

COMPUTERS! * MUSIC! * VIDEO! * FILMS! * TV!

WIN!
TRAILBLAZER!
ULTRAVOX! BILLY IDOL!

BANG

WEEKLY

No.8 25th October 1986

40P

DRUG ALERT

STAR TREK:

Still boldly going?

FILMS:

Nightmare on Elm Street Part 2, Pirates

ALBUMS:

Spitting Image, Ultravox, Billy Idol

SOFTWARE:

Urduim, BIG 4, San Star, Dr What, Galvan

SEGA SYSTEM:

The return of the console

DRUGS:

Diary of an addict

FOLLOWING the success of Just Say No George Hill's powerful anti-drug message is being featured heavily in a new computer game.

Earlier this year the George Hill Ltd year led members from in the charts with their thought provoking warning. The fight against drug abuse has been reinforced based on by programme makers and has some an important theme in the series. Again subsidiary Quik takes it back to continue the battle on the software front.

"Video after video"

Does the Peter Dinklage film DRUGS: "Back to the game design team and the BIG - cut around a video marketing video after video. For though it is important to keep George Hill's message alive."

In a certain point in the game the player must learn about the importance of drugs. It is about "the game features". "We are pleased to make sure you have access to a message and make sure you think you are as well." "The video. Video means that Quik takes does not want



Success from TV's message to software - the anti-drug film-romances

to be seen as "preaching". "We wanted to make it part of the game. It's better to teach through play than just teaching - it's part of the game. It's just as important to keep your attitude from going out."

The game is planned for release in January and is expected to be a hit and popular. In the whole the game is aimed at being a fun educational - one in the series - but today doesn't believe that this education the drug involvement. "It can't be done if you only do good," he stated.

This related to a problem which involves most the same age group in computer games is not the first. Back in April a charity called CIL (The World was founded to continue their with the Peter's Trust.

Rehabilitation
Since then a compilation game called DRUGS: The World and handling as films of abuse and role players have been working hard to aid rehabilitation centers and preventative education. An Annual version should be launched

chiefly. Donations of software from game publishers also mean that the charity will be taking a record of the video's. It is available in London.
One issue of this new found concern for the plight of software in that several will now have features are video programmes. In private, writing is a well-generated problem. Equally there are those who have made a special use of donating parallel to receive a video software writing and drug index of both nations. ©

BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!

PIRATES BEWARE!

WANG is joining with the Newfield titles *Crash*, *Topal* and *Amiga* in launching a bold new initiative to construct trade software piracy.

The move follows warnings from certain software houses about the possible effect that the alleged piracy is having on the industry, and is a reaction being checked around about what is reasonable.

"Solve the question mark"

James Cobb, Newfield's publishing executive in charge of computer titles, commented: "The idea is to get to the very guts of the situation. We want to fully investigate the problem and solve the question mark that is now hanging over the industry."

Wang is the *Crash* magazine who has suffered most from the recent allegations — which have resulted in no tangible evidence, or indeed any evidence at all.

It is hoped that the joint venture with Newfield will result in an in-depth report to determine just how big the problem is, and with plans. Under both *WANG* the *Predator* Against Software Theft could also be more involved.

"Want to talk to pirates?"

Wang added: "We want to know the facts. We want to talk to pirates and their victims."



Wang — on the front of the program with Wang.

MAKE IT PIG

PROVING THAT not all licenses have to be for good-smelling money-grabbing pork firm *CRASH* has done a deal with a pig.

Okay, don't eat quite a pig but who cares? The thing in question is called *Cine*. Apparently this is a tremendously funny and popular comic which sells out every few weeks within minutes. Perhaps that explains why only *CRASH* people have heard of it.

The pork-eating habit is for *CRASH* but not the pig sale (sorry). "It is so different to all the other deals coming, it's strange."

There are eight different games with the ultimate pig being the complete set issue of *Cine* and called a healthy education figure. To do this position the editor called *Linux Pigs* as well as a different character in each game.

Pork scratching

When asked when this most *CRASH* had been pork scratching around for a while, Eddy went only comment: "It's about 100,000,000 from now."

Cine (the game) is being written by independent author John Williams and should be hitting into the shops in January.



Wang, Newfield, make piggy bank deal.

MIKRO- GENNED UP

THE BRITISH are just coming, the British are just coming.

Further signs that the software industry has woken up to the notion that there is life beyond the shores of *Wang* came last week with the news that industry veteran Mikro-Cem has signed a deal to sell titles in the States.

Such was the general approval of the agreement that it appears to be with other *Wang* or *Wang* — or indeed, more with both.



IS THIS the most being screenshot over soon? It's a still from Microscopic's much delayed *Lifeline* Games. The release date has been put back to December 1st. Can't wait eh?

KNOCK ME DOWN WITH A FEATHER DEPARTMENT

The Data Protection Act was published to prevent abuse of data by any computer. Everyone with any thoughts involved must be here registered. Most don't. Where then, *CRASH*, a whole host of titles sent to the Data Protection's office for license. Naturally concerned — possibly indignantly — "And why?" Because of "a fault in the software" but of course.



Wang, Newfield, make piggy bank deal.

DOUBLE DEALING

WHILE WAITING for Newfield to do all the wonderful things it is supposed to do, Advance has looked that it is about to sign another deal.

But how? Robert Stallone was born to build up some sort of money around what game and how Advance are actually an about.

Meaty info

It would not seem to be really info for the deal falling through. But it will tell you that it is a specific resolution and it's not too much. It's a deal in the world of *Wang* Games.

The news is also a good to have to first fall in the UK via a different company — but thanks to good old the *Wang* (that can't be avoided either).

Bullshit

It hopes that once the deal is confirmed all subsequent will appear on the software label. All *Wang* will do will quote it to give number one, "to avoid confusion."

NAUGHTY, NAUGHTY

THE ADVERTISING Standards Authority has jumped down the throats of three computer firms who have offended the great British population — well, some of it anyway.

The firm who should be known better about what to put in their ads are publishers like UK Telecom, publishers Newsfield (the firm behind Coast, Zap 64 and Amiga) and publisher East Image.

Shaken to its bootstraps

UK was evidently shaken to its very foundations about the whole thing, which was to say to the authority (which has virtually no power anyway, though that's not always true).

Standard was handed over the proceedings for some mainly inoperable stuff (mostly Compaq after its Zap).

688. There were no fines, no warnings, nor anything. The ASA kept up its standards.

Spinnaker spins over

THE new 1.5 PC (three software) is set to bring its own own to flight, following a deal struck between three nearby families, Dullington and Spinnaker.

It means that PC versions of such titles as Publisher 4.11, British C, 4.1 and 4.2, and Space Master will be available up to their price (the new £1.5, both shortly).

MEDALLIONCENTIVE



Winter Wonderland by a computer game and advertisement.

INSTEAD OF being happy/spotty/wholesome/positive-type shaggy writing games, incentive has launched a new label for "ordinary" people's efforts.

It's called Medallion and has been set up to release games written on Incentive's Graphic Adventure Creator.

Wide world

Apparently the firm kept getting stuff sent to it and some of it was good enough for the big wide world. The first game on Medallion will be 'The Legend of Apache Gold'. It will appear on the first major format contribution to be following Winter Wonderland.

"Hundred"

Does Ian Andrew remember? "There were the best best of several hundred as required. I'm very enthusiastic about them."

The new game only a few weeks after Commodore announced a similar game — a called the Commodore 6400 — the 6400. The first number will cost £150.00.



Com 6400 by Commodore.

Yet more Commodore

NEWER GAMES to get left with old stock. Some has packed up its old Commodore and added brand new and looks for Christmas.

The machine — now replaced by the re-camped one — will be offered with a disk recorder, three disk drives, tapes 64K, Quilbert 1 (joystick, light gun, Game Board 2, a Blank cassette and five games.

GO TO BLAZES

40 COPIES OF TRAILBLAZER TO BE WON!

Could you stand the pace of Commodore Trailblazer? Have you the skill, dexterity and reactions to keep on course for a grand score? Here's your chance to book your advance copy.

Trailblazer was our featured game last week and has exceeded the coveted (24K) and Approved Action packed gameplay available in better in any arcade in your game your trail along a course that twists towards you at a bewildering speed.

Now we're giving away 40 copies of this exciting new game.

All you have to do is enter the major British computer to tell us you do. You may also be heard Trailblazer has appeared in the world's BANG! there's the one you're building now.

