATH
FOR VCS 83-415 £14.95
1,1+1 4 games
SCI FI SHOOT 'EM UP

Your mission is to shoot at various cities as you pass above them in your flying saucer. They retaliate by firing back and launching fighters against you. You can fire left, right and down in much the same way as you do in cosmic Ark as you shoot your way through a total of six different landscapes. Not a world beating game but well worth having a look at. □

SKY SKIPPER

PARKER
FOR VCS 931510 £27.95
1 3 games
SKILL

This game is based on Nintendo's popular coin-op of the same name. The idea of the game is to fly your bi-plane around the playfield knocking out gorillas and picking up rabbits, ducks, monkeys and doves from their cages. In other words it's one of those weird games following in the tradition of Amidar, also from Parker.

The play field is three screens high so, when you're flying around, it scrolls vertically. Although this is an entertaining well-presented game, after a while it could become a bit boring - especially if you get very good at it. All the same an ideal one for younger gamers. □

SMURF - RESCUE IN GARGAMELS CASTLE

CBS ELECTRONICS
FOR COLECO COL74260 £29.95
1,1+1 8 variations
CHILDREN'S ADVENTURE

This game is based on the highly popular TV characters. You have control of a little Smurf who must make the epic journey to Gargamels Castle to rescue an imprisoned Smurfette. Along the way you must jump gates and hills and duck to avoid bats. Both the graphics and sound on this game are marvellous. Children will love it. □

SOCCER/FOOTBALL

MB ELECTRONICS
FOR VECTREX 8135 £29.95
1,1+1 single game
SPORTS

This game's name may, alternatively, be Football/soccer when launched. But it certainly won't carry its US name - Heads Up. It's far better than their previous soccer game Blitz. On this one you've actually got a team of 'matchstick' players as opposed to the 'O's and 'X's in Blitz. You play on a horizontally scrolling pitch which is very similar to Mattel Intellivision Soccer (see



separate review). Quite a faithful reproduction of soccer which includes a challenging one player version. □

SOLAR QUEST

MB ELECTRONICS
FOR VECTREX 8121 £19.95
1,1+1 1 variation
SCI FI SHOOT 'EM UP

A space game which, refreshingly, involves a lot more than simply shooting everything in sight. Set in space, with a sun in the centre which can destroy all enemy craft. Once you destroy an enemy craft a small life pod remains. Picking this up is a great boost for your score.

Success requires complete mastery of the controls of your craft, as skilful manoeuvring can mean the difference between life and death. Certainly one of the better space games available for the Vectrex. □

SPACE FURY

CBS ELECTRONICS
FOR COLECO COL74330 £29.95
1,1+1 8 variations
SCI FI SHOOT 'EM UP

Visually superior to Asteroids with a hint of strategy to its credit. You start off

object. While you're piling them up the leaves keep on falling and if you let one drop you lose a life. Colliding with a snail has the same effect. A reasonable game but not a world beater. □

STARGUNNER

TELESYS
FOR VCS £24.95
1,1+1 2 variations
SCI FI SHOOT 'EM UP

The game is saved from tedium by the graphics, which are very high calibre.

The gameplay seems to be devoid of any real objectives. A number of aliens simply fly around waiting to be shot, but they don't seem to be very menacing, they're not stealing humanoids and they're not trying to land. A mothership creature fires at you from above but you can't shoot her.

A good game for a shop owner who wants something pretty for the window but not a gamer's game. □

STARHAWK

MB ELECTRONICS
FOR VECTREX 8127 £19.95
1,2 1 variation
SCI FI SHOOT 'EM UP

If you're one of those people who still like a good old fashioned shoot 'em up but find adventure games too much like hard work, then this is the game for you. You don't have to worry about destroying the wrong ship. Neither do you have to worry about getting blown up, because you can't! The game is played on a timed basis, beginning with 60 seconds for every 10,000 points scored. You control a cursor around the screen with the joystick, and button number four controls the firing. The



setting and shapes of some of the ships in this game are (quite coincidentally) reminiscent of those in the Death Star trench scene in the film Star Wars, so this game will not only appeal to Space

gamers who don't want to use their brains overmuch, but also to budding Luke Skywalkers and other Star Wars fan. □

STARSHIP

MB ELECTRONICS
FOR VECTREX 8125 £19.95
1,1+1 1 variation
SCI FI SHOOT 'EM UP

MB's answer to Star Raiders should really appeal to all Trekkies as it is loosely based on the immensely popular Star Trek film and television series. You assume the role of Captain Kirk (or Scotty if you prefer). Your task is to travel in the starship Enterprise through seven sectors of a galaxy in order to reach the Klingon mother ship which can only be destroyed by a single precise hit. En route you encounter a continuous pummeling from the Klingons and the Romulans, who are out to deplete your energy and laser supplies and, by so doing eventually destroy the Enterprise. Help is at hand, though, in the shape of a friendly Star Fleet space station where you can dock to replenish supplies. There is also a Black Hole which serves as a short cut to sector seven, among the most addictive of the Vectrex space games available so far. □

