

EIGHT BIT



THE SINCLAIR ZX SPECTRUM

SERVICING THE BBC MICRO

MOVIE GAME REVIEWS PART II

AL LOWE IN THE LAND OF THE APPLE II

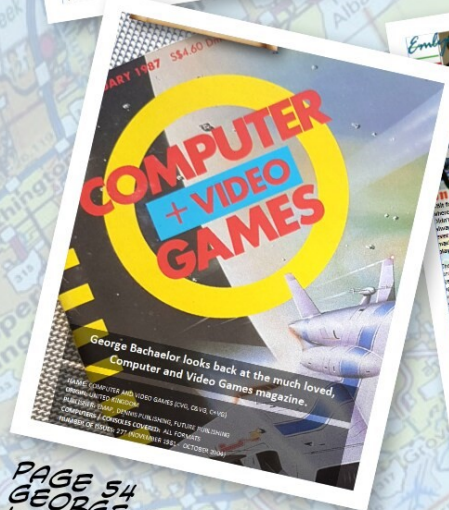
PLUS: FOOTBALL ROUND UP, A LOOKBACK AT C+VG MAGAZINE AND MORE!

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EDITORIAL

Welcome to the latest issue of Eight Bit.

In this issue, we have a look at the iconic Sinclair ZX Spectrum, the computer that kick-started the home computer revolution in Britain. There's so much to cover with this fantastic machine that we couldn't cover the Timex machines and the clones from Brazil, the former Soviet Union and elsewhere, but expect to see articles on them in future issues.

Part 2 of movie licensed games takes up a big chunk of this issue, with the next issue being the final part. Those movies and games brings back fantastic childhood memories for us and I'm sure, for our readers as well.

We go football (soccer) crazy with a round-up of the best and worst soccer games for the 8-Bits. Plus we service a BBC Micro, Paul interviews Al Lowe and George reviews World War 2 Simulator! Phew!

*Enjoy the magazine,
The Eight Bit Team*

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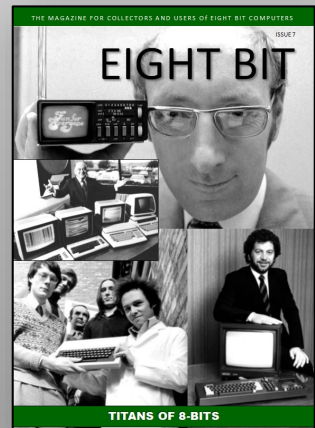
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Issue 7 Coming Soon...



Released a few months earlier than the Commodore 64 and at a much cheaper price, the ZX Spectrum can be considered the computer that kickstarted the home computer revolution in the UK.

It not only introduced computing to the masses in Britain with its cheap price tag but it also caused an explosion of software development that is still felt today. Selling over 5 million units and eventually ending up with thousands of software titles, mostly games, it was much more successful in sales and longevity than the previous ZX80

(100,000 units) and ZX81 (1.5 million units) which we discussed in Issue 2 of Eight Bit magazine. Indeed, while the ZX80 and ZX81 still have their followers, it isn't as big a following as the current ZX Spectrum (or 'Specy') community. Games are still being made for it by fans of the computer, some that push the hardware to levels that were unimaginable back in 1982.

There are eight models, not including clones, the Timex machines and the soon to be released Spectrum Next. The first ZX Spectrum can be easily considered the most

THE COLLECTORS GUIDE TO THE:

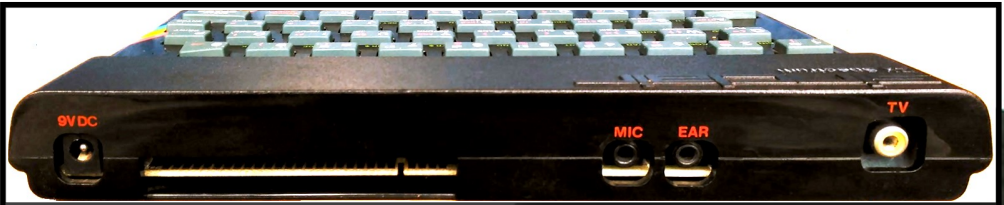
sinclair

ZX SPECTRUM

By John Kavanagh



**THE COLLECTORS GUIDE TO THE:
ZX SPECTRUM**



THE BACK OF THE ORIGINAL ZX SPECTRUM HAD A 9 VOLTS DC POWER IN, A EDGE CONNECTION FOR EXPANSION SUCH AS THE INTERFACE 1 WHERE YOU CAN ADD MICRODRIVES, AND A MIC AND EAR SOCKET FOR ADDING A TAPE RECORDER. THE EAR SOCKET(INPUT) CONNECTS TO THE RECORDER'S EARPHONE OUTPUT (TO 'PLAY' THE CASSETTE INTO THE COMPUTER, WHILE THE MIC (OUTPUT) IS CONNECTED TO THE MIC INPUT OF THE RECORDER (TO SAVE DATA TO TAPE). THE RF CONNECTION IS TO CONNECT TO A STANDARD TV OF THE TIME PERIOD. MANY PEOPLE HAVE MADE A COMPOSITE MOD FOR BETTER VIDEO OUTPUT.

iconic and is the one featured on the cover of this issue. Priced at £125 for the 16K version and £175 for the more popular (and useful) 48K, the ZX Spectrum was small, measuring only 23cm by 14.5 cm and had a 'dead flesh' feel to the keys. While it was an improvement over the ZX80/ZX81 keyboard, it still wasn't suitable for fast typing. While the design was elegant, it was certainly build cheap. Compared to other computers (Commodore VIC 20, Atari 400/800, and a short while later, the Commodore 64), it didn't even have joystick ports, or a proper sound chip and the graphics were all done by the ULA, no dedicated graphics chip and certainly no hardware sprites! However, if there was ever a computer that was more than its sum of parts, it would be the 'Speccy'.

The Spectrum has a certain charm to it, the games at first were mostly written in BASIC and therefore weren't exactly using the machine to the best of its abilities but that soon changed when games were written in machine code. Of the thousands of games, there were and still is, hundreds that are still worth playing. Early 1982 examples are Hungry Horace and The Hobbit.

ROCK, PAPER, SCISSORS!

While the Spectrum is less powerful than say the Commodore 64 (its main competitor), things aren't quite so simple. Firstly, the CPU of the ZX Spectrum is faster with a 3.5 Mhz Zilog Z80. Now I know Commodore 64 fans will be screaming, "The 6510 can typically do

BLUE EDIT 1 [] DEF FN	RED CAPS LOCK 2 [] FN	MAGENTA TRUE VID 3 [] LINE	GREEN INV VID 4 [] OPEN #	CYAN 5 [] CLOSE #	YELLOW 6 [] MOVE	WHITE 7 [] ERASE	UNBRIGHT 8 [] POINT	BRIGHT GRAPHICS 9 [] CAT	BLACK DELETE 0 [] FORMAT
SIN Q PLOT ASN	COS W DRAW ACS	TAN E REM ATN	INT R RUN VERIFY	RND T RAND ABS	STR\$ Y AND RETURN 	CHR\$ U OR IF 	CODE I AT INPUT IN	PEEK O POKE OUT	TAB P PRINT @
READ A NEW 	RESTORE S NOT SAVE 	DATA D STEP DIM 	SGN F % FOR 	ABS G THEN GOTO 	SQR H GOSUB CIRCLE	VAL J LOAD VALS	LEN K LIST SCREENS	USR L LET ATTR	ENTER
CAPS SHIFT	LN Z COPY BEEP	EXP X CLEAR LNK	LPRINT C CONT PAPER	LLIST V CLS FLASH	BIN B BORDER BRIGHT	INKEY\$ N NEXT OVER	PI M PAUSE INVERSE	SYMBOL SHIFT	BREAK SPACE

THINGS ARE DIFFERENT WHEN USING 48K MODE. IN THIS MODE, PRESSING THE 'R' KEY WOULD RESULT IN 'RUN' APPEARING ON SCREEN, SYMBOL SHIFT PLUS R FOR THE '<' SYMBOL. PRESS EXTEND MODE THEN R FOR 'INT' AND WHILE IN EXTEND MODE, PRESS SYMBOL SHIFT + R WOULD GIVE YOU THE 'VERIFY' COMMAND, SIMPLES!

Sinclair ZX Spectrum

**16K or 48K RAM...
full-size moving-
key keyboard...
colour and sound...
high-resolution
graphics...
From only
£125!**



First, there was the world-beating Sinclair ZX80. The first personal computer for under £100.

Then, the ZX81. With up to 16K RAM available, and the ZX Printer. Giving more power and more flexibility. Together, they've sold over 500,000 so far, to make Sinclair world leaders in personal computing. And the ZX81 remains the ideal low-cost introduction to computing.

Now there's the ZX Spectrum! With up to 48K of RAM. A full-size moving-key keyboard. Vivid colour and sound. High-resolution graphics. And a low price that's unparalleled.

Professional power—personal computer price!

The ZX Spectrum incorporates all the proven features of the ZX81. But the new 16K BASIC ROM dramatically increases your computing power.

You have access to a range of 8 colours for foreground, background and border, together with a sound generator and high-resolution graphics.

You have the facility to support separate data files.

You have a choice of storage capacities (governed by the amount of RAM). 16K of RAM (which you can upgrade later to 48K of RAM) or a massive 48K of RAM.

Yet the price of the Spectrum 16K is an amazing £125! Even the popular 48K version costs only £175!

You may decide to begin with the 16K version. If so, you can still return it later for an upgrade. The cost? Around £60.

Ready to use today, easy to expand tomorrow

Your ZX Spectrum comes with a mains adaptor and all the necessary leads to connect to most cassette recorders and TVs (colour or black and white). Employing Sinclair BASIC (now used in over 500,000 computers worldwide) the ZX Spectrum comes complete with two manuals which together represent a detailed course in BASIC programming. Whether you're a beginner or a competent programmer, you'll find them both of immense help. Depending on your computer experience, you'll quickly be moving into the colourful world of ZX Spectrum professional-level computing.

There's no need to stop there. The ZX Printer—available now—is fully compatible with the ZX Spectrum. And later this year there will be Microdrives for massive amounts of extra on-line storage, plus an RS232C/network interface board.



Key features of the Sinclair ZX Spectrum

- Full colour—8 colours each for foreground, background and border, plus flashing and brightness-intensity control.
- Sound—BEEP command with variable pitch and duration.
- Massive RAM—16k or 48k.
- Full-size moving-key keyboard—all keys at normal typewriter pitch, with repeat facility on each key.
- High resolution—256 dots horizontally x 192 vertically, each individually addressable for true high-resolution graphics.
- ASCII character set—with upper- and lower-case characters.
- Teletext-compatible—user software can generate 40 characters per line or other settings.
- High speed LOAD & SAVE—16K in 100 seconds via cassette, with VERIFY & MERGE for programs and separate data files.
- Sinclair 16K extended BASIC—incorporating unique 'one-touch' keyword entry, syntax check, and report codes.

ZX Spectrum software on cassettes—available now

The Spectrum software library is growing every day. Subjects include games, education, and business/household management. Flight Simulation, Chess, Planets, History, Inventions, VU-CALC, VU-3D, Club Record Controller, there's something for everyone. And they all make full use of the Spectrum's colour, sound, and graphics capabilities. You'll receive a detailed catalogue with your Spectrum.

ZX Expansion Module

This module incorporates the three functions of Microdrive controllers: local area network, and RS232C interface. Connect it to your Spectrum and you can control up to eight Microdrives, and communicate with other computers, and drive a wide range of printers. The potential is enormous, and the module will be available in the early part of 1983 for around £30.



Sinclair Research Ltd, Stanhope Road, Camberley, Surrey GU15 3PS. Tel: Camberley (0276) 685311.

The ZX Printer—available now

Designed exclusively for use with the Sinclair ZX range of computers, the printer offers ZX Spectrum owners the full ASCII character set—including lower-case characters and high-resolution graphics. A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions. Printing speed is 50 characters per second, with 32 characters per line and 9 lines per vertical inch. The ZX Printer connects to the rear of your ZX Spectrum. A roll of paper (656 long and 4in wide) is supplied, along with full instructions. Further supplies of paper are available in packs of five rolls.

The ZX Microdrive—coming soon

The new Microdrives, designed especially for the ZX Spectrum, are set to change the face of personal computing by providing mass on-line storage. Each Microdrive can hold up to 100K bytes using a single interchangeable storage medium. The transfer rate is 16K bytes per second, with an average access time of 3.5 seconds. And you'll be able to connect up to 8 Microdrives to your Spectrum via the ZX Expansion Module. A remarkable breakthrough at a remarkable price: The Microdrives will be available in the early part of 1983 for around £50.



How to order your ZX Spectrum

BY PHONE—Access, Barclaycard or Trustcard holders can call 01-200 0200 for personal attention 24 hours a day, every day. BY FREEPOST—use the no-stamp needed coupon below. You can pay by cheque, postal order, Barclaycard, Access or Trustcard.

EITHER WAY—please allow up to 28 days for delivery. And there's a 14-day money-back option, of course. We want you to be satisfied beyond doubt—and we have no doubt that you will be.

To: Sinclair Research, FREEPOST, Camberley, Surrey, GU15 3BR.				Order
Qty	Item	Code	Item Price	Total
			£	£
	Sinclair ZX Spectrum—16K RAM version	100	125.00	
	Sinclair ZX Spectrum—48K RAM version	101	175.00	
	Sinclair ZX Printer	27	59.95	
	Printer paper (pack of 5 rolls)	16	11.95	
	Postage and packing: orders under £100	28	2.95	
	orders over £100	29	4.95	
				Total £

Please tick if you require a VAT receipt

*Enclose a cheque/postal order payable to Sinclair Research Ltd for £.

*Please charge to my Access/Barclaycard/Trustcard account no.

*Please delete/complete as applicable

Signature _____

PLEASE PRINT

Name: Mr/Ms/Miss _____

Address _____

_____ (cv9 983)

FREEPOST—no stamp needed. Prices apply to UK only. Export prices on application.

THE ORIGINAL ADVERT FOR THE SPECTRUM 16K AND 48K. THIS TYPE OF ADVERT, WITH A LOT OF TEXT WAS COMMON FOR SINCLAIR SINCE THE 1960'S

more per clock cycle than the Z80", while that is true, the Spectrum still has an overall speed advantage. This is noticeable when comparing to certain games on the Commodore 64 which doesn't (or can't) make good use of its hardware sprites or scrolling abilities. For example, wireframe games like Elite or many behind the car racing games where concessions are made to keep a reasonable sense of speed. There the speed advantage of the Spectrum's CPU can be seen, even if just slightly. However, the vast majority of games runs not only smoother on the Commodore 64, but faster too (not to mention more colourful), but this is down to the VICII graphics abilities and not the Commodore 64's CPU.

Graphically, the C64 can display 320x200 pixels but the 160x200 bitmap mode gets used more for its enhanced colour abilities. The ZX Spectrum has just one screen resolution, 256 x 192 which looked sharper than the typical 160x200 C64 games, and this suited certain games better, even if the colour clash was terrible, more on that later. When you add in the Amstrad CPC (another competitor to the ZX Spectrum) with its 27 colour palette and zero colour clash but with a 'heavy' 16K screen when moving objects around, you can see why there can't be an overall clear winner when it comes to gaming. It's truly is like playing rock, paper, scissors. Each of the three competing computers can show a winning game that blows the other

two away. Sometimes clever programmers find an interesting workaround for limited hardware that isn't possible on other computers. However, the rock, paper, scissors situation only applies firmly to gaming, for business use, one wouldn't use a ZX Spectrum, even in 1982. While you could get software such as TasWord (word processing), the hardware is just too limited to be taken seriously, at least outside of home use. This is due to the terrible keyboard and (back then) lack of a floppy drive. The other two competitors (the C64 and CPC) had a massive advantage, especially the CPC's 80 column mode). I didn't mention the BBC Micro as a competitor as it's a much more expensive machine and targeted a different audience.

GRAPHICS EXPLAINED!

