

Title Ghosts 'n' Goblins  
 Publisher Elite  
 Address Anchor house, Anchor Rd, Aldridge,  
 Walsall  
 R.R.P. 7.95  
 Availability 22/10  
 Game Type Arcade



The arcade classic converted at last to the C16/Plus 4. Ghosts 'n' Goblins is the classic fighting fantasy story, where you control a heroic knight on his quest to rescue a beautiful maiden from the clutches of a demonic Overlord.

Well being a sucker for beautiful damsels in distress, I put down my booty box, comb my hair and grab my sword to join in battle with the evil doers. The first obvious effect of the game is how pale everything looks, both you and your adversaries are white, but at least the background is reasonably dull to avoid any possibility of clash. Your knights animation is pretty poor as you roam along jumping over gravestones and knifing monsters, well white blobs actually.

The game appears to be reasonably challenging but lacks a little interest. Timing of jumps etc, become very important as the ghouls are onto you quite quickly. As ever Elite give very little away as far as details about the game are concerned, so we are unsure about the size of the game but it does seem to lack a real challenge. Ghosts 'n' Gobs is perhaps not as disappointing as Elites Commando version but at a price of £7.95 you should expect a little more from the game. Overpriced and over rated.

Ghosts 'n' Goblins The Scores

GRAPHICS	56%
PLAYABILITY	72%
LASTABILITY	61%
ADDICTIVENESS	62%
VALUE FOR MONEY	51%
H & D RATING	54%

BACK ISSUES

Issues 1 to 6 of this handbook are still available and are individually priced at £1 each, or all 6 for £5.

SEND ALL CORRESPONDENCE TO:

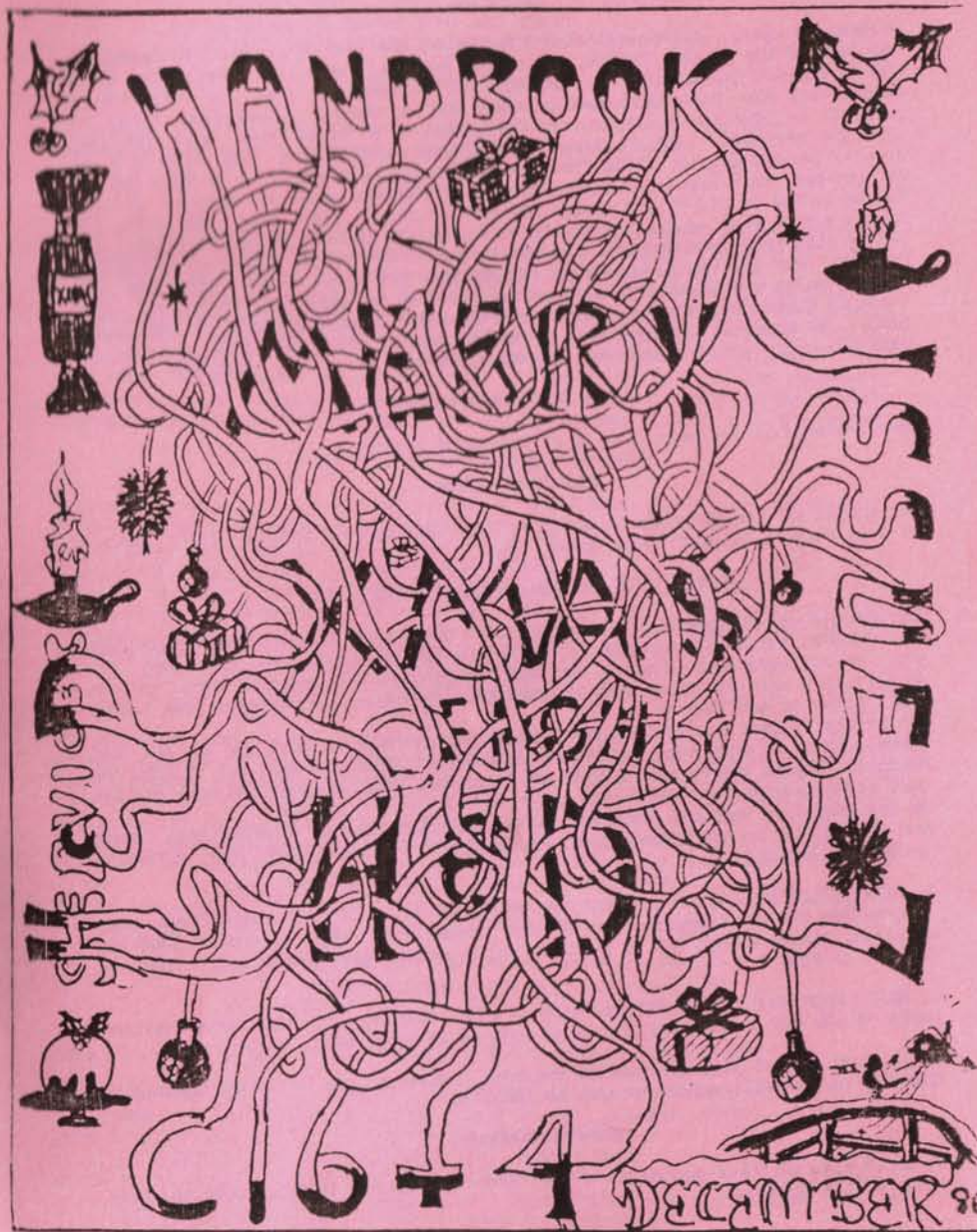
H & D SERVICES, 1338, ASHTON OLD ROAD, HIGHER OPENSHAW, MANCHESTER, M11 1JG.

.....  
 ISSUE 8 OF THE C16/PLUS 4 HANDBOOK

COMPLETE WITH NEW FORMAT MACHINERY WILLING

AVAILABLE FROM 2ND FEBRUARY

DON'T MISS IT  
 .....



EDITORIAL

Welcome to issue 7 of the C16/Plus 4 handbook, the last of 1986 and hopefully the last of the current format, as we've acquired some new equipment which should improve the layout. It has been an interesting year for C16/Plus 4 owners with some reasonable game releases and a recent encouraging trend of releases in time for Christmas, hopefully this is a trend that will continue into the new year. Last Christmas saw the selling of C16's and Plus 4's at greatly reduced prices. This Christmas although C16's appear to be very few and far between there are still plenty of Plus 4's spread about at bargain prices, so the number of C16/Plus 4 owners may see a further rise over the next few months but we feel general ownership will begin to dwindle as people either get fed up with their computers or upgrade to one of the better supported machines. Over the next few issues we aim to include some new names to the handbooks who will be doing specialist articles and we may even let some look at reviews, for instance guest reviewer Percy Vere takes a wander through a couple of games this issue. We hope his amblings will be of interest to you. That's all for now we hope you enjoy the book and have a great Christmas and a very lucky New Year.

ISSUE 6 SOFTWARE WINNER

Last issues free software goes to J. Barrie of Leicester.

XMAS FRONT COVER

Our thanks to T Mc Guinness of Liverpool who supplied our seasonal front cover. He wins himself £8 worth of software.

WANTED YOUR ORIGINAL HINTS/MAPS/SOLUTIONS

The success of any Handbook like this relies on a cross flow of information from its readers. The more contributors the better the Handbook. We give away £10 worth of software each issue to the best contributions we receive. Even if you do not win a main £10 prize many contributors find that they receive some other small token of our thanks.

All we ask is that you send in any information you have on both the new and old games, and if we have not printed the information before we will put it into the Handbook. Please try to ensure that any hints you send are your own work and not just taken from another magazine.

We are unable to test all the hints we get so please try to ensure that there are no mistakes in the information you supply. Please ensure the following guidelines are met:

1. HINTS/SOLUTIONS: Write as neatly as possible, if at all possible type your information as our interpretation of your handwriting may sometimes lead to mistakes. Please always try to list for which machine your hints were compiled ie. C16 or Plus 4.

2. MAPS: Maps should be no larger than A4 size, although you can have various parts of the map on separate sheets as long as it still makes sense.

If you wish any of your Information returned please enclose a Stamp Addressed Envelope and we will return as soon as possible.

ACKNOWLEDGEMENTS

We would like to thank everyone who has taken the trouble to contribute to this issue of the Handbook.

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GENERAL NEWS AND GOSSIP  
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MASTERTRONIC TAKEOVER

Bulldog one of the leading Software Distributors to the trade has been sold to Mastertronic. They were previously owned by Melbourne House.

MASTERTRONIC BLOW!

