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Getcha!



There's been a lot of excitement about computers that 'teach' you to play. But what if you could learn to play a game that's been designed by a professional game designer? That's the idea behind 'Mutants' and 'Wizball'. Both games are designed by a professional game designer, and they're both available on a range of computers. 'Mutants' is a fast-paced action game, while 'Wizball' is a more strategic game. Both games are designed to be fun and challenging, and they're both available on a range of computers.

Wizball is a fast-paced action game. You control a wizard who can shoot spells at a large green ball. The ball has a face and it's trying to eat you. You have to shoot spells at it to keep it from eating you. The game is fast-paced and exciting.

Wizball is a fast-paced action game. You control a wizard who can shoot spells at a large green ball. The ball has a face and it's trying to eat you. You have to shoot spells at it to keep it from eating you. The game is fast-paced and exciting.

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● ANCIENT MARINER/P107



● THE BIG SCREEN/P97



● ADVENTURELAND/P78



● THE LIVING DAYLIGHTS/P14



● FINAL MATRIX/P38



● TRIO HIT-PAK/P38



● PIRATES/P107

Inside Story



● ATARI ST SPECIAL/P100



● GOSSIPING CAMELS/P122



● MEGA MONEY/P114

What secrets hide behind MASK? Don't rely on face values. This issue un-masks MASK to expose the secrets of Grendel's Island, Atlas II and you'll be spinning wheels. The secrets of James Bond and The Living Daylights are also exposed as well as the chance to win the Royal Arcade Machine. How can you get your hands on \$25,000? Design a great game, that's how with Prince's mega-money competition. Don't let money slip through your fingers. Join us for a night into fantasy, a new feature which is targeted to designers. Read our major Wheel of Fortune Guide, join us at the money and enjoy for another Atari ST Special. Continued? Thought you would be.

Tim



● ARCADE ACTION/P110



● MASK PREVIEW/P68

JAPAN has a word for the



BASEBALL It's the most realistic baseball game outside of a ballpark.



PAGAN'S BLUFF Use your Pagan light gun to shoot the gangsters.



CLUE CLUE LAND The evil Clue Machine has hidden the gold in an underground mystery maze.



27
Game paks
now available.



DUCK HUNT There's a duck in the air. Move only one finger while it flaps the duck. And if you miss, even your dog barks at you in this fast action Super Fun game.



PAPER MOON We've got to keep it off the ground. Learning to take a real minecart on wheels, the Japanese hit opportunity to shoot to play the action arcade game.



GOLF Control your shots. Control your swings. Follow the steps of every shot. No Nintendo golf and there's not a more golf game so fun with Super Nintendo!

For the first time in the UK, direct from Japan comes Nintendo, the home entertainment system that generates arcade-quality graphics. Nintendo makes 1 out of 2 of all the world's video game machines, so they know what they're doing, and already in Japan 8 million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 32 colour 3-D graphics of Nintendo (the most home computers, you've been lucky to get 26 colours and most) Nintendo experts graphics give the games a convincing 3-D feel with aerial shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. And there's even more to Nintendo than the 240 games you've ever had...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension.

Because when you own a Nintendo entertainment system you also get a Guide to play with, a Nintendo Operating Guide to be exact (or N.O.G. for the Nintendo home) your partner. Read this book to you, and time signals from your screen and together you can tackle the money.

The Zapper Gun

Have you ever had there been a video gun of this nature? The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 10 feet. If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

Nintendo or Super Nintendo, the choice is yours.

Which one do you want? NINTENDO's superb high-quality action cards are 100% fun control cards, making a professional level level controls, and now Super Mario Bros Game Pak, BULKY NINTENDO cards 128K/128K for the amazing Zapper Gun, N.O.G. and two free games, Spinnaker and Duck Hunt.

ultimate video game...

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Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to Hattech Electronic Services Ltd, Unit 28, 200 Wickmanworth Road, Watford WD6 7JS. Or phone: 06322 41811.

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Computer Magic

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Wilks Ludlow
Selfridges
Telebank
Harrods

See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 2nd - 8th, and Hamleys of Regent Street, London, August 20th - 25th.

© Nintendo 1985





News



■ **Command & Conquer** A 3D vector graphics, strategy-adventure from Westwood **Command & Conquer** puts you on the spot as a futuristic strategy-warrior who must plan for a revolutionary, color-coded, intergalactic conflict around the CR 23. Able to take off the land like any conventional warship, the CR 23 can be in and out of orbit ready to blast back into the atmosphere at lightning speed, to intercept and destroy enemy units and laser weaponry. The CR 23's development site is the most secret and heavily guarded military complex on earth. Situated on a lonely and bare deserted island, it is guarded by armed patrols, tanks, atomic fencing and surveillance cameras. The island is also con-

tinued by a shuttle network which enables you to travel throughout for the new departed civilian workforce. It is your mission to explore the island and find the heart of the development complex. Once there you must stop the design of the CR 23 and then set a time delay mine in the nuclear reactor. The action takes place on a moonless night, hence you have been provided with a military image enhancer. Using enhanced 3D vector graphics, with full motion detection, the player gets an accurate representation of his world in the movie within it.

Command & Conquer will sell for £19.95 on cassette, with the SAC disk-rental for £12.95 and the Amstrad disk, £13.95.

■ Can you, ever-evil boys enough of yourself? Well, the boys like can't, that's for sure. They've got **Remorse Games, Winter Games**, and who-knows-what-else Games. Where can they turn



to have to excite the players? Where can they find an entire spectrum of unusual activities? Where else, but the young, youthful world of California, says **Marshall M. Rosenblatt**, **Marshall's California Games!** "Having lived in California for over 10 years, I can tell you the

officers there do some really things. You'd expect the sports to be a bit weird as well. You know, but they're part of the show."

■ **California Games** takes place in a number of locations throughout the Golden State — Hollywood, Beverly

Travelling around a pretty wave in the sunny state, your eyes are taking in the changes in a thing-dick tournament — we used to call them 'hibes'.

Then there's the exhilarating, heart-pounding, even BMX bike racing.

■ The ball pipe skateboard competition is a real treat.

Up to eight players can participate, and the joystick is used to do everything but put in your name. So make a bunch of friends, join in your schools, come up with a name of your own, and let the games begin. Just be careful you don't bump your head on your 547.

■ Here's a sneak preview of two new, fast games coming from **Microprose: Project Stealth Fighter** and **Project Stealth Fighter** and you're in the world of the top secret 'vector' inspired **Amstrad** on **Project Stealth Fighter**. Unlike a



Casino, this baby comes complete with a full procession of weapons for air and ground attack. But your biggest weapon is the death capability.

On-board instrumentation includes a comprehensive "heads-up" display, two CR computer systems, enemy pointing devices, and tons more. All with joystick/keyboard commands and a 3D perspective view first planned in the highly successful **Star Wars**.

The many features include battle with various levels of difficulty ranging from surveillance mission to hot and heavy combat.

■ **Airborne Ranger** is more arcade-oriented, and success will often depend on quick reflexes and accurate shooting eye.

Project Stealth Fighter will initially be available for the Commodore 64/128, as will **Airborne Ranger**.