As mentioned early, the ZX Spectrum only had one colour mode, 256 X 192. This was basically a two colour mode, background and foreground, taking up only 6,144 bytes of memory. However, by using colour attributes there can be different colours used for the background and foreground colour per every 8x8 pixel grid. There are a choice 8 colours to choose from plus a 'bright attribute'. For example, you could have a blue background and a red foreground per one 8x8 grid, and green and white for the next 8x8 grid. The 'bright attribute' if applied, causes both the background and foreground to be 'bright' in that 8x8 grid. This limitation gave a unique look to Spectrum games, it caused a very noticeable colour clash, or what some calls, attribute clash. This is where when a game sprite passes over an area of background or another sprite, either the sprite will inherit the colour of the background, or the background will inherit the colour of the sprite. For example, the game Double Dragon, see the screenshot above.



EXAMPLE OF COLOUR CLASH ON THE ZX SPECTRUM (DOUBLE DRAGON)

Some games didn't make any effort to hide this, others used clever programming tricks in an attempt to avoid it and other games use monotone play areas, like The Great Escape and Batman: The Movie.

AUDIO AND INTERFACES

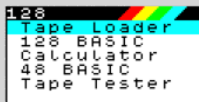
There was no audio chip inside the original Spectrum (and the Spectrum+), just a beeper that had one channel sound using ten octaves. Using some clever software, 2 channels of audio could be produced. While this sounds awfully limited (pun wasn't intended!), and it was, many games made good use of it, even if it did always sound very crackly.



THE ZX SPECTRUM CAN DISPLAY 8 COLOURS AND 15 USING THE 'BRIGHT' ATTRIBUTE. THE 'BRIGHT ATTRIBUTE' COLOURS ARE THE ONES ON THE RIGHT IN THE GRID ABOVE. 'BRIGHT BLACK' IS STILL BLACK SO THAT'S WHY THERE'S 15 COLOURS INSTEAD OF 16.



THE MUCH LOVED SPECTRUM 128



© 1986 Sinclair Research Ltd

... AND THE SPECTRUM 128 BOOT SCREEN

The Spectrum 48K (and 16K version) had two 3.5mm audio ports for saving and loading data to and from and standard tape recorder. There was no motor control to stop the tape, so the user must manually stop the tape when asked, such as in a multiloop game. There was an expansion bus connector to add various devices such as joystick interfaces (there were no joystick ports as standard).

BASIC

The original Spectrum had 51 commands and there were entered using one press of each key, for example pressing the 'P' key would display the PRINT command, any other key presses after that entered text as normal. It worked similar to the ZX81. Also, some commands were a little more difficult to access such as pressing the CAPS SHIFT plus the SYMBOL SHIFT to get the Beep command

(which controls the beeper). It takes some getting used to but soon becomes second nature, especially if that was the only way you experienced computers, as many users were back in the day. There are many useful commands too such as CIRCLE, DRAW and PLOT, giving you full control of graphics within BASIC.

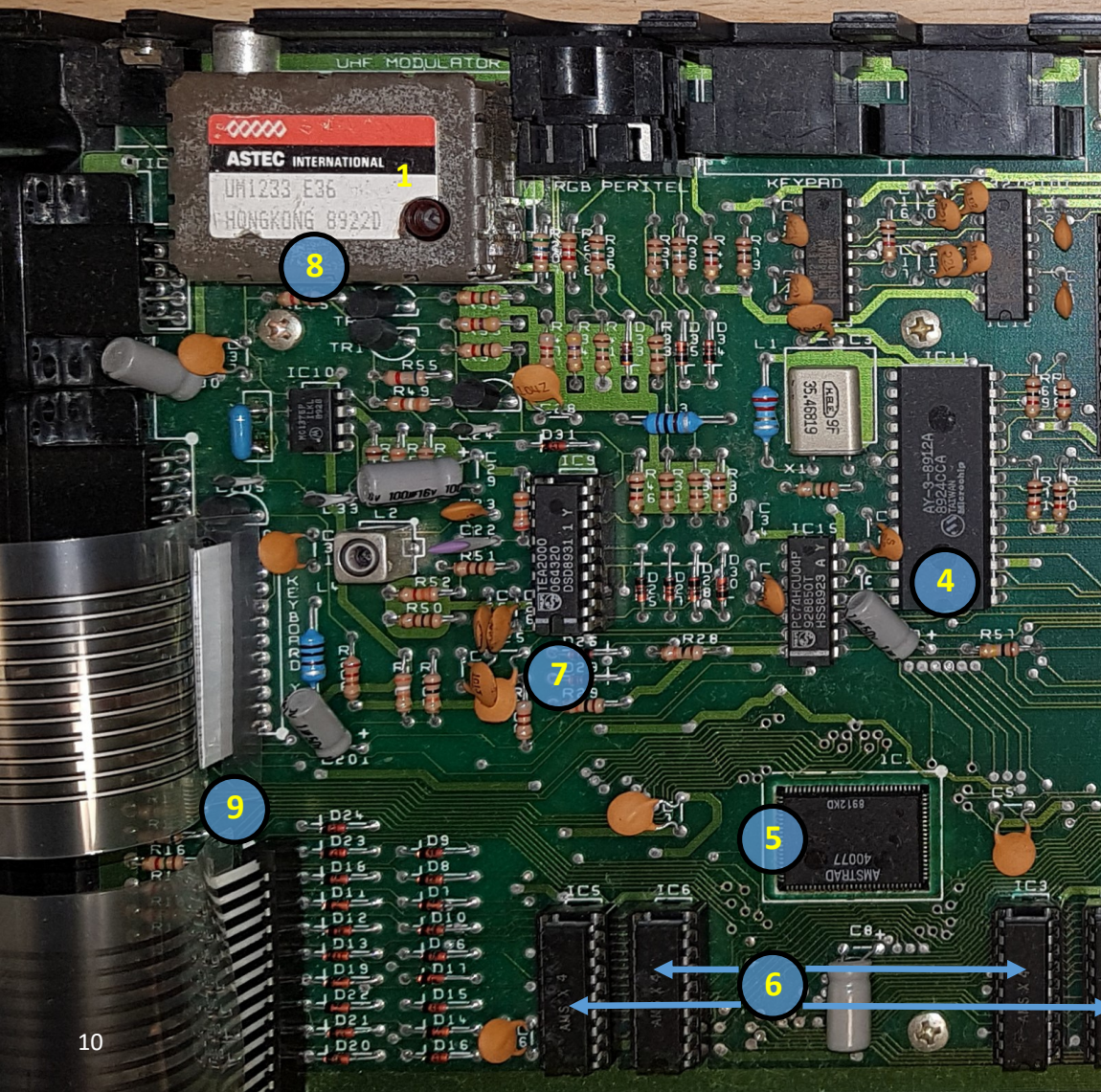
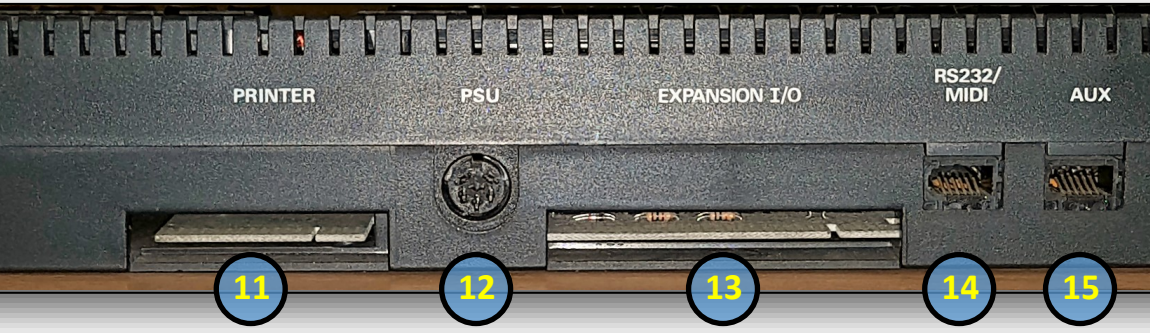
LATER VERSIONS

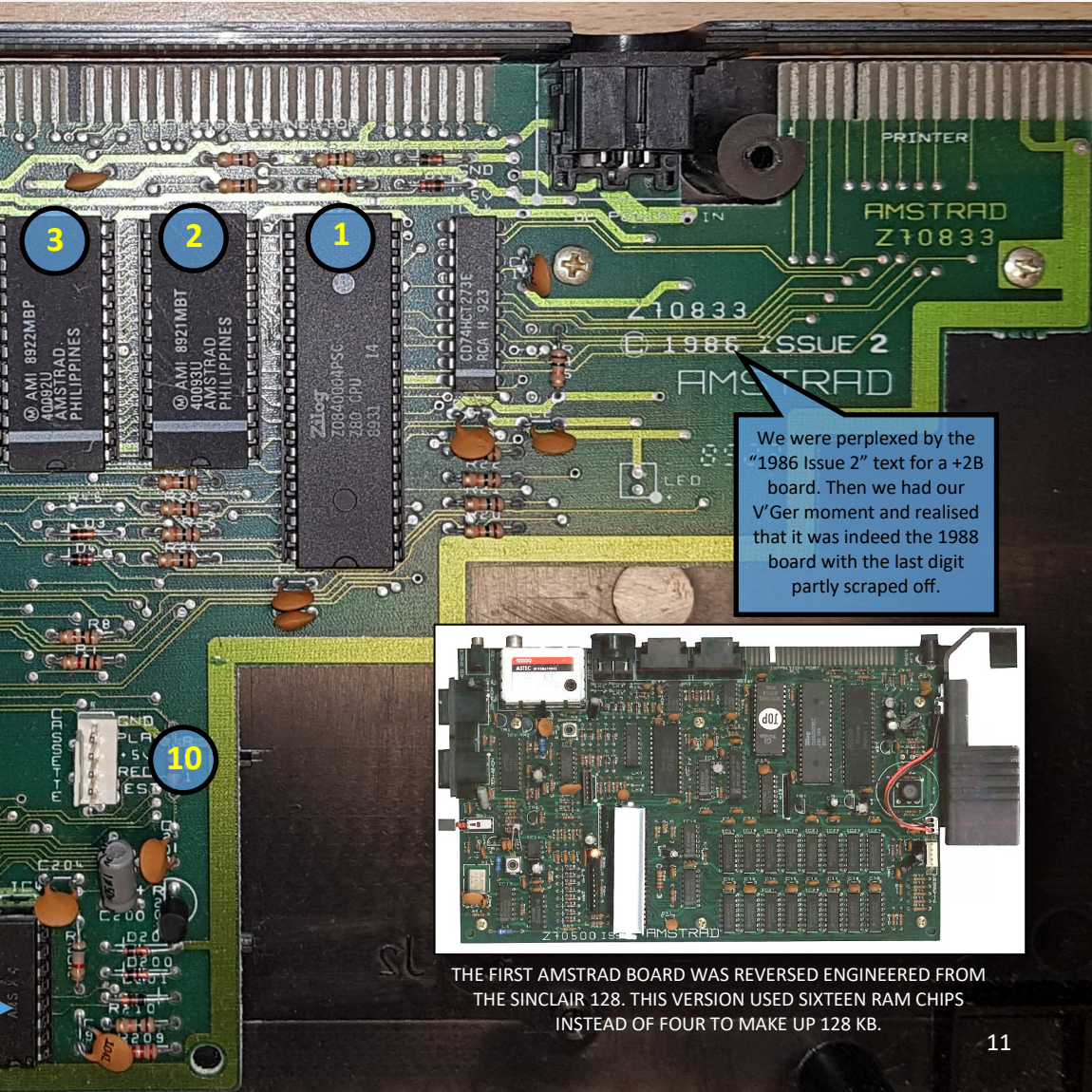
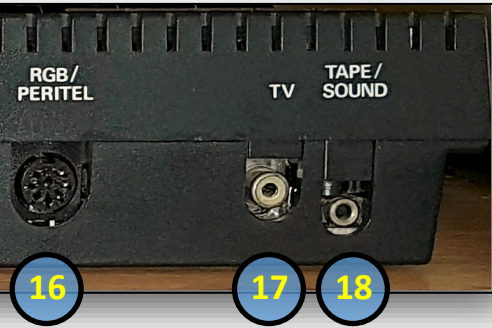
In 1984 the original 16K and 48K rubbered Spectrums were replaced by the Spectrum+ and the Spectrum 128 (see pic left), affectionately called the toast rack due to the heatsink attached to the side of the computer which got very hot. The Spectrum+ (48K only) main improvements was a reset switch and a much better keyboard. The 128 was where the real improvements made. It had 128K RAM and an AY8912 sound chip, the same as used on the Amstrad CPC and the Atari ST. It had an RS-232 serial port and MIDI functions too. Also, for the first time, a ZX Spectrum could be connected to an RGB monitor as well as a TV.

BASIC was upgraded to 128K BASIC but also kept 48K BASIC for compatibility with older software. On switching on the computer you are presented with a choice of TAPE LOADER (to directly load a game from tape), 128 BASIC, CALCULATOR, 48K BASIC and TAPE TESTER. On entering 128K BASIC, you have to type commands instead of pressing a key combination. There are also two extra commands, one called PLAY for controlling the AY8912 sound chip and the other, 'SPECTRUM' to return to 48K BASIC.

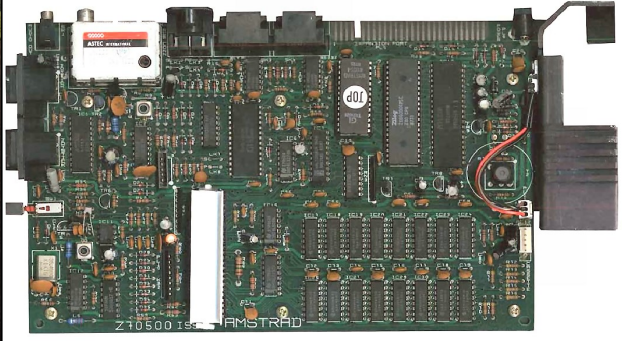
THE AMSTRAD SPECTRUMS

Amstrad purchased the Sinclair brand in 1986 due to Sinclair's financial difficulties. They introduced the grey ZX Spectrum +2 almost right away. Looking similar to a cut-down





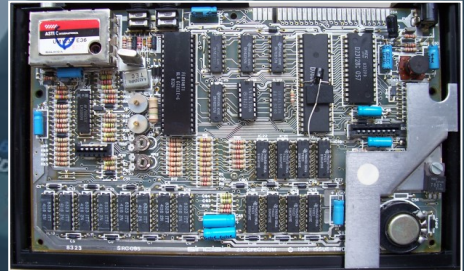
We were perplexed by the "1986 Issue 2" text for a +2B board. Then we had our V'Ger moment and realised that it was indeed the 1988 board with the last digit partly scraped off.



THE FIRST AMSTRAD BOARD WAS REVERSE ENGINEERED FROM THE SINCLAIR 128. THIS VERSION USED SIXTEEN RAM CHIPS INSTEAD OF FOUR TO MAKE UP 128 KB.

1. Zilog Z80 CPU running at 3.5Mhz
- 2 and 3. 2 x 32K ROM chips, in this example these are the English versions 40092U and 40093U.
4. AY-3-8912 three channel sound chip, the same as used in the Amstrad CPC and MSX.
5. The Amstrad made ULA chip, this is a surface mounted chip unlike earlier Sinclair made Spectrums which used a Ferranti made 'through-hole' ULA.
6. 128K of RAM made up of 4 x 32K chips.
7. TEA2000 video encoder can output composite as well as RGB video. Unlike the Spectrum 128 and the +2, the +2A, +2B and +3 can output to a TV with a SCART socket with relative ease.
8. RF output.
9. Keyboard ribbon cables.
10. Connection to the internal cassette player.
11. 8-Bit parallel printer port.
12. Power connector.
13. Expansion Port (28 pin edge connector).
14. RS232 / MIDI Port.
15. Auxiliary port, this can be used as a second RS232 / MIDI socket.
16. RGB output to connect to a monitor.

17. RF output to TV.
18. TAPE / SOUND. Audio output.
19. Two 9 pin joystick sockets.
20. Reset button.



ZX SPECTRUM 48K (1982) BOARD

MODELS (SEE PIC RIGHT)

- A. Sinclair ZX80 (1980).
- B. Sinclair ZX81 (1981).
- C. Sinclair ZX Spectrum 16K / 48K (originally to be called the ZX82).
- D. Sinclair ZX Spectrum +
- E. ZX SPECTRUM 128.
- F. Sinclair Spectrum +2 (Amstrad made).
- G. Sinclair Spectrum +2A / +2B (Amstrad)
- H. Sinclair Spectrum +3 (Amstrad made).