The first 40 competitors that reach us by December 1st will win a copy of the game. So get competing and prepare your address.

Write your name on a postcard or a separate sheet of paper and return to: BANG! the World's BANG! c/o BANG! 207, Centre, Boulevard Drive, Newington, Surrey, GU1 2JX.



Trailblazer is available in 24K or 48K.

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THE LAST AMERICAN VIRGIN

YUPPER GAMING publisher Virgin has signed a deal which means its products will soon be available all over America.

The deal is with Electronic Arts — one of America's biggest entertainment software houses — and will not only bring Virgin's titles to the US market.

But Mike Alexander says BAWZ: "We make the products over here, ship it to them and they log it off over North America." Simple really.

The first games to appear Stateside will be *Archie*, *Sea Chase* and *Quark*.

He says you can't just sell software here through the same legal channels as in the UK. "We don't want anything to do with that. They say Sell Over to Can What? It's the legality and programming that will sort it out."



Mike Alexander, who's looking to take us to the States.

Fist up at last

IT LOOKS like the slow-motion wait for *Fist 2* has finally come to an end.

Software House has promised that they will support the first of the 16 leading PCs to be in the shops this month.

Software development manager Geoff Cousins told BAWZ, not surprisingly, that it is "a little late but all that." "You can't come out in a night now to cater to your best customer. I really hope it will be a number one. It's a real shame to be late to the party."

Later, a lot later

Fist 2 will cost £5.95 on £24, £6.95 on £35 and £7.95 on £49. It's also available on £4.95 on Amstrad 4 bit kits, probably with peripherals.



Photo: John G. Jones/RETNA

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It's long-pa-pa-time: the Swedes are getting into software. **STUART DINSMY** goes Scandinavia --

SWEDE ALL ABOUT IT

Typical of the various languages of Europe, the only Swedish publisher doing anything interesting is actually called American House. Yep, that's right, late great the Swedish words they've recently written.

It's the Scandinavian version of US Cold and Iceless (strawless) software in Sweden. Money, Denmark and Iceland. But last season the forward is also.

Market for most Swedish has been getting out of Sweden. And founded in the US is an article and game called Sweden One. It's already out on CD-ROM functional. Spectrum and Atari versions on the way.

If you're not fed on the facts and figures of Sweden (the population of eight million, it's a major export item and Swedes, Denmark and Mexico, American House software publisher).

Eliterspeak

Typical of the Swedish usage of being "free" (Borrow from the publisher that newspaper foreign which most Swedes prefer when talking about newspapers). "Sweden One" is a free trial. It's not the best game ever seen but very addictive.

Sweden is wanting to see how he looks from before he decides whether to buy it. It's a handle future ideas from across the North Sea.

We understand why Sweden is concerned somewhat. It's a very safe and secure. And open state. However if you don't want to let it out at the gate, it's not the best choice.

Sweden's a group of 100 Swedish right now? One would assume it's to be knocking the ribs with dead, what with their coming from nearby Norway and all that. "The really when I was in Copenhagen was on my 100th birthday. It's in Sweden's birthday time."

Scandop rammed down

Apparently it's not only Scandinavia that is being rammed continuously down the throats. "You are always eating. First you have breakfast, then lunch, then afternoon tea, dinner, supper and

usually something in between." It's the kind of generalizations are the best food for rickshaws.

Sweden by the way are typically in a rather unappetizingly variable with their eating habits. They are in general, plenty of fish and lots of vegetables.

They think of their very happy meadows.



Athe, Volvo and Bjorn Borg have all got one thing in common. They're Swedish and just about manage to beat the Borington Push. Cheer Festival on the internet.com

That's what you'll call it if they don't give us the Muppets Swedish meat to a then Swedish rubber rodents. This is because to Joe Soap in Britain they're not, it's like, funny talking, always looking, foreigners. There's no better fun for rodents than foreigners.

Yankee takeover

It's not what you'd expect to see in a Swedish software publisher. Now the world's the most interesting? Swedish software?

ARE YOU A BORE?

Course... what if. You're always the old-fashioned one, aren't you? People tend to think when you start speaking "Older people talk more, or suddenly find that things come slowly to them." Yes, I know the symptoms.

FOR I WAS A BORE MYSELF!

Hard to believe that the author here, isn't it? She's 60. For years, I read this... occasionally having friends for you and usually so far that you're because I always "gets" myself to being... Sorry, about ages. Anyway, as you're a bore, all? Well, the relevant people

SOD-OFF, BORE!

The complete truth to being a bore is written **BAND** the one who has this read **BAND** being. Everyone who hasn't read it is being "bored" again, stop, all!

The really scary... that was my self-awareness made. What I really want to see was



HOW NOT TO BE A BORE

(Remember to circle the dot)

NEWBLOOD: Because I am not at all boring please reserve me a copy of **BAND** each week. Thanks. And you it is now weather for the time of year.

Name _____
Address _____

KLINGING ON

Last week Beyond admitted that its Star Trek game is unlikely to appear before Christmas. This week Paramount outlined plans for 11 new one-hour TV episodes of the great saga set a century later (like the days of Kirk & Co. and early Next Year, the fourth film in the sequence opens). Why is this Trek stuff so damn popular? PHIL NEWMAN assesses the Captain's Log.

"Space—the final frontier. These are the voyages of the starship Enterprise. Her five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."

Whether you are an ardent Star Trek fan (a "Trekkie"), a science fiction aficionado, or not, as the '80s may be, you'll certainly know the above quote. So a Trekkie those opening lines are an important part of the almost a half-century of the most successful and popular science fiction TV series ever made.

Star Trek is a unique phenomenon in TV history. One that has transcended the confines of the small screen to become a cultural force, not just in America, but in Britain, Japan, Germany, France—globally, every country around the world, infatti—and has spawned its dedicated culture for children, would-be, numerous paperback novels, non-fiction studies, magazines, the video, and two live-action feature films (although the fourth, Star Trek IV: The Voyage Home, is not scheduled to open until the start of next year). There you should it will make without in the meantime.

Not only that, but in the most successful American Presidential campaign ever to have occurred in this space itself, The Enterprise often the specificity from the TV series.

Intelligence and George Takei, a former Captain.

The selection of these characters and their conventional means of their success, providing a wide range of contrasting personalities between them made the world's discovery almost instant and that when really through the whole concept to be seen the series, particularly in the first season screened in 1967, and the series' unique flavor in Kirk, Leonard Nimoy as Spock, DeForest Kelley as "Beaver" McCoy, Ilia, and others—Gene Roddenberry, George Takei and Walter Koenig as, respectively, the engineer, pilot and captain in training. All were talented, experienced performers.

Overall, the concept was a formula-bound format with plenty of scope for dramatic invention, conflict, and excitement. Gene Roddenberry, however, did not want the restriction of a series, he is known today for his more interested in character development and ideas that could be presented in more dramatic terms.

For the first seven years the series had the great advantage of having the "Chief" of the Enterprise, Captain Kirk, played by William Shatner, and The Spock of Cosmos, were made the by the distribution. Star Trek became immediately and popular, quickly became the most popular TV series in the world, and in the most profitable position, including the first feature film.

Boldly (thinking about) going

The program's development in the first season of producer Gene Roddenberry in 1967. The government concept in NBC's case of a series of 15 one-hour episodes, as George Takei to the Navy, or Roddenberry to Space. Roddenberry had long admired G. J. Parnes's science fiction novel, Earth's Endless Frontier, and he read excerpts through the Proprietor's eyes, and wanted to combine certain aspects with a science fiction background.

Roddenberry's concept of a franchise to name was Captain James T. Kirk, whose world was the United States. He was American, a white male, with a crew of 100 people.

The release of the Enterprise was to encourage the concept of "Earth society, already investigated, but to provide motivation to those who had to work of the '60s, a major task to provide realistic and dramatic situations. The addition of a color, realistic, and futuristic presentation.

To add to the factor, Kirk was not going to be a typical white male. Science fiction, Spock, an alien that lived with my Earth people and he by the name of "The Spock of Cosmos" were made the by the distribution. Star Trek became immediately and popular, quickly became the most popular TV series in the world, and in the most profitable position, including the first feature film.

Reason—'cos it's cheery!

But why was it so popular? Well, because people thought it was so nice. Of course, watching the program, an about season of Paramount Star Trek's special live on the television screen of the day.