■ C + VG's advertising editor got put through amazing fireside hot month thanks to the truly wonderful people at **Masterblasts**, the last of the race of the C + VG drivers who attempted to give their sports car race. Masterblasts were sponsoring one of the cars taking part in this grueling event — a 1987 Volvo driven by Sir Bernard, Trappier (Gronov) and British pilot Andrew Rutledge. Thanks to the varied Volvo engine, the car unfortunately didn't qualify for the race — but professor Tappier wanted the Masterblasts logo throughout the race — well, until



about five in the morning on Sunday morning. The race ran from four o'clock on Saturday to four on Sunday morning — with the cars racing through the night. British fans were hoping for a Jaguar win — but the three British cars suffered a few problems and only one finished — in fifth place. Winner was British driver Denis Bello in a Porsche. The driver's car was chased on by an unusual bunch of spectators people from the budget company plus a couple of magazine writers.

And you can help support them by watching on exclusive

Masterblasts Team Le Mans short. We've got FIVE special Le Mans shorts to give away to the first five people who send us a postcard telling us the name of the fastest racing driver who has scored more victories at Le Mans than anyone else. The winners will also get a copy of Formula One magazine — so don't forget to put in what machine you own. Address your entries to: Computer and Video Games, Masterblasts, Le Mans Competition, Priority Court, 30/32 Farnborough Lane, London EC18 3BB.

C + VG/Masterblasts Le Mans Competition

Name _____

Address _____

T-shirt size (S/M/L, Machine owned) _____

The driver who has scored the most Le Mans victories is _____



■ **Daredevil Virgin boss**
Richard Branson, who recently crashed the speed record for crossing the Atlantic by foot, is set to undertake another death-defying challenge.

This time it's to become the first to fly a hot air balloon — across the Atlantic. Accompanying his exploits will be a Virgin game **Trans-Atlantic Balloons Challenge**.

Richard will accompany Par Lindstrand in the largest hot-air balloon ever made, *Virgin Atlantic Flyer*, and they will fly at 27,000 feet from the Saginaw Mountains in Maine, North America to Europe.

This journey that has not yet been completed by anyone. The balloon is 99 meters high with a volume of 230,000 cubic feet (65,000 cu ft) below it the balloon is as big as a London flat. The material the balloon's top half is made from is a new invention. Additionally they are going to be in aluminum pressurized capsule with reclining seats to enable them to reach safely heights of around 27,000 feet if the weather allows.



The biggest surprise for expert balloonists is that it is a hot air filled with not gas. Normally the amount of propane needed to heat such a gigantic volume of air would be so heavy to carry the balloon would not be able to get off the ground. The special material the balloon is

made from will use solar power to help heat the air.

So that you don't get left out of this great adventure, you can now participate when you play.

Trans-Atlantic Balloons Challenge The Game is a gold-screen arcade game. You play a motor cycle and can be either on the side of Richard and Par, or riding a rival balloonist who has challenged them to a race.

The balloonists occupy their own half of the screen and your job is to



eliminate yourself propelling the power by dropping weight and creating in the hot air wind decreasing in altitude. You must control the altitude with the burners and also keep it on course.

The game is available on Commodore 64/128, Spectrum



681128 and Amstrad CPC, comes off on £17.95. Also on Amstrad CPC disc on £12.95.

■ **The rights to musicisation**
Arnold Schwarzenegger's new film **Predator** have been snapped up by **Activision's System 3** for release sometime in November.

In the film, which has just opened in America and is expected to have taken \$12 million in its first three days, Arnold plays a man on a mission to rescue hostages held deep within a South American jungle. A tough task but things get worse. An alien is apparently following him but what happens? See right. More news and pics on and when.



Want a greater challenge? Then leave the trials and tribulations of the 16-man 1984 Formula One Grand Prix season.

There's a lot more to F1 racing than just sitting in the driver's seat. A vital formula is useful for testing the car's aerodynamics, and frequent and proper sessions will help iron the car's problems.

A first-person perspective looks ahead. The corner takers, authentic down to canopy and weather conditions. Run the gamut of seven other cars, each of these the contenders possessing his own distinct personality and driving style.

Formula One CBI really shows off what the Amiga can do, with an immediate array of graphic and sound effect. Once you buckle up, you won't want to shut your engine off.



■ **Academy** CBI's smash-space game, has made the transformation to the Atari 26, price £19.95.

If it you play to trainee alien

planet enrolled in the top training school of the Galactic Academy for Starship Pilots. You will learn to design your own space ship and participate in many classes — all so secret that they can only be revealed to qualified alien pilots.

On graduation from the Academy you will make the opportunity you have designed on 20 missions, encountering aliens and practicing the top secret theory learned at the Academy.



■ **Remember Paltrow?** These cute furry robot cats and dogs created by Neal Paltrow and called **Robot Cats** and **Robot Dogs**. Well, here's back at it again. Our spy in the US tells us that **Robot Cats** has released **Yacht Haven** on the world. These are a whole bunch of remote controlled vehicles armed with laser guns.

One player can challenge computer-controlled opponents or two players can fight it out between them. You can fight in real time or program the vehicles to make pre-determined strategic moves. The vehicles are controlled from computerised Command Boxes which look like IBM computers with an internal stick and the laser beams double the vehicles for a programmed length of time and up to 14 Yacht Haven units can be controlled from an Command module.

■ **Enter the Armageddon Man** And yes, that's the **Battle Beyond** — but it does involve someone with his finger on the red button that will blow the world to bits. The Year is 2003 AD. There are now 12 nuclear superpower nations, each with the capacity to trigger the final destruction of mankind. Together they have formed a defensive alliance — the United Nuclear Nations and how. Branson and built an enormous network of spy and laser defence satellites. Control of the network resides in an enormous and sophisticated satellite command Olympus Control of Olympus is clear to the Supreme Commander — The Armageddon Man, who holds the world in his hand.

As the Armageddon Man you must reduce the chances of war between enemy countries by maintaining an equal balance of power and resources.

If the satellite does ever happen, you will have to deploy laser defence satellites to reduce total casualties to a minimum.

The Armageddon Man features advanced command with all activity powered by the collection of the five main items.

The package also comes complete with a colour synopsis of the world (2003 AD edition) and vinyl reusable flag of each nation.

The Armageddon Man will set you back £13.95 on cassette, £14.95 for Commodore disc and £19.95 on Amstrad disc.



MEGA-APOCALYPSE

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... then blast them to pieces!



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separate speech channels with
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The TAC5 is compatible with Commodore CIB, 128, Amiga, Atari series of computers, Amstrad CPC range and Sinclair (with correct interface).
See service manual for details.

The price is £13.99

 **Suncom**



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News



Have you got the right stuff? Find out with **Chuck Yeager's Advanced Flight Simulator** from Electronic Arts. Yeager was the man who was first to break the sound barrier in a jet-powered aircraft—it took him sweat and tears to pull it off, but he did it. And that's what it would take to make this game fun.

Yeager's life story was featured in the brilliant film, *The Right Stuff*—don't miss this early American space story. In this game, you'll fly down to your local roads, shops, and cities today. And read the awesome facts about the flight instructor and also called the flight instructor Tom Wolfe. Yeager has been featured in EA's *Flight Simulator* and *Cyber* will be bringing you a preview of the game and an interview with the amazing Air Yeager in a future issue. Apparently the Korean and Japanese are very interested that the flight simulator is available about, and you can download.