Amstrad CPC, it had a built-in datacorder and two joystick ports. Sadly there were some incompatibilities with older software due to changes in the ROM. The keyboard didn't include the majority of keyboard markings which meant working in 48K BASIC rather difficult. 1987 saw the release of the +2A and +3 which had a nicer black colour than the boring grey. Other than colour and the ports at the rear, both +2's had the same basic design but the +2A has the option of adding a 3-inch disc drive but this drive never materialised. Thus, the only Spectrum that was capable of playing disc-based games was the ZX Spectrum +3, having a disc drive instead of a tape drive. Later, Amstrad released a +2B without the option of adding a disc drive and that version remained into production until 1992.

However, that is not the end. The Sinclair Spectrum story has much more to it, but sadly we ran out of space. We have yet to discuss the Timex versions as well as the various clones that were made. We also want to cover the add-ons for the system and we haven't even mentioned the Spectrum Next! It's safe to say that we will cover those topics in the near future.

CONCLUSION

Is this computer worth having? A resounding yes is the answer. If you have only experienced the 8-Bit world from the other side of the fence (Amstrad CPC, Commodore 64, Atari etc), you'll be doing yourself a favour checking out this wonderful machine. For those of you who experienced one before, knows the magical charm it has, keeping gamers up late into the night back in the 80's.



THIS AMAZING PHOTOS OF SINCLAIRS AND CLONES ON THIS PAGE AND THE FOLLOWING TWO PAGES WERE SUPPLIED BY MARC KOLLSTERMAN. YOU CAN CHECK OUT MARC'S FANTASTIC COLLECTION AT:
<https://beta.collectorsbridge.com/collections/425>

**THE COLLECTORS GUIDE TO THE
ZX SPECTRUM**



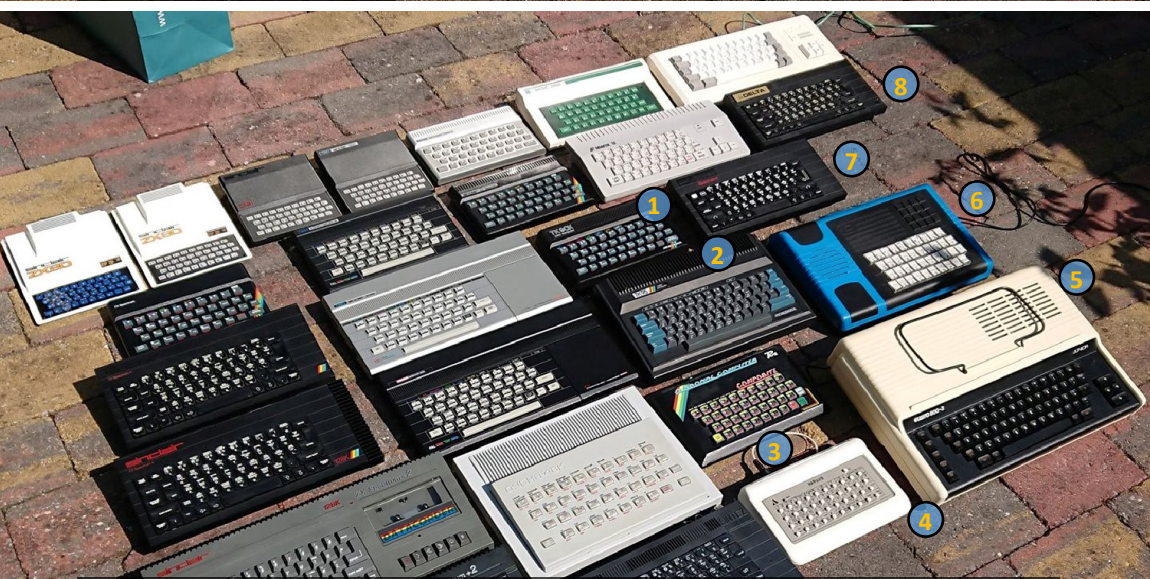
SINCLAIR AND IT'S TIMEX COUSINS. THE BOTTOM RIGHT MICRO IS A POLISH UNIPOLBRIT KOMPUTER 2086 WHICH IS BASICALLY A CLONE OF THE TIMEX SINCLAIR 2068.



TIMEX ONLY SOLD ITS 2068'S IN THE USA, PORTUGAL AND POLAND. HOWEVER A SURPLUS WAS SENT FROM THE USA TO SOUTH AMERICA (CHILE, PERU AND ARGENTINA) .



TIMEX 2068 WITH ACCESSORIES



THE BRAZILIAN TK90X (NO. 1) AND TK95 (NO. 2). BELOW THAT, 2 SMALL RUSSIAN MICROS (NO.3 AND NO. 4). TO THE RIGHT OF THOSE, THE POLISH SCHOOL COMPUTER (NO. 5) IN A ELECTRONIC MUSIC KEYBOARD CASE. ABOVE THAT, A ROMANIAN CLONE (NO. 4) IN A TELEPHONE CASE. ABOVE THAT IS A SPANISH CLONE (NO. 7). NO. 8 IS A DELTA WHICH WERE SURPLUS SPECTRUM 48K SENT TO EASTERN EUROPE AFTER AMSTRAD BOUGHT SINCLAIR AS AMSTRAD DIDN'T WANT ANY 48K MACHINES.



DEATHCHASE (1983)



CRYSTAL KINGDOM DIZZY (2017)



REBELSTAR (1984)



HEAD OVER HEELS (1987)



JET SET WILLY (1984)



MIDNIGHT RESISTANCE (1981)



ELITE (1984)



BATMAN THE MOVIE (1989)



THE SWORD OF IANNA (2017)



NEBULUS (1987)



THE SENTINEL (1986)



R-TYPE (1987)



SUPER HANG-ON (1987)



CARRIER COMMAND (1988)



CHASE HQ (1989)



THE LORDS OF MIDNIGHT (1984)

THE GAME OF THE MOVIE PART 2



Here's the second part of our movie games round-up, reviews by George Bachaelor.



NOW SHOWING



- ALIENS
- BACK TO THE FUTURE II
- BACK TO THE FUTURE III
- FRIDAY THE 13TH
- GHOSTBUSTERS
- GHOSTBUSTERS II
- INDIANA JONES AND THE TEMPLE OF DOOM
- INDIANA JONES AND THE LAST CRUSADE

COMING SOON

- ALIEN
- BIG TROUBLE IN LITTLE CHINA
- DARKMAN
- DEATH WISH III
- FANTASTIC VOYAGE
- GREMLINS 2
- HIGHLANDER
- JAWS
- LABYRINTH
- LIVE AND LET DIE
- LICENCE TO KILL
- MASTERS OF THE UNIVERSE
- NIGHTBREED
- PLATOON
- PREDATOR
- RAMBO: FIRST BLOOD PART 2
- RAMBO 3
- ROBOCOP 2
- SHORT CIRCUIT
- TERMINATOR 2
- THE RUNNING MAN
- THE GOONIES
- THE HUNT FOR RED OCTOBER
- THE NEVERENDING STORY
- THE UNTOUCHABLES

ALIENS

THE MOVIE

If there is one Sci-Fi film you must watch, it is without doubt - Aliens. Written and directed by James Cameron (also famous for The Terminator, Terminator 2, Rambo II, Titanic and Avatar) and starring Sigourney Weaver in the lead role, Aliens is credited as being the benchmark for all other alien sci-fi based movies, which is an incredible feat as the movie was released 32 years ago.

The sequel to Alien (1979), Aliens is even more terrifying than the first movie, the sequel has a whole lot more firepower and spine-chilling action. Ellen Ripley (Sigourney Weaver) having saved herself from certain death by the Alien in the first movie, wakes up from a cryotube stasis after her aimlessly floating shuttle is intercepted by a rescue crew 57 years later. Ripley must explain to her employers Weyland-Yutani Corporation what happened to their Spaceship, the Nostromo and no matter how many times Ripley tells the same story, her employers don't believe her and revoke her flight officer license.

This all changes very quickly though, as the 'Exo

Moon', LV-426, where Ripley had previously encountered the hostile Alien of the first movie, is now home to 158 people on the terraforming colony called Hadley's Hope. When contact is lost with the colonists, Weyland-Yutani representative Carter Burke and colonial Marine Lieutenant Gorman ask Ripley to accompany Burke and a colonial marine unit to investigate the disturbance. Ripley has been told by Burke that they are going to eradicate the Aliens but she later finds out she is double-crossed as Burke and Weyland Corp want the aliens to be brought back to be studied.

When the crew get to the Colony on LV-426 they find no survivors. Tensions are high, not only are the members of the crew fighting amongst themselves, they have to band together to work out a solution to kill all the aliens coming at them from all directions, which are eliminating the crew one by one with deadly stealth. Sigourney Weaver is just brilliant in the heroine role. All other cast members play their character roles superbly too - Bill Paxton's (Hudson) line, "Game Over Man" is said with such terror and fear in his voice, the whole movie is just incredibly edge of the seat scary.





AN ALIEN, JUST WALKING, RELAXING AND ABOUT TO BE SHOT!
(COMMODORE 64 VERSION)

Aliens was nominated for seven Academy Awards, including a Best Actress nomination for Sigourney Weaver, winning both Sound Effects Editing and Visual Effects. It won eight Saturn Awards (Best Science Fiction Film, Best Actress for Weaver, Best Supporting Actor for Paxton, Best Supporting Actress for Goldstein, and Best Direction and Best Writing for Cameron), and a Hugo Award for Best Dramatic Presentation. Empire magazine voted it the 'Greatest Film Sequel Of All Time'.

THE GAME

Due to the huge success of the movie, it was a no-brainer that Aliens the home computer game was quickly ported to all major 8-Bit machines by software house Activision under the Electric Dreams label towards the end of 1986. Magazines at the time were very positive towards the game as it received high praise and ratings.

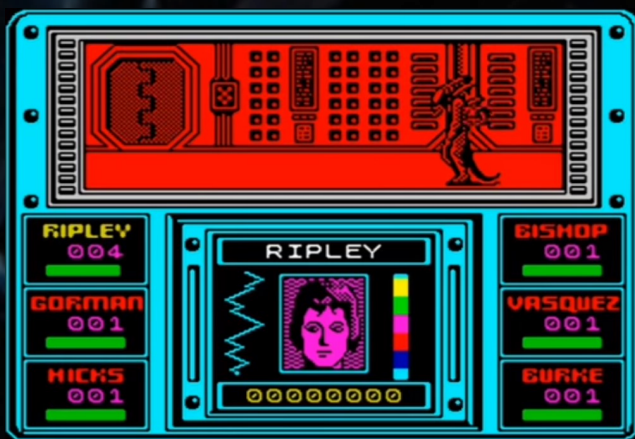
The game focuses on you controlling six team members (Ripley, Hicks, Gorman, Burke, Bishop and Vasquez) around the 255 rooms of the colony base on LV-426 via a crosshair mechanism to travel left and right through each room. You can select any of the team members by pressing on a specific key on the keyboard, your goal is to explore the rooms,

MOVIE DETAILS

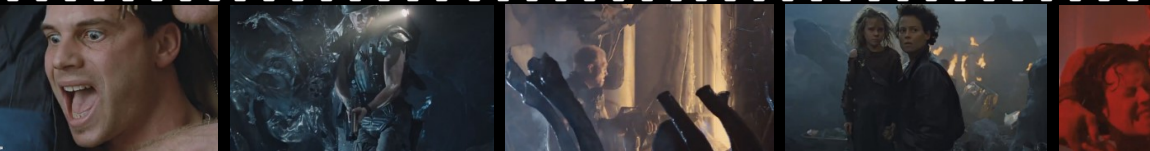
Name: Aliens
Year: 1986
Budget: \$18,500,000
Gross: \$85,160,248 (USA)
Director: James Cameron
Starring: Sigourney Weaver, Michael Biehn, Carrie Henn.

GAME DETAILS

Year: 1987
8-bit Computer Versions: Amstrad CPC, ZX Spectrum, Commodore 64, MSX.
Magazine Ratings: Amstrad Action #17: 90%, Zzap!64 #24: 81%, Your Sinclair #14: 9/10.



OH LOOK! IT'S RIPLEY! (ZX SPECTRUM VERSION)



destroy any Aliens in the rooms you are exploring by aiming the crosshair at them and get to room 248 - the Alien Queen's chamber, to destroy all the Alien Eggs which will allow you to get all the crew off the base safely. Its quite an ingenious method of gaming considering the era the game was released. Very high on difficulty as the rooms are not numbered and often you get disorientated because you could be in say room 2 and the next door you enter can take you ahead multiple rooms and you wonder how can I be in room 66? There is a map with the game but if you don't have one you can find it online. The game's graphics look fairly much the same on all three 8-Bit Machines. All systems graphics are very well done probably not so good on the Speccy but the image of the team member is much more detailed on the Speccy version. The Amstrad CPC has some cracking music, the c64 scrolls much more smoothly than the CPC and Speccy. Overall it's a great game, eerie, atmospheric, captures the scariness and edge of your seat terrifying horror soul of the movie but the difficulty is set quite high as when you run out of ammo, that's it you are basically useless when you have no ammo.



SHOOT RIPLEY, SHOOT! (AMSTRAD CPC VERSION)

UK VS US ALIENS

There are two versions of the game, one is known as the UK version (from the UK software house, Electric Dreams Software), this the one reviewed. There's also another version from Activision, called the US version as it was published in the US and well as Europe. It's a totally different game and was produced a year earlier in 1986.

Some would consider the US (Activision version) as superior due to the game consisting of multiple scenes from the movie, rating than going from floor to floor blasting aliens. Computer and Video Games magazine gave it a score of 80%, while Zzap! Gave it just 60%. Both games are worth playing, which is better? I think the Electric Dreams version (UK) has a slight edge but then again, the action is much more varied on the US version.



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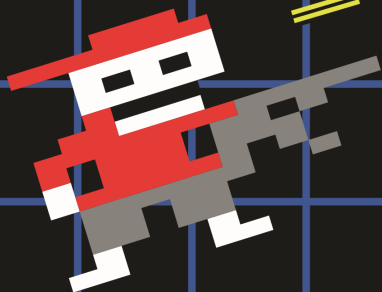
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BACK TO THE FUTURE II PART II

THE MOVIE

Marty McFly (Michael J Fox) and The Doc (Christopher Lloyd) are back in the sequel of the Back to the Future movie. Directed by Robert Zemeckis and written by Bob Gale. Marty McFly and his friend Dr. Emmett Brown this time travel to the year 2015, where bully, Biff Tannen (Thomas F. Wilson) steals the Doc's DeLorean time machine and uses it to alter history for the worse. Most notably about the sequel was that it was also a ground-breaking project for effects studio Industrial Light & Magic (ILM): In addition to digital compositing, ILM used the VistaGlide

motion control camera system, which allowed an actor to portray multiple characters simultaneously on-screen without sacrificing camera movement. The movie itself I found to be entertaining and full of cool bits of tech like the flying hover-board. It was a decent movie sequel in my opinion but received mixed reviews from critics.

THE GAME

Pretty average reviews from the magazines back in the day, Your Sinclair gave it the highest rating out of the three above mentioned machines so the Speccy version must have seemed decent enough at the time, however it looks and plays pretty ordinary and the same can be said for the CPC version which looks like a direct monochrome speccy port. The C64 version looks and plays much better and has much better colour throughout the game. The game has five parts or levels, each one based on events in the Back to the Future II movie. Your goal is to race through Hill Valley, making it safely to the Town Hall, so you can prevent a future disaster for your son. You do this by



THE COMMODORE 64 VERSION LOOKS THE BEST





THE BEAT EM'UP LEVEL, YOU CAN KICK AND PUNCH (ZX SPECTRUM)

manovouring your hoverboard around the streets of the town but you'll have to move fast to avoid Biff and his gang. A reasonably challenging game with a few puzzle levels in between the skateboarding / hoverboarding. Not many Spectrum games have gameplay music, so this one stands out as a more complete game experience on the Spectrum. The skateboarding levels can get a bit repetitive,

especially when you get ganged up on, but a few power-ups can sort that out. Most levels looks and feels like another version of Paperboy, just with larger jumping and some enemy to throw a few punches about.