The great arguments over which sell more Firebird cheapies or Mastertronic cheapies seems to have been raging for weeks now. The argument has recently seen a new development as all but one Mastertronic title has dropped out of recent Gallup Top 50 charts, although 6 Firebird titles are in evidence. Mastertronic can usually boast around ten titles in the Top 50 at any one time. This unusual occurrence has come about because Gallup have now included 50 W H Smith outlets in their figures. W H Smith stock Firebird but do not stock Mastertronic. This must throw doubt upon the credibility of such charts that so obviously discriminate against certain Software labels. Mastertronic are quite rightly angered, Firebird are over the moon, and Gallup promise to look into the matter.

TOP DISTRIBUTOR DROPS 8 BIT SOFTWARE

Lightning Distribution one of the leading software Distributors are too drop out of the popular Home Computer software market. They will continue only with the Mastertronic line. Reactions have been mixed from both Retailers and other Distributors. It has been noticeable that recently Lightning have reduced their prices to Retailers and this was thought to be due to stiff competition from other Software Distributors. Lightning who are also big in Record and Video distribution believe it is time to move on, but we have no doubt that 8 bit software still has plenty of life left in it yet.

BANG FIZZLES OUT

The new weekly mag aimed at the youth of computing has passed away after only 9 weeks. Bang was published by Specialist Retail Press and the closure has left 5 people without a job. The reason given was that Bang was not given enough financial support to sustain it through its early life. SRP were not willing to subsidise the mag although sales had been improving unfortunately from a very low starting circulation. Bang employees are quick to point out that the idea was right and someone in the future will pick up on it and have enough finance to make it profitable. We ourselves purchased the first two copies of the mag and it appeared to us that they just did not have enough news and info to put in a weekly publication. If they had gone monthly well who knows!

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GAME PLAYING HINTS SECTION  
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Game playing help this issue: H=Hints, P=Pokes, M=Maps, S=Solutions.

BANDITS AT ZERO P (P4), BIG MAC P (P4), BOOTY P (P4), CLASSIC ADVENTURE M (P5, 6), COMMANDO P (P4), CUTHBERT IN THE COOLER P (P4), CUTHBERT ENTERS THE TOMB OF DOOM P (P4), FIRE ANT P (P4), GALZIANI P (P4), INVADERS P (P4), JET SET WILLY P (P4), KICKSTART P (P4), LEGIONNAIRE P (P7), MONKEY MAGIC P (P7), PUNCHY P (P7), ROBIN TO THE RESCUE P (P7), ROCKMAN P (P7), RUNNER P (P7), SHARK P (P7), SOLO P (P7), SPECTIPEDE P (P7), TOM THUMB H (P7), TUTTI FRUTTI P (P7), XARGAN WARS P (P7), ZODIAC H (P10), ZORK I M (P8,9), ZORK III S (P10,11).

**BANDITS AT ZERO**

Load the game and reset using the reset button. Poke 11100,96 and start the game with SYS 1384. Your plane will now be bullet proof.

**BIG MAC**

Load and reset. Poke 12691,255. SYS 7000 for 255 lives.

**BOOTY**

Load and reset. Poke 9013,96. SYS 4120 for infinite lives.

**COMMANDO**

Load and reset. Poke 13197,234. SYS 9846 for infinite lives.

**CUTHBERT IN THE COOLER**

Courtesy C Archer.

LOAD/RESET THE TYPE M1138 CHANGE 34 TO FF THEN TYPE G1070 RETURN.

**CUTHBERT ENTERS TOMB OF DOOM**

Load and reset. Poke 4561,173 disables the aliens. Poke 4552,173 freezes the timer. Start with SYS 4352.

**FIRE ANT**

Courtesy C Archer.

LOAD THE GAME AND THEN CHOOSE JOYSTICK OR KEY BEFORE YOU RESET, THEN RESET AND TYPE DLB56 CHANGE 04 TO FF THEN TYPE GLA00 RETURN.

**GAZIANA**

Load and reset. Poke 9635,234. Poke 9636,234. SYS 4768 for infinite lives.

**INVADERS**

Load and reset. Poke 8517,234. SYS 4110 for infinite lives.

**JET SET WILLY**

Courtesy G Payne.

1/ C16 VERSION; LOAD GAME PRESS RESET, TYPE - POKE 10772,16 RETURN, SYS 10752 RETURN

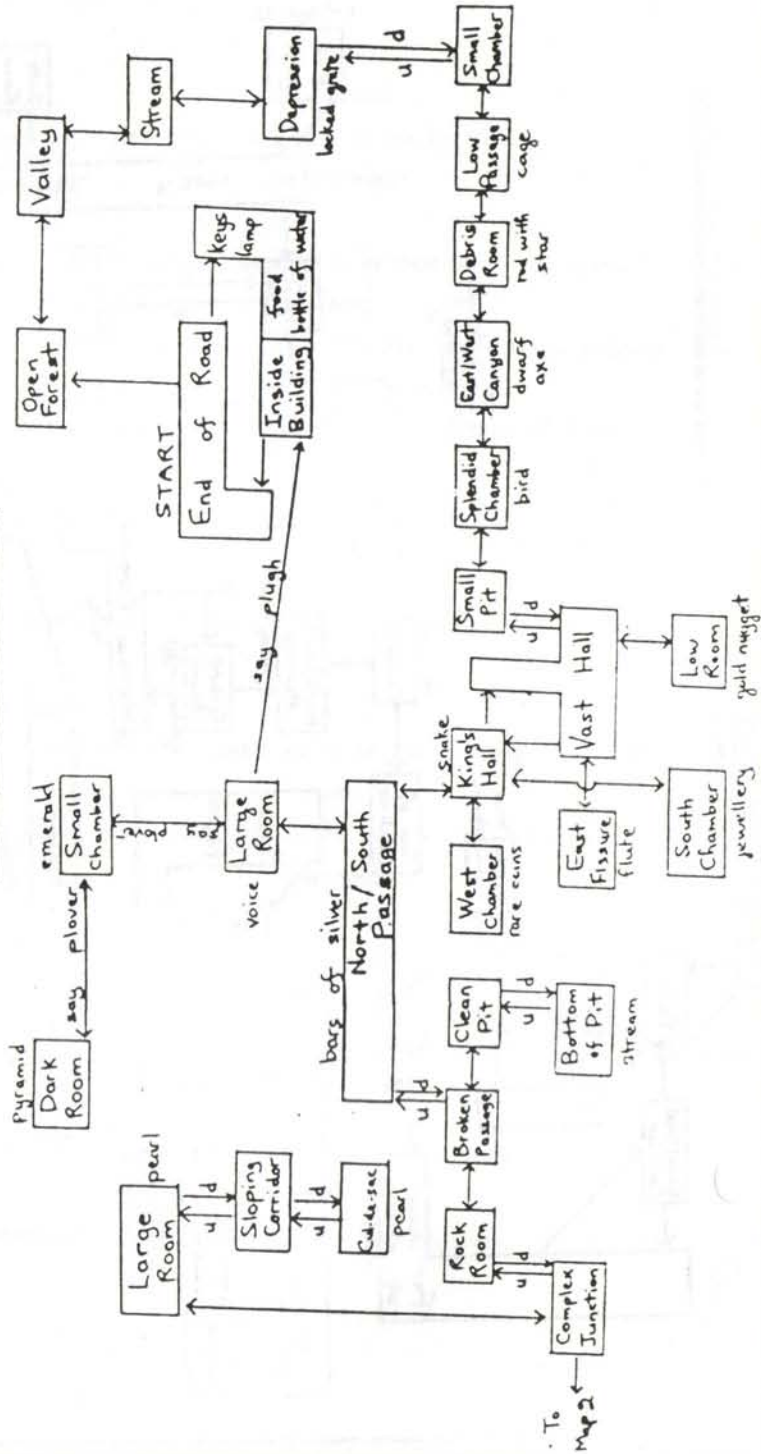
2/ PLUS 4 VERSION LOAD +4 SIDE PRESS RESET, TYPE - POKE 12820,16 RETURN, SYS 12800 RETURN

These will give 16 lives, poking any higher numbers will give you only one life.