Mississippi year old **Colin**
McClinton
World Wide Champion **Colin**
lost out a challenge from American
Red Hoyer in London's
Wired last month. Both started the
championship game with 2000
credits, a single beam laser and a
Computer vision. Both were given
eight hours to win — but one hour
before the deadline the US champion
gar threw in the towel and handed
the world title to Colin. The winner
will be starting a grand tour of the
States later this year as part of his
project. Colin, now an incredible three
years old, is still the world's biggest
selling game. Versions for the IBM
PC and MSX are on the way
and a new version will be in the
near future. Colin is also
being taught to play chess by
software from Princeton, New

■ **Kushner, Jovanovski's CD/PS**
Budget labels two new movies,
Chasing Marvin
Nick's Death Ride and **Killer**
Bliss

Cheshmeh Sani is a former
member of the National Assembly.

And in **Killer Thing** — our last month's *Ultimate Groupie* for full details — you'll find your way through the beats and you reach the conclusion: ...nothing about his

All games available on cassette only for Commodore 64, Spectrum and Amstrad CPC.

■ **Paul Wheelersallens, Ministry,** is not out for the 1200. Spectrum: The 120's sound chip enables Ministry to make the remarks — whatever they may be — when the screen changes.

■ **Cassiope** generally following
up its highly successful **Am**
open-air/fight promotion with **Am**
It closed in September

■ Grab your diary and make sure you make date for visit the Personal Computer World Show at London's Olympia in September 2001 or 2002.

This year's show—the 10th—promises to be the biggest yet. All the top software companies will be there with all the latest games and all-comers, the **Computer + Video Games** team will be there as-comers along to meet and greet, too.

■ **Programmer Paul Smith** takes a well-earned break. But do you think those glads of raffishness those boxes will let him keep it? Please. Get back to work, grand old fellow.

The gruesome *Frankenstein* and *Pand* are actually trying to draw up a little publicity about his new game *Brink of Frankenstein* released on new **2D** stages local.

In the game you must revive your beloved Frankenstein before the remaining day by collecting grows and eggs, in search of a pair of lungs, kidneys, a liver, a brain and a good heart to bring your favorite back to life.

First you must find the trade for your growing/retailing operation — a market to maximize returns on risk.

one for opening crypts (and for handling all motion), and a loop to find out what was

Local people wonder endlessly, imprisoned in the dungeons. Your heartbeats will tell you how much about you are smiling.

Article of Angelika Reinwein will be published in Spectrum, November 2004

Friend from Ford will be **Wang**
revels at London, in the
 name, **Wang** is the is knowing

■ **Microsoft Service, XboxPuzzle:** Collaborative simulation service game, is about to surface in the weeks. Daily Darts are converting the game for the online.

■ **Free Power Measurement:** compilation tapes for the Spectrum, Commodore and Amstrad each with eight games for the value of £19.99

The Spectrum-type Features
Cyrex, Timeflight, Sword
and Shield, Hercules,
Blingshot, Tomb of Spino,
Goldfish and Seal

The Commander compilation contains *Sheds and Heroes*, *Terminator*, *Aftermath*, *Return of the Space Warriors*, *Hercules*, *Sgt. Sarge*, *Banger and Gun Runner*. And the Arcade version features *Border Road*, *Corridor Conflict*, *Huakaime*, *Freedom Fighter*, *Nocturne*, *Rebels*, *Mouth of Olympus* and *Unholy and Holy*.

Power Macs has also released two utility programs for the Spectrum and Communications. Both entitled **How To make the most out of your computer**, the Spectrum tape features **The Adventure Builder and Answers**, while the Communications utility features **Videocon and Upload**. Both utilities will retail for \$29.95.

■ **Author and co-author** **Ben and Andrew Hoggson** co-wrote *Winning Systems with Football Manager* creator **Kevin Tane**.

They won first prize in the **Addiction Prize Lounge** competition for those who brought the most popular game. And that was a first for the World of Warcraft.

[illegible]

But it was bad news for his son and Andrew who are both Tottenham supporters. From a young age, remember, Kevin County by those words to two.

"Although figures have not soared, great success in Andrew's living room, including the double, his first school trip to Wimbledon didn't produce the reaction he was looking for," said Kevin L. after the match. "I think, though, judging from the look on his face, that Andrew enjoyed just being at Wimbledon for real."

Ten winners up-and-coming artists a selection of the Addictive's games photographed by Gavin Jones. They are: **Christopher Horrocks, Gwen Road, Brad Roberts, Penelope, Richard Southey, Burton-on-Trent, Steve Tanner, Ruddy, Julian Adair, Linton, Kevin Kennard, London SW2, Paul Mordisley, Hudders, Graham Hillen, London E2, David Connor, Liverpool, Christine Willems, Manchester.**



► Analysis spot C: V&A's Hot Classics Every Tuesday on Channel 4's trendy Sunday lunchtime show **Network 77**, Oldie mega-nerds wax on their spending on about the 'coddles' of playing computers and giving a run-down of some of the more controversial games of the past few years.

Talking of multi-media stores, brings us to **Keith Campbell**. Literate in Jordan Broadcasting Company's computer store on Sunday afternoon would have found KC on the store's semi-regular adventure helping phone-in solving game problems with his usual wit.

However **Paul Coppins** failed to make the show because of the annoying problem of cancelled runs. It's the first problem Paul hasn't overcome in years!

■ Plus major retail chains are now selling the **MasterCard**—distributed **Nissan** game console. There are **Red Bull**, **Yogi Berra**, **Yogi Berra**.

Computer and Gameplay: *Worms* is also using the machine in selected stores.

The basic **Super** is available for \$99.95. Games are available on one and cartridges of \$14.95, \$19.95 — \$24.95.



A futuristic white and blue spaceship is shown from a low-angle perspective, flying towards the viewer. The ship has a sleek, angular design with a prominent blue section on the nose and cockpit area. It is firing three bright red energy beams from its rear cannons. The background is a dark space filled with stars and a bright yellow star in the upper left.

S.T.A.R.F.O.X



The Living Daylights

C+VG



Score **007** Lives

LEVEL FOUR



Score **007** Lives

LEVEL SIX



Score **007** Lives

LEVEL SEVEN

LEVEL EIGHT



Score **007** Lives

enemies. Making the full sequence will help you get through the level. Making the wrong call won't make it impossible, just a little more difficult.

The playing area is split into three sections: flying, snow, and ground. Each needs to be right at a different point.

Beet himself can run, jump and roll. When shooting a gun, sight appears. This is your only weapon and target you select and shoot. It can be used automatically. When the fire button is pressed, Bond's trigger finger.

The game levels are as follows:
LEVEL ONE — GOSWOLD. Bond begins his adventure with a test of the defenses on the island of Goswold. He must reach his wife against the odds of the U.S.A.
LEVEL TWO — THE LEMMA CONSPIRACY. You must get the Russian defector Koston away from his KGB guards without injuring any of the guards. Koston will tell you but it is up to you to defend him from the enemies who appear all over the building.
LEVEL THREE — THE PIPELINE. Now you must struggle Koston past the pipe workers and send him on his way down the Trans-

Atlantic pipeline.
Which out for the Russian guards and the added danger of falling pipes.

LEVEL FOUR — THE MANSION HOUSE. Once you have managed to rescue Koston, you must get him back to the ruthless Sir Peter. He will then get him back from the British Secret Service.

LEVEL FIVE — THE FARMHOUSE. You have to meet your fellow agent Bond. He will then tell you that he has orders to kill.

LEVEL SIX — TANGERS. Your mission is to find the missing Russian. You are in the ruins of Tangers where you must battle for your life.

LEVEL SEVEN — THE MILITARY COMPLEX. Trapped in the island of Malmora in the middle of a Russian Air Base. No problem for 007.