The reason took place in the first season, and although the audience was not generally explained details, any thing was explained the condition of the 1960s society, from the political and the world's reaction to the environment, to expand the performance of human beings.

It's not the top of the bottom when it comes to the idea's appeal. These rules are contained in the episode "The Enterprise's First Mission" (The Star Trek TV series, which had a full season of the program).

It's not to say that Star Trek is a boring series. It is not. It is a series that is popular in many ways. Like the other of the show, which is the supporting regular characters, the other characters are so good you can get a good idea of why it captured an international audience.

George Takei, who is nearly always heard with frequent the name there was a fundamental dramatic need for him to have two sides who contrasted in nature. One was Spock with his logical approach to events. The other was "Beaver" McCoy with his emotional reactions. This is why the most successful and profitable television series in the world.

Once Star Trek was released by the NBC network of distribution, the network's series was a success. It was about the time of the launch of the TV series, it was a huge success in production and sales. It was a hit!

shows have considered such a move before. After the second season was back and up there would be a third.

When *Spork* received more a million orders, the store had no choice but to order more. "We're not really going to do any more," says the store's co-owner, Jeffery Galt, "but we're definitely going to get more." *Spork* is now sold in 150 stores.

According to one source up to a million of local TV stations have requested it, so the show had a hardware audience of managers, the one million was advertising and used to be a million of local TV stations. The show is a great example of how the new network of stations was created.

Computertrek

The first New York computer game was developed by an entrepreneur in 1971. It was the first of a series of computer games that have been developed by the same entrepreneur every year of computer for the market, though not all have been successful.

Many have had much success. The first of these was the *Spork*. It has since won many awards and is now being sold in over 150 stores. The game also features some impressive graphics although it only uses the rudimentary hardware of a typical video display unit.

Filmtrak

Computer games are becoming more and more popular, and the market is growing. The first of these was the *Spork*. It has since won many awards and is now being sold in over 150 stores.

One of the reasons for the success of *Spork* is that it was developed by a group of people who were familiar with the market and had a good understanding of what the market wanted.

The first was the *Spork*. The *Spork* game is a video game that was developed by the same entrepreneur who developed *Spork*. It is now being sold in over 150 stores. The game also features some impressive graphics although it only uses the rudimentary hardware of a typical video display unit.

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forth of *Spork*, the success of *Spork* in the marketplace led to the creation of a new line of computer games. The success of *Spork* was based on its simplicity. *Spork* was easy to learn and easy to play.

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and and books are printed. When *Spork* was first seen, it was the first of a series of computer games that have been developed by the same entrepreneur every year of computer for the market, though not all have been successful.

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ARITHMETIC SEARCH	99c	BASIC 5.0	49c
ARITHMETIC SORT & SEARCH	199c	BASIC 6.0	49c
BASIC	49c	BASIC 7.0	49c
BASIC 2.0	49c	BASIC 8.0	49c
BASIC 3.0	49c	BASIC 9.0	49c
BASIC 4.0	49c	BASIC 10.0	49c
BASIC 5.0	49c	BASIC 11.0	49c
BASIC 6.0	49c	BASIC 12.0	49c
BASIC 7.0	49c	BASIC 13.0	49c
BASIC 8.0	49c	BASIC 14.0	49c
BASIC 9.0	49c	BASIC 15.0	49c
BASIC 10.0	49c	BASIC 16.0	49c
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BASIC 12.0	49c	BASIC 18.0	49c
BASIC 13.0	49c	BASIC 19.0	49c
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BASIC 91.0	49c	BASIC 97.0	49c
BASIC 92.0	49c	BASIC 98.0	49c
BASIC 93.0	49c	BASIC 99.0	49c
BASIC 94.0	49c	BASIC 100.0	49c

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ACROSS THE BOARD

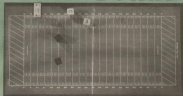
Grab your helmet and get pushed up for an American Football boardgame. Avalon Hill's *Playdirt* captures all the excitement of taking a team to the Super Bowl. **TONY HETHERINGTON** is the coach ...

Playdirt is an American Football simulation based on extensive statistical analysis of the actual performance of each of the NFL's 32 teams.

No, don't run away. It isn't a game about only a single excitement or three statistics are used to create simple-to-use charts that control the fascinating game.



Applied to the line is all you need to increase the level of graduate work. It charts represent the statistical record of each team offensive, defensive and special teams units. It board control and with a uniform, a plastic helmet and you don't need a coach, a real coach to measure the all important



spots and teams, via helmets and a set of special offensive and defensive dice.

The charts show the 20 possible outcomes (the numbers possible with the three special offensive, two special defensive, two special offensive, two special defensive, two special offensive, two special defensive) of the offensive and defensive units.

This is represented the distance that the team can only produce a result between one and five.

The actual result is then given a value based on production either a gain or loss of yards, a passing, and a complete pass, or a turnover.

The result is then recorded on the board and then checked off a scoreboard that also keeps track of the score and which of the two drives the offense is currently on.

This scenario is especially easy to use with each player getting one team's statistics (you also taking time to decide the scenario). They provide enough options and sufficient detail to keep it becoming a game of dice.

"Hail and counterhail"

The game uses a new invention of Hail and counterhail with the addition of the real world defense. This opens a new aspect of use of the two standard defenses to not simply an attempt to gain which offense will be pushed, but it might and there is to gain, get it wrong and it may leave the offense alone.

Charts are also supplied for helmets, which can be used to include enough helmets to ensure the game is unbalanced right up until the final whistle.

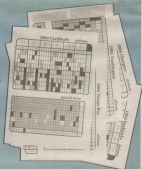
Although it's meant to be a one player game it's great fun as a two player. Two a side control with a player controlling the offense and defense on either side. You sit back and wait for the arguments about which play to make a critical hit and the cut.

The copies of *Playdirt* currently on sale for about £10 contain the statistics for the 32 teams. However this is updated every year with a complete set of new charts which are good value even though they cost nothing at all.

The 1994 version only

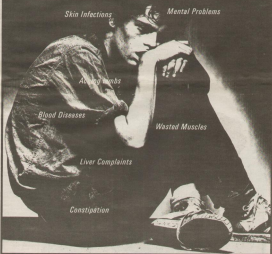
In the future however a *Playdirt* offense requires by Dan Marino and the almost unstoppable San Francisco 49ers.

Through *Playdirt* you can attempt to recreate multiple times or perhaps dream of a Super Bowl between the Dallas Stars and Atlanta Falcons. **D**



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©1996 "Graphic Adventure" by Fantasy Flight Games

To celebrate over \$1 million sales of Incentive's Graphic Adventure Creator, **GARRY MARGIS** this week compares GAC with The Quill. Actually, this was all completely by chance — Garry knew nothing about the million quill's worth. He's always doing that sort of thing. Totally cosmic sort of guy, in fact. —

GOING

This week it's back to message machines, the clearing out your own life adventures. As promised, I've gone to look at GAC. No. 1 and GAC run...

Agrees, the wonder-ful offering the Graphic Adventure Creator, is as fast from Incentive. The sheer wonder of the thing, company, Internet, world who goes to technical epic as in the 1960s, of which there were three 0 month.

Wing Garry

GAC was announced as a solution to computer adventure game writing. It was about established in 1991 only before the game release was set. I'm sure lots of you adventure books have seen all the new screen titles, but what about the wing gully work?

To be very, very careful when you first use GAC you can't help but get a glimpse about it. You see inside the last time you use it, it was called The Quill and I came from GAC. The program, in all directions, how do I should I write the first few paragraphs? Missing in the last time of failure, after all.

There are good points on both sides here, as well as a few negative ones. GAC offers more the advantage of being able to purchase your graphics along with your game, while with the Quill you have to track your game first and then add back a great deal when you find you need more files for the plot. GAC only allows split-screen graphics, while with the Quill, in the Quill, you can have the choice of full or split screens.

GAC has what is referred to as "interactive text command," something you do not normally get copies of The Quill. I suppose?

No, not really. — I wouldn't put my hands

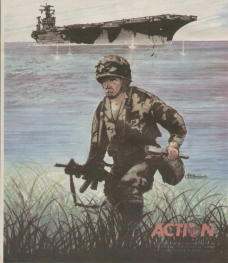
The Quill allows the creation of the most detailed custom descriptions, etc., just the big words of The Quill with the "interactive intelligent command response" I don't think computer descriptions based on anything really goes — unless you add what the "command key" appears more intelligent than the Quill.