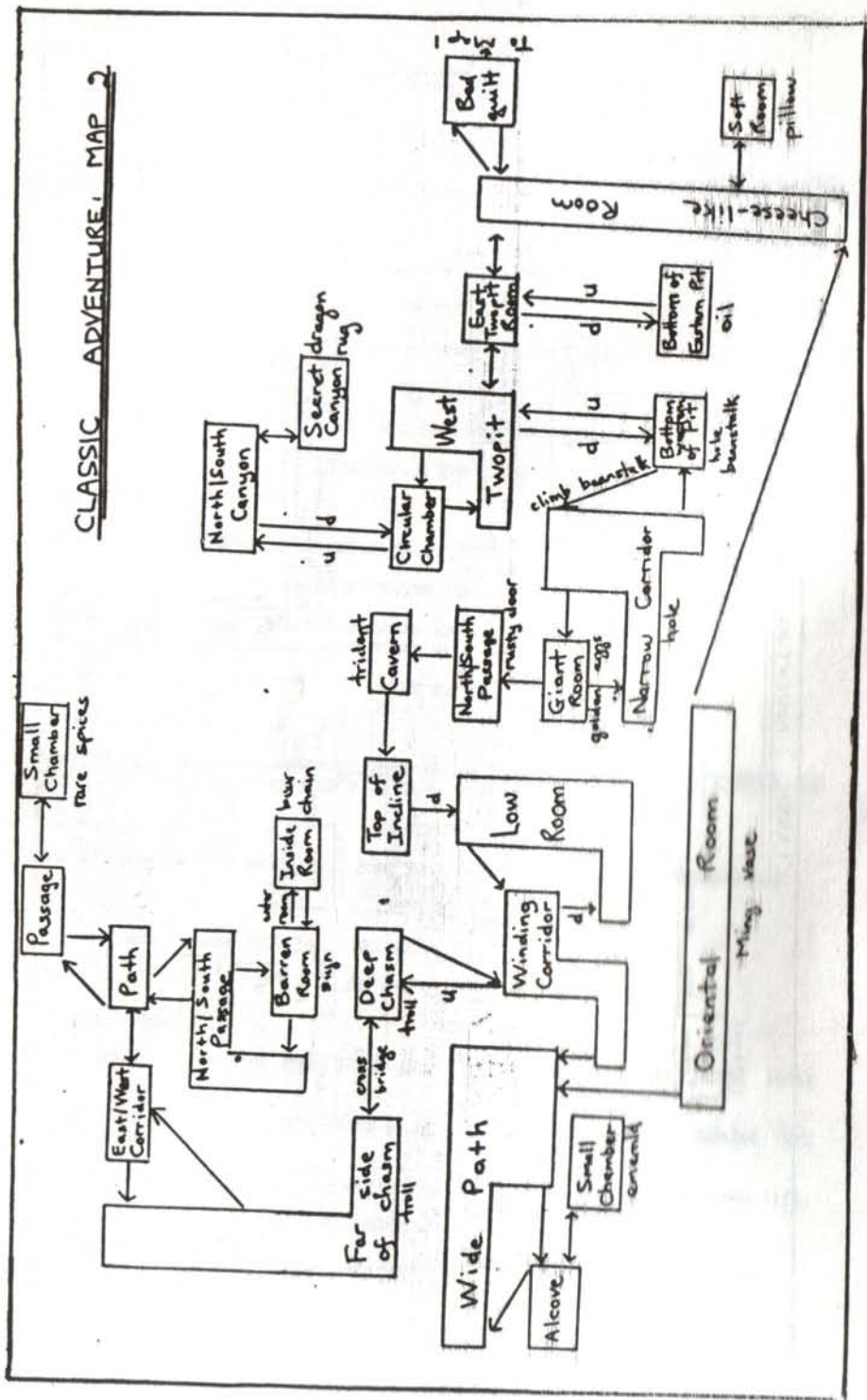
**KICKSTART**

Load and reset. Poke 10403,234. Poke 104,234. SYS 8192 for infinite lives.

CLASSIC ADVENTURE MAP 1



# CLASSIC ADVENTURE MAP 2



## LEGIONNAIRE

Load and reset. Poke 10202,255. SYS 6129 for 255 lives.

## MONKEY MAGIC

Courtesy C Archer.

LOAD/RESET THEN TYPE MID 70 CHANGE 33 TO FF THEN TYPE G1020 RETURN.

## PUNCHY

Load and reset. Poke 4234,234. Poke 4235,234. SYS 4112 for infinite lives.

## ROBIN TO THE RESCUE

Load and reset. Poke 8808,234. Poke 8809,234. SYS9984 for infinite lives.

## ROCKMAN

Load and reset. Poke 7409,173 and run with SYS 7367. This disables all monsters.

## RUNNER

Load and reset. Poke 8992,34. Poke 8993,35. SYS 4120 for infinite lives.

## SHARK

Courtesy C Archer

LOAD/RESET THEN TYPE M3212 CHANGE ALL 03 FF THEN TYPE SYS 8192 RETURN.

## SOLO

Load and reset. Poke 13595,234. Poke 13596,234. SYS 10915 for infinite lives.

## SPECTIPEDE

Load and reset. Poke 6792,234. SYS 4218 for infinite lives.

## TOM THUMB

Courtesy of C Archer

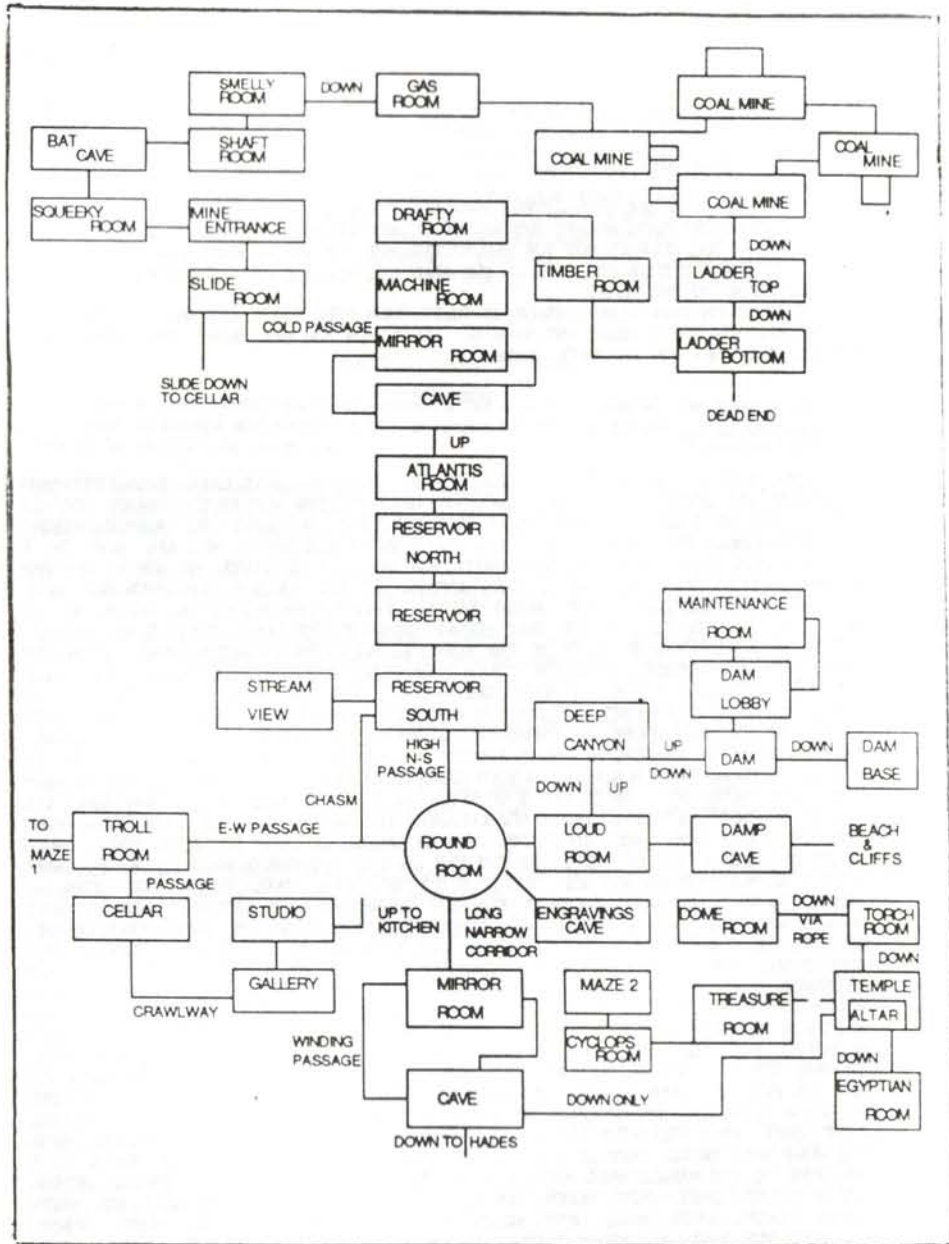
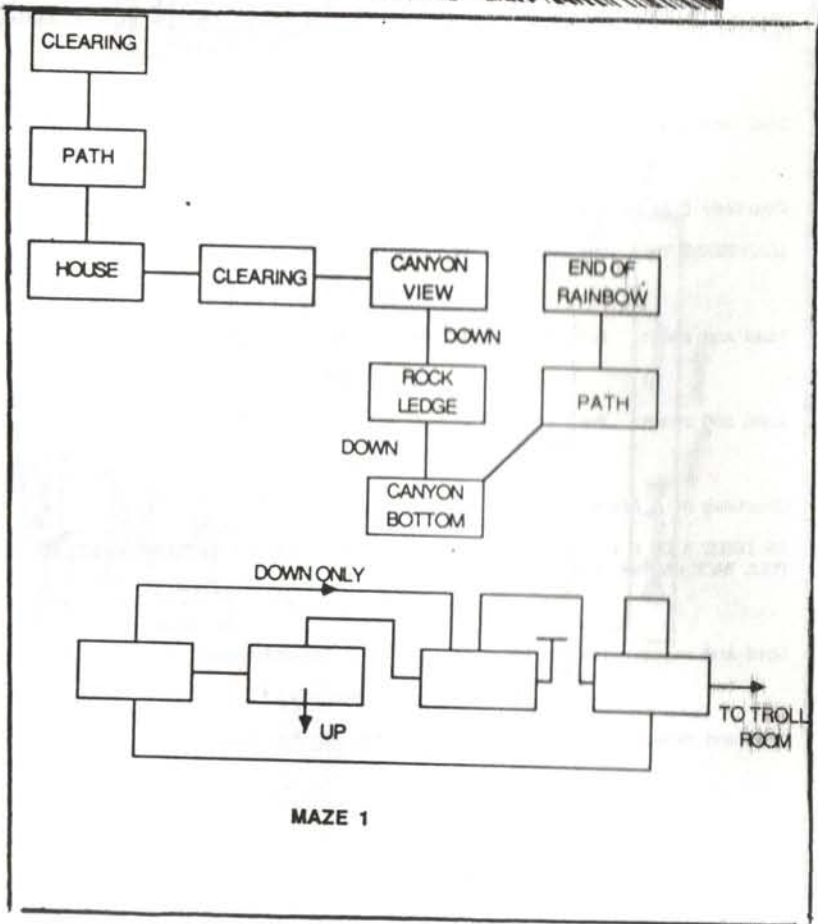
IN ISSUE 4 OF H & D, J HATTON ASKED FOR HELP WITH TOM GETTING PASSED THE SPIDER, PULL BACK ON THE JOYSTICK, TOM JUMPS LOW.