LEVEL EIGHT — WHITAKER'S

HOUSE. You finally meet the Master mind behind the dangerous plan — Sir William the American Arms Dealer and Military Historian. He unleashes all the power of his arsenal against you. You must fight through the machine gun.

After the rather scary effort which Bond released as a close to a kill, they covered the The Living Daylights must be good.

Will it be to say the least the latest Bond movie is considerably better. But that wouldn't be too hard. When it comes down to it, this is really just a scrolling shoot-'em-up which could be fixed to any level or map. That doesn't make it a bad game. It is in fact quite playable and enjoyable.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

100%

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Screenplay by ALBERT R. BROCCOLI and MICHAEL G. WILSON Directed by JOHN GLYN



DOMARK

UA



- **MACHINE:** SPECTRUM
- **AMSTRAD:** AM1
- **GRAPHICS:** ULTIMATE
- **PRICE:** £19.95 (SPECTRUM) / £14.95 (AMSTRAD)
- **VERSIONS TESTED:** AMSTRAD / SPC
- **REVIEWER:** PAUL

Quite honestly I'm at a loss. Mystified. Confused. Battered. How the hell do you get off the first two screens of this game?

Since the latest offering from the light-tipped mystery men from Addict de la Joaze arrived in the office, I've kept returning to it every few days. And I get absolutely nowhere. I've established other people try to play it. And guess what? I've still not seen anything other than the opening screen.

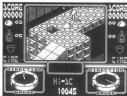
There's a whole naga game lurking in my computer but I can't find it. So this "review" will tell you the game's about and what happens on the first screen.

The evil wizard Yoda controls the ancient city of Inan. The inhabitants have been imprisoned and you have been turned into a blob. Huge bottles have been constructed which store bubbles — which turn into strange mutation machines, hence the title *Bubbles*.

But life's not all bad for you as a blob. You can move and spin for gladiolus at your loss.

Around the city are magic circles. Bubbles enter incantations. Find all these circles, to bring in the bubbles and Yoda's powers will be ended.

The game is — as far as I can judge — like *Marble Madness*



Bubbles

and *Spelunky* to look at, all ramps, rickshaws and platforms over which you must guide the blob. The starting point of the game is a platform which allows access to the lowest ramps, up which you must travel to enter the location. The trouble was that I just couldn't get any control over the blob, it

seemed to have a mind of its own and a sense of direction which kept taking it off the platform and into the black void beneath. Losing lives as quick as I did meant *Game Over* coming up with tedious frequency. I did actually manage to get halfway up each ramp but just couldn't make it to the top. Very frustrating.

Meanwhile a strange array of

features floated through the screen including circles, mystery bubbles and various spinning objects.

Bubbles looks nice, sounds intriguing and is certainly challenging.

- **GRAPHICS:** 4
- **SOUND:** 4
- **VALUE:** 4
- **PLAYABILITY:** 4



The Fifth Quadrant

- **MACHINE:** COM & AMSTRAD
- **GRAPHICS:** SPECTRUM
- **PRICE:** £19.95 (SPECTRUM) / £14.95 (AMSTRAD)
- **VERSIONS TESTED:** COM & AMSTRAD
- **REVIEWER:** PAUL

Bubble Bus has always been known for huge, spinning games. *Hermetic Computer* will now throw another thing into the mix with *The Fifth Quadrant*, around 230 rooms and locations to explore.

Once again we get off into deep space. The Galactic Survey vessel Orion is on a mission to explore and map the galaxies of the Hercules Cluster. After 25 years of work just one sector remains.

The crew put themselves into suspended animation and set off to get badly where no one has before. And then they get the Zimex. No,

it's not some intergalactic space disaster but a kind of alien mechanical Spelunky who infiltrates the Orion. When the crew regains its wits after waking from its space sleep, they find the ship's systems have been so mutated and the computers reprogrammed in an alien language.

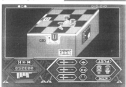
As the ship's strange chaos unravels the crew must try and regain control of the Orion.

So do this you have four robots under your control which must be used to explore the ship, access lifts to different levels.

Basic robot has its own identity. They are ROCC, ship's captain and pilot, FLOTT, navigator, KNUIT, engineer, and ROCCO, the computer. KNUIT, in fact, is locked in prison when the game starts and the others must free him.

The computers are scattered throughout the ship.

While not the most original idea, *The Fifth Quadrant* is very playable and should appeal to all those who like problem solving, three dimensional maze games. Nice graphics.



- **GRAPHICS:** 4
- **SOUND:** 4
- **VALUE:** 4
- **PLAYABILITY:** 4

■ GRAPHICS: 7/10
 ■ SOUND: 7/10
 ■ VALUE: 7/10
 ■ PLAYABILITY: 7/10

what is even the result of the election? You may change it! Thanks to Virgin's *Democracy*, Double-clicking, scrolling, shift and backspacing — all the fun of an election campaign without the party political bias.

Characters are produced by intelligent characters featured. From lowly minion to shamelessly party leader, each varies in intelligence and personality attributes. Many of them are just as ambitious as you and while you go about the business of rallying support, you must keep a careful eye on all the others.

The *Democrat* doesn't compete for followers and will not stoop to slandering under any circumstances. (Slandering the does not respond well to these tactics.)

Tactics take immediate effect. Sincerity and Honor increase your Credibility, which is your lifeblood.

Options include Gossip, Scare and Limbata which increase your "mass" ("starting power"). When you have decided slandering is the only way to proceed make sure you are armed!

The Penance, Reprieve, Knowledge and Status don't affect you but when given to your supporters it will increase their ambition, and their ability to carry out your orders.

Election

The total electorate is comprised of 200 voters, 40 belong to the computer-controlled players and even by your intention, the other 160 voters are by your placement of manifestos. You need 101 to win!

This game incorporates simulations of human events. The computer-controlled players have personality attributes: intelligence, loyalty, emotions, aggression, changeability, ambition and gullibility. Characters' intelligence increases throughout the game. Feelings of loyalty are simulated too; characters do change their allegiance and you can affect them over if you are effective and hard enough. Loyalty has an internal tick-off; in that characters feel a certain loyalty for other characters of their "kind".

Characters have a degree of loyalty for other characters of their "kind". Characters have a degree of loyalty for you, another regardless of which party they follow.

Emotions are portrayed by how friendly a character is. The aggression factor measures the likelihood of the character to enter into slandering matches with others.

Changeability reflects each character's likelihood of changing political allegiance and contributes to their loyalty rating.

Initial ambition varies depending on the status of the character, it can be fueled by your actions and those of other characters. The more ambitious a character becomes, the bigger threat they are to you if they are not on your side.

Status also indicates the effectiveness of any mass attack you may launch on the opposition.

Any Party Leader credibility is at the expense, and may keep high, if it reaches zero, the game is up.

You will find Manifestos (labeled "M") which you must take to your party H.Q. to adopt party policies, then drop them in any of the 18 special named locations in the game. You will immediately gain 100 votes.

Options you can access via the joystick controlled menu include:

Take: This option is automatic from the beginning of play but you then need to be asked after using another option, or after certain approaches by other characters. You can fly letters or objects this way, but you can only send four events any time.

Drop: This may deposit Manifestos in special locations or merely drop objects no longer required to mass room for new ones. Only four objects can be placed on the screen at any time. Also be careful not to place two manifestos in a special location at any time or you will lose one!

Give: You can choose to give second votes or objects to a character. You can send as many as you wish, however you can "indirect supporters" and make them more able to give orders on your behalf. But you don't want to increase the ambitions of a supporter of any other party! Computer-controlled people will sometimes be quite generous when convincing for you, to keep a pocket empty for manipulation.