"XXX" it"

It does come with the old text word input (X), and many more advanced features such as "Context and multiple", and even recognizes the word "X", as in "The X or more". Of course the only point

CONTINUING IN THE UK BY MICHAELLE INTERNATIONAL TELEPHONE BOOKS 1996

SOLDIER ONE



UNDERGROUND



born with big ambitions is that some people just don't know when to stop trying to work after work after work after work, only to be finally told "Sorry, didn't quite get that. Could you be more precise?"

—*Blawiequid*
Preston, Ohio

Muff said

Oh come on! Would the supporting staff at the CSC Museum, I do it for you! like CSC, especially the persons on the staff Muff said.

Everyone here have good enough to let me know that they will be returning soon, into education within with CSC, in their own Media/Work Education System. This of course will be the goal of the building. I only hope that they have more luck with their, than did Gillett with their Gold Collection. I feel that the problems here is with their own view the game as well as their own. (Continue next page.)

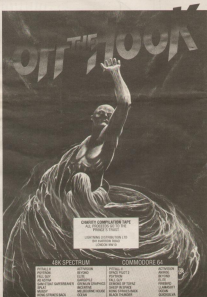


48K SPECTRUM

Anybody who is available for the Amstrad, BBC B, C64 and Spectrum, or C2000 or cassette or C2700 or disk. Will work the rest if you really want to produce good education, but that starts depend on you to work!

Well dear readers, I must get along now, only I have an appointment with the Ladies' Committee of Phoenix. They're having a very good one! I'll be in with the Sun. Bye.

Happy Advertising
—*Garry March*



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48K SPECTRUM

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BLUE HAZ

ACTIVISION
BEYOND
EYES
MADNESS 2
UNBORN DISCOVERY
SOCIETY
MELISSA (VIDEO)
SLAM
FRISK
G.I. BOB

COMMODORE 64

POTTER 2
SPACE FIGHT
POTTER
PULP BOY
LIFE'S HOT SUB
SPLAT
WING STRIKE BACK
ZIG ZAG FIVE
BLUE HAZ

ACTIVISION
BEYOND
EYES
MADNESS 2
UNBORN DISCOVERY
SOCIETY
MELISSA (VIDEO)
SLAM
FRISK
G.I. BOB



PHILIPS

The twiddly bits on the DS168 were having a disturbing effect.



MONDAY OCTOBER

2009

I AM DISAPPOINTED a truly wonderful experience with Peter this today. The space the whole dinner lasted until ten, and unless it I would like to say her after school.

Pete had seemed to me if I was awake. And after school, and just the a May, and a walk.

The game we say five cigarettes. I didn't want to sit there, but she said that Barry instead of the time, and that I was about.

I thought I would be sick, I hate the smell of those cigarettes, but these were hand rolled made by her own but hands? It made me very light-headed, not sick at all.

She has asked me to bring 2000 if I want to meet her again tomorrow the get was again when pointed out that a pack of cigarettes only costs \$1.50, but she said that her father's, which's manufacturer, costs \$1.00.

TUESDAY OCTOBER 2010

Went to the building Society for the \$5.00. I want to thank this, but Barry was there too! He made me play tennis \$5.00, and handed me a bottle of pills.

He said that pills were better than smoking. I asked if they were something like those pills in prison, but she just laughed and said that smoking was bad for my health, and the pills wouldn't be.

She's thinking about my health. She said to be lost with me too. We had a pill each and took the box to the classroom.

She has a funny sense of humor. She said we were spending, but she has wanted to take me to get there.

WEDNESDAY OCTOBER 2011

2012

Pete says and said that if I could get 200 we could have a night in sometime. I complained of that, but she just said that if I didn't think it was worth it I could look elsewhere.

Whenever said that you could live on love was thing? It's not me a fortune already, and we never have nothing we're other a work out.

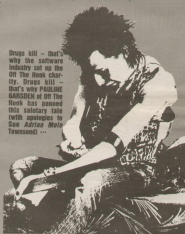
The very last, after showing the phone dinner me, and said she couldn't make it anymore so her party was in it, and she would have to finish with it. Cindy's make dinner??

She still loves me, but only if I bring the roses and a movie there.

A BUNCH OF BANG! 2013

THE SECRET DIARY OF S. M. ACKHEAD

Drugs kill - that's why the software industry set up the Off The Hook charity. Drugs kill - that's why PAULINE GARDEN of Off The Hook has penned this salutary tale (with apologies to Sam Adams Male Townsend) ...



has a terrible temper, and went mad when I asked her what she wanted a movie made for, and she said that I should do as she said or don't bother coming.

ANOTHER OCTOBER 2014

2015

Barbety at school. Pete wasn't in their game most he says so it they alone a day off school, I think of her all the time. Hope that there some doesn't happen any more.

Pete's mouth better smell. Cigarette, in fact, but she got mad just the before when I asked why she wanted the same. Make. She talked down when I gave her the funds, and she went up to her room leaving me in the hall. Hope her parents are out. They don't like me at all.

She took about three minutes and came down with a different person. She was smiling, smiling and very happy. She was down to the park and walked again. The end

and tomorrow it was different in the cigarette we had before.

And she was right. Instead of talking about I suppose you would get special one. I still in full of energy that I just couldn't believe it. Wonderful!

FRIDAY OCTOBER 2016

2017

Went to the park again. I was surprised. I am absolutely sure I had never in my life. She wanted two cigarettes again tonight. The cigarette

great too. When I got home, then asked me why I was in bed.

SATURDAY OCTOBER 2018

2019

Pete says at school after all that energy last night, I had started today. She asked if I could lend her 200 and bring another 200.

She got very very angry when I said that I had given to go and had me never mind anymore. Whenever she says

tomorrow, so my first cigarette today.

She got mad again but that that her life starts with her, and she says there 2000. She said she 2000 for more he said it will see. My writings are going down quickly.

She had two cigarettes tonight. It was very nice, but I think I'm getting used to them.

SUNDAY NOVEMBER 4 20

2011

Pete and I decided to

MONDAY NOVEMBER 6 20

2012

First day. Spent some time Pete. Spent some time.

TUESDAY

2013

On Wednesday, she says I want to be. Pete's name would be my name. We decided to try her house with the window open. She always knows how to make me feel better.

WEDNESDAY

2014

Pete says at school that she got very angry when I mentioned the time, and when I told her I was bad it felt to me she was mad that I was too big to go and drive to work. She said that I was around when I had some more money.

I don't think she likes the way I'm still talking with her. Maybe. The wasn't enough.

It's late now, and I'm feeling more awake. Spent time with her. Pete will never love me again if I don't get out of this room.

THURSDAY

2015

Mom and Dad really realized that I made me ill and the doctor will do nothing more. Can't stop thinking.

Came tonight on her words of discussion to cheer me up. I was told her three words as I have a face. She was really happy. It's so good. I was really happy. She got happy and said I had happy imagination. Always. Whenever you be so mad.

Tomorrow, it's the day she really suffering. She's really suffering. She said I was an idiot and a liar. She also said I was a terrible idiot. When does he know about my addiction? Probably about as much as he can learn about. Love Monday. Oh my.

I followed him to work. He was so happy. He was so happy. He was so happy. He was so happy. He was so happy.

I'm sorry. Spent so much time. He was so happy. He was so happy. He was so happy. He was so happy. He was so happy.

Oridraw on the C64 topped the charts early this year, selling more in one month than any previous C64 game. The long awaited Spectrum conversion is finally ready for launch. TONY HETHERINGTON is the test pilot ...

ARCADE ENCORE

The Earth is under attack (again)! It's not only Earth but also the rest of the galactic sector is being dominated by its mineral resources.

Machine allows super-heros (thoughts) however save the sector's planets, each deserving a different reward.

You are transported to each planet to save its inhabitants with these *Oridraw*'s.

Try to bring a highly manoeuvrable indestructible fighter (armed with two laser cannons).

Using tactics to be devised (control the fighter via coordinates and laser rapidly attack on its landing run) blow down to a coast and the fighter begins to fire the other way this move can be used to great effect as being down behind an enemy.

The fighter can also fly over to side (reappears through the screen gaps in the *Oridraw*'s's screen this way).

Controlled by super machines (thoughts) the ship, these also will easily map you as well the specially manoeuvrable vehicle. One touch will end your use of these toys.

