

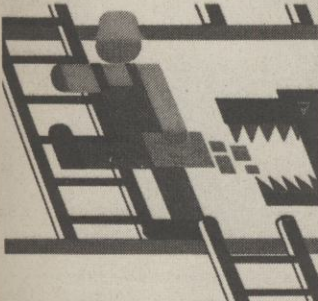
keys do (a point not made in the instructions).

The top ten high-scores can be recorded, up to 10 letters, and a 'rub' facility is provided using one of the function keys.

The game is a bit boring, however; after you lose a life it resets the ladders and boxes, which takes about 10 seconds each time ...
set out. **Audiogenic RB**

Presentation: ■■■■□
Skill level: ■■■■□
Interest: ■■■■□
Value for money: ■■■■□

KWAN Vic Pack



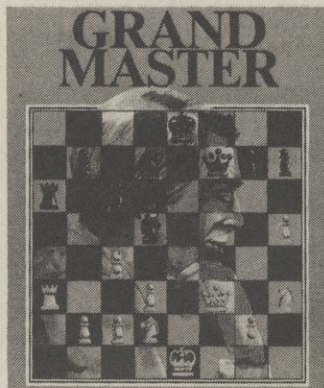
BONZO

747 PILOT
Vic-20 (+Super Expander)
Keyboard and Joystick combined
Price £6.99

Up, up and away in your beautiful Vic-20? Alas, no. After a long search for something to make my Super Expander cartridge come alive I was really disappointed with this effort, and it grieves me to say so.

As a flight simulation it is quite acceptable in terms of speed, thrust, load factor and so on; lots of things to keep you occupied as you indulge your Luke Skywalker fantasies. But the graphics are feeble. It hardly uses the Super Expander at all as far as I could see, most of the display being in the form of digital readouts - boring, boring. I would gladly pay twice the price for something that did the job properly. GRRRRRRRRRR!! (See also the correspondence on this one in the January issue - Ed.)
Victay JDC

Presentation: ■□□□□
Skill level: ■■■■□
Interest: ■□□□□
Value for money: ■□□□□



GRAND MASTER
Vic-20 +8K
Keyboard only
Price £17.95

If you want all the features of chess, this is the one to buy. Nine levels of play, automatic play mode (fascinating), endless choice of screen, border and board colours (great), interlace mode for cranky TV sets, gives hints, allows you to revoke a bad move (cheating), and so on.

Very easy to operate once you have worked out all the commands. And the square board display makes it a bit easier for beginners; I give this one top marks for graphic clarity because of the superb range of colour choices. Don't worry about the levels of difficulty offered by the different programs - almost anyone can win at the lowest level with a bit of practice, and very few players will win at the highest levels: so there is plenty of scope for everyone.

Audiogenic JDC

Presentation: ■■■■□
Skill level: ■■■■□
Interest: ■■■■□
Value for money: ■■■■□

JETPAC
VIC-20 (+8K)
Joystick or keyboard
Price £5.50

At last a really excellent and original new game for the Vic-20 with 8K expansion. This is one of the best games we've yet seen for the Vic: and the graphics are so good that it is easy to forget this isn't a CBM 64 game.

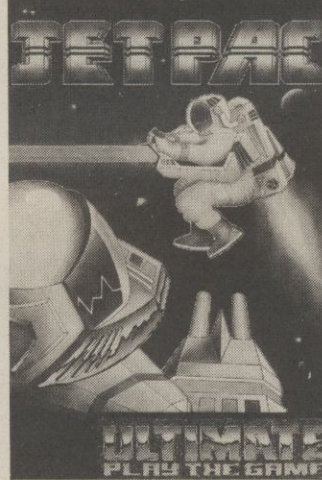
Using either joystick or keys, you control a spaceman with a jetpac. He can thrust himself around the sky and fire his impressive quadruple laser blasters at the numerous aliens which drift across the screen. The immediate task is to assemble his spaceship which

initially is in three parts. Once assembled you collect six fuel elements which appear at random on the screen and drop them onto the assembled ship. At the same time pieces of treasure appear (gold, jewels, etc.) which can be collected for extra bonus points. The spaceship begins to flash once it is fuelled and the object is then to enter the ship without crashing into an alien, and take off for pastures or planets new . . . where you collect more treasure, more fuel and shoot yet more devious aliens.

Almost as exciting as watching Columbia land, this game cannot be faulted - it is thoroughly playable and totally addictive for all members of the family (except perhaps the dog).
WG/PR Ashby Computers & Graphics

Presentation: ■■■■□
Skill level: ■■■■□
Interest: ■■■■□
Value for money: ■■■■□

Suitable for 8K expanded VIC 20



PIT
Vic-20 (Unexpanded)
Keyboard or Joystick
Price £7.95

Pit is apparently still selling well, so I had another look at it in case you haven't come across it yet. Hans the Handyman must collect bags of gold from the pile at the right of the screen and get them safely home to his side by dodging the acid rain which is gradually eroding his protective covering. Hans has only three lives in which to grab as much gold as possible.

The graphics are very clear; the walking figure is well simulated; and the whole thing seems bug free. The more gold you get faster falls the acid rain thus making the game harder

and harder. That said, I still can't see what is so exciting about this game ...
JDC Audiogenic

Presentation: ■■■■□
Skill level: ■■■■□
Interest: ■■■■□
Value for money: ■■■■□



OUTBACK
Vic-20 (Unexpanded)
Joystick only
Price £5.50

We're in Hoppy Valley amidst some effective scenery, serenaded by 'Waltzing Matilda'. As Boss Roo, our sole aim in life is to save baby kangaroos from abduction by the Swagmen who are descending menacingly with the aid of balloons.

Thankfully we had the foresight to erect a pulley system on which we can zip up and down with the aid of our trusty joystick. Thus liberated from gravity we can launch our arrows with some precision to burst the balloons. Hit a Swagman, however, and he will retaliate with a boomerang. Oh, and we must keep on the ball in order to hit the bonus object at the top of the pulley.

The scoring is crystal-clear, featuring double height text (such as we can all conjure up - cue for Mike Todd!). Each wave of Swagmen is marked by balloons of a different hue, and nastier tactics.

In short, quite a lot in 3.5K with excellent graphics and sound effects. Definitely addictive.
Paramount Software LS

Presentation: ■■■■□
Skill level: ■■■■□
Interest: ■■■■□
Value for money: ■■■■□