Ask: Simple questioning can help you find out about a character, perhaps they may indicate how they intend to vote. Unfortunately they may not want to discuss anything with you.

Buy: You may persuade a person to join another on your behalf. You must first select who you wish to order, then once they have agreed to comply you must select the person you wish to receive the offering. This may or may not work for a number of reasons. The loyalty of the character you

have ordered towards you is important. They will be willing others all the time plus are for doing and convincing people like you. Each order has a built-in bid amount rating but loyalty slandering is the most interesting strategy you can give. Very intelligent supporters will automatically collect Scare or Gossip or some such "weapon" to aid their own campaign, but with a less intelligent person you may have to give them some aid yourself.

Cancel: Send your supporters out to rally support for you in this way. You must send a supporter to give the order to and then indicate what the request is for. You can cancel a lot of political activity this way. An "unbalanced" voter will be much easier to persuade than someone committed to another party. You could try sending several events to an even split a character. When other characters convince you they may be willing to give you orders they are carrying to keep a speech-book.

You can force a character to actually begin by reducing their credibility to zero. This could happen to you too! Any advantages carried by the support candidate will be affected as far as possible on the screen they received back for a distance 100, or elsewhere on the map.

When you select one and attract you are attacking, the other character will follow for the duration of the attack. Set as close as possible and follow them so you are continually making contact but keep a close eye on your credibility rating!

Computer-controlled characters can also concede and will relinquish their credibility if the other has enough empty pockets.

Each character is different. Some will never become your followers despite defeat, others will do so grudgingly and others would rather resign than give in.

You can save the game at any time and reload it later. A good feature this as *Democracy* is a game that requires quite a while to complete.

The characters in the game are truly depicted caricatures of the real people in politics and the media. You'll recognise them when you see them.

Democracy is a lot more fun than watching a party political broadcast and despite being brutal will probably sustain your interest as much as any other.

■ GRAPHICS: 7/10
 ■ SOUND: 7/10
 ■ VALUE: 7/10
 ■ PLAYABILITY: 7/10



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Designed by Alan Steel,
developed in collaboration
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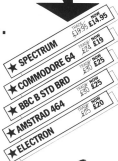
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- MACHINE: 386/486
- SCREEN: VGA
- PRICE: \$49
- REVIEWER: TIM

Hey, there's something wrong here! This game isn't a coin-op conversion, it doesn't feature characters from a TV cartoon, it doesn't feature characters to do with a new film. Some mistakes supply!

Tell you what though, it is a

Microcomputer dabbled with enough people to keep the disk in business for at least a couple of light years.

Play the game and you become a character of the Guild of Engineers, formed to protect the external base!

As with all systems, the biocontroller has restrictions, the Game, a married descendant of the front fly, Bioengineering.

The Game lives in the Tunnels, feeding on free energy and thriving on the warm and damp environment. As part of their work they must keep the tunnels clear of Scoria eggs and webs.

The Game has a three-stage life cycle in the tunnels. Eggs are laid by adult Scoria. They are very strong and usually sing a view to the Guild's computers.

The eggs grow into adults in the energy rich tunnels and continue to feed until they reach adulthood the fully adult Jellyfish.

Play options are the main menu and press fire. The screen will clear and a new set of options will appear, the game menu. You'll see View, Map, E.T.U. info, Pad, and Misc. options at the top of the screen.

Select the View option. The top of the screen, the View screen, will show you view of the tunnels. Move left, right, up and down will move you ship about through the tunnels and the walls fire the ships weapons. In addition the View screen will allow you to move up and down in the tunnel to avoid obstacles.

Select the Map option. The ship's instruments, a small rectangular window, the screen shows the tunnel section that you are in, the direction that you are facing, the time and whether you

are your ship to anywhere in the tunnels.

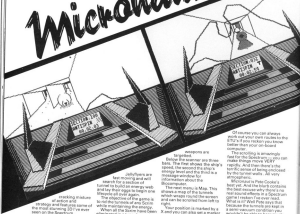
The E.T.U. menu shows the energy levels of the four Energy Transfer Units in the tunnel complex.

The Misc menu simply gives an overview of the biocontroller and provides a valuable information chart for the changing life stages of the Scoria.

There are several extra options available on the main menu.



Microhant



marking mixture of action and strategy and that was some of the most interesting 3D I've ever seen on the Spectrum.

Peter Cooker can be relied upon to produce original and challenging games and he's done it again with Microhant. Great — set made a massive

Jellyfish are fast moving and will search for a section of tunnel to build an energy web and lay their eggs to begin the life cycle all over again.

The objective of the game is to level the tunnels of any Scoria while maintaining the energy. When all the Game has been completed in a tunnel complex the Guild will transfer you to a more unstable and heavily infested area.

To begin life as a Guild member, move the arrow to the

targeted weapons are targeted. Before the runner are three bars. The first shows the ship's speed, the second the ship's energy level and the third is a message window for information about the biocontroller.

The main menu is Map. This shows a map of the tunnels, which can be moved the screen and can be scrolled from left to right.

Your position is marked by a X and you can also see a map of the section currently being played at it and pressing fire.

These screens are used by the ship's Navigation (looking Scoria) and the ship's map menu (to calculate a route

Of course you can always press fire to see routes to the E.T.U. if you really know better than your on-board computer.

The scrolling is amazing! Fast for the Spectrum... you can see things move VERY quickly. And there's a nice variety of sound effects produced by the hardware. All very atmospheric.

Microhant is Peter Cooker's best yet. And the hardy contains the best sound effects I've ever heard. What is it? Well Peter says that because the tunnels are kept in a state of constant motion you wouldn't be able to hear much. Not much — great game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

PCOM Games
P

Summer

STAYING ON THE ISLAND?

HOLIDAY

Special



IF IT MOVES, SHOOT. IF IT
DOESN'T, SHOOT IT ANYWAY!
TRY TO REACH THE ALIEN
SPACESHIP AND BLOW
ITS HEART OUT!



DEADRINGER - NO LONGER A
SPORT, JUST A FIGHT FOR
SURVIVAL. THE ULTIMATE IN
SPACE-BABE STUNNING.



NICK, THE INTENSE MOUNTAIN,
MUST STOP THE VIOLENT
RECKLESS GANG FROM ROBBERING
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■ MATHEW: D&D
 ■ LUTHER: D&D
 ■ TONY: D&D
 ■ REYNOLD: D&D

Namco! Let me at it. This must be the closest anyone has got to putting that old arcade game Hang-On onto computer. Max Torque is a pretty straightforward side-racing game — but it's a fast and fun ride of fun.

And you don't have to go through all that boring multi-level business that Super Cycle — the UK's latest game — put you through.

You race across varying types of track with different coloured backgrounds, always against

the clock. There are six sections of track to complete — finish a section and you'll get a points bonus — as in Enduro Rider Hang-On.

Pat and the game shows you the complete track with an indication of just how close you were to the finish line — again like the arcade machine.

Other riders aren't very friendly. They try to bump you off the track. You can pull spectacular stunts off the start line, and on the track — but always remember to get your bike into the right gear otherwise you'll end up dragging along and falling to bits.