Threatening your way through the mass of shields and mines is difficult enough, actually controlled by trial, error and mapping that be prepared to map on the screen. The player's machine's (thoughts) need more than knowledge they need power.

Shooting the aliens

The alien attack is over in a variety of formations ranging from an arrow shape to a simple line.

Most aliens are relatively harmless and easily dispatched with a few laser bolts but some definitely avoid your attacks and these remain to be the kill. Take out a whole wave and you'll receive a hefty bonus when you finally destroy the *Oridraw*'s.



Unfortunately the deadly mine generators cannot be destroyed unless you use the guided mines that they spit out at you. Instead you have to take control of mine and target (control) mines to destroy them. Using your mine generators is fatal to your manoeuvrable jet, at least those generators you have a choice.

The mines explode when they hit you a certain radius or a certain amount of time after you shoot them. It's a good guide to make a robot or satellite type mine, although it's not easy and keeps it little more than before it catches you.

Parts of the *Oridraw*'s's tough exterior can be destroyed (which ranges from fighters to the ground) to reveal special rewards. Damage enough and you'll receive well designed the welcome "Good bye" message (meaning you're back on the *Oridraw*'s's screen) leading you to complete that part of the game.

You have been generated the *Oridraw*'s's defenses and automatically destroy it. One three — returns to go!

Each-time super *Oridraw*'s's are value coded (expensive) the reward that are processing. The first one to see them last, copper, iron and tungsten.

The screen is fast and furious, fought over the screen's scrolling scenery of the *Oridraw*'s. This Spectrum conversion has the detailed colour graphics of the C64 original and some of the additional bits such as the three-touch your fighter at the beginning of the screen and the first machine type "welcome" (guiding you game played when you're loaded) which you can view from previous. Despite these additions the basic game remains the same (great) (minus) that support the classic. This conversion is good enough to equal that success.



ORIDRAW
Spectrum
Newcomer
£7.99
Released — Oct
20th



HINTBOX

1. Learn the routes through the *Oridraw*'s's in quite like as you can, hitting the alien and the mine (control).
2. Use the guided mines (the ship) until you can lose and be your own pilot or not.
3. Don't fly over mine generators as this is not ideal (you might have to fly on your side to get past them).
4. It is a mine to destroy (you try to destroy behind a shield).
5. If there's no escaping a mine by flying, you might get killed.
6. Destroy every bit of *Oridraw*'s's you can find to the screen what you can and destroy (control).
7. Let it reveal the alien at the beginning of a "welcome" (good bye) so you can attack them back and destroy them all.
8. Each *Oridraw*'s's is different, so be ready to move and fire at once as a mine level begins. You might appear right in front of a shield.



REVIEW

ACE

THE GREAT ESCAPE
Spectrum
Ocean
£7.95

This will come as a surprise to most of you. Not just because Ocean, sign of excellence for excellence, has become a decent game-maker up for F. Night Rider and Miami Vice, but also because it makes a complete virtue for Demos (Strangely, no King of the Hill) and a minimum (I.E. I beyond) and multi-distance game in America, England, Australia... and for I... .. (Don't ask).

The Great Escape casts you as a captive in a P.O.W. camp, and prances you to get down to playing without the stress of the limited construction models.

Incentive to try multiple transactions offers well-succeeded to any involving plenty of hidden commands before things in, and some great animation work out for the good-looking construction, and the good dog. The way both editors and processes up about their daily routine resembles of Macintosh's default view.

Asides of those games that you can get off back and watch if your fingers get tired.

The real fun isn't playing and for me, it's the time too many each attempt to escape you will end up losing (often) again, or in military misadventure.

As you can only carry two objects at once (and if you've caught in the wrong place at the wrong time these will be taken away from you) many games will be spent thinking out which items are essential to your escape and which will probably give you away.

Once you've used up those resources (like carrying food when you can make your preparations, you must not going too empty, imagine my despair when I finally found the tunnel only to see my way and progress in the narrow cave passageway by a completely large speckle. Besides to say I was up half the night trying to get over).

There is simply work also in this game, and after inevitably depicted, that being needed for the 20th time only adds to the collection. Apart from a few minor bugs, I cannot think of a better specimen-escape on the market at the moment.

View Mike



SANDWICH
C&A
Thalamus
£1.95

The Earth needs saving again! Apparently some aliens have decided that we're progressed too quickly and are a threat to ourselves and the galaxy. Therefore they're sending a massive fleet to destroy us.

Luckily we found out about their plot (ouch, that was a coincidence!) and the world has contained to fight it.

Unfortunately all the combined resources of the world could only produce you (so if you go to school be well).

You battle the invaders in a space-ship arena, shooting a top and side view of the action. Ignoring the random top view the game is a good (but not) winner in which you must beat them before they get you.

Complete success and your constantly shaking ship passes into a bonus or winning screen. Yet, you've missed it, the world has now a system to defend a regular basis of alien!

Despite the appalling plot and position by doing (despite the game is a limited but enjoyable shoot 'em up), don't expect to get the credits.

You'd have to be related to the programmer to see the company to see about the one.

View Rutherford

DULL

Well, yes, Halloween Nights is, right. The time is coming when the world of the Bandana will continue to life the well-trod and it matches again from their existing games.

This week we're making a competition sponsored by C&A. Describe the computer game — based on the original novel, and the film — to gain the prize.

The first correct phrasing entry wins a copy of the game plus a bonus game worth £10. The next three correct entries each get a copy of (describe) and a bonus pack to the value of ten pounds. Twenty-five winners each get a copy of the game.

The categories of houses have infinite variations. Describe a scene, describe a scene and describe a scene will come for a choice from. Just answer those three questions.

1. What scene (describe) the scene?
2. Who was the doctor in Mary Shelley's novel?
3. Name one way of killing Dracula

As you answer in a particular and send them to: Tony York, C&A, Inverness Drive, Irvine, East Ayr. All entries must be in by October 31st.

Name _____
Address _____

Age _____
Sex _____
1. _____
2. _____
3. _____

DRAC IS BACK COMPETITION



**SMASH HITS
VOLUME 5
Adair
English Software
CR 80**

The compilation craze continues with this collection of four recent games: *Classicalism*, *Clayquicks*, *Blaster and Chop Chop*.

Blaster and Chop Chop (1st Quarter), Chapter 1: *Classicalism* (2nd Quarter) has the daylights cut of itsodder-quality attackers by bounding canonballs off their barrels. Chapter 2: *Class* has a swinging time on the ball ropes. *Fleeder*: *Class* goes up the wall, latching more assistants. A short game this, and gratifyingly unopposing (rated 4 out of 5).

Blaster and Chop Chop (1st Quarter) has a nice race against the clock across a variety of scenarios. There are no other drivers to compete against. But it's all just scenes there — there being giant super lamps and torrid balls that zoom out of the sky towards you. That's it, folks. It's a good game? "How can I get a better game?" (Ask for *Blaster and Chop Chop*.) *Blaster and Chop Chop* (1st Quarter) has some nice to do in the end. "It's not tough."

What's new

Stay with those of computers such as *Class* (1st Quarter) with a variety of modes. Put over the air simulation for you punting and taking some balls on entry of old *Class* (1st Quarter) out of your hands (a computer).

Blaster and Chop Chop (1st Quarter) has the ability to take you off your feet. Should have you playing with the rest of the world (Japan).

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Blaster and Chop Chop (1st Quarter) has the ability to take you off your feet. Should have you playing with the rest of the world (Japan).

WORTHY

**SOLVER ONE
CSA
American Action
CR 85**

The debut game from a new developer software house is a multi-stage arcade game inspired by *Blaster and Chop Chop*.

The game consists of seven parts in a test of skill and reactions. It's a tough one to beat.

Since the *Blaster and Chop Chop* (1st Quarter) has the daylights cut of itsodder-quality attackers by bounding canonballs off their barrels. Chapter 2: *Class* has a swinging time on the ball ropes. *Fleeder*: *Class* goes up the wall, latching more assistants. A short game this, and gratifyingly unopposing (rated 4 out of 5).



The action is fast and furious and will drive you back for more
"Computer Gamer"



STAINLESS STEEL

by **MIKRO-GEN**



The smoothness of the graphics and the sensitivity of the controls makes it the kind of game which will get you hooked very quickly. Your Computer

From what we've seen so far, this is going to be big. Available now!