THE FANTASTIC COLOURS OF THE CPC... WHICH SADLY, DOESN'T GET USED IN GAME!

MOVIE DETAILS
Name: Back to the Future II
Year: 1989
Budget: \$40,000,000
Gross: \$ 118,500,000 (USA)
Director: Robert Zemeckis
Starring: Michael J. Fox, Christopher Lloyd,, Lea Thompson.

GAME DETAILS
Year: 1990
8-bit Computer Versions: Commodore 64, ZX Spectrum, Amstrad CPC.
Magazine Ratings: Amstrad Action #60: 52%, Your Sinclair #56: 70%, Zzap!64: 59%.



BACK TO THE FUTURE III PART III

THE MOVIE

The last in the Back to the Future movie trilogy, Back to the Future III was once again directed by Robert Zemeckis and starring Michael J. Fox and Christopher Lloyd. This would be the last movie in the series and would bring to closure the finalisation of the stories of the time travels of Marty and Doc. The film continues immediately following Back to the Future Part II (1989); While stranded in 1955 during his time travel adventures, Marty McFly (Michael J Fox) discovers that his friend Dr. Emmett "Doc" Brown (Christopher Lloyd), is trapped in the year 1885 and is killed by Biff Tannen's great-grandfather, Buford. So Marty travels back to the wild, wild, west of 1885 to rescue the Doc. Part III of the series was released just six months after the Back To The Future Part II movie and received on the most part high acclaim for being a fun and entertaining family movie, with large amounts of comedy and romance thrown in. Audiences obviously loved it making it the 6th highest grossing film at the 1990 box office.

THE GAME

The final instalment of the Back to the Future franchise. Back to the Future III the video game is all about being stuck in the wild, wild, west of the year 1885. Gameplay is split into four sections, which you play one after the other. Each section represents a famous scene from the movie. The first section is called the Buckboard Chase. You need to ride your horse avoiding obstacles to save Doc's true love, Clara, before the buckboard reaches the edge of the ravine and kills Clara. During the chase the gameplay changes to a vertical upward scrolling game where you have to avoid gunfire between the cavalry and Indians. You can shoot the Indians but not the cavalry. If you do catch up with Clara before she reaches the edge of the ravine you successfully move to the next section of the game. From here you move onto the second part of the game - the Shooting Gallery. Gameplay now takes on a first-person shooter perspective with a crosshair allowing you to shoot down anything with accuracy. The third level sees you surrounded by Buford's gang who appear from within the buildings of Hill Valley Square. You need to throw pies to defend





THE FIRST LEVEL IS SLUGGISH ON THE AMSTRAD CPC (ABOVE)



BUT BETTER ON THE COMMODORE 64 (ABOVE)

yourself and take out the bad guys so that you can move onto stage 4 - The Train. Here you must walk along the tops of the train carriages collecting Doc's special speed logs to push the train up to 88 mph, so that you can take off in the DeLorean at the front of the train before time runs out making it safely back to 1985. It's not that easy though as members of Buford's gang and the train engineers (who don't want you to steal their train) confront you. To defeat them you will need to throw some pie trays to

knock the bad guys off the train or

punch them out or take evasive action by ducking down and crawling under their legs. The game resembles many other western themed games that had come before it such as Express Raider to name but one. Overall the game received positive ratings on all 8-Bit systems at the time. It is a much-improved game in comparison to Back To the Future II, in all areas of gaming. The C64 version looks and plays best and the music is just so much better on the C64 version. Adding to the gameplay is the inclusion of in-game movie cutscenes on all versions. The graphics are colourful on all systems with the C64 looking better with the CPC second and the Speccy in third place. The smoothness of game play and animation is okay with the Speccy and best with the C64 versions, the CPC version is the worst.



MOVIE DETAILS

Name: Back to the Future 3
Year: 1990
Budget: \$40,000,000
Gross: \$87,727,583 (USA)
Director: Robert Zemeckis
Starring: Michael J Fox, Christopher Lloyd, Mary Steenburgen.

GAME DETAILS

Year: 1991
8-bit Computer Versions: ZX Spectrum, Commodore 64, Amstrad CPC.
Magazine Ratings: CPC Game Reviews (website): 8 out of 10, Your Sinclair #63: 82%, Zzap!64 #72: 81%



FRIDAY THE 13TH

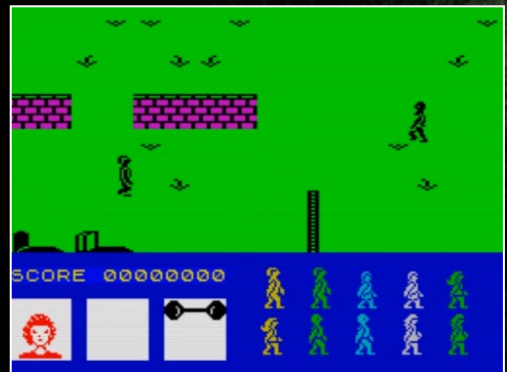
THE MOVIE

Mrs. Pamela Voorhees (Betsy Palmer) stalks and murders the teenagers preparing Camp Crystal Lake for re-opening (Spoiler Alert! Damn, too late -Ed). She is determined to ensure that the camp does not re-open after her son Jason (Ari Lehman) drowned in the lake due to the negligence of two staff members. The last counsellor, Alice Hardy (Adrienne King), fends off Mrs. Voorhees long enough to grab a machete and decapitate her. Horror flick, Friday the 13th has become a cult phenomenon with movie fans. However back in 1980 at the film's release the movie was heavily slammed by critics. The horror flick has gone on to be considered as one of the most successful media franchises in America—not only for the success of all the additional films after the original, but also because of the extensive merchandising and repeated references to the series in popular culture. The franchise's popularity has generated a fanbase who have created their own Friday the 13th films, fashioned replica Jason Voorhees costumes and tattooed their bodies with Friday the 13th artwork. Jason's

hockey mask has become one of the most recognizable images in horror movie and popular culture.

THE GAME

The loading screen is proper horror, gory for the time and you hear a bellowing scream which I thought was quite well adapted. You play the role of one of the movie characters and you



I LIKE TO SAY THAT THIS GAME HAS THE WORST GRAPHICS EVER, BUT I'VE SEEN WORSE, SADLY!
(ZX SPECTRUM)





IF I HEAR THAT WEDDING MUSIC AGAIN AND THAT AWFUL SCREAM I'M GOING TO PUT AXE THROUGH SOMEBODY'S HEAD!
(COMMODORE 64)

must find Jason before he kills off your friends. The grounds of the playing area are graphically quite basic-looking but do the job in its own sort of way. You do get the feeling it's a bad place, especially with the atmospheric type of tunes that play throughout that change with the screen you are on. Basically its a search and locate exploration game as you constantly hear the bellowing screams when Jason attacks your friends. To stop Jason and save your friends



THE AMSTRAD CPC VERSION IS AS BAD AS THE REST

MOVIE DETAILS

Name: Friday the 13th

Year: 1980

Budget: \$ 550,000

Gross: \$ 39,754,601 (USA)

Director: Sean S. Cunningham

Starring: Betsy Palmer, Adrienne King, Jeannine Taylor.

GAME DETAILS

Year: 1985

8-bit Computer Versions:

Amstrad CPC, Commodore 64 and ZX Spectrum.

Magazine Ratings: CPC Games Reviews (website) 5 out of 10, Your Sinclair #5, 3 out of 10, Zzap!64 #10: 13%

FRIDAY THE 13TH



from a gruesome death you must find objects and then find Jason, who is identified by being dressed in black, and kill him before he kills you. The magazines rated it poorly back in the day, but it has its own charm in a weird sort of way, load up and make your own judgements.



GH**OST**BUSTERS™

THE MOVIE

Ghostbusters is one of my all time fav 1980's movies. It is a hilarious comedy film directed and produced by Ivan Reitman and written by Dan Aykroyd and Harold Ramis. It stars Bill Murray, Aykroyd and Ramis as eccentric parapsychologists who start a ghost-catching business in New York City. Sigourney Weaver, Rick Moranis and Ernie Hudson also co-star in the film. Peter Venkman (Murray), Raymond Stantz (Aykroyd) and Egon Spengler (Ramis) lose their jobs as scientists at the Columbia University and establish a company called The

Ghostbusters located in a disused firehouse, where they ride around in an iconic Ghostbusters hearse. As they set up their paranormal investigation and elimination service, cases of paranormal activity in New York city magnify. The Ghostbusters develop high-tech equipment to capture ghosts, their first is a green blob called Slimer. While trying to catch Slimer, they turn a hotel upside down and are covered in goo. Their next client is Dana Barrett, (Sigourney Weaver) who believes her apartment is haunted by the demonic spirit - Zuul. When the Ghostbusters investigate, they find Dana is possessed by Zuul and all hell breaks loose in the city. Ghostbusters received positive reviews and was a hit with moviegoers. At the 57th Academy Awards, it was nominated for Best Visual Effects and Best Original Song (for the Ghostbusters theme song). The American Film Institute ranked Ghostbusters 28th in its AFI's 100 Years 100 Laughs list of film comedies.



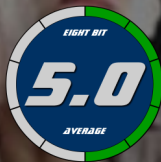
"GHOSTBUSTERS !!!" SAMPLED SPEECH DOES GET ON THE NERVES AFTER, OH THE 1,000TH TIME! (SPECCY)

THE GAME

Mixed reviews, some people hate the game and some absolutely love it and that is shown in the reviews ratings from various sources. I think if



you are a fan of the film you will enjoy the game as it has many nice references to the movie. The Ghostbusters theme song plays throughout and there is in-game speech which would have been ground-breaking in an 8-bit game for the time. Graphically its pretty good considering how the game is set out - the lasers you shoot out to capture the ghosts and your ghostbusters hearse look very cool. The gameplay is set out on a street map where you must travel around to flashing red buildings that mean it's haunted and the Ghostbusters team must remove the ghosts from that building. The whole point of the game is to make more money than you begin the game with, defeat the ghosts and eliminate Zuul in a final showdown.



MOVIE DETAILS

Name: Ghostbusters
Year: 1984
Budget: \$ 30,000,000
Gross: \$ 238,632,124 (USA)
Director: Ivan Reitman
Starring: Bill Murray, Dan Aykroyd, Sigourney Weaver.

GAME DETAILS

Year: 1984/5/6
8-bit Computer Versions: Atari 8-bit, Commodore 64, Amstrad CPC, ZX Spectrum.
Magazine Ratings: Amstrad Action #1: 52%, Your Sinclair #10: 8 out of 10, Lemon64 (Anthony Stiller review) 9 out of 10.



GET THOSE GHOSTS!!! (AMSTRAD CPC)



SHAME THE DRIVING SECTIONS DON'T HAVE MORE TO THEM (ATARI 8-BIT)



MARSHMALLOW MAN! (2 PICS - COMMODORE 64)



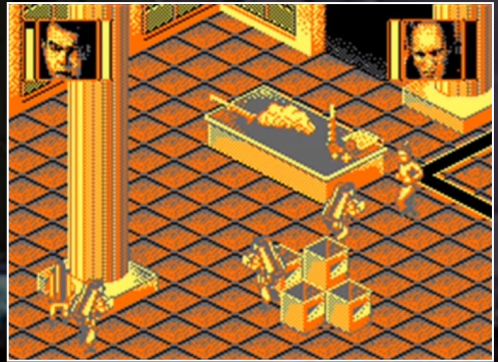
GH0STBUSTERS II

THE MOVIE

Ghostbusters II, the sequel to you guessed it - Ghostbusters. All the same cast as the first movie - Dan Aykroyd, Harold Ramis, Bill Murray, Sigourney Weaver, Ernie Hudson and Rick Moranis are back for more supernatural comedy laughs. After saving New York City from the demi-god Gozer, the Ghostbusters team are sued for the property damage they caused in the first film, forcing them out of business. They go their separate ways, but five years later they reform to save the city once again as Dana Barrett's (Weaver) son, Oscar, has an incident in which Oscar's baby carriage is controlled by an unseen force so Dana turns to the Ghostbusters for help. They discover a river of pink slime flowing underneath the city streets which reacts to emotions, generated by the negative attitudes of New Yorkers. New Year's Eve sees a sudden increase of supernatural activity, as the slime rises from the subway line and onto the city streets, causing widespread paranormal activity with ghosts attacking citizens. New York's Mayor agrees to free the Ghostbusters team from imprisonment so that they can save the city again.

THE GAME

Obviously a hit on the Amstrad CPC, but maybe not so on the C64 or Speccy. What I remember about Ghostbusters 2 was that the Oliver Twins had actually worked for a different company other than Code Masters. It was a strange feeling at the time, I was very glad they did the job for Activision with Ghostbusters 2. I felt the game recaptured all the best parts of the movie. The appearance of the games background screens, the font style, the digitized images and the mini cut scene cinematic graphics are so gorgeously done in high colour on CPC and the



THE THIRD AND FINAL LEVEL (AMSTRAD CPC)





MAKING GOOD USE OF THE AMSTRAD CPC GRAPHICS



STATUE OF LIBERTY WALKING THROUGH NEW YORK CITY! (ZX SPECTRUM)

C64. It illustrates a terrific resemblance to the Ghostbusters 2 movie, even more impressive as The Olivers state in their YouTube channel that they were only given limited information about the movie to make the game on. The first level is underground where you are lowered down by rope to catch the slime, when I see this I am

instantly taken back to the movie, I thought this captured the movie brilliantly. The next level you rock New York in the Statue of Liberty

making your way to the Museum of Art and finally, you get to arm your Proton Packs and Slime blowers to take down bad guy Yanosh and the master of evil - Viggo. Great tunes including the Ghostbusters theme song. A fun and enjoyable game with excellent graphics and tunes, check it out.

MOVIE DETAILS

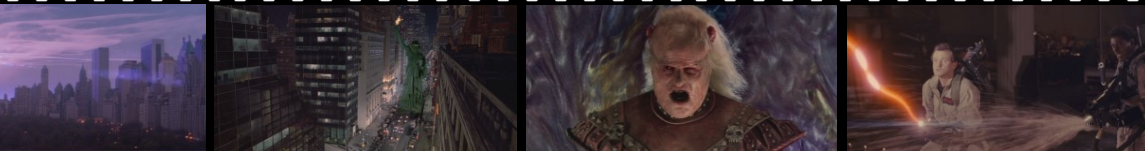
Name: Ghostbusters II
Year: 1989
Budget: \$ 37,000,000
Gross: \$ 112,494,738 (USA)
Director: Ivan Reitman
Starring: Bill Murray, Dan Aykroyd, Sigourney Weaver.

GAME DETAILS

Year: 1989
8-bit Computer Versions: Amstrad CPC, Commodore 64, ZX Spectrum.
Magazine Ratings: Amstrad Action #52: 94%, Your Sinclair #49: 62%, Zzap!64: 39%



THE COMMODORE 64 VERSION HAS MORE MUTED GRAPHICS THAN THE CPC VERSION.



INDIANA JONES

and the
TEMPLE OF DOOM

THE MOVIE

The action-adventure franchise Indiana Jones second movie - Indiana Jones and the Temple of Doom is set in the year 1935 as a prequel to the first movie, Indiana Jones and the Raiders of the Lost Ark. Once again directed by Steven Spielberg and featuring the hero Harrison Ford as Indiana Jones. The beginning of the movie finds Indiana Jones in a nightclub in Shanghai, China, where he is exchanging a rare artefact for a priceless diamond with big-time mobster boss, Lao Che. The deal goes sideways with Indy being positioned. To get the antidote a struggle unfolds where he must fend off Lao Che's henchman and manages to make his escape on a plane. Unaware the plane owned and run by Lao Che's organisation, the pilots jump from the plane taking all the parachutes with them. Indy teams up with an 11-year-old Chinese sidekick called Short Round and nightclub singer Willie Scott where they somehow unbelievably manage to escape the doomed plane by jumping out of it on an inflatable raft, riding down dangerous mountain slopes and into a raging river. They come to Mayapore, a fictional

village in northern India. They meet the poor villagers who believe them to have been sent by their god called Shiva to retrieve stolen Sankara stones, as well as return the community's children to them, from evil forces in the nearby Pankot Palace. During the journey to Pankot, Indy hypothesizes that the stones may be one of the five fabled Sankara stones that promise fortune and glory. Mixed reviews from critics at the time as the movie was said to be too dark and overtly violent for an Indiana Jones film. Nonetheless, it's a pretty decent sequel but one that may have gone a little off track with the storyline.