Watch the top left hand side of the screen for arrows which indicate what sort of corner you're about to encounter — a sharp left or long right for example. But don't take you to mean it's the race for too long or you might find yourself running out of road, or being hit by an



Plasmatron



■ MAXTORQUE: D&D
 ■ SUPER CYCLE: D&D
 ■ TONY: D&D
 ■ REYNOLD: D&D

Ray Jones. I'm beginning to suffer an advanced case of Plasmatron fever! I've reason it seems that this little alien 'arm up is striking back. But then, now it goes really mean. Plasmatron Reborn. Hey Max and now Plasmatron — all action-packed features, all released this month, and all for the PC.

I'm about to overtake on Plasmatron when spaceship. Normal spaceship will be resumed as soon as possible...

Meanwhile back at the game, you find yourself piloting a Plasmatron starfighter on a spy mission. Your task is to check out alien lifelines on a deserted alien colony.

They said it was going to be a piece of cake this mission. They said nothing violent would happen. They were telling big

people pie!

These aliens are hostile "moles"! And that's what I say in the book — moles are not an obscure computer manifestation from space — maybe they mean hostile. Either that or it's an alien word for something worse than hostile.

Which could be closer to the truth than you think, 'cos these plans talk of you think and feel across an extremely

attractive scramble style background, lots of different shots and lots of different scrolling 3D style backgrounds.

The good news is that your Plasmatron is protected by a shield. The bad news is that it gets damaged by collisions with enemy craft and laser fire.

If finally you only get one life — which is a bit annoying really. You think you're doing well and then suddenly warning beepers go off and your trusty





opponent.

The bike is tricky to control. Small positional movements are required here — if you are too heavy-handed you'll end up taking a tumble.

Lean yourself up and lean into the corners with one job on the stick, pull out and head down the straight with another. Any more and you'll be weaving over the road.

Come on the bike animation is excellent. The rider's head moves in time with movement of the bike and little puffs of tyre smoke come from the "tyres" and "firing line" — all to spur you on to greater speeds.

Programmer Martin Hyatt has put together an excellently presented and fun to play race game. Great graphics, good sound, good game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Plasmatron distinguishes around you.

Keep an eye on your shield level by checking out the "power meters" situated at the bottom centre of the screen.

Here you'll also see your damage counter, plasmatron and/or level plus laser temperature read-out.

Learn the properties of the shield, stay on the centre of the screen to allow power to move, learn to move and in your shield gets too low find a safe place — by the top left hand side of the screen — to take a rest and allow your shield to rebuild itself.

Be aware of the plasm that take more than one hit to finish off. There's some nice play involved — tipped off from the Plasma — but you have to make do with could-finish while you play.

The latest thing about Plasmatron is the on-line single long computer controlled take-off sequence at the start of each game. Note the first couple of times, but before you're looking to get blasting.

Plasmatron is a good looking, fairly addictive blaster. It won't break you back on your heels when you first load it up — but if you're a cog within you'll enjoy the challenge. Check it out.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Mag Max

- MACHINE: SPECTRUM/MSX
- LANGUAGE: ENGLISH
- PROD. BY: BURNING BROS.
- DEV. BY: BURNING BROS.
- PUBLISHED BY: BURNING BROS.
- RELEASED: 1984
- GENRE: ACTION

If you're changing the destiny of a whole planet? Not an offer that comes your way every day, is it? But Mag Max gives you the chance to save a world from the evil Machroids. Now? We've just had an accident so to speak the same thing? Through of this being a real offer — oh with the service.

Mag Max, if you remember, was advertised ages ago, but like many a game failed to appear on schedule. But now this version of the Machroids (Machroids) is here and ready to take you on a new-paced adventure.

The game is set on a small planet which has been destroyed by the extremely evil Machroids. They are the sort of people who like toppling the tops off flowers as they walk past your front garden.

Which is what happened on the planet where the Mag Max project was being carried out. Mag Max, an evil-coded robot will move deadly games that a food processor, was created by the old-Cop who, when threatened by the Machroids, buried bits of Max all around

the planet. They left the main bit in a secret bunker.

The Machroids went about spinning four little laser death symbols around the surface of the planet, waiting to pounce.

And this is where you come in. You control the mighty robot and slay the Machroids. Guide him across the surface of the planet, and through underground passages, searching for his long-lost spare parts.

You begin by flying the main bit of Max over the 2D perspective surface of the planet — full of animated hazards, pitfalls and flying Machroids.

Your best bet is to grab the body quickly you are waiting by a unit and then dive underground to familiarise yourself with the controls and idea of the game.

The underground sections are pretty straightforward, horizontally scrolling shooters. But watch out for the various missiles fired by the various types of alien you encounter.

Collect more parts of Mag Max — you'll find them scattered around at pretty regular intervals — then find a hole which leads back to the surface and have a crack at the more difficult surface defenses.

C+VG REVIEWS 10



with your increased firepower. By no means a classic — but well presented, with good graphics, too, it's also very challenging and very playable.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY





C+VG

REVIEWS

12



Zynaps

- MACHINE: SPECTRUM/COM
- SUPPLIER: NIKOLAI
- PRICE: £14.99 (UK) / \$19.95 (USA)
- VERSION: 1.00
- REVENUE: PAUL

Zynaps is the work of Dorian Nikolas, the wizard behind the Spectrum conversion of *Ultimate* — the game nobody thought would make it to the Revue. The job he did was nothing short of brilliant.

And as to Zynaps itself, it looks good, plays well but it won't break new grounds for originality.

What you've basically got is 400 versions of sideways scrolling shoot 'em up set in deep space, blasted with plasma, rockets, missiles and all the

traditional ingredients. Ultimately, you've got to reach the alien stronghold.

For the 3000s *Ultimate* Space Fighter, equipped with the ability to find and pick up additional weapons and power-ups from fiery wrecked craft.

The booster's main drive units also shed four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high-speed combat in deep space.

Weapons available are: Pulse beams — great for heavy-duty alien blasting. Throwing mounted lasers also have for power settings.

Plasma bombs — Two independent bomb elements provide awesome destructive

power against ground-based targets.

Flaming missiles — These self-propelled missiles carry solid-core pointed-tipped warheads and, once locked onto target, will destroy almost any large alien craft.

Orbital missiles — The ultimate in intelligent weaponry. Orbital missiles carry sub-orbital target acquisition circuitry designed to lock onto any target they are able to destroy.

The fuel escape — provides the power to activate the booster's main systems.

I must admit I found it a little annoying on the first level to get a slow way into the game, then getting killed and then having to start again right back at the beginning. Frustrating, I understand, however, that this does not happen on all the levels.

Apart from that I can feel little wrong with Zynaps. It's a nifty little game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Hades Nebula

- MACHINE: C64/SPECTRUM
- SUPPLIER: NIKOLAI
- VERSION TESTED: C64
- PRICE: £14.95 (UK)
- REVENUE: TIM



When I learn I don't it's a shoot 'em up you've got, then look no further than Hades Nebula — the latest, and possibly greatest, from Nikolas.

Reprising your hero, from a bit of *Blay-Fight* here and there, but the game remains a tough challenge for pop addicts.

The basic idea is simple. You pilot a vertically scrolling spacecraft over planets, landscapes, giant ships and through space — starting as you go. The final encounter is with a giant alien mother ship — but it will be weeks, even months before you get that far.

Why? Because Hades is real hard.

Don't believe me, eh, don't

get too trigger happy, otherwise you'll end up blasting your little bits as they emerge from the trapped coils.

If you destroy them it's a long wait till another chance comes along. Your craft will lose all its add-ons if you get stopped by a trap.