STAR WARS - JEDI ARENA

PARKER
FOR VCS 931507 £29.95
1,1v1 8 variations paddles
MOVIE TIE IN

Although this isn't actually based on any of the films, it is inspired by some of the ideas. It is basically a Lightsabre duel with the help of a Remote, a little droid about the size of a snooker ball. Both you and the other Jedi are surrounded by protective walls made up of bricks that can be knocked out by aiming the remote carefully. The rays from your opponent's sabre can be deflected by swinging your Lightsabre and blocking the shot. The battle rages until one of the Jedis in the Jedi Arena wins three matches. □

SUICIDE MISSION

STARPATH
FOR VCS AR4102 £15.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP
Requires Supercharger £29.95

If you read this game's blurb in the catalogue you might easily get the impression that it's similar to Imagic's Microsurgeon as there is a lot of stuff about travelling through blood streams, warding off viruses etc. However, once loaded, the game turns out to be a jazzed up Asteroids, with a red

background and bubble-like substitutes for the Asteroids.

In fact, both in graphics and control it's much better than Asteroids and thus to be recommended. □

SURFER'S PARADISE

VIDEO GEMS
FOR VCS 2123 £14.95
1 2 games
SKILL

A very American idea for a game from the Hong Kong-based company Video Gems.

The game itself is in two phases. The first involves you riding along on the crest of a wave trying to stay afloat and jumping when the shark goes for your ankles. If the shark is successful or if you fall in then you go into the second phase. This requires you to swim through a shipwreck avoiding killer jelly-fish before surfacing by your abandoned surfboard. Once you have done this, phase one begins again.

When so many video games seem to be more or less the same thing, it's refreshing to see a completely original idea. This one is definitely worth checking out. □

SWORDS AND SERPENTS

IMAGIC
FOR INTELLIVISION IM10566
£29.95
1,2 3 variations
ADVENTURE

A game closely based on Dungeons and Dragons, set in a series of dungeons full of treasures and various nasties such as dragons and black knights. With control of the white knight, it's your task to pick up treasure while trying to escape from the dungeon and defeating everyone in your path. You do receive some help from the wizard. He weaves magical spells to protect you if you can manage to guard him for the length of time it takes him to find his spells. □

TAPE WORM

SPECTRAVISION
FOR VCS SA204 £9.95
1,1+1 4 variations
CHILDREN'S SKILL

Despite its rather unsavoury title the game itself is actually a hi-tech version of Surround. Slinky, the hero, trots around the screen trying to get to the beans before the spider at the bottom of the screen gets to the fruit. As Slinky progresses, he encounters more valuable fruit and sneakier adversaries. A great game for all those who liked Surround. □

TIME MACHINE

GOLIATH
FOR VCS 83-112 £14.95
1 single game
SCI FI SHOOT 'EM UP

No matter how good an idea is for a video game, a programmer's expertise can make or break it. In the case of this one the designer has definitely failed to come up with the goods. The idea is to fly horizontally or vertically, shooting just about everything in sight. However, the graphics are nowhere near as good as shown in the leaflet (which is unusual) and the actual control of the ship is very sluggish and clumsy, which makes the game no fun at all to play. Not one person TV Gamer showed this to liked it. This is, without doubt, one to avoid. □

TIME RACE

GOLIATH
FOR VCS 83-212 £14.95
1 single game
SCI FI SHOOT 'EM UP

One of the poorest of the Goliath batch - you just shoot everything in sight. Your enemies are low resolution spaceships that look like something a three-year-old made out of Lego. Steer clear of this one. □

TOM BOY

GOLIATH
FOR VCS 83-316 £14.95
1 single game
CHILDREN'S CLIMBING

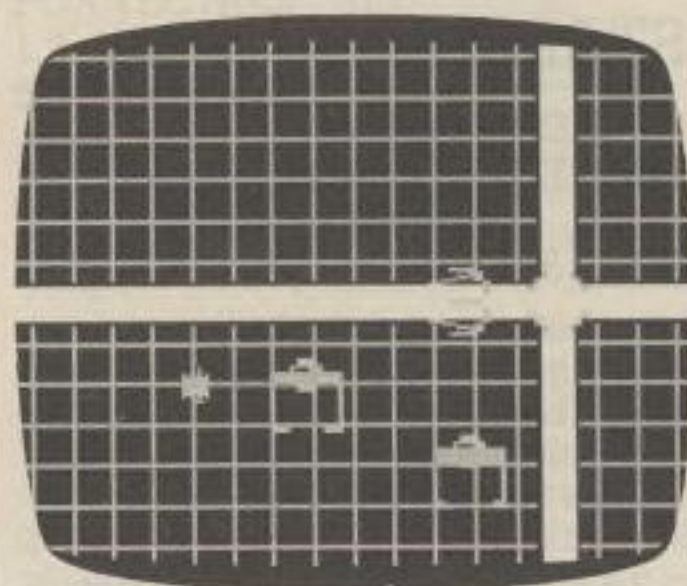
This was originally a ZiMAG game called 'I want my Mummy', as featured in the Summer issue of TVG. The graphics have been modified slightly but it is still the same game. You have to make your little character move around, ignite stardust ladders and then climb them to get to the top of the screen whilst avoiding little creatures that look like a dead ET. I though this game was good when ZiMAG had it and I still think so now. □

