

ZX

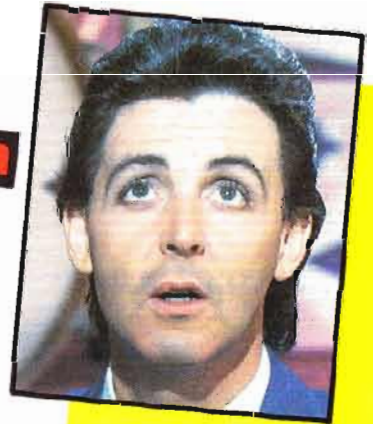
£1.95

COMPUTING

The Magazine For All Sinclair Users

Inferno - a red-hot spectrum program

**Voyage of Peril -
a graphic adventure
for the ZX81**



Three Great Competitions

Meet Paul McCartney

Win a TV/Monitor

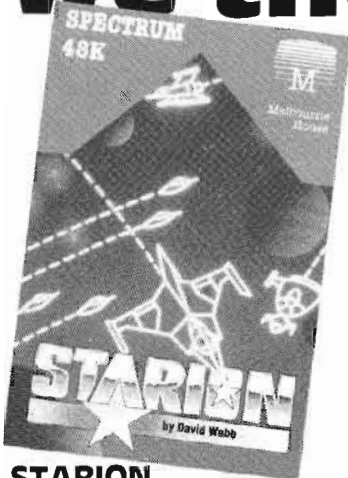
Win a Flat Screen TV

**Chartopper -
a ZX80 simulation**



With More Editorial Pages Than Any Monthly Magazine

We the jury . . .



STARION
Melbourne House
£7.95

Starion just missed the last issue by the skin of its teeth but as it was so good we thought we'd include it in this issue, even if it is now a couple of months old.

In the year 2010 you are sent back in time to correct the disturbances caused by a race of time travelling aliens. There are 243 time zones to visit and in each one you have to battle with an enemy fleet.

On destroying an alien ship a letter of the alphabet is released and you have to collect it. When you have collected nine letters you have an anagram to solve in order to answer a historical question from another time zone. Once you've worked through all 243 zones you arrive at Event Zero and earn the title of 'Creator'.

Melbourne House have obviously decided to produce a program to compete with Elite on the BBC and in many ways they have done just that. The graphics are perspective vector type but the movement is truly superb, it takes a lot to make an impression on us battle hardened reviewers but we were impressed!

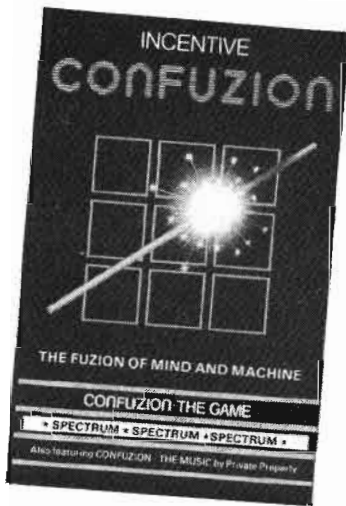
Flying and fighting is a skill in its own right, the techniques are nearly as complicated as in full flight simulation programs — often I spent time locating and chasing an enemy only to see him zoom past as I failed to slow down and match speeds in time. Two scanners are provided to assist you and sound is up to the Spectrum's usual standard. A Classic!

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****

CONFUZION
Incentive
£6.95

This is the most annoyingly addictive game we tried in this batch of programs! OK, so it doesn't have state of the art graphics, speech, prizes, or any other worthy selling point, but it deserves a place in the charts for its sheer ingenuity and compulsive playability. I dare not load it in because it means the end of any work for a few hours.

The idea on which it is based is a very old one, the sliding block puzzle, the twist is the movement within the block and the all too short time in which to find a solution. You have a grid of blocks, the number and shape depends on the skill level, in which is a track along which a spark constantly travels. By moving the blocks to create new track paths you have to guide the spark to the confuzion bombs at the sides of the screen before they explode.



On some of the 64 screens there is also the added hazard of water drops travelling along the tracks, contact means loss of a spark. A wide variety of options and a well balanced playing level makes it easy to start playing and difficult to stop.

In print it may not sound particularly interesting, but I urge you to try it for yourself at your nearest dealer.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****

TAPPER
US Gold
£7.95

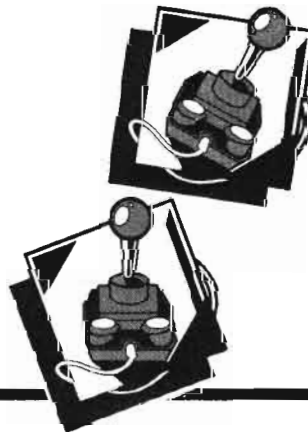
This is a competent arcade game from Bally Midway/Sega, which is a thinly disguised standard action program.

Actually, it is quite absorbing as many simple ideas are; you are a bartender and your job is to serve customers their drink by sliding it along the counters which run towards you. There are four of these counters, in different positions as the difficulty progresses, and the customers move towards you. Quite simply it is a case of moving up and down sliding glasses of drink to the customer. However they come in different groups, and you mustn't put too many drinks down, nor can you miss any empty glasses which a customer may send back.

Should you clear the room by serving all the customers then a "find the lady" type game is played for bonus points. Bonus points can also be gained by collecting tips.

This is a nicely presented game (albeit a little on the expensive side), with some good options at the start such as define playing keys and a request to "sign on", the graphics are pretty good but some movements are a little jerky. Play is nicely graded so that you can start playing quickly and achieve a score and then want to improve it. I didn't like the high score table starting at 10000 as most of my early attempts were just below this, however once I did get in I admit to feeling pleased with my efforts.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****



CHARLIE AND THE CHOCOLATE FACTORY
Hill MacGibbon
£9.95

An interesting package based on Roald Dahl's popular book of the same name. The tape has a different program on each side, side one being a program which consists of four arcade games and on side two is what they describe as "a multi-screen arcade adventure".

When side one has loaded you have the choice of playing any of the four games in practise mode, ie. you play them as normal but your scores do not go towards getting the code needed to play the game on side two. This is quite a good idea as it means that you can practise each section until you are ready to attempt all four sections in sequence to try for the elusive code.

These games are all reasonable and provide good, though not very sophisticated, entertainment. They are quite difficult to master and a joystick does help a lot. Side two provides a longer, 43 roomed platform type game. This can be played without the code from side A but the six keys which you have to find to complete the game will not be there. However you do get infinite lives and a chance to explore the rooms before undertaking the final task. I found that I enjoyed playing these games but lacked the inspiration to go for the ultimate solution. Not bad if you consider it to be a pack of cut price games.

GRAPHICS *****
ADDICTIVENESS *****
OVERALL *****

BATTLE FOR MIDWAY
PSS
£4.95

Here is a strategy game of some complexity. Presented in an unusual ring binder containing the tape in a pouch and the ten page manual/booklet, it has been impressively packaged.

The booklet is well written and produced and takes the time to explain and show you how best to play the game. There are three levels and level one is used to learn the game. Level two is the actual simulated conditions and level three adds a few extra problems. The graphic represen-