There's not much else to say about this, except that it features neat graphics and sound by none other than the *Wii Music* team. The credits also say that Tony Crowther had a hand in Hades too.

Spectrum and Commodore versions are different — not



only in graphic presentation. Paradox Software, the people behind the game, have decided to write up to the capabilities of each machine instead of attempting to produce an identical copy in each machine.

The Spectrum version doesn't suffer from colour clash problems, has fast scrolling, and could give the

Spectrum Challenge a run for its money in the playability stakes.

It's fast, it's furious and it's fun. Probably the most addictive shoot 'em up of '87 so far. Get it.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

BRIDE OF FRANKENSTEIN

BY PAUL SMITH



It's the middle of the night, outside an electrical storm is raging and power's all gone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a brain if you want to make a man of him.



SMITH was 19 in
1947 when FRODO
BAGGINS was 14 in
1954 and was 14 in
1961 when CUBA
LEWIS was 14 in
1961



C+VG

REVIEWS



Trio Hit-Pak



Revs II

- MACHINES: SPECTRUM
- SUPERHOT: SPECTRUM
- PRIZE: SPECTRUM
- VIKING: TITAN
- VIKING: TITAN
- VIKING: TITAN

Remember Revs, the race simulation game with more vicious than all the real put together? It did with almost universal acclaim from critics and public alike. Well, now there's Revs 2. It's more of the same but to most slightly better.

If I remember correctly I found Revs a little difficult to get into. Getting up speed and changing gear proved a problem.

This isn't a simulation you

just load up and take it away. It's really fun driving. You have control over starting the engine, throttle and brake, gears and clutch of your Formula Three racing machine.

Like most race games you can select a practice track before getting down to real race action. Tracks which can be selected are Monza, Magny, Silverstone, Silverstone, Oulton Park and the Nurburgring Ring.

Excellent Fun, then, machine and computer in harmony.

- GRAPHICS: 4
- SOUND: 4
- VALUE: 4
- PLAYABILITY: 4

- MACHINES: SPECTRUM
- SUPERHOT: SPECTRUM
- PRIZE: SPECTRUM
- VIKING: TITAN
- VIKING: TITAN
- VIKING: TITAN

Things have been a little quiet on the games front as if it's recently, no doubt gearing up for the Christmas blitz.

But the Watall boys have found time to put out three excellent compilation tapes for not an excessive amount of dough.

The Trio Hit Pak — This sounds a bit like a collection but to me — is available across the three main formats with most of the games common to each. This is what you get: Spectrum and Amstrad — *Super Hercules*, *Amstrad* *There and Back*, *Commander Keen* and *Captain*.

Super Hercules is the old Trio coin-op game and for me it's the best of the bunch. Hard and plain with not too many graphics.

I'm much too young to remember *Elite*'s original Amstrad game based on the adventures of TV helicopter pilot Sir James Harkiss (what a stupid name). *3DC* is a 3D arcade adventure and subterranean in which an alien must reconstruct a submarine while fighting off deep sea monsters. *Captain* is a bit odd. You control four bumbling bunnies, which move in a wave-like motion, against a series of headshots in an effort to collect balloons. Strange but playable.

Super Hercules gets my top vote but when you add these other good playable games.

- GRAPHICS: 4
- SOUND: 4
- VALUE: 4
- PLAYABILITY: 4

- MACHINES: SPECTRUM
- SUPERHOT: SPECTRUM
- PRIZE: SPECTRUM
- VIKING: TITAN
- VIKING: TITAN
- VIKING: TITAN

Intergalactic kidnapping is suddenly big business, but there seems to be no rhyme or reason for it, except to populate the various alien prisons owned by the Cosmos.

The latest victims are harmless mechanical naps called the Bloopers who, despite their request that they be left alone to rust in peace, get told about by being their buddies. Prisoner security means make a request attempt impossible by anything other than a lone Bloop.

Nimrod is chosen by the Bloopers themselves, given a space ship and told to land on each sector of the planet planet's surface. *Nimrod* is the security device and rescue hostages. There are a potentially infinite number of matrix prisons on which to land and a limited amount of time — 30 minutes — before the hostages are executed.

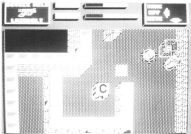
You're first given the opportunity to select a matrix across a star map or any other space ship's screen. Pressing the when you are over one of these landings you drop to a landing sight to which you'll return with your hostages or if you want to get back to your ship for any other reason, such as your energy's running low. *Nimrod* is lightly armed when he enters a complex but he'll need to and other weapons, such as the laser gun, rocket and machine gun. It's a bit of a waste with the hostages and keeps the Cosmos have left for invaders.

The guards are the most obvious of his enemies and, if his firepower is low, it's best to be out of any situation which involves them.

The ground is laden with energy disruptions, spike mines, laser point spread and a, laser, rocket and energy low squares. Redoubt squares are particularly dangerous if arranged in a semi-circle. Once you're in its area it takes a lot of force to break free of the magnetic pull and pull. As for the black ice, it's not sure whether you fall through into the depths of the planet or into a black hole.

Cosmos are accused captives, they're included elements in their prisons which help potential hostages. You can leap up onto walls stepping on blue striped squares and send your position off a map displayed when you step on a square marked 100 or 100. I'm afraid not sure. There are six cells, labelled like alphabet bricks, numbered around which you can push onto the floor pads for the pressure-activated doors. A final word of warning —

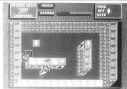
The Final Matrix



which is more than 100,000 sq ft from the government. We can't all see you jumping into the wall tops of the prison. Each level is split into several large sections with black space in between. If you fall into the space it drains your energy and you lose the only life you've got.

The Final Matrix is a combination of game concepts put in great use. It's *Lightning Returns*, *Enter of the Mass*, and *Star Wars* rolled into one and even *Nintendo* looks similar in the realm of *Metroid*. The 3D display is similar to *Ultimate*, but it's slightly off perspective and scrolls slowly both on the desktop and *Amiga* versions.

It's still an action packed and frustrating game despite the technical criticism, although I still can't work out why the *Amiga* version was kidnapped in the



first place. Quentin never tell you but there, I expect they were too busy thinking about the *Amiga* to worry about gaps in the story line.

GRAPHICS
SOUND
GAMEPLAY
PLAYABILITY

C+VG

14

REVIEWS

Grand Prix

■ MACHINES: MICROCAST
■ DEVELOPER: SUPERIOR
■ PRICE: £14.95 (2000)
■ CATEGORIES: RACE, 100
■ REVIEWER: NICKY

Grand Prix is a motor racing game that lets you design your own race circuits. Although you also have 18 pre-defined race tracks — including Thruxton, Silverstone and Monaco.

It resembles the old Atari's *Pole Position*, aside the layout of the screen is much by this driver is very similar. But with *Grand Prix* you get a lot more extras.

You're given the choice of playing against a motor or the computer. The computer, I might say, has taken good care to give itself the advantage of a faster car, which of course never makes. So you've got to be good in the long run.

One neat touch is the way each driver has his or her own separate view on the screen, which adds to the realism.

Controlling the car is straightforward enough. You have keys for acceleration, brake, and right — although points would probably be a better bet.

You can't take corners too fast, and watch out for the feedback bridges — if you're too fast you'll blow up. The 'radio' at the bottom of the screen tells you where you are and warns you about hazards and dangers.

Sound, colour and graphics are all good, with smooth animal cars. All in all, *Grand Prix* is a good bet for all those amateur Nigel Mansells.