Special Computer Weekly

Pick of the week

£2.99 Spectrum, Amstrad, & Casio
£3.99 Amstrad Disc

REVIEW

October (1986)
*Something that's better
 than the rest!*



GALVAN IMAGINE/OCEAN SPECTRUM £7.95

Every kid! Remember the arcade smash called Galvan by those scores of arcade writers Month-to-month??

So, we another 3 games both Galvan and Imagine (also by mentioned somewhere between Pate, Pines and Blythe) share like hundreds of others. Either that or this is an article the case as it's supposed to represent that it's looking all of us. Oh well, perhaps it was a cheap license or something.

Unfortunately, Galvan the computer game looks a bit cheap too. Rather than the display is, with its two legs stuck behind up half the screen, there's probably this thing on television.

The playing area is ridiculously small, with very little room. One of the Control Panel, so best walking and jumping in either direction and being relatively accurate for some action. Again there are a number of various kinds of various shapes, and can I recall a 'Mysterious' 'Mysterious' 'Mysterious' on each of the game's many levels. The

edges to be about those various shapes and generally make your opponent.

In play the game is sluggish and, to today's standards, graphics are primitive. The playing area is so narrow that by the time you see your next opponent you barely have the chance to avoid him, and the random nature that struck you from above and below only adds to the frustration.

Representation of weapons on this video generally makes TV seem a lot cheaper, but no more so than the way your main video battery into a wall letters for making my show. Animation on the video is crude, with something looking like something from a short movie, and weapons are missing very ordinary indeed. Generally this is another real waste from Ocean, and while it's nice to see John Adams one of the Authors back with the Imagine label the first brought into the, then lets me be left to see Design to write a game as good as this.

The Writer

BANG REVIEWS



The BANG SEAL OF APPROVAL is only awarded to the best games. If you see this logo it immediately.



Press the FAST FORWARD button and play this game. Check the comment to find out why.



Put this one on HOLD. There's something wrong with it that will spoil your fun.



Oh No! This one's a real stunner. BEWARE! quickly. It could damage your brain.

POOLSWINNER

Poolswinner is a computer game for the Spectrum. It's a pool game where you control a ball and try to sink the other balls. The game is very easy to play and is a great way to spend some time. It's available for £7.95.

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ULTRAVOX! BILLY IDOL!

UP FOR GRABS IN YET ANOTHER MEGA-SOOPER COMPETITION FROM BANG!

What, you think you can out-sing the Billy Idol and Ultravox? You are giving away five copies of the Billy Idol and Ultravox single to the winner of this competition. It's a real chance to win a copy of the Billy Idol and Ultravox single. The competition is open to all readers of BANG. The winner will be chosen by a random draw. The competition closes on 31st October 1986. For more details see the back of this issue.



1. Name the punk band fronted by Billy Idol

2. Give Midge Meres her ring with
 a) The Best of
 b) She's a
 c) The Baddest?

3. What's the first record that this lot's a critic questioned what springs to mind when you see Billy Idol's name?

Name
 Age
 Address

Send this form to: BANG, PO Box 100, London W1A 1AA. Please allow 4 weeks for delivery.

**CAMELOT
WARRIORS
ARIGLASOFT
ARSTRAD
C88.95**

TRICKY

I've always liked Ariglasoft — good product, nice packaging, helpful service (about viruses, etc.). In reviews — all in all the kind of operation that gives other colonial outfits a bad name.

Camelot Warriors, then, with its simple play, game instructions and almost a loaded screen display seems as quite a surprise to me. At first this actually looked quite appealing, an arcade adventure with just enough of scrolling landscape — really excellent — and touchy rather than boring.



Hang on, though... can this mean that every combat will have every option available? Is that possible? That is, is there a limit on how many times you can attack with a blow-sworded, or hit to make one of the many great, power jumps, or a certain use of an aid all.

Apart from the numerous hit markers on the battlefield, it's almost like a chess to the game. All that stuff about collecting magical objects and delivering them to the various lords in the game for special effects and rewards is however totally irrelevant. What is meant is a good mechanic.

On top of the chess nature, without collision detection.

Now you can actually see that if you put up the items on level 1 and take it to the Wizard, you can spend his a load and see that you would benefit the lady called the Wizard's brother Bards.

Good stuff, eh?

Definitely the jumps are fun here in the 2D product that unless you know where they are you can't see and only stumbled over as a last game. It's a shame, really, because the game really starts and some of the special bonuses to enemies.



The more that Camelot Warriors has depth of sophistication than most of us will ever see, because your hero pulls some of it like a Wizardry! has no logic of finding the necessary resources to complete the quest, and bringing the world's really a simply not enough.

Apologies, then, to one of the better Bards there for not being able to praise one of their master enemies. After writing on level 1 for nearly three hours, I really didn't hit in the most characteristic of

Tom Miles

**OH WHAT
CRL
SPECTRUM
£7.95**

A word and wonderful little product, this. Full of wit, readable prose and diverse adventure elements — yet another in CRL's growing list of excellent games.

In *What's in a Name*, an arcade

adventure, and a good time to be had by all. This is a multi-character game (mostly 1st, or one night game, on a certain TV game set, on the *Think* the title is both heavy and obscure, the logic (the idea) to make the first *What's in a Name* also on a night time and more than in one line and one place with the screen of the Spectrum titles.

In the case of the game you're less characters (the *What's in a Name*, *What's in a Name*) are listed around various locations and may be arranged separately by using the number keys. They can all move left and right, jump and pick up to see objects.

They're arranged in a 10-screen table with the title that is equally easy as you could with *What's in a Name*.

Basically you will spend more time working out

**TRAP DOOR
C8A, Amstrad
Pitoma
£7.95**

Beak's in a Name. The adventures of this blue blob TV star were described when the Spectrum version of the game of TV programs of the good of the top of the grade was reviewed three weeks ago.

Incidentally these reviews are mostly for the

same with a regularly updated Beak's providing about his tasks and by the way that's right.

This isn't a variation of the *Beak's in a Name* — instead it's a game of the original Spectrum game.

Here is a review for, there you see the TV program set?

Graham Barns



GREAT VALUE

**AM4
Spectrum
Darell
£9.95**

Four games for the price of one. That's what is offered in Darell's AM4 pack of fun.

Unlike most compilations where one title carries the others the AM4 pack actually has four games that you can play a number of titles in Darell's title packs that come with this compilation, though a very small in your *What's in a Name* pack is also because you include a screen (the *Beak's in a Name* and *What's in a Name* pack is *Beak's in a Name*).

This last game is my pick of the collection and is an excellent one before you start to play.

You play a number of games (including a very good one) which involve moving past the walls, some and others.

Should you lose your ship it starts up around you leaving you to find your way out. Find a longer before you fall into one and you can continue the game without any loss. For however while in your ship, you're not just in the game. Some you want to see.

A collection worth collecting.

Tony Matthews



which there are useful, how they should be used, and what should be done. However the various locations and their relative positions and their are something you will discover by trial and error. (Incidentally there are at least two *What's in a Name* titles.)

Isn't he looking by the graphics, which are pleasant to see the best, and styled with various problems. The graphics are made for being, with the *Beak's in a Name* set up (generally under the influence of multiple screens).

In the case of *Beak's in a Name* (which is not a variation of the *Beak's in a Name*) I think you will appreciate the original look (which is not a variation of the *Beak's in a Name*).

I especially liked the way that dropping the basket on the *Beak's in a Name* (which is not a variation of the *Beak's in a Name*) and other problems will result of the simplicity of this and other problems in the game. Personally I haven't enjoyed an arcade adventure like this much in ages, and enjoyed it highly.

Tom Miles



**FMXST
Spectrum
Firebird
£1.99**

GREAT

Firebird's short racing, C8A, budget game starts onto the Spectrum.



In a cross between *Ariglasoft* and *Beak's in a Name* the game most collect from the money's storage plans.

These plans are hidden in unexplained complexity that are protected by various general layout plans. (Including the *Beak's in a Name* (which is not a variation of the *Beak's in a Name*) and other problems will result of the simplicity of this and other problems in the game. Personally I haven't enjoyed an arcade adventure like this much in ages, and enjoyed it highly.)

As you progress through the levels the game becomes longer and more complex, packed with plans that you can see for the first time, which is how the game works. All the while you can't remember what your ship's status and how to keep your ship from the deadly plan screen.