TRON SOLAR SAILER

MATTEL ELECTRONICS
FOR INTELLIVISION 5893 £29.95
1 single game
ADVENTURE MOVIE TIE-IN
Needs Intellivoice module £45.95

The third and easily the best of the Tron games available. As it needs an Intellivoice, it works out to be fairly costly. This game depicts the final scene in the film where Tron, his girlfriend Yori and 'User' Flynn steal it in order to cross the Sea of Simulation to reach and

destroy the MCP (Master Control Program). In the game you are equipped with a code to use against the MCP but to reach it you have to

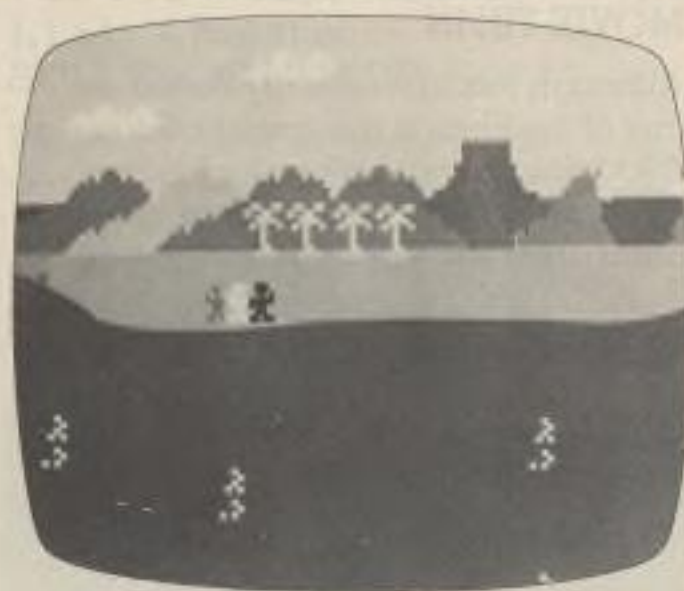


negotiate a hazardous journey first of all. If you're going to buy a Tron game, then get this one. □

TROPICAL TROUBLE

IMAGIC
FOR INTELLIVISION IM7605
£29.95
1,1+1 4 variations
SKILL

This is the sequel to Beauty and the Beast. It features all the same characters and, again you play Bashful Buford who is after Horrible Hank - he's the one who has pinched your girlfriend. Perhaps Buford ought to consider finding himself a new girlfriend, one who isn't so much trouble. This time she's been taken to an island and Buford must battle his way through several different scenes,



dodging obstacles in an attempt to get back his girl. You begin by avoiding rolling boulders and go on to dodge lava splats and other such nasties until you reach the bridge at the far side of the island. This you must cross in order to push Hank into the water. □

TURBO

CBS ELECTRONICS
FOR COLECO COL74518 £49.95
1,1+1 4 variations
DRIVING

Based on an arcade game - as are most titles these days - but with a difference. Instead of having to shoot everything in

sight, your driving skills are put to the test in a breakneck speed chase. The game comes complete with a driving controller, consisting of a steering wheel and foot accelerator and uses a hand controller as a gearstick. The great thing about this game is the constant change of settings. Starting off in a city, the scene progresses through countryside, desert, winding roads, tunnels, even making a brief trip to the sea-side. Well worth the initial outlay since the controller is included and visually it is the most exciting driving game around. □

TUTANKHAM

PARKER
FOR VCS £29.95
1,1+1 8 variations
ADVENTURE SHOOT 'EM UP

Fans of the arcade or Intellivision versions may well be disappointed with this translation - the graphics and sound are both inferior.

The object is to work your way through four levels of King Tut's tomb, picking up treasures and the key to the next level along the way. Scores of different nasties run around and stir things, including bats, beetles and something that looks like ET. Despite the shortcomings this one takes a good deal of dexterity and is recommended. □

VANGUARD

ATARI
FOR VCS CX2669 £29.95
1,1+1 single game
SCI FI SHOOT 'EM UP

This game certainly tops the chart for the most colourful video game around. It is set in a series of caverns which are controlled by the evil Gond. You must lead the Vanguard expedition in your space 'copter and destroy Gond before he destroys you. On the way you are confronted with a variety of dangers including enemy fighters, force fields and energy barriers. At the beginning of each game and at each turning point you are shown a map of the route. The nice thing about this is that when the caverns are vertical the screen scrolls from top to bottom. The graphics are truly excellent. □

VECTRON

MATTEL ELECTRONICS
FOR INTELLIVISION 5788 £29.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

One of Mattel's most colourful space games, in which your task is to use your droid Vectron to build laser bases and destroy enemies. Careful tactics are needed to win at this fast moving space game. □