## TUTTI FRUTTI

Load and reset. Poke 10534,255. SYS 8192 for 255 lives.

## XARGAN WARS

Load and reset. Poke 7302,255. SYS 7296 for 255 lives.



ZOOIAC

Courtesy of C Archer.

WITH THIS CODE YOU GET MANY LIVES, THE ONLY THING IS EVERY TIME YOU GET TO A CERTAIN SCORE THE GAME BREAKS BUT AS YOU START AGAIN YOU CAN GET EXTRA TIME AND LIVES, THIS CODE HELP IS NOT FOR THE EXPERT BUT FOR THE SLOW ON THE TRIGGER YOU WILL FIND THAT AFTER A FEW RUNS ON THE GAME YOU WILL BE ABLE TO PLAY THE GAME WITHOUT CHANGING THE CODE.

LOAD/RESET THEN TYPE DIEA7 CHANGE 05 TO FF THEN TYPE G3270, RETURN. IF THE GAME BREAKS ALL YOU DO IS RESET AND TYPE G. SOMETIMES YOU MAY BEAT THE GAME, BUT REALLY IT'S ONLY FOR PRACTICE SHOTS.

ZORK III

COMPLETE SOLUTION

GET LAMP. TURN IT ON. SOUTH TO A LAKE. DROP LAMP. JUMP INTO LAKE. SWIM WEST AND GO SOUTH INTO SCENIC VISTA. GET TORCH AND WAIT FOR THE NUMBER TO CHANGE TO 11 THEN TOUCH THE TABLE. GET THE CAN OF GLUE REPELLANT. GO EAST TO SCENIC VISTA. WAIT FOR NUMBER TO CHANGE TO III THEN TOUCH THE TABLE AGAIN. YOU ARE NOW IN A DAMP PASSAGE. DROP TORCH AND WAIT UNTIL YOU ARE BACK AT VISTA. GO NORTH TO THE SHORE. JUMP IN LAKE. GO DOWN TO LAKE BOTTOM. GET ALL. ONLY FINISH WHEN YOU HAVE THE REPELLANT AND THE AMULET. WATCH OUT FOR HUNGRY FISH WHILST IN WATER SO IT WOULD HAVE HELPED TO SAVE THE GAME BEFORE ENTERING THE LAKE THIS TIME AROUND. WITH THE CAN AND AMULET GO UP TO THE SURFACE. SOUTH TO SOUTHERN SHORE. SPRAY THE REPELLANT ON YOURSELF. GO SOUTH INTO A DARK PLACE. GO SOUTH, GO EAST. YOU WILL SEE A STRANGE KEY IN THE KEY ROOM. GET KEY AND OPEN THE MANHOLE COVER AND GO DOWN. GO NORTH TO THE WATER SLIDE. GO NORTH DOWN THE SLIDE. GET TORCH. GO WEST TO A JUNCTION AND IGNORE THE SWORD IN THE ROCK. GO SOUTH INTO CREEPY CRAWL. SOUTH WEST IN TO SHADOWLAND. WAIT AROUND IN SHADOWLAND FOR A CLOAKED AND HOODED FIGURE. A SWORD SHOULD APPEAR IN YOUR HAND TO ENABLE YOU TO FIGHT. ATTACK HIM WITH YOUR SWORD UNTIL HE IS BADLY WOUNDED AND THEN GET HIS HOOD. NOW GET THE CLOAK. GO EAST QUICKLY TO LEAVE SHADOWLAND. GO NORTH TO THE JUNCTION. WEST THROUGH BARREN AREA. WEST TO CLIFF. PICK UP BREAD. GO DOWN TO LEDGE. WAIT. WHEN A MAN APPEARS ON TOP OF THE CLIFF TIE THE ROPE TO THE CHEST WHEN HE ASKS. WAIT AGAIN. HE WILL RETURN AND HELP YOU BACK TO THE TOP. TAKE STAFF. GO DOWN TO LEDGE. GO TO CLIFF BASE. SOUTH TO FLATHEAD OCEAN AND WAIT AROUND. WHEN A SHIP PASSES SAY HELLO SAILOR AND HE WILL THROW SOMETHING ONTO THE BEACH. PICK IT UP. WAIT AROUND FOR AN EARTHQUAKE AND THEN MAKE YOUR WAY TO THE CREEPY CRAWL. EAST INTO TIGHT SQUEEZE. E INTO CRYSTAL GROPTO. SOUTH TO GREAT DOOR. EAST TO MUSEUM ENTRANCE. OPEN THE EAST DOOR. NORTH INTO MUSEUM. SET DIAL TO 776. PUSH MACHINE SOUTH TO THE ENTRANCE. THEN EAST INTO JEWEL ROOM. GET INTO MACHINE. PUSH BUTTON. WAIT FOR THE GUARDS TO LEAVE. GET ONLY THE RING. OPEN DOOR. GO OUT INTO ENTRANCE. OPEN NORTH DOOR AND GO NORTH. PUT THE RING UNDER THE SEAT. TURN DIAL TO 948. GET IN AND PUSH BUTTON. GET OUT OF MACHINE AND LOOK UNDER THE SEAT TO GET THE KEY. GO SOUTH TWICE. THIS IS A GOOD TIME TO SAVE THE GAME AS THINGS TEND TO GET A LITTLE HAIRY. GO DOWN THE HOLE AND PUSH THE SOUTH WALL, GO EAST, SOUTH, EAST, EAST. PUSH THE SOUTH WALL. GET THE BOOK. PUSH THE SOUTH WALL AGAIN. PUSH THE WEST WALL TWICE. THEN GO EAST. SOUTH. AND PUSH THE EAST WALL. GO NORTH UNTILL YOU COME TO THE MARBLE WALL AND PUSH THE EAST WALL. GO WEST, SOUTH, SOUTH, SOUTH, SOUTH, EAST, EAST, NORTH, NORTH, NORTH, AND PUSH THE WEST WALL. GO EAST, SOUTH, SOUTH, SOUTH, WEST, WEST, WEST, NORTH, NORTH, NORTH, WEST, NORTH, AND PUSH THE EAST WALL THREE TIMES. WEST, WEST, SOUTH, SOUTH, EAST, EAST, SOUTH AND PUSH THE EAST WALL. WEST, WEST, WEST, NORTH, NORTH, NORTH, EAST, EAST, AND PUSH THE SOUTH WALL TWICE. WEST SOUTH, SOUTH, EAST, EAST, NORTH AND PUSH THE WEST WALL TWICE. SOUTH, WEST AND PUSH THE NORTH WALL UNTILL IT WON'T MOVE ANYMORE. WEST, NORTH, GO UP LADDER AND OUT. NORTH TO THE MUSEUM ENTRANCE. OPEN EAST DOOR AND GET ALL FROM THE JEWEL ROOM. WEST TO THE GREAT DOOR. GO TO JUNCTION. EAST INTO DAMP PASSAGE. NORTH EAST TO THE ENGRAVINGS ROOM. WAIT AROUND