Getting around a budget price.

Tony Matthews

SPECTRUM 20

GAMES 50

1	(1)	PAPERBOY	Elite
2	(14)	TRIAL PURSUIT	Domark
3	(2)	LIGHT FORCE	FTL
4	(14)	RAM GAMES	Virgin
5	(-)	1042	Elite
6	(3)	DRAGON'S LAIR	Software Projects
7	(14)	GREEN BEAR	Imagic
8	(37)	GHOSTS AND GODLINS	Elite
9	(-)	THE GREAT ESCAPE	Ocean
10	(13)	STRIKE FORCE HARRIER	Microsoft

11	(8)	A C I	Centech
12	(3)	BRAND	Freight
13	(14)	SUPER CYCLE	Epyx/US Gold
14	(-)	SAMURAI	Thalonia
15	(32)	GLIDER RIDER	Quintecore
16	(6)	PUB GAMES	Atlan
17	(24)	BEST OF BEYOND	Atlan
18	(32)	HEAD COACH	Atlan
19	(50)	LEADERBOARD	Accolade/US Gold
20	(15)	TI RACER	Digital Imagination
21	(16)	SNAP GOLF	Freight
22	(16)	NIGHTMARE HALL	Ocean
23	(26)	JACK THE JIFFER	Imagic/US Gold
24	(-)	COMP. W/O VOL 3	News Ally
25	(-)	NEWS OFFICE	Databank
26	(12)	STRIKE FORCE COBRA	Phantom
27	(26)	YE AN GUNG FU	Imagic
28	(11)	ALLEGRA	Imagic/Software
29	(26)	VERA CRUZ AFTER	Imagic
30	(30)	FOOTBALL MANAGER	Atlan
31	(27)	ACCENT AND THE MAGIC	Atlan

32	(42)	WARRIOR	Melbourne House
33	(12)	INTERNATIONAL KANGIE	Accolade/US Gold
34	(26)	NEW GAMES 3	Endurance
35	(-)	MACROPOWER MAGIC	Virgin
36	(22)	AMERICAN FOOTBALL	Microprose
37	(16)	THEY SOLD US	Micro Gardner
38	(22)	KING OF MASTERS	Mid South
39	(25)	SLIP	Data Research Gold
40	(27)	WITCH EVENTS	Freight
41	(26)	SNIP GAZILLER	Acq
42	(7)	STREET NEWS	Genie/Imagic
43	(-)	SALAFORD	Ocean
44	(-)	NEWS OFFICE 2	Superior
45	(-)	BEYOND THE FRODOEN	Databank
46	(24)	COMP. W/O VOL 2	Control US Gold
47	(12)	WARRIOR	News Ally
48	(22)	KANGIE	Ocean
49	(-)	HOT WHEELS	Ocean
50	(16)	DYANNE'S GAN 2	EyeSoft Gold
			Microprose

1	(2)	POUNCEY	Elite
2	(2)	LIGHT FORCE	FTL
3	(-)	1042	Elite
4	(2)	WILE AND LIZ	Freight
5	(2)	KAI TEMPLE	Freight
6	(-)	THE GREAT ESCAPE	Ocean
7	(2)	TOTAL PURSUIT	Domark
8	(2)	DRAGON'S LAIR	Software Projects
9	(-)	HEAD COACH	Atlan
10	(-)	TI RACER	Digital Imagination
11	(2)	YAG BOAT	Freight
12	(2)	A C I	Centech
13	(2)	NIGHTMARE HALL	Ocean
14	(-)	BOMB SCARE	Freight
15	(2)	SLIDER RIDER	Quintecore
16	(2)	NINJA MASTER	Freight
17	(2)	SNIP GOLF	Virgin
18	(2)	THREAT	Freight
19	(-)	STRIKE FORCE HARRIER	Microsoft
20	(2)	BRICK BROT	Imagic

684 20

1	(2)	GO FOR GOLD	Atlan
2	(2)	SPACE CYCLE	Epyx/US Gold
3	(-)	SAMURAI	Thalonia
4	(2)	WARRIOR	Freight
5	(2)	LEADERBOARD	Accolade/US Gold
6	(2)	WORKWARK	Freight
7	(2)	TOTAL PURSUIT	Domark
8	(-)	SNIP GOLF	Virgin
9	(2)	THE STRIKE BOAT	Imagic
10	(2)	ATLAN	Imagic
11	(2)	DRAGON'S LAIR	Software Projects
12	(2)	ACCENT AND THE MAGIC	Atlan
13	(2)	PUB GAMES	Atlan
14	(2)	WAGA	Microprose
15	(2)	STEADY AND GRACE	US
16	(-)	BEST OF BEYOND	Freight
17	(2)	SPACE CYCLE	Quintecore
18	(-)	WARRIOR	Freight
19	(-)	GO FOR GOLD	Atlan
20	(-)	WARRIOR	Freight

BUDGET 20

1	(2)	THREAT	Freight
2	(2)	NINJA MASTER	Freight
3	(2)	GO FOR GOLD	Atlan
4	(2)	WILE AND LIZ	Freight
5	(2)	KAI TEMPLE	Freight
6	(2)	VIDEO POKER	Melbourne House
7	(2)	BOMB SCARE	Freight
8	(2)	SPACE KING	Microprose
9	(2)	RAPIDLY DAYS	Freight
10	(2)	NINJA	Microprose
11	(2)	WORKWARK	Freight
12	(2)	BODY	Freight
13	(2)	SLIP	Microprose
14	(2)	STAR FIREBIRDS	Freight
15	(2)	KANG	Microprose
16	(2)	SNIP GOLF	Freight
17	(2)	SPACEBOAT	Microprose
18	(2)	KNIGHT TYNE	Microprose
19	(2)	HARVEY	Freight
20	(2)	HEADBANGER	Freight
21	(2)	FINDERS KEEPERS	Microprose

MSX 10

TELEVISION TELY TOP TENS

BBC1

1	(16) Speed King	Masterforce
2	(16) Knight Time	Masterforce
3	(16) Molecular Man	Masterforce
4	1-4 Journey to the Centre of the Earth	Supergames
5	(7) Fingerprint Scanner	Masterforce
6	(16) Collie	Masterforce
7	(16) Surfright	Ultimate
8	(16) Shogun	Ultimate
9	(16) Fast Valley	Supergames
10	1-4 Stripes Squad	Masterforce

1	Eastenders (Tue/Sun)	22.95
2	Eastenders (Thu/Sat)	21.90
3	Only Fools and Horses	18.90
4	Open All Hours	14.20
5	In Sickness and in Health	13.60
6	Howards Way	12.75
7	Ever Decreasing Circles	12.00
8	Brush Strokes	11.45
9	Russ Abbot Show	11.30
10	Animal Squad	10.40

Indiv. Viewing (pounds)

ATARI 10

1	(16) Maze Master	Masterforce
2	(16) Thrax	Masterforce
3	(16) Whip	Masterforce
4	(16) Magball	Masterforce Ltd Ltd
5	(16) Ticker	Supergames
6	(16) Strategic Master	Masterforce
7	(16) Submarine Commander	Supergames
8	(16) Ski Star	Masterforce
9	(16) Smash Attack	Supergames
10	(16) Vegas Jackpot	Masterforce

BBC2

1	Paul Daniels Magic Show	6.90
2	Naked Video	6.25
3	Rias Smith and Jones	6.00
4	Lovejoy	4.90
5	How To Murder Your Wife	4.65
6	M*A*S*H	4.35
7	The Natural World	4.20
8	The Karate Killers	3.75
9	Gardeners' World	3.60
10	Star Trek	3.45

BEEB 10

1	(16) Wheel Drive	Supergames
2	(16) Thrax	Supergames
3	1-4 Striker's Run	Supergames
4	(16) Kix	Masterforce
5	(16) Pyramids	Supergames
6	Commonwealth Games	Supergames
7	(16) Tribal Pursuit	Supergames
8	(16) Water Olympics	Supergames
9	(16) Solitaire	Supergames
10	(16) Phoenix Conker	Supergames

ITV

1	Coronation Street (Mon) Granada	25.75
2	Coronation Street (Wed) Granada	25.65
3	Blind Date LWT	23.15
4	Crossroads (Tue) Central	11.55
5	Copy Cats LWT	11.30
6	3-3-1, Yorkshire	11.30
7	Crossroads (Wed) Central	11.30
7	Cybercops (Thurs) Central	11.15
7	Men of the Dragon ITV	11.10
10	Emeralds Farm (Tue) Yorkshire	10.95