THE COMMODORE 64 VERSION





IN THE GAME YOU GOT TO RESCUE THOSE PESKY KIDS (ZX SPECTRUM)

THE GAME

An arcade conversion of the movie license did not go down well on any system and I personally think Amstrad Action may have been generous with its original rating as it is essentially another speccy port. The colour scheme on all 8-Bit versions is horrendous, the c64 looks more like the arcade than the Speccy and CPC versions. The gameplay is just as awful and the tunes rather annoying. The action is



WATCH OUT FOR THE SNAKES (APPLE II)

rather boring and quite frustrating at times, the CPC action is slow, lacking smoothness or any sort of fluid gameplay. As in the movie, you play as Indy and have to free the children held captive by the Thuggee guards. Using your trusty whip you have to fend off the guards, kill any enemy such as snakes, use it to strap onto rocks so you can jump over gaps in the walkways and use it to free the enslaved children from their cages. Next is the trip down the mine shaft in the mine buggy and then onto the third level to retrieve an Ankara Stone held in the pit of sacrifice. Once you complete it you have to do it again twice more until you have all 3 stones, then you must kill the evil shaman of black magic - Kali and destroy the wooden bridge to safety.

MOVIE DETAILS

Name: Indiana Jones and the Temple of Doom.
Year: 1984
Budget: \$ 28,000,000
Gross: \$ 179,870,271 (USA)
Director: Steven Spielberg
Starring: Harrison Ford, Kate Capshaw, Jonathan Ke Quan.

GAME DETAILS

Year: 1985
8-bit Computer Versions: Amstrad CPC, Apple II, Commodore 64, MSX, ZX Spectrum.
Magazine Ratings: Amstrad Action #27: 72%, Your Sinclair #24: 6 out of 10, Zzap!64 #32: 41%.



INDIANA JONES

and the
LAST CRUSADE

THE MOVIE

The third instalment in the Indiana Jones franchise (possibly the best of them all) - Indiana Jones and the Last crusade. Starting in 1912, a then thirteen-year-old Indiana Jones is horseback riding with his Boy Scout troop at Arches National Park in Utah. While scouting caves, Indy discovers a group of grave robbers who have found a golden crucifix belonging to Coronado and steals it from them, hoping to donate it to a museum. The men give chase



THE COMMODORE 64 VERSION LOOKS GOOD BUT INDIANA JONES IS WALKING LIKE HE WAS SITTING ON SOMETHING HARD FOR FAR TOO LONG!

through a passing circus train, leaving Indy with a bloody cut across his chin from a bullwhip and a new phobia of snakes. Indy escapes, but the local sheriff makes him return the cross to the robbers. Impressed with Indy's bravery, the leader of the robbers gives Indy his fedora, and tells him that he may have lost this battle, but that he doesn't have to like it. Then the movie jumps to the year 1938, where Indy recovers the cross off the coast of Portugal and donates it to Marcus Brody's museum. However, Indy learns that his father, Henry Jones, Sr., has vanished while searching for the Holy Grail and so begins the adventure to find his father and the holy grail while avoiding a heavy Nazi force covering over Europe. Once again Harrison Ford reprises the title role of Indiana Jones and Sean Connery plays Indiana's father, Henry Jones, Sr. Other cast members featured include Alison Doody, Denholm Elliott, Julian Glover, River Phoenix (young Indy), and John Rhys-Davies. The film's reception was mostly positive and a fitting third movie to the franchise.

THE GAME

Perhaps Indiana Jones's celebrity star power





IN THE GAME YOU GOT TO RESCUE THOSE PESKY KIDS (ZX SPECTRUM)

had influence over the CPC and Speccy magazines of the day as I am not convinced the



OH LOOK, A GIRAFFE (AMSTRAD CPC)

game on these systems warranted such high scores. Zzap!64 certainly thought the game was terrible. On all three systems the game is pretty damn average, its slow, it has terrible colour schemes and once again the CPC version looks

MOVIE DETAILS

Name: Indiana Jones and the Last Crusade.

Year: 1989

Budget: \$ 48,000,000

Gross: \$ 197,171,806 (USA)

Director: Steven Spielberg

Starring: Harrison Ford, Sean Connery, Alison Doody.

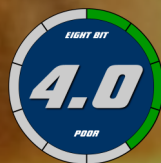
GAME DETAILS

Year: 1989

8-bit Computer Versions: ZX Spectrum, Commodore 64, Amstrad CPC.

Magazine Ratings: Amstrad Action #49: 83%, Your Sinclair #45: 92%, Zzap!64 #77: 36%

and plays like a Speccy port. The music is awful and so is the gameplay, the first level feels a bit like Atari's, Pitfall and I would say that game plays better than this. There are however some neat little touches like dimming lights in the caverns but the effect is best seen on the C64 version as the colour scheme of the CPC and Speccy versions just makes it look way too dark. There is also a few movie cut scenes to introduce each level but they fail to inspire or add any real value to the game. I would have to agree with some social media commentary from Lemon64 website "By 1989 you would expect more than just plodding along uninteresting levels in search of an item then exiting to finish the game". To me it doesn't feel, play or accurately capture the portrayal of the excitement of the movie's grand quest to find the holy grail.



SERVICING THE BBC MICRO

**John Kavanagh finally got his hands on a BBC Micro,
but one that needs a bit of care.**

While looking for a cool retro computer on eBay for an upcoming collector's guide, I came across a cheap, untested BBC Micro which I purchased for 26 Euro, a few days later it arrived. Eager to start, I took the risk of turning it on without testing it first (not recommended). Switching it on, it beeped and came up was the boot screen so familiar and loved by BBC Micro owners. The screen was a little wonky but it worked. I figured the cable was bad, or maybe the RF output. Either way, I wasn't too worried.



Then I did the one thing that nobody should do with a old classic, I left it turned on unattended. I got called away on an errand that should have taken only five minutes (still too long), it took over two hours instead. On returning home, I was met with an offensive sickly smell as I entered. Rushing up the stairs, smell growing stronger, thankfully I could see that the BBC Micro was still running, there was no fire, not even smoke but of course I quickly turned it off. Recognising the smell of burnt capacitors, I knew it must be the power supply, the weakest point of this solid machine.

I know that those power supplies can be saved, in most cases, with replacing a few capacitors. I got my kit on eBay from RetroClinic.com. Included are three capacitors, two which are

**SLIGHTLY YELLOWED AND A BIT BATTERED BUT
WE FINNALLY GOT OUR HANDS ON ONE!**

not polarized and importantly, there were good instructions for working on the power supply included but disconnecting it can be a little awkward, which is not really covered. So here's what to do.

Firstly, make sure the computer is unplugged, then undo the two screws under the computer and the two behind it. There are 3 screws under the computer that holds the power supply, these must be removed as well. Don't worry, there's no chance of it moving in the case and damaging components.

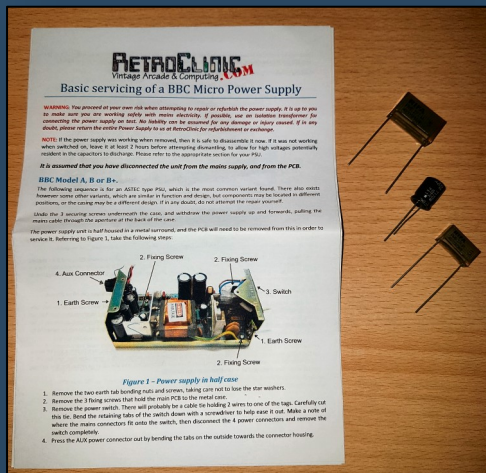
On removing the cover you will see that it is connected by wires into various points on the

motherboard. First undo the purple connector closest to the power supply, then the short black one, short red, then medium black, medium red, long red and finally long black. Take a note where is colour goes for when you want to put it back together.

The supply should be lifted out and the power lead pull through with it, there's a little squeeze for the plug. The hardest part, beside soldering, is removing the board from the metal chassis. There are three screws on the base of the board to be removed. Then the power connector to be clipped out as well as the AUX connector, these are hard to remove, so be careful to not break anything. You can choose to disconnect a few more connectors as you see them or just slide the board out enough to be soldered.

From the diagram (bottom right), replace the capacitors at 1. and 2. These are not polarized so any direction will do. The third is, so make sure it's in the same direction as the old cap. Look for a '+' on the board, that's where the longer wire goes to. Also look for bulges or discolouration on other caps, if they need to be replaced, then do.

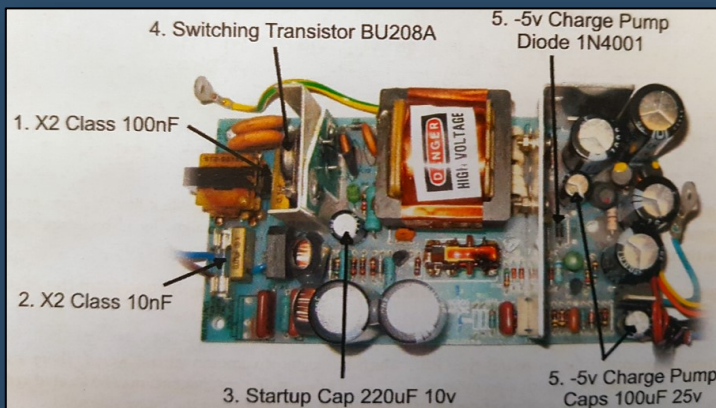
If you are not confident regarding soldering, I would suggest having a look at a few YouTube tutorials and even practice on a small kit project before going anywhere near the Beeb (BBC Micro). In the next issue, we'll let you know how we got on and have a look at the wonky graphics problem, and then (hopefully) we'll, present to you, the collector's guide to the BBC Micro! Stay tuned.



YOU CAN ORDER A POWER SUPPLY CAP KIT FROM RETROCLINIC.COM



THE POWER SUPPLY WILL NEED TO BE DISCONNECTED FROM MULTIPLE AREAS.



CAPS TO REPAIR THREE CAPACITORS ARE INCLUDED, BUT OTHER PROBLEMATIC AREAS ARE POINTED OUT.

AI Lowe in The Land of The Apple II

By Paul Monopoli

On a crisp Saturday morning during a rather chilly Australian Autumn I had the pleasure of conducting a Skype interview with the legendary AI Lowe. During our 2 1/4 hour discussion we spoke about the rise, fall, rise and fall again of Sierra Online, the Disney series and, of course, Leisure Suit Larry.

AI has been a professional musician since the age of 13, playing in various bands to help fund his way through college. This is where the story of Leisure Suit Larry begins, though AI was not yet aware of it. During his nights playing the pub and club circuit AI would see pick up artists trying to work their magic with the ladies. Though you might think he was able to pick up a few dos and don'ts from watching these wannabe Cassanovas, AI claims that he's just 'a boring guy with kids.'

After college he started working in education, which, due to his musical background, led him to work on music festivals. It was during this time that he started to develop an interest in computers and programming, though in the 70s there wasn't much support for the aspiring coder. Local colleges only taught Fortran or Cobalt and there were no instructional books for beginners. This did not deter the aspiring coder, who used his connections to gain access to the resources he needed.

The school district owned a DEC PDP1170 Minicomputer, though it was far from 'mini' as the name implies. Locked away in an air-conditioned room, the computer was equipped with what AI refers to as "washing machine" sized Winchester drives. AI spoke to the technicians who laughed him off, though they offered to lend him the BASIC manuals for the computer. As AI said, "That was all I needed."

Others struggled to understand why someone with a steady job in the school district would want to become a data entry operator or a clerk, such was the stigma with computers at the time. He was a school music supervisor, why did he want to take a backwards step? Though he tried to explain that his goal was to have the computer work for him no one seemed to get it. Regardless, AI continued to learn his new craft and evolve his techniques.

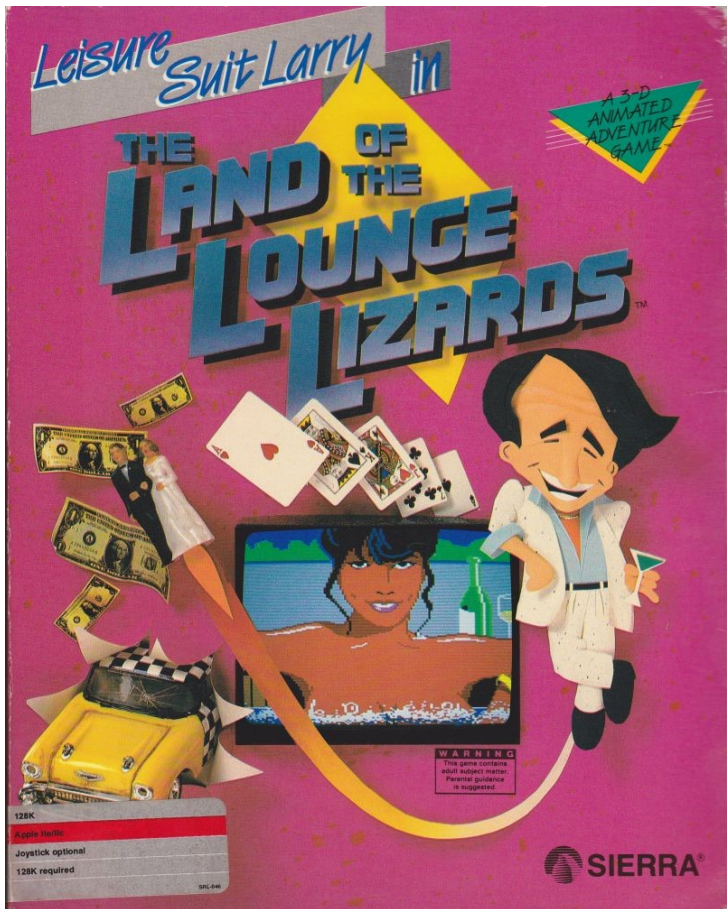
The opportunity to use his new coding skills came in the form of a music festival that AI was planning. Usually he would need to bring in volunteers who would use adding machines to score the bands. Thinking there must be an easier way, he created a program that would manage the scoring for him, and rank the groups in their respective categories without the need of any manual calculation.

It was the creation of this program that led him to purchase the newly released Apple II. He didn't

know exactly what he wanted to do with it, but he knew he might be able to make money selling his music festival program. He recoded the program in Applesoft BASIC and took it to a local computer fair. There he met a fellow developer who was working on music software. Seeing the potential in Al's software, this coding enthusiast offered to sell his program. The two men sat down to discuss alterations to the program and Al walked away with a list of bug fixes.

While keeping his position at the school, Al worked on getting the program ready for release during the evening. Through a nasty twist of fate, by the time Al had completed the program the salesman had gone out of business. Seeing this as a learning opportunity rather than a failure, Al started to work on educational games that he could play with his son, modelled on the early games by future colleague Roberta Williams. Seeing the potential in these edutainment titles, Al took the games to Applefest. While the games received rave reviews from attendees, there was one interested party who would change Al's life forever:

"Every major publisher in the software world was at that show and most of them came by and saw my stuff and said 'hey, you don't wanna do that. Let us sell your stuff and you make more games.' The largest company at that time was Sierra Online, and they ran the most ads and they had the most games, they also had the world's number one word processor, and they had an excellent database program, they had a high-speed assembler program. They made tools, they made graphics tools and all that kinda stuff."



Al figured if a company with this much prestige was interested in offering him a job then who was he to turn them down? This offer came from the founder of Sierra Online, Ken Williams:

"Well he was a young kid, he was younger than me, probably he was in his late 20s I guess then, and I remember vividly buying Sierra games and playing Roberta's (Williams) games and loving them and in fact, the games that I produced looked a lot like her games because that's what I liked. You know, we enjoyed playing those. So when they came along and saw the games that I'd created, I vividly remember this because Ken was walking down the aisle, looking at all the little booths, you know, we had the little 10x10 foot booth with our display on it, and Roberta was behind him. She was a booth or two back and Ken looked at our stuff and he yelled back 'hey 'Berta. Look at this! These games look

just like your games!' I was like, 'Oh my god. That's the highest compliment I could have received."

For the first 6 months of his time with Sierra, Al continued working at the school district. He had reservations about programming for a living but Ken suggested he make the leap. Not quite sure about the career change, Al took a leave of absence rather than quit his position.

