

Lap Time 0:23 Best Time 10:00.0



Also arriving in 1985
'REVS' from ACORNSOFT

Released for the BBC model B, REVS is a Formula 3 simulation and proved to be the second biggest title on the Acornsoft label (the biggest being Elite of course).

Like Chequered Flag, REVS is a simulation. It was developed throughout 1984 and released early 1985.

The graphics are fantastic for the day, although the view from the cockpit is low. This makes the road ahead difficult to see but does serve to amplify the feeling of speed. The game audio adequately conveys to you when you're on grass, skidding or revving the engine too high, but it's nothing to write home about. It's the gameplay that counts here and REVS has gameplay by the bucketful. The feeling of racing is superb for the period, including hills, dips, rumble strips and even working mirrors. It was the first time you had to start the engine in neutral, put your finger down, really give it some and then slam it into first as you scramble for traction. Keep the revs up though or you'll stall. Nice. But that's not all. You actually could get into an oversteer skid and spin at least 720 degrees, you can stall the engine, bounce over the curb and if you can get it right, take a shortcut over the grass.

Do not underestimate this game! It is truly magnificent and is also the hardest racing game ever. If you think F355 is tough and have a preference for an auto-box, don't even think about playing REVS.

Although the first release was limited to just Silverstone, later releases added a few tracks. A Commodore 64 version came and was well received in February 1986. As for competitors - the Amstrad spawned '3d Grand Prix' from Amsoft late 1985. It was a good cockpit-view game and whilst it looked better than Flag, it didn't even play as well as the two year old game.

REVS is leagues better than Flag which itself was a quality game. The fact that BBC machines were mostly a UK only thing and they hardly ever reached private homes meant that this game remains almost a mythical legend and a proud part of British history.

GEOFF CRAMMOND?

Geoff is an Englishman. He is a former systems engineer in the defence industry, with a degree in physics. He turned professional programmer in 1984 while working on REVS. His earlier games include 3d vector flight simulation Aviator from 1982 and Super Space Invaders from 1981 (both for BBC).

Geoff went on to produce some other stunning games (see elsewhere) and now runs his Company Simergy Ltd, continuing his love of F1 no doubt.



Having just leaped a curb too quickly, below you see a very out of shape car.

Position 20 In front: Sid Spoiler
Laps to go 3 Behind: Slim Chance



Eat them curbs, or you'll never make it out of a corner fast enough.

Position 20 In front: Miles Behind
Laps to go 4 Behind: Peter Out



After a crash, the car is craned from high up, onto the floor, bouncing as it lands with axel-snapping sound effects coming from the speaker within the machine. REVS used 8 colours at 256 x 320 (very hires for it's day). It's not the best gaming format though—look at where the cursor keys are! Joysticks were quite rare on machines like this.