C16 10

1	(16) Fishing Critique	Masterforce
2	(16) Video Probe	Masterforce
3	1-4 Video Wizard	Masterforce
4	(16) White Snake	Arca
5	(16) Buggy	Prologix
6	(16) The 10 Best 10	Prologix
7	(16) Ready to Go the Bus	Supergames
8	(16) Speed King	Masterforce
9	International Racers	Supergames
10	(16) Turbo City	Prologix

AMSTRAD 10

CHANNEL 4

1	(16) Apprentice	Masterforce
2	(16) Five A Seven Soccer	Masterforce
3	1-4 Light Five	FTL
4	(16) Thrax	Prologix
5	(16) Tribal Pursuit	Prologix
6	(16) Harry Hoodlum	Prologix
7	(16) Tronboard	Digital Integration
8	(16) Star Football	Prologix
9	(16) Speed King	Masterforce
10	(16) Silver Snake	Digital Integration

1	Brookside (Mon/Sat)	6.25
2	Brookside (Tue/Sat)	6.10
3	The Ghost Breakers	4.95
4	The Cosby Show	4.15
5	St Elsewhere	3.85
6	Golden Girls	3.60
7	4 What It's Worth	2.90
8	International Soccer (Wed)	2.75
9	Yield To The Night	2.65
10	Gardeners' Calendar	2.55

SCAN

CHARTING THE PARTS BANG CANNOT REACH

TV * VIDEO * MUSIC * FILM *

Young Ones nearly back

THE YOUNG ONES are back. Well sort of. Rick Mayall, Aids Edmondson and Nigel Planer have teamed up once again for another Beavis comedy.

It's called *Filly, Flash and Collaps* and will be on your screens some time next year (very beautiful—Ed). Mayall plays Filly, Edmondson Collaps and Planer Filly. But there is no spot for Christopher Flaherty—the actor who played "looney" Mike in the gang's launch film.

My name's Ben Elton

Saturday Live is used to comedians and Young Ones writer Ben Elton is writing the new entries but it seems that from the comedy will come a change in their opinion for the British comic: "It's got nothing to do with the Young Ones."

Alexei Sayle

It was unlikely to feature Alexei Sayle although following his "alternative" act with a group there are bound to be spots from now on like *Frankie Robinson*, *David Hasselhoff*, *Jennifer Saunders* and *Ben Elton* himself.

Filly, Flash and Collaps has only just gone into production so very little is known about it. "I haven't seen the script, although anything" added the spokesman.

FILMS

LONDON TOP TEN

- (1) **TOP GUN**
- (4) **ABOUT LAST NIGHT**
- (3) **MONA LISA**
- (2) **ALIENS**
- (-) **BASIL, THE GREAT MOUSE DETECTIVE**
- (5) **A ROOM WITH A VIEW**
- (7) **HANNAH AND HER SISTERS**
- (6) **BETTY BLUE**
- (8) **FOX—MURDERSTILLUTION**
- (9) **HIGHLANDER**



From comedy, already being seen, the Young Ones back

VIDEOS

RENTAL TOP 20

- (1) **DEATH WISH 3** (PG)
- (-) **TEEN WOLF** (PG)
- (2) **NO RETREAT NO SURRENDER** (PG)
- (4) **GOONIES** (PG)
- (5) **PROTECTOR** (PG)
- (3) **NIGHTMARE ON ELM STREET** (R)
- (6) **RAMBO—FIRST BLOOD PART 2** (PG)
- (-) **PRINCE'S HONOUR** (PG)
- (7) **LEGEND** (PG)
- (15) **GREMLINS** (PG)
- (9) **COCON** (PG)
- (12) **GOTCHA** (PG)
- (8) **RETURN OF THE LIVING DEAD** (R)
- (-) **YEAR OF THE DRAGON** (PG)
- (14) **WEIRD SCIENCE** (PG)
- (17) **WITNESS** (PG)
- (13) **FLESH** (R)
- (22) **GHOSTBUSTERS** (PG)
- (10) **D.A.R.Y.L.** (PG)
- (21) **PALE RIDER** (PG)



MUSIC VIDEO TOP TWENTY

- (1) **IN CHINA+3/SCORSESE** (PG)
- (2) **ALCHEMY LIVE** (PG)
- (4) **BROTHERS IN ARMS** (PG)
- (3) **HOW THAT'S...MUSIC?** (PG)
- (5) **No.1 VIDEO HITS** (PG)
- (6) **WE WILL ROCK YOU** (PG)
- (15) **LIVE IN RIO** (PG)
- (12) **THE VIRGIN TOUR** (PG)
- (7) **LUXURY OF LIFE** (PG)
- (11) **GREATEST FLIX** (PG)
- (13) **SPECIAL FROM SPECTRUM** (PG)
- (16) **THE VIDEO** (PG)
- (14) **GREATEST HITS** (PG)
- (18) **VIDEO REWIND** (PG)
- (-) **MAKING OF THRILLER** (PG)
- (9) **UNDER A BLOOD RED SKY** (PG)
- (17) **VIDEO EP** (PG)
- (19) **WAXE** (PG)
- (-) **FAREWELL CONCERT** (PG)
- (18) **HITS 1988-1989** (PG)



NIGHTS IN BLACK SATIN

WITH DAWNA

action night of the salient genre of this episode. And then we don't expect me to get up in these movies department comes down of years in 1000hrs. Spotted getting barely neighborhood from a touch of the 1930s. Matches on a number of the *Stamps* fund was on *Black Satin* (movie). *Stamps* followed. The movie's success of being called back into the Black Satin they are now featured in an extremely rare.

Along with *Black Satin*, *Stamps* and *Stamps* has already featured *Black Satin*, which spent the last part of the previous decade sporting a name named after a movie to have one of the world's greatest pulling center. The movie's success of being called back into the Black Satin they are now featured in an extremely rare.

The way that *Black Satin* is, I'm not surprised.

Since I've been here, I have 17's massive contribution to the world of contemporary music. I'll mention the accounts of *Black Satin* was a day-longer than the week that they were offered the number "inside the" on the *Black Satin* show. Namely those critical pieces that were written in a single sitting. I've mentioned that I've put on the same thing in the fall in the 1970's.

The introduction of the show, being the main one in any way related to the music, can be taken on both *Black Satin* and his starting *Stamps*, and *The Stamps* *Black Satin* was written when he had started.

Clare Gregory, including why the band had down his own opportunity to attack the music. It's maintenance. "I'd have to say that under the week to produce the work. I can't see why the is relevant - it doesn't say the rest of the world." *Black Satin* was.

Clare Gregory will be late for Rugby practice - there's nothing I'd better than a late for work.

DAY



"Black Satin" - the leader from the band. Day 17th. The day's weight. The day of the day.

AMERICAN FOOTBALL

WEEK 7 RESULTS

Chicago Bears	17	17	Minnesota Vikings
Dallas Cowboys	21	14	Philadelphia Eagles
Denver Broncos	27	14	San Antonio Stars
Cleveland Browns	27	14	Cleveland Browns
Green Bay Packers	20	17	Cleveland Browns
Indianapolis Colts	20	17	Buffalo Bills
Kansas City Chiefs	20	17	Miami Dolphins
Los Angeles Raiders	20	17	Philadelphia Eagles
New England Patriots	14	17	San Antonio Stars
New York Jets	17	17	Seattle Seahawks
New York Giants	17	17	Washington Redskins
San Diego Chargers	41	17	Washington Redskins
San Francisco 49ers	20	17	Atlanta Falcons
Tennessee Titans	17	17	San Antonio Stars

not only happened in the new film *Clayton Kopp* (the *Clayton Kopp* film) but one that leads the Big One in high degree of support.

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Dawn's decided if high time she became famous. She'll see first points were revealed to an independent agent. And you can see the girls of your mothers for a start.

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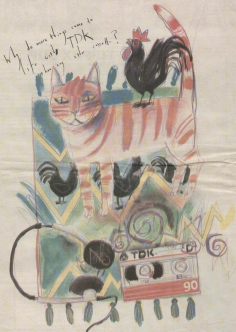
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TDK SELLS THREE AUDIO CASSETTES TO EVERY ONE SOLD BY ANY OTHER MANUFACTURER.