"Cos I wasn't sure that a grown man could make a living writing games. You know, that didn't seem like something a grown up would do."

Al had his leave of absence renewed for a second year but decided that he was having too much fun and quit his job at the school district. For about a year Al was part of the "Walt Disney Software" team. Ken had managed to secure the license to create computer games based on the Disney characters. During this time Sierra rapidly expanded to 120 employees and significant sales. Though successful, being a coder in the early 80s was not without its pitfalls, as Al explains:

"In our games, when we started, we didn't have a lot of resources or time or personnel to follow every possible path that someone could take in a game, and therefore, when we didn't know what else to do or you did something we couldn't handle we just killed you, and that's it! I tried to make a joke out of it. I tried to make it 'oh, you screwed up.' In reality, I suppose it would have been better had we said 'well yeah, let's go down that path,' but that way lies madness. That's when you don't ship games. That's when you make games forever."

Of course, the object of any software house is to get product onto the shelves, and Sierra Online was no different. When it came to coding on the Apple II, Al points out that while resources such as

Photoshop are commonplace today, they simply weren't available back then.

"In order for us to have graphics on the screen somebody had to write a tool that enabled us to draw those graphics. In order for us to have pseudo 3D, it was actually planes, depths of field and planes of depth someone had to not only had to draw the picture, but while they were drawing the picture anchor those lines and artwork into a space on the screen that would later tell the game 'oh, this is a solid object, and even though the base of it is in the middle of the screen, the character can walk behind it.' Well, there is no 'behind it' in software. There is 'behind it function.' In order to get that to happen you have to do something, so all those tools were really peculiar and undocumented and difficult to learn. We had almost no artists back then who had any familiarity with computers. If they knew art they didn't know computers. It just never went together."

Documentation was another problem that faced the developers at Sierra Online.

"There was no body of literature. There were no design books, there are no classes, there was no place that you could go to study video games. It was all just learn by doing, so we figured it out as we went along."

Without any real resources Al and the crew at Sierra had to improvise with how to name certain aspects of their games. Background screens were referred to as "pics", short for "picture". Objects that moved around the screen were referred to as a "view". Al admits that this one makes no sense and they should have just been called "objects" or "animations."

Even with these struggles however, games continued to hit the shelves and sell in large quantities.

During this time success outside investors began to push their own agenda to try and guide the future success of Sierra Online. These investors felt that the future of gaming was with the home console market, specifically the Atari 2600. Ken was pressured into releasing games for the system, though did so reluctantly. When the games hit store shelves they were in competition with the most popular movie of that year, E.T. The U.S video



game crash followed, causing a shockwave throughout the industry. Ken made a huge loss on the Atari games, which were all sent back to Sierra. The company that had achieved amazing growth was now in serious decline. Al remembers the day that Sierra went from 120 employees down to 40, as he was one of the casualties.

Ken had an idea to reverse his fortunes and save the jobs of his employees. All of the coders and developers were currently paid a salary, which is considered an expense to the company. He made an offer to have his employees work from home for advances. These advances would appear on the accounting books as a pre-paid asset, a benefit to the company. Ken's plan worked, though 90% of the staff he made the offer to did not return with any product. As they weren't being paid a salary this wasn't a big problem. Those who did continue to develop programs were seen as the start of the new Sierra Online and the company started to grow again. Ken opened a new office in Seattle and enticed Al to join him in the new "Sierra 2.0".

After giving up the rights to the Disney characters Sierra Online found that their catalogue had reduced considerably. It was time for some new, original ideas, though Ken had a special project for Al. He wanted the former Disney developer to recreate one of the most successful Sierra Online titles, SoftPorn Adventure. Originally released for the Apple II, SoftPorn Adventure was an adult game, and it saw a huge level of success. According to Al:

"At the time when Apple had sold 100,000 Apple IIs, Ken had sold 25,000 copies of SoftPorn, and everybody I knew had a pirated version, so it was pretty much on every Apple 2 on Earth I think... So yeah, it was a huge success in its time, so I dug the game out and played it and I came back the next week to him and I said 'Oh God Ken. I looked at this game and it's so out of touch out it should be wearing a leisure suit.'"

Everybody in the room started laughing at Al's statement, though he had one problem with the game:

"I said, 'well I think the only way I could make a new version of this game is if you let me make fun of it.' Cos, you gotta understand, this is 1986. The AIDS epidemic was in all the papers, it was all the

news around here. Nobody knew exactly what it was or what caused it, but we knew it had something to do with sex."

Ken suggested that Al use the latest AGI technology that Sierra had been using in their current titles. According to Al:

"AGI was a meta-language with interpreters that ran on many systems but all the meta-code was shared intact. It was an amazing coup for its day!"

This technology had been led by Roberta Williams pushing to get the most out of the technology. Roberta loved puzzles and her games demonstrate her mastery of storytelling. Al explains:

"Ken was a programmer, so he liked debugging. He liked figuring things out. He was a typical engineer. He liked figuring things out and fixing things, and making them right. So (Roberta) was the storyteller. She tells stories, and she couldn't understand why couldn't computer games have graphics. You know, the Apple II said you could have graphics. Well, why are all the games text based? And so she convinced him to buy one of the first tablets called a Versa Writer, which consisted of 2 arms which you moved around. I think the arms were connected to potentiometers which were connected to joysticks, but you could go to a specific spot on this tablet and draw a line on the screen. So that's how she drew the first game that they did, called Mystery House, and those are all her own hand drawings and they look like it. You know, she's no artist but by God, she could work and she could tell a story."

Roberta would ask the questions as to why the hardware had limitations, and Ken would be the one to come up with the solutions. She pushed her husband to stretch the Apple II to its limits, discovering techniques such as dithering to create the illusion of more colours on the screen. According to Al, Roberta ended up releasing the first adventure game with graphics on the Apple II, and the first game that used multiple colours.

"My goal was to let Roberta go through all the bleeding edge stuff and then when she was done and it was stable I would use it for my next game. I would be a year behind on technology but at least it would run...It was a joy to be on the cutting edge of technology. The bad part was you had to have the latest computer in order to play (Roberta's) games,

so she actually helped drive the people into upgrading their computers.”

However, before this technology could be used Al decided that the new game needed one specific element that SoftPorn was missing: a protagonist. Al explains how the name of Larry Laffer came about:

“Lounge lizard was a funny term, and games then were often in ‘The Land of...’ or ‘In The Place of...’ That was a common name. When I said ‘leisure suit’ I thought I should have a name that is alliterative and so I said ‘Leisure Suit Larry’ and somehow ‘In The Land of the Lounge Lizards’ just kinda automatically flowed out of me. I’m not sure how that came about but Larry was his name from the very beginning. It rhymed with the guy I was making fun of. We had a salesman at the company at that time whose name was not Larry, it rhymed with Larry though. So it was a joke between all of us guys in the company. We all knew who the putz was.”

This salesman would come back to the office and brag about his sexual conquests, though most of these were likely to be the work of fiction. To join Larry on his adventure would be the narrator. Al positioned himself as the ‘voice of the game’, making fun of Larry through his unsuccessful and questionably successful conquests. He always made a point of referring the Larry as ‘you’ during his narration as a way of trying to draw the player into the game’s world.

With the protagonist in place it was time to convert SoftPorn for the modern age. Al had issues with the questionable dialogue, so it was all replaced with the exception of one line:

“He had a description of the back room at Lefty’s bar that I loved. If you looked around the room the line was ‘the peeling wallpaper gives the cockroaches something to watch.’ I thought that was funny, so I kept that. All the rest of it I threw away.”

The big struggle Al faced was to get the game to fit on as little space as possible, and some creative coding was done to achieve this. To cut down on resources Al would draw Larry walking to the left, away and towards the front. The character would be mirrored when walking to the right, a technique

that had been used by Nolan Bushnell on the 1971 arcade game, Computer Space. The computer could be asked to draw from left to right or right from left.

Graphics were drawn on the Sierra in house picture editor.

“Well, this is pretty esoteric, but to walk behind a telephone pole... well the artist would draw the telephone pole and then he would assign those lines or that fill pattern to a plane, which we didn’t know what to call it. Today you would call it a plane, we called it a priority. That’s not a good word for it... We drew 2 screens at the same time. One screen was visual and the other screen was drawn in memory where you couldn’t see it. The player couldn’t access it but the computer could. So the computer knew that there was a telephone pole that started at this XY coordinate and went to this XY coordinate, and it was drawn in memory so as Larry approached the telephone pole the computer was checking to see... Larry’s higher on the screen than the base of that telephone pole, therefore when he gets close to that telephone pole do not draw those pixels, and it looks like he’s walking behind the pole. But if his feet are lower on the screen than the base of the telephone pole, well then he’s in front of it, so go ahead and draw him on top. Don’t draw the telephone pole for that pixel, and we did that for every pixel on the screen every cycle. We usually ran 10 cycles per second, so 10 times a second the game was considering every location on the screen and whether it should be drawn or not based on the plane and relationship of those things.”

As well as flipping the main sprite, Al did the same to the background pictures, allowing him to create more scenes with less resources. Every byte was used to make sure the game took up as little room as possible.

“We would take a byte of game storage and turn it into 8 bits, and then we could toggle each of those 8 bits to tell you whether you had picked up this object instead of wasting a byte of memory we would use a bit of memory. So we had the condition of 8 different items within 1 byte of space. We did stuff like that all the time just to get everything to fit on a disk.”

Ken Williams little brother, John, was in charge of marketing and designing the box art. Al credits much of the success to the artwork that John helped design, making the game seem racier than it actually was. Al was concerned by this move as he felt it might set the wrong expectations about the game. John insisted that once people started playing it the humour would take over and any disappointment they may have felt would be dissipated.



The game was tracking well, though Al wasn't quite sure how the finished product would be received.

"I had almost no hopes for it. I started on the game in December and I think by March I was finished."

Sales around this time of the year were normally low, so Ken decided to wait a bit before releasing the game. Al had an idea on how they could best use the extra time. He didn't have much experience with parsing text and wanted to see if it was possible to beta test the game. Ken was unsure whether it was possible to do this, but in the end posted an ad on Compuserve, offering people the chance to test Sierra Online's latest adventure game. Of the 100 responses they received, 12 were chosen due to the creativity and humour of their responses. Al believes that this was the first time a game had been beta tested, though it had been done with other applications and serious programs. As well as testing for bugs, Al decided to use his testing team to add more content to the game.

"I made up copies of the game that were fairly closed to finished, I thought. But I put a secret module in that didn't ship in the actual game... When you typed in a verb and a noun we would parse that and try and figure out what the hell you meant. Every time you got a noun that we didn't recognise we would give you the message 'you don't see that here' or something like that. If we didn't recognise the verb you would get a message

that said 'you can't do that here.' If we didn't recognise either word we'd say 'you can't do that here. At least not now.' But where the final 'I don't know what the hell's going on' message came up I inserted a piece of code that wrote a file to the floppy disk and it was a one line description of where you were in the game, what you were doing, what objects you had, what you had typed, so forth like that. And then I had all the beta testers mail those floppy disks back to me... They mailed the floppy disks back to us and then I took all those files and combined them into one gigantic file and sorted them and eliminated dupes by hand, and eventually came out with a big, long list of things that they'd tried that the game didn't recognise, and I added every one of them."

Al suggests that this process was a big reason why Leisure Suit Larry was such a success. It understood many more words and phrases than a person would expect a game with a parser to understand. While it did become a successful game, Leisure Suit Larry was a 'slow burner'. Ken Williams became anxious when it was time to release the game. Al suspects that he thought the game was dirtier than it actually was. One of Sierra Online's biggest supports was Radio Shack, who provided a third of their sales. The problem Sierra had was that the company was owned by a born again Christian and Radio Shack employees were too scared to put the game on the shelves for fear of getting into trouble. This turned out to be a blessing for Al:

"When it went out it didn't sell at Radio Shack, and it didn't sell in a lot of places. Suddenly it was the worst selling game in the history of the company. At a time when King's Quest would sell 50,000 copies out the door, Larry sold 4000."

Al's first royalty cheque led him to believe he had wasted 6 months of his life on a game that no one wanted to play. He had an agreement with Ken Williams where Al would take all of the risk on the game but in return would receive a larger royalty rate. At the time Al agreed but the decision was looking like a poor one. Ken decided to help Al out by getting him to work on Police Quest over the summer. In return Al would receive a percentage of the Police Quest profits.

While Al was kept busy Leisure Suit Larry started to climb up the sales charts, though Sierra did not advertise or promote the game. Word of mouth helped it reach the top 10 charts 50 weeks after it had hit store shelves. This trend would continue throughout the next 2 Larry games. Sierra only started to promote the series with the release of Leisure Suit Larry 5.

"So because Radio Shack sold a third of the products they got a tremendous discount, and the way royalties were figured back then, I got a piece of what was left over after Sierra sold the game to

whatever distributor it was. And then (they) took out the cost of making the game, the cost of copying the disks, printing the manuals and all that, you know, all the incidental costs. So whatever was left, I got a little piece of that. Well, if Radio Shack is getting a 50% discount and everybody else is getting a 30% discount, suddenly, because I wasn't sold at Radio Shack, people had to go across the street and buy the game, I got a bigger royalty! So it ended up working great for me... and great for Sierra. Sierra did fine. They made 10 times what I did but it was an interesting quirk in that Radio Shack turned out to be an advantage instead what of what I thought was a catastrophe."

The success of the original Leisure Suit Larry spawned 2 remakes and 5 sequels, making Larry one of the most successful characters in the Sierra stable. While the game was a huge seller, it was likely pirated more than SoftPorn ever was. When



asked how Al thought about enthusiastic fans who pirated his games he replies:

"Whenever I meet somebody and they say that to me my next line is always 'did you pay for it?' And I can tell you the majority of the time the answer I get back is, 'ummm, I think I bought some of the later games.' I like to think that we invented shareware, we just didn't know it."

The game courted controversy in the press for its adult situations, though Al insists there was little in the game that could be deemed as offensive.

"There was no profanity, there was no nudity. There were risqué situations but we didn't show people actually having sex or doing anything... good!"

Al followed some very simple, personal rules for the Larry series. There was a concern that the games may come back to haunt him later on.

"I tried never to put anything in the games that would come back to embarrass me later. I was an early believer in what has been proven to be the internet rule, which is 'anything that you say or do will come back to haunt you later.' So I tried really hard to not make the games as dirty as possible, but instead to kinda titillate and do those sorts of things. We probably could have made more money had we made pornography" He laughs. "But I'm a family guy and while I like making people laugh I never considered myself a pornographer. Maybe others do though..."

He laughs as he says: *"If you could get aroused by the pixelated drawings that we made, I think that's probably more your problem than mine."*

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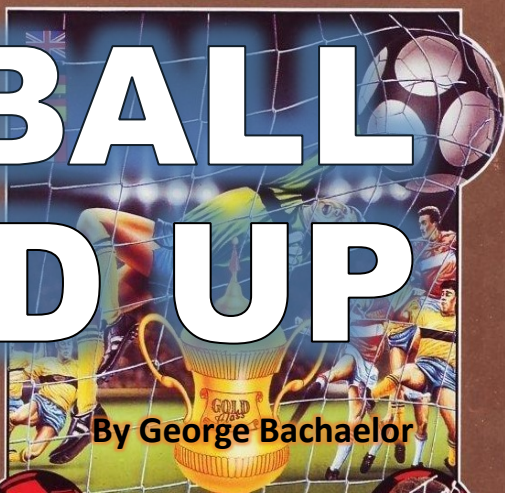
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FOOTBALL ROUND UP



By George Bachaelor

8-Bit football games (or soccer depending on where you live), always grabbed my attention. Didn't matter what the game was called, I always had to check out every football game ever made and at the heart of every 8-Bit machine was a stack load of football games to play.

They can be categorized into two groups arcade and sim. An arcade-style football game generally had you playing a game of football against another team, your objective simply to score more goals than your opponents. It was all down to your own joystick or keyboard skills to determine how well or how poorly you fared. The sim style football game often meant you were managing a team. Early adaptations of sim games were primarily text-based, later

on they became text and graphical based even allowing you to watch the match unfold based on your team management selections.