UNTILL YOU SEE AN OLS MAN SLEEPING. WAKE HIM AND GIVE HIM BREAD. OPEN THE DOOR AND GO INTO BUTTON ROOM. NORTH TO BEAM ROOM. PUT SWORD IN THE BEAM. BACK TO BUTTON ROOM. PUSH BUTTON. NORTH TO BEAM ROOM. NORTH TO MIRROR ROOM. GO NORTH. RAISE THE SHORT POLE. PUSH WHITE PANEL TWICE. PUSH PINE PANEL. GO NORTH. OPEN THE VIAL. DRINK THE LIQUID. GO NORTH TO THE LOCKED DOOR. KNOCK ON DOOR. THIS SHOULD BE THE END GAME. GO NORTH. GO WEST, GO NORTH. NORTH TO PARAPET. SET THE DIAL TO 4 AND PUSH BUTTON. GO SOUTH. OPEN CELL DOOR. GO IN. TELL THE DUNGEON MASTER TO GO TO THE PARAPET. TELL HIM TO TURN THE DIAL TO 1. TELL HIM TO PUSH THE BUTTON. UNLOCK THE BRONZE DOOR WITH THE KEY. OPEN DOOR. GO SOUTH.....

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THE BEST GAMES OF 1986

1986 saw a fair number of game releases for the C16/Plus 4. We take a look back at these releases and take a further look back at the scores and whether they would be marked the same now.

ACE from Cascade was the classic air combat challenge and there was both a C16 and a Plus 4 version. C16 overall 81% Plus 4 93% both rate very highly still and have not really been improved upon.

BONGO from Anco gave you a standard Kong style game with the ability to create your own screens. Overall 84%, and perhaps rates now as a 79% still very good.

C16 CLASSIC II covered 4 games; Monkey Magic, Bagger, Timeslip and Xargans Revenge. A compilation that couldn't lose at 90%. Rerated to 80% still good value for money.

COMMANDO from Elite appeared but proved very disappointing, it received 59%, a rating we still cannot increase.

GULLWING FALCON from Gremlin produced some excellent animation but poor playability left it at 47%. After a long time of trying it doesn't get any better.

Tynesoft released their first quality game, GUNSLINGER it achieved 78%, a little high by todays standards now worth about 62%

REACH FOR THE SKY from Gremlin gave us an interesting shoot 'em up, it achieved 63%, a figure we don't argue with today.

Also from Gremlin came the Airwolf style, RESCUE FROM ZYLON rated 69%, perhaps 5% less now at 64%

Anirog came up with a 178 screen TOM THUMB that rated 85% perhaps worth a slight increase to say 88% now.

FOOTBALL MANAGER the excellent football strategy game received 83%, still well worth that percentage.

WINTER OLYMPICS the winter sport simulation stumbled to a poor 31%, it still remains there.

WORLD SERIES BASEBALL was released by Imagine to a 76% rating on reflection we will have to drop that by 10%, still giving a reasonable 66%

BERKS TRILOGY from CRL appeared. 3 games in one at 80% now perhaps only 75%

INDOOR SOCCER arrived from Magnificent 7, it was pathetic at only 17% we'll be kind and leave it at that.

The classic platform game MANIC MINER appeared to an 80% rating, to show our love we have put it up to 82%

Another Tynesoft release MOUNT VESUVIOUS bored us at 51% falls down to 48%

Magnificent 7's second release PHAROSH'S TOMB was an improvement at 48%, up to 49%

POGO PETE had us bouncing for joy at 79%. Enjoyment begins to waver down to 74%

Anco's SPACE PILOT weighs in at 71% it is an entertaining shoot 'em up so stays the same.

6 games on one with C16 SUPER HITS gives a miserable 53%, we'll raise it to 56%

LEGIONNAIRE weighs in at 87%, the game remains exciting up to 92%

WIMBLEDON appears to give the C16 a tennis simulation, bad playability leaves it at 53%

Plus 4 owners delight to the release of MERCENARY with a 96% rating. It remains brilliant.

HYPERFORCE provides some fast action from Ariolasoft, very hard, giving 46% no worse no better.

IAN BOTHAMS TEST MATCH confused us 21% is still not unreasonable.

Another Plus 4 release SABOTEUR rates at 83% perhaps content now knocks it down to 77%

Manic Miner follow up JET SET WILLY is well converted and rates 68%, still reasonable.

BOMB JACK another arcade classic was botched by Elite on the C16 only 56% here.

BIG FRANK BRUNO appeared very entertaining at 87% perhaps only one or two less at 85%

Gremlin did the business with their MONTY ON THE RUN conversion at 92%. Up to 94% !

MATRIX and LASERZONE provided excellent arcade entertainment on one tape to race to 89%, perhaps now 87%

PROJECT NOVA gave us a bit of arcade strategy and it was and remains excellent at 85%

LEAPIN LOUIE from Audigenic leaped to 77%. Now a slight fall to 74%

THE TOMB OF TARRABASH achieved a 71% mark for Audigenic it remains steady.

The long awaited WINTER EVENTS was released by Anco. Superb graphics still lacked game content. It hit 65% perhaps an increase to 70% is justified.

YIE AR KUNG FU chopped its way to 64% with a poor game content. We'll be kind and leave it at 64%