One of the earliest arcade styled football games on a home video games console was Pele's Soccer for the Atari 2600 released on cartridge in 1980. While looking primitive now for the time it would have been groundbreaking. You only had 4 players - one forward, two defenders and a goalkeeper on the field at all times. The game is played from overhead and is just different coloured blobs moving around a screen chasing a white ball which is a square block.

Jump forward a few more years to 1983. Commodore release a sideways football game called International Soccer for the C64 on cartridge. At the time it was the peak of football gaming. It received a Certificate of Merit in the category of "1984 Best Computer Sports Game" at the 5th annual Arkie Awards and InfoWorld described International Soccer as a "mini masterpiece" and "surprisingly good, considering it's published by Commodore", praising game-play and especially its animation. While much improved from the likes of Pele's Soccer on the Atari 2600, International Soccer



PELE'S SOCCER (1980, ATARI 2600)



INTERNATIONAL SOCCER (1983, C64)

hasn't aged well, many on social media and Commodore fan-based websites say it is quite a poor game to play nowadays.

The answer to this lies in what came after International Soccer. Matchday hit the ZX Spectrum in 1984. John Ritman had developed the first football game with large moving characters that could actually dribble, throw-in and take corners. It was the first time that a player felt involved, being able to choose your team by selecting any of 8 teams available such as Ritman Rovers, Clarke PR and Ocean United. Players could also rename the teams and redefine the team colours. Matchday was hugely successful and was later ported to other 8-Bit systems, the Amstrad CPC, C64 and BBC micro.

While progress was being made at advancing and improving 8-Bit football gaming, there were many awful games still being put together,



MATCHDAY (1984, ZX SPECTRUM)

especially surprising as Matchday had set a new standard in football games. One game that stands out as a most awful game amongst 8-Bit fans is World Cup Carnival. Originally released as World Cup Football, by Artic Software in 1985, U.S. Gold rebranded and released it in 1986, to make it the official game of the 1986 FIFA World Cup in Mexico and the sods also jacked up the price to play it. While it may have had some resemblances in appearance to other football games, the gameplay was so poor you could take the ball and walk it into the back of the net as the goalkeeper would fall over before you crossed the line. World Cup Carnival to this very day manages to stir up regrettable feeling of 8-Bit retro fans for being sucked in to buying it.



WORLD CUP CARNIVAL (1986, C16 / PLUS 4)

Another football game widely panned by 8-Bit fans is Peter Shilton's Handball Maradona. It appeared on all the 8-Bit machines (Speccy, Amstrad CPC, C64) and instead of playing a normal game of scoring goals you played a goalkeeper trying to prevent goals from being scored. Due to 'the hand of god' controversy at



HANDBALL MARADONA (1986, AMSTRAD CPC)

the real World Cup in Mexico 1986, involving England and Argentina's Diego Maradona, one can only surmise that this game was made for a quick money grab.

1987 / 1988, things appear to be changing. John Ritman codes the sequel to Matchday - Matchday II. Once again it's an instant success on all 8-Bit machines. This time around the game looks very similar to its prequel, but the gameplay allows eight directions including diagonals. Each team has seven players including a goalkeeper and there are league and cup options available. A new innovation called the 'Diamond Deflection System' is introduced, allowing the football to ricochet off players as would occur in a real game of football. Another first in a football home video game was the 'kickometre' which allowed you to choose different strengths and ultimately distances that the football was kicked. While hailed as a success and the best footy game ever at the time, real gamers know that Matchday II was painfully slow.



EMLYN HUGHES INTERNATIONAL SOCCER (1988, C64)

marry arcade and management simulation styles of football gameplay. In side viewed football games, the gameplay is second to none. So much faster and smoother than Matchday II or any other football game before it and after it. Ball control and movement were also miles apart. Wikipedia says the inspiration for the game came from Commodore's International Soccer (1983) mentioned above. The coders took that game and made it so much better to play. When you load up the game you are presented with a menu based screen with some 40 plus options to decide how you want to play your games of football, how you want your games to look and how you want to view your teams progress. The emphasis is on you deciding what you want. You can select the time of a match, how many points for a win, if you want to play with extra time, do you want to include backheels, do you want equal skill levels, how many substitutes do you want, do you want an auto goalie? The choice is yours to make. Then you can choose the colour of the pitch, the colour of the lines, the colour of your players flesh, their shorts and your goalie. So that's the arcade based options then you have the management based options. You need to pick your team and make decisions based on each players fitness, speed, defense and attitude ratings. Once you have done that you need to decide do you want to practice or arrange a friendly to test out your skills before starting a Cup, League or full season. It all comes together so beautifully, no wonders it received such high



MATCHDAY II (1987, COMMODORE 64)

It didn't take long for new releases and in 1988 / 1989 two absolute classics were released Emlyn Hughes International Soccer (Audiogenic Software) and Microprose Soccer (Microprose Software). Emlyn Hughes International Soccer had the sideview, whereas Microprose Soccer plays from an overhead viewpoint. While very different styles of gameplay, both are still excellent and fun games to play to this day.

What makes Emlyn Hughes so cool to play, is that it was the first football game to successfully

scores at the time of its release. Amstrad Action (AA#45) scored it 93%, Zzap!64 issue 43 (Nov 1988) scored it 90% and Sinclair User issue 84 (Mar 1989) gave it an overall score of 91%.

That brings us to Microprose Soccer. What I unfondly remember about this game was that it was great, simply fantastic to be more accurate and the reason I unfondly remember it was because it was better on the C64 version and not the Amstrad CPC version. Aaahh this game like no other made me feel my CPC was second rate and I knew very well that it wasn't. The dreaded mono colour selection speccy port strikes again for CPC owners, while C64 owners were given a football game that's become legend. Computer + Video Games issue 85 (Nov 1988) awarded the C64 version of Microprose Soccer with a score of 95% overall and Game Of

The Month status. The Amstrad CPC version in contrast received a decent enough overall score of 87% by Amstrad Action in issue 45 and although all the same elements of the C64 version are there and it plays a decent game of footie, it just didn't have the same speed, use of colour and large screensize to play your games like the C64 version has. The Spectrum version was given an overall rating of 82% in issue 42 of Your Sinclair magazine, so by all accounts the game was well received on all formats, it was just so much better on the C64 version. As overhead football games go, Microprose Soccer is the clear winner in this 8-Bit category. The main elements that make Microprose Soccer the legend that it is, have to do with three innovations not found in any other 8-Bit football game - these are the slow motion replays, the inclusion of weather conditions such as rain and



MICROPROSE SOCCER (1988, ZX SPECTRUM)

lightning which make your players slide on a wet pitch and the banana meter that you can change to suit your needs giving you the option of learning how to shoot curve balls of different lengths into the back of the net. Microprose Soccer is great fun as a one player game but even more so when you play against a friend.

Unfortunately, after the release of Emlyn Hughes and Microprose Soccer this is as good as it got for 8-Bit football games. Surprisingly as you would think that it would have gotten better, but that wasn't to be. Sure there were many more football game releases such as Adidas Championship Football, Kick Off, Italy 1990, Gazza'a Super Soccer, Kick Off II, Manchester United in Europe, World Cup 1990, Kenny Dalglish Soccer, Liverpool, Gazza II and even more, however they all failed to impress and were poorly rated games in the magazines of the day.



KICKOFF II (1990, ZX SPECTRUM)

its quite poor and the gameplay is limited to buying goal cards so you can have a shot at goal to try and win games for your team. You can only buy goal cards if you have enough money which you will find you run out of quite easily and even if you score goals by using up your goal cards your team is not guaranteed a win. The game is all about chance and trying to progress from the bottom of the 4th division and making your way up to the top-flight. Along the way you were given incident cards that either helped you or made you lose money. During a regular season you got to play in cup finals and even had the chance of being selected for the national squad. For some reason i found the game just so addictive and i really shouldn't have been hooked on it.

The other sim based footy game I was completely hooked on was Football Manager 2 by Kevin Toms. At the time playing on a real machine a season would take forever to watch games and perform all your management selections, so you would have to save files and come back to play them another day. With emulation you can speed up the games and get almost instant results. Football Manager 2 to me was and still remains the ultimate football management game. It kept everything user-friendly and so quick to pick up and play. One of the best features of the game was the player transfer market. Starting at the bottom of the leagues you could get highly skilled players on the cheap so when you really needed them in the higher leagues your progress didn't feel



ITALY 1990 (1990, AMSTRAD CPC)

There are two games I want to mention that I played to death back in the day and they were sim based football games. The first being Footballer of the year by Gremlin (1986). Reviewed in Amstrad Action issue 17 (February,1987), it only received an overall rating of 66%. How and why I probably will never know, but this game was one that I could play for hours and hours. Graphically speaking



FOOTBALLER OF THE YEAR (1986)

stagnant or hindered by money management. It's not to say that it was easy, you still have to keep a very close eye on the costs and revenues of your team as these were set quite high not high enough to make the game impossible or anything like that, far from it, what it meant was, as you progressed costs increased and therefore your money management had to be good or you would find yourself bankrupt and game over. Another good aspect of the game is you are able to manage / substitute any player at halftime. You can also decide on a different formation to your opposition and have players with better fitness ratings play out of position to match your opponents players with better fitness abilities. I found Football Manager 2 to be the best pure football management game to play by a mile.

So there you have the 8-Bit football game round-up. I recently got some feedback from Facebook posts I made to get an idea of what 8-Bit fans today consider to be some of the best and worst football games below are the responses.



FOOTBALL MANAGER 2 (1988, AMSTRAD CPC)

Best on the Amstrad CPC

Emlyn Hughes International Soccer, Microprose Soccer, Football Manager 2, Footballer of the year, World Cup Soccer 1990 (virgin games).

Worst on the Amstrad CPC

World Cup Carnival, Street Gang Football, Kick Off, Street Creed Football, Fighting Soccer, Liverpool, Manchester United and Striker.

Best on the Commodore 64

Microprose Soccer, Emlyn Hughes International Soccer and Tracksuit Manager (best management game).

Worst on the Commodore 64

Fighting Soccer (coin op conversion), World Cup Carnival (official game of Mexico 86), Striker (by Cult Games) and Kick Off (Anco).

Best on the ZX Spectrum

Match Day II, Emlyn Hughes International Soccer, Tracksuit Manager and Football Manager.

Worst on the ZX Spectrum

World Cup Football by Artic Soccer / World Cup Carnival, Peter Beardsley's International Football and Indoor Soccer by Magnificent Seven

Best on the MSX

Best: Konami's Soccer and Matchday II.

Worst on the MSX

Mundial de Fútbol (Opera Soft).



UARY 1987 \$4.60 Dm 25pta

COMPUTER + VIDEO GAMES

George Bachaelor looks back at the much loved, Computer and Video Games magazine.

NAME: COMPUTER AND VIDEO GAMES (CVG, C&VG, C+VG)

ORIGIN: UNITED KINGDOM

PUBLISHER: EMAP, DENNIS PUBLISHING, FUTURE PUBLISHING

COMPUTERS / CONSOLES COVERED: ALL FORMATS

NUMBER OF ISSUES: 277 (NOVEMBER 1981 - OCTOBER 2004)

1981, a year like any other year, but perhaps this was the year the video games industry made it's mark. Arcade video games in the United States turned over \$4.8 billion in revenues - equivalent to \$12.9 billion in 2018. The home video game market in America was making \$1 billion in sales revenue - the equivalent to \$2.69 billion in 2018. In Europe, the home video game market was worth \$200 million - equivalent to \$538 million in 2018.

The arcade games responsible for the growth explosion in 1981 included Defender (Williams), Donkey Kong (Nintendo), Galaga (Namco), Frogger (Konami), Bosconian (Namco) and Gorf (Midway). On the home computer, classic games still remembered to this day were launched such as Ultima, Zork II, Castle

Wolfenstein and Crush, Crumble and Chomp!

It was a no-brainer, video games were taking off, it made logical sense that there needed to be a magazine that catered for users and players of computer and arcade video games alike. At the time, publications for gamers had been neglected.

November 1981, British publishing company EMAP goes out on a limb - Computer and Video Games magazine is born, making it the first ever British video games magazine and possibly the world's first ever magazine devoted to video games.

Often referred to as CVG or C+VG, editorial in the first issue of the magazine states its mission,



ISSUE 1—NOVEMBER 1981
102 PAGES, PRICE 75p
MANY TYPE INS, FEW REVIEWS
COVERS EARLY 8-BIT COMPUTERS SUCH AS
THE ATARI 400/800, VIC 20 AND ZX81.



ISSUE 277—OCTOBER 2004
116 PAGES, PRICE £ 3.25
MANY PREVIEWS AND REVIEWS
COVERS PLAYSTATION 2, X-BOX, GAMECUBE
AND PC-CDROM.

1981 - 2004

firmly on the games side we do not comment on computers as hardware. This was a major industry statement at the time - a monthly magazine full of type-in listings and game reviews, it was completely at odds with the existing serious monthly publications.

Issue one of C+VG boasted 104 pages at a cost of 75p. You would have thought that being a games mag, that there would have been a truck load of games reviews but issue one only had three 3 pages of game reviews with no screenshots or game ratings for the reviews. This would be the case for approximately another 23 issues when screenshots and ratings slowly started to creep into the changing nature of the magazine.

Early on, most of the magazine consisted of type-ins, yes those awful type-ins, they were everywhere and for all sorts of systems, from the Commodore Pet to the Tandy systems. Other columns included in the magazine were arcade game releases, adventure games, they were popular once, the mailbag, news, game reviews, bug hunt - not for catching bugs, crosswords, puzzles and a regular comic. The reader knew what they were getting when they bought the magazine. What was interesting about the magazine from the beginning was that it focused on what was popular at the time.

Articles often featured arcade video games or electronic game devices that have become iconic like arcade Space Invaders, the 'Game &

C+VG PAY LAYOUTS THROUGHOUT THE YEARS



Watch' hand held pocket games and the rubik's cube. This way of thinking held the magazine in good stead and ensured it was always up to date with the constant changes in the video games industry. As the video games industry changed so did C+VG.

This is evident with C+VG's cover page. C+VG's cover art was almost always enticing, it had it's

own unique identity, it's cover art was so huge focusing on a new game release or popular culture such as James Bond and Grace Jones on the cover of issue 35, popular cartoon, Danger Mouse fronted issue 35 and electronic personality, Max Headroom, graced the cover on issue 52. It didn't matter what computer or console system you had owned or were a fan of, you just had to take a peek and find out what was going on inside.

Issues 1 - 47 could be said were the infant years of C+VG, where 8-Bit systems ruled the pages. The 8-Bit wars had gathered pace, the pages of C+VG quickly became filled with many commercial games reviews, showcasing the best and worst in the 8-Bit wars era.

From issue 48, the front page of the magazine changed to include the mainly yellow / red

vertical squares on both sides of the cover to give it that impression of a film negative and at the bottom of the page you were informed of what to find inside. This also saw the C+VG logo change its font style, which

could of been its way of communicating with its readership that the magazine was continually adapting to the changing landscape of home computers and consoles. This style of front page remained until issue 125 (April, 1992) and for many retro fans this front page is what they associate with C+VG. However, at issue 120 (November, 1991) also the mag's 10th Anniversary, it was the last time C64 and Spectrum were found in the front cover masthead, but it did not have any game reviews of those systems in that issue. The December magazine (issue 121) saw the removal of all mentions of traditional 8-Bit systems from the cover page it was a sign of a new era.

From there on, C+VG front page had changed once more, the style and logo font got an upgrade and the magazine was more colourful and packed full of screenshots and less writing - it had turned away from covering traditional 8-Bit systems, focusing on the video games industry's most popular machines at the time - the 8-Bit NES, Master System and Game Boy and the 16-Bit Amiga, Atari ST, Neo Geo, PC Engine and Megadrive. It also marked how much the magazine had changed since it's humble beginnings in 1981, such a massive transformation from where it began to what it had become.

What made C+VG instantly recognizable from issue one and on every issue thereafter was the cover page always gave the reader several competitions to enter for the chance to win something - games, posters, T-shirts even an arcade machine and there always seemed to be a freebie somewhere on the cover, such as holograms to name but one. Issue two has the claim to fame of offering the worst free gift on a cover page - a free plastic rod was attached to the mag cover to help readers remember where they were when they were entering in those dreaded type in programs. The October 1982 edition made C+VG unrecognizable. It was the magazines biggest disaster as they changed the cover to look like a newspaper, it didn't sell well at all and looked as about as fun as watching paint dry.