## THE COMPLETE GAME PLAYING INDEX

COVERING THE C16/PLUS 4 HANDBOOK ISSUES 1-6

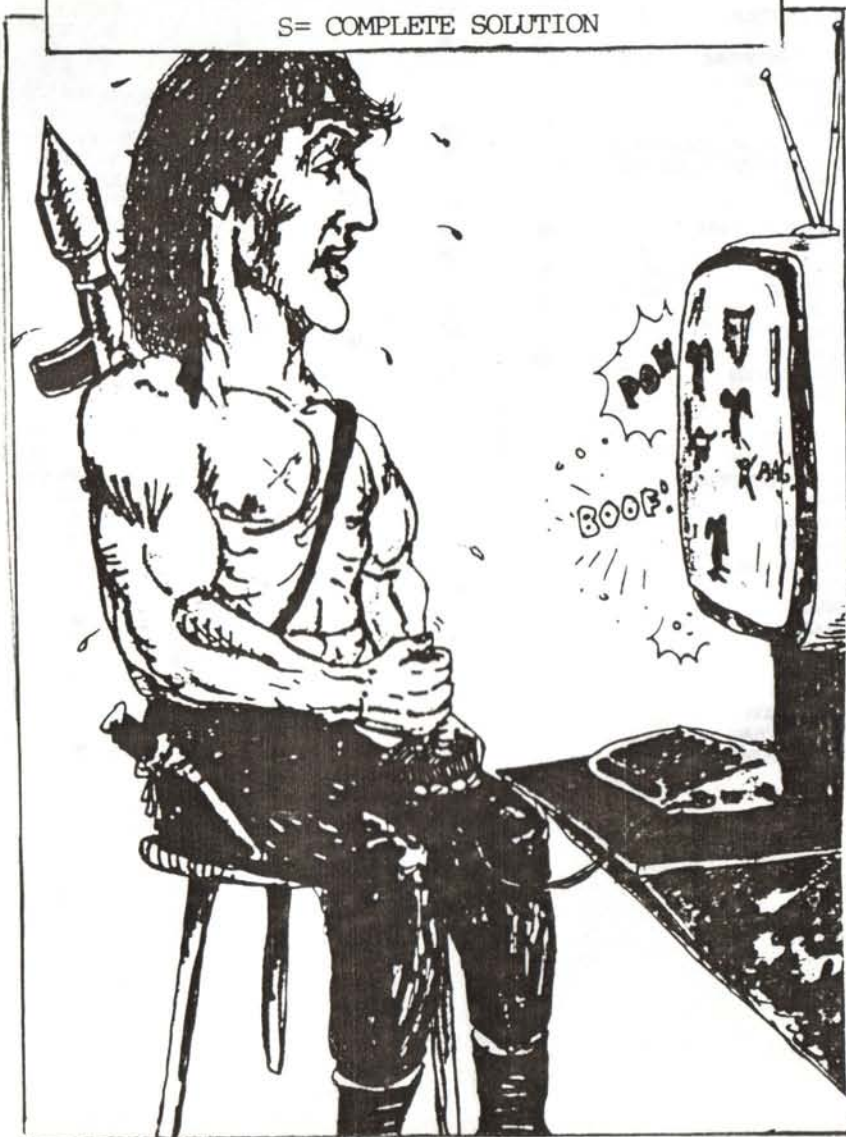
### KEY

P=POKES AND CHEATS

M= MAPS

H= HINTS

S= COMPLETE SOLUTION



TITLE	ISSUES	1	2	3	4	5	6
A.C.E.			H				H
AIRWOLF			M				H
BANDITS AT ZERO						P	
BEACH HEAD	H		P				
BERKS						P	
BIG MAC			P			P	
BLAGGER			P			H	
BMX RACERS			H				
BOSS			P				
BOOTY							
CASTLE DRACULA							M
CIRCUS	H		H				
CLASSIC ADVENTURE							H
COLOSSAL CAVE							S
COMMANDO				HM	H	P	
CRUNCHER			H				
DALEY THOMPSONS STAR EVENTS			H				
DALEY THOMPSONS SUPER TEST						HP	
DARK TOWER				P			
DRAGON					H		
ESCAPE FROM PULSAR 7	H		H				
EXORCIST			HM				
FIRE ANT					H		
GHOST CHASER						H	
GHOST TOWN					H		H
GRANDMASTER CHESS				HP			
GREMLINS	SM						M
GULLWING FALCON					H		
GUNSLINGER				H			
HULK	S						
ICICLE WORKS					H		
INCREDIBLE HULK							SM
JERUSALEM ADVENTURE							HM
KIK START						P	P
KUNG FU KID			H				
LEGIONNAIRE					H		
MANIC DEATH CHASE					P		
MAYHEM			H				
MERCENARY					HM		H
MOON BUGGY			H				
MR PUNIVERSE						P	
OBLIDO						P	
PACMANIA			P				
PETALS OF DOOM				H			
PIRATE ADVENTURE				S			M
RETURN OF ROCKMAN					H	P	

TITLE	ISSUES	1	2	3	4	5	6
ROBIN TO THE RESCUE							P
ROCKMAN			M				
SABOTEUR					P		
SALVAGE					M		
SECOND CITY							HM
SECRET MISSION							M
SKY HAWK						P	
SORCERER OF CLAYMORGUE CASTLE	S			SM			
SPECTIPEDE			P				
SPEED KING							H
SPIDERMAN	S			S			
SQUIRM	H						
STARTER CHESS C16							P
STRANGE ODYSSEY					H		H
SWORD OF DESTINY			H				
TABLETS OF HIPPOCRATES				SM			
TEN LITTLE INDIANS	S						
THAI BOXING			H				
TIME MACHINE	H						
TOM THUMB							H
TREASURE ISLAND					M		
TREASURE HUNTER						HM	
TUTTI FRUITTI						SM	
TYCOON TEX			H				P
TWIN KINGDOM VALLEY					M		H
WILLIAMSBURG ADVENTURE			S				
WINTER OLYMPICS					H		
WORLD SERIES BASEBALL	H						
ZARGON WARS							P
ZORK 1							H
ZORK 2							SM



INTERNATIONAL KARATE appeared and depression set in at 59%, now only 54%

Another sport simulation EUROPEAN GAMES hit the streets and flopped at 59% Now 55%

All the above ignored budget price game releases that overall at £1.99 were good value for money, with perhaps the highlight of the budget year being SPEED KING

Lets hope for some more bumper releases during 1987.

TA, VERY MUCH



Just a few words to say thanks for your support during 1986. We hope you will be able to stay with us during 1987!

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 GAME REVIEW SECTION  
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Each issue we look at the very latest C16/Plus 4 releases and award percentage marks against set criteria. The last few weeks have seen very few full price releases so this issue we include some of the budget price titles.

THE SCORING SYSTEM

The marks are awarded out of a maximum 100%. The percentage ratings are listed below.

Between	90-100%	(H6D RAVE)
Between	80-89%	(EXCELLENT)
Between	70-79%	(VERY GOOD)
Between	60-69%	(GOOD)
Between	50-59%	(AVERAGE)
Between	40-49%	(POOR)
Between	30-39%	(RUBBISH)
Between	00-29%	(A LOAD OF #6\$!)

Title Blockbusters  
 Publisher Macsen  
 Address GBA Ltd, 17 Nott Sq, Carmarthon,  
 Dyfed, SA32 1PQ  
 R.R.P. 7.95  
 Availability 22/11  
 Game Type TV Quiz simulation



To our knowledge this is the first TV quiz conversion to the C16/Plus 4 machines and they couldn't pick a more popular TV game. If there are any of you unfamiliar with Bob Holness and the Blockbuster grid it is a general knowledge quiz where two players challenge each other on a grid of hexagons. Each hexagon has a letter of the alphabet on and a question is asked and the answer has to start with the appropriate letter. If answered correctly the hexagon shows the colour of the person who answered correctly. The first player to get a line of hexagons wins, and that's it.

On the TV programme there are some amazing prizes but unfortunately with this it is the pride of winning. When playing you are given various options, number of games in the series between one and nine, the game speed which allows you to control the amount of time given to answer a question.

There have to be 2 players and each is allocated a button to push when the computer prints a question on the screen. The first to press gets the option of typing in the answer and the program even allows for misspelling, by letting the player have a further attempt.

The game is good fun and as you'd expect after a while some questions do tend to repeat themselves. Fortunately Macsen have a further question tape up their sleeve. There are in fact 2 versions on this tape with the Plus 4 version having more questions.

As long as you have a friend or enemy to play with it is all good fun and is an excellent conversion. There may not be a C16/Plus 4 version of Trivial Pursuits but in the meantime this will do nicely.

Blockbusters The Scores

GRAPHICS	77%
PLAYABILITY	88%
LASTABILITY	85%
ADDICTIVENESS	86%
VALUE FOR MONEY	82%
H & D RATING	85%

\* Watch out for the sequel to this game that is due for release before Christmas entitled Blockbuster Gold Run.

GUEST REVIEWER PERCY VERE

Morning world I have been asked to review a 4 game compilation for the C16/Plus 4 called Classics III, I hope we agree on the finer points but please remember this is a personal view from yours truly. Here we go with the usual info.

Title Star Games Classics III  
Publisher Gremlin  
Address Gremlin Graphics Software Ltd, Alpha House, 10 Carver St, Sheffield, S1 4FS  
R.R.P. 9.95  
Availability 5/11  
Game Type Arcade

Game 1 Sword of Destiny

I usually start my reviews with a word or two about the plot or state of play so...I'm Kelok and I've been killed in battle. Some weirdo called Xorphas has stolen my heart (no I don't love him....He's pinched it) My soul has...With the aid of a magic sword...got to wander about underground caverns until I find it again...As in most games of this type energy is of the utmost importance.... At intervals flashing objects appear and if you capture them another part of the underground caverns emerge....If you're caught in a cavern where there appears to be no exit you can stand on hot air geysers and they trampoline you to different levels....Flying skulls and bats tend to annoy me a little bit but I suppose like the black background they are to remind me I'm underground. Graphically there is not much to write about really, the geyser with the trampoline effect made me smile, all be it only once for the price of £9.95. Well perhaps the other 3 might earn it...Unfortunately Sword of Destiny is a bit of a deadloss in fact you could even say "my heart wasn't in it" (small pun there) Straight to the scores I think.

GRAPHICS	49%
ORIGINALITY	47%
PLAYABILITY	51%
ADDICTIVENESS	48%
LASTABILITY	50%
VALUE FOR MONEY	49%
H & D RATING	41%

Game 2 Jetbrix

Well in stark contrast to the first game this ones an all action, blast them before your nobbled type of game. I'm a bloke with a jetpack on me back and armed with a laser....Certain objects are falling from the sky....Bricks mainly. Things called spinners and bonus circles. The aim of the game is to stop the falling bricks from building a wall....As the wall builds up, the screen gets smaller. Thus life for the jetpack man becomes a little hairy to say the least. You can move him freely and by catching the spinners and then dropping them onto the wall you can start to break through and



proceed to a different level of the game. I found however that breaking through the wall was fairly difficult but by lasting for quite sometime I progressed to the next level if you like by default. Quick nimble hands and a fast thinking brain can win this game. Graphics are good...It may take you some time to adjust to the speed....Keep that laser blazing and good luck!

Jetbrix The Scores

GRAPHICS	69%
ORIGINALITY	65%
PLAYABILITY	69%
ADDICTIVENESS	63%
LASTABILITY	65%
VALUE FOR MONEY	62%
H & D RATING	60%

Game 3 Gullwing Falcon

Ah well you can't have your cake and eat it can you. Here we go I'll do me best ....I'm in charge of a space craft and I'm desperately trying to defend my planet from hoardes of pirate ships, if you can, pummel em with your guns but its very difficult. I'm afraid really, because if Gullwing is the only defence I've got then I'll cheat and wave the white flag. My reaction is that the screen playing area is too small I don't have the time to breath never mind try to move my ship around. Every so often two great pillars came into view....I am supposed to hide behind them to give me a bit of cover, but unfortunately they are too big and I find myself squashed and blown to bits....The good point is the 3D stuff....But if only they'd given me more space to manoeuvre in, I think we could have had a reasonable game....If your nippy you'll probably survive but....oops....that's the third ship I've lost and me times up as well. I think I'll hold me hands up and while I'm there I'll reach for the sky....

Gullwing Falcon The Scores

GRAPHICS	72%
ORIGINALITY	68%
PLAYABILITY	40%
ADDICTIVENESS	46%
LASTABILITY	42%
VALUE FOR MONEY	49%
H & D RATING	48%

Game 4 Reach For The Sky

Space invaders remember the good old one where you hide behind haystacks then every so often you pop out and fire at em! Well this is nothing like it....It is but it isn't if you get my drift. There are no haystacks to hide behind and the aliens or the baddies don't move down in army type formation, they zoom at you from all sides, some of them drop bombs, where as others use the now famous kami-kaze type attacks.

It's pretty good fun really, the action's fast and furious and you actually have the chance to do the budgie with no teeth impression....Succeed !! (Jokes as well eh!)

The game will probably go down well with beginners in the arcade computer world, but us older ones will possibly need a bit more spice on the pudding. The graphics are very presentable and the levels you reach when you are familiar with the game offer more enjoyable challenges. Overall opinion a good game for a compilation.

Reach For The Sky The Scores

GRAPHICS	71%
ORIGINALITY	62%
PLAYABILITY	73%
ADDICTIVENESS	70%
LASTABILITY	75%
VALUE FOR MONEY	66%
H & D RATING	69%

Overall opinions and scores for the complete presentation package;

For the absolute beginner the 4 game compilation package seems a reasonable attraction, however if your impression was built around the quality of the work that was inside the package then you may think you have bought the wrong machine....far from it.

The C16/Plus 4 is a little cracker, and better compilations and single games have and will be presented.

A personal view would be to say that the compilation consists of two reasonable games and two poor ones and the price of £9.99 is a little steep....Circa £5 - £6 would be more appropriate.

Overall Scores

GRAPHICS	70%
ORIGINALITY	59%
PLAYABILITY	69%
ADDICTIVENESS	50%
LASTABILITY	63%
VALUE FOR MONEY	49%
H & D RATING	52%

Title Five Star Games  
 Publisher Beau Jolly  
 Address 29a Bell St, Reigate, Surrey,  
 RH2 7AD  
 R.R.P. 9.95  
 Availability 19/11  
 Game Type Misc

Beau Jolly produce their second compilation tape for the C16/Plus 4 although on their first they had 10 games, now only 5 but it appears that they may have gone for quality rather than quantity with 4 of the 5 earning good H & D ratings when we first reviewed them.

The first game "Defence 16" comes from Probe software and is probably the least known and the worst of the five games. It is a scramble type game that has you scrolling along blasting the invading aliens and dodging the mountains. The game is played by keyboard only which makes it very difficult, a joystick option would have been nice.



Defence 16 The Scores

GRAPHICS	45%
PLAYABILITY	46%
ADDICTIVENESS	44%
LASTABILITY	43%
VALUE FOR MONEY	51%
H & D RATING	47%

Secondly we have Tom Thumb from Anco a 178 screen arcade adventure featuring our hero Tom. His aim to get the buried treasure of the pharaohs, to thwart him are spiders, snakes and spirits, plus of course your lack of skill. The game thankfully has a joystick or keyboard option and it still has the same appeal it had when we reviewed it 2 or 3 months ago. A great challenge, well animated and good fun.

Tom Thumb The Scores

GRAPHICS	86%
PLAYABILITY	84%
ADDICTIVENESS	85%
LASTABILITY	91%
VALUE FOR MONEY	94%
H & D RATING	93%

The third game is Bagger by Alligata. This is a platform game containing 20 screens and Manic Miner owners will know just much this falls short of that games standard with some very jerky animation. Bagger for all this still remains good fun if not state of the art animation.

Bagger The Scores

GRAPHICS	58%
PLAYABILITY	63%
ADDICTIVENESS	66%
LASTABILITY	69%
VALUE FOR MONEY	71%
H & D RATING	68%

Then on to Pogo Pete from Tynesoft, which in our opinion is probably Tynesofts most original release to date. You are in control of a young boy on a pogo stick named "Pogo Pete" who bounces his way around certain adventure playgrounds. The aim is to try out all the obstacles by bouncing over them to prove how safe they are. The skill lies in timing the length of the jump and height of the bounce and the game is annoyingly addictive.

Pogo Pete The Scores

GRAPHICS	82%
PLAYABILITY	83%
ADDICTIVENESS	86%
LASTABILITY	84%
VALUE FOR MONEY	89%
H & D RATING	88%

And finally to Ghost Town an arcade adventure of 19 death ridden screens, which has you in the age old tradition of roaming around dungeons avoiding all the nasties. The type of game you have played many times but still remains interesting and is different enough in style to compliment the other games on this tape.

Ghost Town The Scores

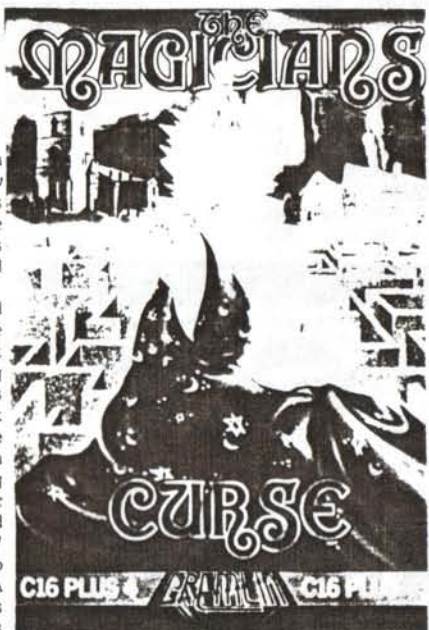
GRAPHICS	84%
PLAYABILITY	82%
ADDICTIVENESS	76%
LASTABILITY	74%
VALUE FOR MONEY	78%
H & D RATING	76%

Overall the tape is excellent value although if you do have a couple of the better games it loses some of its worth. Certainly well worth buying for a Christmas present. An excellent compilation.

Title The Magicians Curse  
Publisher Gremlin  
Address Alpha House, 10 Carver St,  
Sheffield, S1 4FS  
R.R.P. 6.95  
Availability 28/11  
Game Type Arcade Adventure

Long ago this land was inhabited by an evil magician. The land is now uninhabited and even the magician has gone. It is fabled that deep within the magicians lair there is a priceless golden statue, it is up to you to find that treasure.

The game contains some 43 screens and graphics are adequate with your little mans movements in the main left to right with some nasties to avoid including vampire bats. Dotted around the screens are goblets which contain food and drink to increase your strength to the maximum, potions which can be poison will decrease your strength, health drug which is the poison antidote or magic potion which allows you to find concealed passages. Also there are 7 talismans and all must be collected to gain access to the final screen. A candle can be found which is a must as certain screens are in total darkness and contain hidden traps that need to be



seen. Finally there are keys that are needed to open locked doors. The game is fairly easy and there must be a question mark over lastability and within the time it took to review the game most of the 43 screens had been visited and most of the barriers had been mastered. A very good arcade adventure has to be a challenge, this although reasonable lacks that criteria. Over priced at £6.95 and Gremlin



must be wary of producing such mediocre games as this.

The Magicians Curse The Scores

GRAPHICS	66%
PLAYABILITY	77%
LASTABILITY	53%
ADDICTIVENESS	51%
VALUE FOR MONEY	52%
H & D RATING	55%

Title Xcellor 8  
Publisher Gremlin  
Address Alpha House, 10 Carver St,  
Sheffield, S1 4FS  
R.R.P. 6.95  
Availability 24/11  
Game Type Arcade

OK a bit of word play by Gremlin, but the title, just about sums up the game. You take control of a XKISS hover car which flies through the city of "Xcellor 8". You are a bounty hunter of the future, (touches of Blade Runner here) and you earn money by capturing runners. You gain credits for blasting runners as long as you get them back to the bank. There is also a shop where you can buy items for your car, ie, shields, fuel, mines etc. There are numerous levels to the game the higher you go the more you have to blast the droids.

The first noticeable thing about the game are the brilliant graphics that add tremendously to the realism of the game. Your car flies about the various streets of Xcellor 8 and it is best to familiarise yourself with the locations, ie, shops and especially the hospital, where you can take innocent droids should you blast them by mistake.



Be warned if you should kill 3 innocent droids the game is over. The game also ends should you be blown up if your shields reach zero, or if your fuel level reaches zero. These unfortunate actions can happen very quickly indeed so get those runners blasted, get to the bank and to the shop, and look sharp about it.