TOP 10

SUPERTANK SIMULATOR

CODE MASTERS

Clear, another dodgy arcade game disguised as a simulator and wrapped up in a load of self-complaining waffle. This time it's a marginally upgraded version of that cruddy old Atari 2600 classic, Tank Ping. Guide your "super" tank through eight well-worn battle zones, taking the path of the enemies which you meet on your way.

The graphics are poorly drawn and the sound is a bit non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't resist the temptation to absolutely demolish the enemy, you're a loser. Brilliant! and the rest which is



SPEC £2.99

A horrible, early piece of software which could only function on early PC games playing for life. Don't even think about buying it.

OVERALL 19%



SPEC £2.99

Crude, monochrome graphics work well in this well-programmed arcade beat 'em up. It's a bit of a mess, but it's a good one. Buy it.

OVERALL 86%

AMSTRAD £2.99

Great graphics and background music, as well as the same high level of addiction as the others, make Amstrad Renegade the best of the bunch.

OVERALL 88%

CB4 £2.99

The graphics aren't as good as those on the Spectrum, and the control system is a bit off. But Renegade is still a worthwhile buy.

OVERALL 80%

PREDATOR

HIT SQUAD

Originally released by Activision, this player-moved Amstrad through four enemy-filled levels in a last piece of re-released software.

OVERALL 90%

COMBAT SCHOOL

HIT SQUAD

Look up your Doc Martens, get your hair cut, you can be like a soldier, and make your way down to the Combat School on the double, to participate in a series of training exercises. From a horrendously scoring assault course to a pump through muddy waters, one of the best recruits must be able to handle it. This is a truly mind-blowing collection of the most loved arcade smash, which can be on your mind to try to be in with any chance of success. Finally, it's a good one. Buy it.

OVERALL 92%

SPEC £2.99

It's mostly green screen, but the overall impact of the game, the larger graphics and even the sound, make the Predator a monochrome masterpiece.

OVERALL 83%

PING PONG

HIT SQUAD

Fast bar in ball action for one or two players, Ping Pong makes for an addictive sporting experience on the other screen as for better than watching the actual!

OVERALL 81%

AMSTRAD £2.99

Amstrad's performance between this and the Ping Pong, they're a bit better.

OVERALL 81%

CB4 £2.99

Apart from a loss of colour, the Spectrum version is as good as the CB4 game. If you're a fan, don't hesitate in buying this one please!

OVERALL 81%

OFTEN GAME REVIEWS WOULD RECEIVE DIFFERENT SCORES FOR EACH SYSTEM

COMPUTER VIDEO GAMES

OCTOBER 1982

Computer & Video Games

75p

SPACE WATCH

By Ray Darskan

FOLLOWING the astonishing report of UFO sightings, the government has set up a special agency to investigate the possibility that an alien invasion is already taking place.

The new agency, which is to be stationed at a top secret base in Potters Bar, Hertfordshire, will be codenamed Space Watch and its charter is currently being drafted out by Whitehall.

Infused sources tell us that during the secret process it is likely to be able to do a lot of things. For example, it will be able to see any alien spacecraft which is in the air.

It will also be able to see any alien spacecraft which is in the air. It will also be able to see any alien spacecraft which is in the air.

Galaxian Colony II!

By Our Science Correspondent

A COLONY of extraterrestrial beings has been discovered in a remote part of the galaxy. It is a colony of extraterrestrial beings, and it is a colony of extraterrestrial beings. It is a colony of extraterrestrial beings, and it is a colony of extraterrestrial beings.

Hungarian Squares Puzzle

By Ivo Stacey

THE HUNGARIAN Squares Puzzle is a new puzzle game. It is a puzzle game, and it is a puzzle game. It is a puzzle game, and it is a puzzle game.

NEWALIEN PANIC in wild strawberry patch

By Alan Smeaton

Country Staff

NEWALIEN PANIC is a new game. It is a game, and it is a game. It is a game, and it is a game.

COMBAT SCHOOL

COMBAT SCHOOL is a new game. It is a game, and it is a game. It is a game, and it is a game.

Over the years C+VG had 2 changes in ownership. Originally owned by EMAP, before being bought by Dennis Publishing. In 2004 C+VG was acquired by Future Publishing who remain its current owners. In 2006, the site underwent a major re-design and relaunch to bring it up to scratch for the so-called next generation of Xbox 360, PlayStation 3 and Wii gaming.

In 2007, C+VG became the hub of a new CVG Network, hosting magazine sites for all of Future Publishing unofficial gaming magazines including PC Gamer, PC Zone, Xbox World 360, PlayStation World, PSM3 and NGame as well as long-standing cheats site, CheatStation. C+VG went on to become the longest running video games magazine. It remained in print from 1981 to 2004 amassing 278 issues in total. The website was founded in 1999 and existed until 2015 when the magazine officially closed its doors.



WORKS OF ART

Excluding Issue 12, the covers of the C+VG magazines were a work of art, that made you want to grab it off the news stand. Here we look at a few from the 8-bit / 16-bit era.

MARCH 1993
75p
COMPUTER + VIDEO GAMES
Dr Who Adventure Pool
Games for the Spectrum, ZX81, Atari, BBC Dragon, Texas, and many more
BOOK OF REVIEWS FREE INSIDE

APRIL 1993
75p
COMPUTER + VIDEO GAMES
barbarian — THE ULTIMATE
FREE 15 PAGE ATARI ST SUPPLEMENT
BOND DOSSIER — SECRETS OF LIVING DAYLIGHT
SENTINEL PLAYERS GUIDE/FREE EAGLE POSTER!
STAR TREK REVIEWED/FRANKENSTEIN THE ADVENTURE
WIN NINE OF THE BARLOCK SURVIVAL KIT/LEADS PLAYING GAMES REVIEWED

Britain's best selling computer magazine June 8
Still only 75p
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Blust your moral fibre OUTBACK / 7200 SOUNDTRACK
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BANDUNG KNIGHTS SLAM! TOP RAMPAGE CHILLER REVIEWED

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183 PAGES
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FREE GIANT POSTER! MINTER'S MUTANT CAMELS RETURN!

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SUPER FAMICOM AND CONSOLES GALORE!
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FEBRUARY 1993
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COMPUTER + VIDEO GAMES
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WIN STARLIGHTER SURVIVAL KITS
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FREE 52 BOOK OF GAMES
PROGRAMS FOR THE Spectrum, Commodore 64, BBC, Vic-20, Atari, Dragon and Texas
WIN GHOSTBUSTERS GAMES

MAY 1993
75p
COMPUTER + VIDEO GAMES
Join the GUILD OF THIEVES!
FREE MELISSA RAVENFLAME POSTER
FREE GAMES/NEW STAR TREK MOVIE REVIEWED
SHADOWS OF HONOR — LORD OF THE RINGS 2 PREVIEWED
GET ON YOUR BIKE WITH MASTERTRONIC'S MILKRAVE COMP
RANADAMA PLAYERS GUIDE/HOT STUFF FROM THE ARCADES!

OCTOBER 1993
75p
COMPUTER + VIDEO GAMES
DUNGEONS & DRAGONS
Bring out the Beast!
ARMALYTE — C64 PERFECTION!
PLAYMASTERS: HICKORY HOUSE MAPPED, BARDO'S TALE PLAYERS GUIDE
REVIEWS, PICKERS, PICKERS, PICKERS
INTENSITY, VINDICATOR. WIN: A LOAD OF BALLS

WORLD WAR SIMULATOR 2

Reviewed by George Bachaelor • Amstrad CPC (reviewed) and ZX Spectrum

Talk about having luck on my side, I don't often get the chance to have a crack at playing games before they are released, so I was very grateful to Toni Ramirez of Retro Bytes Productions for sending my way a pre-release version of his new strategy war game for both Amstrad CPC and Spectrum called World War Sim 2. It is the same team that coded Outlaws, the winning game of the 2016 #CPCretrodev.

World War Sim 2 (I am not sure if there was a World War 1 Sim?) takes place in an interesting setting, one that probably hasn't been seen in a CPC / Speccy game before, not to my knowledge

anyway. Played from the overhead view, gameplay is in the same vein as games such as Guantlet (Atari / U.S. Gold, 1987) and Into The Eagles Nest, (Pandora Software, 1987). You find yourself inside Hitler's compound. As game scenarios go for 8-bit gaming that's original, most other type of war strategy games would be focused on blowing up a massive army or some kind of incredible enemy threat to world peace.

Well World War Sim 2 does seek to bring peace to the world I guess, but in a more precise and direct manner. Your mission orders are simple.





You have four lives to locate Hitler and kill him. At first I wasn't quite sure what I was doing, I kept dying all the time and didn't progress far. I had no clue what the hazards were or how to get about and accomplish my mission. A few questions back to Toni Ramirez and I was on my way to enjoying the game immensely.

In total there are 57 screens to go exploring in your pursuit of finding Hitler. Each room is different, no room is exactly the same even though some may appear to be. A room could be empty allowing you to roam free and pass through it without any chance of causing you harm, that's not often though. As you pass from one room to the other you have to be careful not to walk straight into a landmine, or get noticed by Hitler's guards who will hunt you down if they sense you are close enough to them.

Obviously you must avoid land mines, you do so by walking around them but be careful as they are placed close together in some rooms and care is required to make your way through them without being killed. To get to certain rooms you will have to find keys to open doors. When you locate a key sometimes you may have to backtrack to open a door that will allow you to continue to explore Hitler's compound. It may get confusing, feeling like you are going around in circles, it's not too bad really, as it's

not too difficult to find a key. The room layout is easy to remember as they appear to have been constructed in sections, meaning a key is usually found in an area that will open the door to leave that section. Once a door is opened you can travel back through it as it remains open.

Hitler's guards will appear in the same rooms all the time, this helps you remember where they are. They are very cunning foe, they will fire at you pretty quickly so you need to be alert to make sure you avoid their shots fired towards you. Distance is not an impediment in this game. You can shoot at Hitler's henchmen from across the room, you don't have to be close to them but you might have to move close to them as they might be stuck against a brick or wall and will only move about the room if they can sense that you are near. Keep an eye on your ammo as using up heaps of it on one enemy is poor ammo management. Guards will appear in multiples in some rooms too, so a little bit of strategy to get them may be required, i.e. drawing one out of its location while trying to not get spotted at and shot at from the other guards in the room. If you are feeling like Rambo you can go charging at them and give them all that lead from your weapon, I tried and usually came off dead. Once the guards have been killed make sure you walk over their dead bodies, because when you leave a screen and then go back to it the guard will reappear if you

don't. Doing this will also help you complete the achievements, more on that below.

Bullets and energy can be replaced, but you need to locate them as they are hidden. This is done by searching the walls of the compound. Lots of messages appeared when I was doing this and I had no idea what they were saying as they were in Spanish, unfortunately an English version of the game has not been made. It was also hard to make out what the writing was on the menu screens, probably the only blemish to the game. It didn't really matter I was able to progress without too much hassle, however the same problem occurred when trying to work out what the achievements were. I couldn't understand what was going on at all.

I later learned from Toni Ramirez that as well as locating and killing Hitler, there are another five tasks to complete if you are to achieve a 100% rating in the game. They are locating Hitler's dog, Blonda. Locating propaganda Minister Joseph Goebbels and his wife, Magda. Locating

Hitler's wife, Eva Braun and one other task but I am not sure of what it means as Google translator had trouble with the Spanish translation to English, I think the task was collect all of the bodies.

Each of the people and Hitler's dog aren't too hard to find. Each of them are in a bed (except for Blonda the dog) in a certain room, it comes down to you to find them. The loading screen gives this away as you see Hitler in bed while the game loading screen image is being constructed. To kill all the people and the dog, including Hitler, you just have to walk over them while they are in their beds and then keep moving through the rooms. There is no big confrontation or end of level bad guy shoot out or anything, for this type of game it probably doesn't need it, but I guess there are people out there expecting there to be one hell of a last boss battle? Hitler gave up in real life by shooting himself so maybe a big boss battle wouldn't do justice to history.



THE TAPE VERSION OF WORD WAR SIMULATOR 2, SPECTRUM AND AMSTRAD VERSIONS ON THE ONE TAPE.



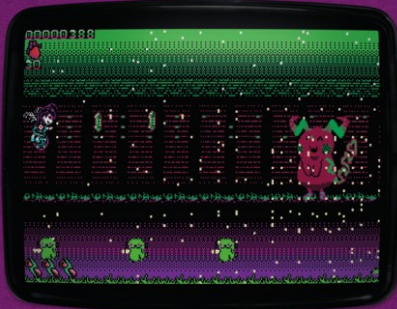
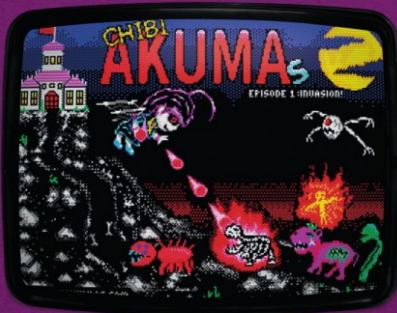
DOWNLOAD FROM:
retrobytesproductions.blogspot.com/

The standout elements of this game for me is the fluid gameplay and the music. That music is just excellent as it was in Outlaws. Jose A Martin really knows how to score great tunes to a CPC game. There is a heart that thumps continually, I thought this had some other meaning or purpose, like if you were getting close to an enemy or closer to Hitler it would beat faster and therefore the sounds of anxiety would get louder, but it wasn't. The heart beats faster and the sound gets louder as you lose your lives. The loud thumping heart beat is great and adds to the games atmosphere. Movement around the playing area is what makes the game fun, there's no lag or any issues with the controls, so your gaming experience is not one that is frustrating. Graphically, the Amstrad CPC version is full colour mode 0, which just looks so much better than the Speccy game. Hitler's compound, all the character sprites, the rooms and what is inside those rooms are beautifully detailed for such a top down view game as this.

World War Sim 2, is a game that I enjoyed playing from start to finish. After a few goes you realize that it is quite an easy game to complete, but there is enough there to keep

you entertained for some time. It's really good to see different styles of games like this one being coded, I can't remember seeing or playing a strategy war game like this on Amstrad CPC / Spectrum for many years. Another good job by the Retro Bytes Productions team, I am looking forward to their upcoming "hack n' slash" game called Jarlac, which will be their entry into this years #CPCretrodev.

EIGHT BIT SCORE	
GRAPHICS Character sprites are beautifully details. Knock a point for the Spectrum version.	8
AUDIO The music is just excellent!	9
PLAYABILITY Spot on!	8
LASTABILITY You'll keep coming back to it.	8
OVERALL Another good job by the Retro Bytes Productions team.	8



Screenshots from various computers

Chibi AKUMA

The most EVIL, and most CHIBI vampire is here and no Z80 computer is safe!

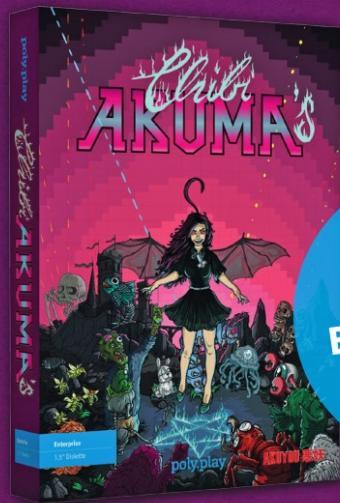
When monsters invade her homeland, vampire CHIBIKO is going to unleash an unholy ass kicking!

Join vampire CHIBIKO, and her ghoul brother BOCHAN in the craziest arcade style bullet hell shooter the Z80 has ever seen!

CHIBI AKUMA's has all the features other games are TOO SCARED to include!

SOME HIGHLIGHTS:

- 4 levels of multi directional shooter action
- Weird enemies, and huge end of level boss battles
- Simultaneous 2 player arcade action
- Up to 256 bullets on screen in levels ... and up to 1280 bullets in the last boss battle
- Cartoon cutscenes, twisted humor, and the worst role model ever seen in a computer game



For
MSX 2
Amstrad CPC
Enterprise 128
ZX Spectrum
 (Diskette)

WWW.POLYPLAY.XYZ

a game by **AKUYOU 悪妖**

distributed by **poly.play**

released in 2018