If you enjoy fast action, then this should appeal and it is probably one of the best action games produced so far on the C16/Plus 4. Play can become a little repetitive, ie,

the only difference between level one and two is that the droids on level two need two shots to be destroyed. One of Gremlins best for some time.

Xcellor 8 The Scores

GRAPHICS	91%
PLAYABILITY	88%



LASTABILITY 78%  
ADDICTIVENESS 79%  
VALUE FOR MONEY 77%  
H & D RATING 82%

Title Who Dares Wins II  
Publisher Tynesoft  
Address Unit 3, Addison Ind Est,  
Blaydon, NE21 4TE  
R.R.P. 7.95  
Availability 27/11  
Game Type Arcade

Don't worry you haven't missed Who Dares Wins I, it never existed. Alligata the originators got into trouble with Software House Elite concerning copyright, so the II was added to make every body happy. OK history lesson over.

The game is in the mould of Legionnaire and Commando where it is you against an army. Your mission to fight your way through 8 fields of battle armed only with an automatic rifle and 5 grenades to release your brave compatriots who are held against their will.

The first noticeable thing about the game is the speed of animation which is painfully slow although the background graphics are good. You have 3 lives to play with, although control of the man was a little unresponsive and so annoyed during play. There are plenty of areas to fight your way through although you may find yourself falling asleep rather than sweating with excitement.

To make a comparison, Legionnaire remains the number one arcade challenge, so this although graphically superior and much larger than Elites Commando lacks the speed to make it really addictive. A great pity they have failed to add speed to just looking nice. Disappointing.



Who Dares Wins II The Scores

GRAPHICS 87%  
PLAYABILITY 62%  
LASTABILITY 66%  
ADDICTIVENESS 63%  
VALUE FOR MONEY 61%  
H & D RATING 64%



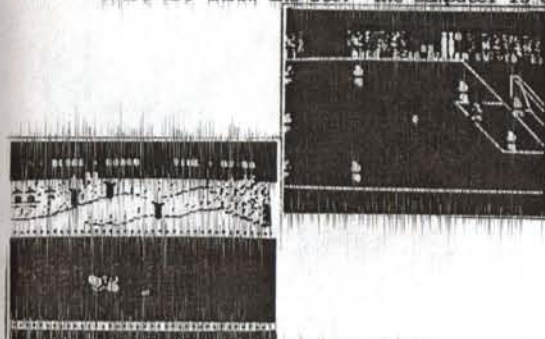
C16 plus/4 TYNESOFT C16 plus/4

Title Sports 4  
Publisher Anco  
Address 4 Westgate House, Spital St, Dartford, Kent  
R.R.P. 7.95  
Availability 15/11  
Game Type Sports Simulation

Anco have produced some reasonable software for the C16/Plus 4 and continue their sporting theme with their latest release, Sports 4 which includes Speedboat racing, European cup football, Thai boxing and Canoe Slalom. On the face of it very good value at £7.95. We gave the game to our sports correspondent Willie Makeit to review.

First on the screen was Speed boat grandprix, select from one of three skill levels and then it is simply a matter of guiding your boat around the circuit. If you overshoot a buoy it costs you a penalty point. Ten points or a collision result in you losing one of your 3 boats. The game has you alone against the circuit and it may have been more interesting if there had been some competition as it is the thing left me totally bored, oh well onto the footy.

European cup championships gives you an option of one or two players and you have your choice from any of 8 competing countries and team strips. It is very important that you pick a light and dark strip for the two teams, as otherwise it can get a little confusing. A 90 minute game, without half-time lasts approximately 5 real minutes and the game is played on a 5-a-side scale although there are throw ins etc. The computer is easily beaten and it only just about keeps interesting with 2 players.



You may want to play it two or three times, who knows. After the disappointment of football I felt like kicking someone, so fortunately as I squared up to the office cat Thai boxing appeared on the screen and I went for the joystick. It is you against a computer opponent on three screens and three levels of difficulty. You both have energy bars to show energy left and there are 9 possible moves at your disposal. Without breaking into a sweat I hammered my computer adversary and soon grew bored but

at least the cat got away lightly. With depression setting in it was onto the canoe slalom (Yawn !!) Select skill level and guide your canoe around alternate buoys, incur a penalty point, 4 penalties and the game is over, thank God. I cannot remember the last time I was so depressed after playing 4 sport simulations, I had to go away and load up Leaderboard on the C64. OK so I have no loyalty but if you are unfortunate enough to see this miserable effort then you will realise my predicament.

I thought Anco's Winter events was nice! All credit to Anco they make the inlay of this game look fairly exciting and even the screen shots look interesting. On the face of it a bargain for sports fans. Believe me if you enjoy your sport



give this one a wide berth.

Sports 4 The Scores

GRAPHICS	64%
PLAYABILITY	66%
LASTABILITY	41%
ADDICTIVENESS	33%
VALUE FOR MONEY	31%
H & D RATING	32%

Come on....into my world....I am reviewing a game on the C16, the game itself is called Saboteur....Do me a favour write to me about it and tell me what you think of the game or of my reveiw, perhaps we could devise some sort of competition between ourselves....go on get the pen out and drop us a line....My names Percy.

Title Saboteur  
Publisher Durell  
Address Durell software, Castle Lodge, Castle Green, Taunton, Somerset, TA1 4AB  
R.R.P. 9.95  
Availability 29/10  
Game Type Arcade

According to the inlay I'm a highly skilled mercenary and pretty useful at Kung Fu....I'm inside an enemy building and I've got to get hold of a disk of somekind that holds information on all rebel leaders. The game is based on time, I have no weapons only those which can be obtained during walkabouts, enemy guard dogs are energy sapping and the guards themselves need to be avoided if possible. The conclusion of the game is a daring escape by helicopter.

OK...Loading tape now!

The first thing to notice is the none appearance of a joystick, perhaps I've reviewed too many games that require one....Still I'm not keen on using the keyboard for movement. As for the appearance of me the mercenary, I look like one of the flour graders....Come on the object of the game is pretty good so lets get on with it.

Up the ladder....Run along plank....Gordon Bennett a fast moving hen....Escape down ladder....Well what were that? I think it was supposed to be a guard dog but altogether I'm not keen, I'll go a different way. Graphically speaking it makes me laugh its funny but I'm supposed to be a hard nut mercenary type, somethings wrong? Giant pause here....I've cheated and just looked at the same game on the Plus 4....What a difference....!!

The version with the flour grader would have been better if they would have cut down the number of screens and in doing so created better graphics. The idea of the game and its climax is a good one but puny mercenaries sploit it for me.

Saboteur The Scores

GRAPHICS	39%
ORIGINALITY	72%
PLAYABILITY	40% (no joystick)
ADDICTIVENESS	39%



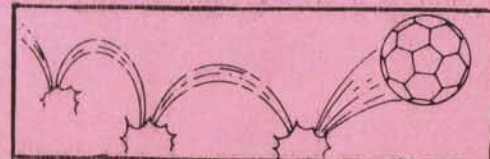
LASTABILITY	39%
VALUE FOR MONEY	38%
H & D RATING	33%

Title Trailblazer  
Publisher Grenlin  
Address Alpha House, 10 Carver St, Sheffield, S1 4FS  
R.R.P. 6.95  
Availability 29/10  
Game Type Arcade

You can usually rely on Grenlin to produce a reasonable standard of software and if you add the fact that this game was simultaneously released on all computer formats then we should be in for a treat. Anyway the blurb states that determination, speed and dexterity are the key assets needed to complete this game. You guide your football down a



long seemingly endless track of coloured squares, rolling left and right, avoiding holes, jumping cracks, speeding up, slowing down and bouncing, all against the clock. The coloured squares have some significance, blue squares bounce you in the air, purple squares throw you backwards, cyan squares reverse the controls ie left = right, green squares will speed you up and red squares will slow you down. Your aim simply to complete each of the levels within a set time limit and go onto the next of the 16 courses. This is probably one of the best animated games ever seen on the



C16/Plus 4 and it gives an incredibly realistic 3D feel that makes you feel as though you are actually in the game. The great skill is in learning the colour codes and avoiding the large holes in the courses. Things happen very quickly and a fast reaction is a must, this causes little problem as joystick and keyboard response is excellent.

The big holes in the courses have to be jumped, but the more jumps you can save the more bonus you will get at the end.

The game is great fun and you soon learn where the dicky parts of the course are, although there must be a small question mark over lastability as the content is a little lacking. One that will appeal to the arcade fans and plenty to keep them going with 6 challenging courses. It will be interesting to see how Grenlin can expand their impressive 3D effect in future games. They may have more crackers up their sleeves.

Trailblazer The Scores

GRAPHICS	92%
PLAYABILITY	83%
LASTABILITY	68%
ADDICTIVENESS	82%
VALUE FOR MONEY	86%
H & D RATING	85%