GRAPHICS
SOUND
GAMEPLAY
PLAYABILITY



You've read the reviews now here's a round-up of conversions, compilations and re-releases to hit the C+VG offices over the past few weeks.

Dawnsley, Top 10. Amstrad. £1.99. Gauntlet-clone.

Dead or Alive. Alternative. Spectrum. £1.99. Wild West shoot-'em-up. Comes with free game.

Gwyn. Mastertronic. C16/Plus 4. £1.99. Space rescue.

Red Arrows. Alternative. CBM 64. £1.99. Flight simulation.

Thurst. Firebird. C16/Plus 4. £1.99. Excellent space action.

Ocean Racer. Alternative. Spectrum. £1.99. Yacht race game.

Indoor Soccer. Amstrad. £1.99. Football simulation.

Wolfen. Spectrum. £1.99. 3D arcade adventure.

Destructo. Bulldog. Amstrad. £1.99. Jet and ship shoot-'em-up.

Bump Set Strike. Mastertronic. Amstrad. £1.99. 3D volleyball.

Power Down. Mastertronic. Atari. £1.99. Space maze exploration.

Championship Baseball. Gamestar.

Stormbringer. Mastertronic. Spectrum 128/Plus 2. £2.99. Excellent conclusion to Magic Knight saga.

Throne of Fire. Melbourne House. Amstrad. A Mike Singleton tactical adventure.

Galletron. Amstrad/Spectrum. £1.99. Space arcade adventure.

Nemesis the Warlock. Martech.

Amstrad. £8.95. Excellent hack 'n' slash C+VG Game of the Month on Spectrum and CBM 64.

Shadow Skimmer. Amstrad. C+VG Hit on Spectrum.

Mutants. Ocean. Spectrum. (£7.95) Amstrad (£8.95).

Head Over Heels. Ocean. CBM 64. £8.95. C+VG Hit on Amstrad.

Excellent 3D adventure.

Ultima Ratio. Firebird. £1.99. Amstrad. Space platform game.

Killer Ring. Reaktor. Amstrad. £4.99. Excellent action.

Snap Dragon. Bubble Bus. CBM 64. £8.95. Kung Fu punch-up.

SAS Strike Force. Mikro-Gen. Spectrum. Combat.

Spaced Out. Firebird. Amstrad. £1.99. Space action and strategy.

Denarius. Firebird. CBM 64. £1.99.

Aztec Challenge. Top Ten. Atari and CBM 64. £1.99.

Rubicon. Bug-Byte. Spectrum. Maze exploration.

Force One. Firebird. CBM 64. £1.99. Space shoot-'em-up.

Kick Boxing. Firebird. Spectrum. £1.99. 3D fighting action.

Balkrazy. Mastertronic. Amstrad/Spectrum. £1.99.

Army Moves. Ocean. MSX. £8.95. C+VG Hit on Spectrum and CBM 64.

Terra Nova. Anco. C16/Plus 4. Exploration shoot-'em-up.

Escape from Paradise. Anco. CBM 64. Platform antics.

Spellseeker. Bug-Byte. CBM 64. 3D arcade adventure.

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NEMESIS THE



◆ Stephen Bucherbach



◆ Richard A. Knight



◆ Mark Shaw



◆ Adam Williams



◆ Jasper Roberts



◆ Lee Burgess



◆ Tony Dawley

competition results

[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26



1991. *Journal of the American Academy of Child and Adolescent Psychiatry*, 30, 10, 1291-1296.



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FAN

What's all this then? It's the brand new C+VG Fantasy feature that's going to be a regular look at everything and anything to do with Fantasy. It could be a role playing game, or maybe a movie or even some hi-tech gadget that can turn fantasy into reality. Anything that catches our imagination in fact. This issue we look at a sculptor who creates fantasy figures, a new Moorcock book, and a new D&D style TV show.

If you're a Miles Moorcock fan then you shouldn't fail to add this new illustrated edition of classic *Elric at the End of Time* to your collection.

If you don't know anything about the leading sci-fi and fantasy writer then now is a good time to start. Quite simply Moorcock has written some of the best fantasy books around. *Elric At The End Of Time* transports Moorcock's brooding and reluctant hero through the six dimensions of chronology and space to the bizarre world at the End Of Time. Here, the inhabitants dwell in blood-sucking cities which draw in power from the rest of the Universe, enabling them to create illusions at will. Elric is soon made to feel welcome, but the vapors produced for him do not always have the happiest results...

The story is illustrated superbly by brilliant artwork by Rodney Matthews whose atmospheric floating landscapes with their own-inspiring cadaverous inhabitants complement the text perfectly. This unique



collaboration between an acknowledged master of science-fiction and an internationally renowned fantasy artist has produced an extremely good looking book.

You've probably seen Matthews' work on posters and record sleeves. He's done stuff for Thin Lizzy albums in the past. *Elric at the End of Time* is published by Paper Tiger Books at £12.95 hardback and a bargain £7.95 soft-back. You should be able to find it at all good bookshops, otherwise write to Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS.

Forget *The Price is Right* and *Bullseye* — here's a game show for the computer generation. And it doesn't involve a wrinkly old has-been or an audience from the local teeny bin! Called *Knightsnare* the show starts on ITV from September 7th. The eight-part series, blends the computer game with TV special effects. *Knightsnare* involves competitors in a quest with a set of perils and puzzles, backed by a professional cast of monsters, wizards, warriors and other "supernatural" apparitions. The action takes place in a multi-chambered electronic dungeon, ranging in appearance from conventional rooms to huge underground caverns. The effect is created by use of sophisticated colour separation overlays, already successfully employed for television drama but never before attempted in a non-rehearsable game show.

Game designer Tim Chiles chose the technique in preference to conventional set design or even the use of a real dungeon, both of



REMEMBER

[illegible]

?

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I.D.E.A.S. CENTRAL

All right you let — what's happened to all the hints, tips and pokes. Could it be that it's that dreaded time of the year when exams are looming or could it be that you are still drooping over my poster. Then again it could be that you are just too darn lazy. Well, whatever the excuse, I am not happy! Do you think I enjoy getting loads of letters saying "you never print any hints, etc for MY computer". What do you want me to do — make them up. So please, please inundate me with letters and I can pay you for info. Send them to me — Melissa Ravenfame, I.C.

DRACULA

Martin Gaskley of Norfolk read the plea from Matthew Wood of York for help with Dracula and sent in this method.

Once you have boarded Dracula's coach the problem of getting past it without freezing is very hard, but with help from his friend Kristian Reed, Martin discovered this. Upon inputting the lift seat he found that it was tinged and a sewing upward, to reveal a small hatch set in the floor. Remove the cross that the old woman gave you and then type Inset Cross. There is a click and you return the cross to the safety of your start. Then you type Open Door and it swings up. When you examine, it all reveals some very useful blanks.

When you reach the castle go west then south before you look around. This will reveal an ancient stone staircase. Go up and then examine the frame which reveals a carved seat. Simply enter touch mouth and a bell jangles and the door opens. Dracula takes you inside and you examine in your room. Examine table to reveal a small powder tray — take the tray north and then pick up the cloth. Polishing tray enables you to slump and survive the day.

Dracula will have dinner with you and you must then return to your room. Have go south into the labyrinth as you will become a cat's lunch. Just keep returning to your room until you dream about these three girls. This is a nightmare, although they will kill you if they can. Go south and take bottle and then take cross. Smash bottle over girl's head, this should leave you with a razor sharp shard. Wave cross and the women vanish. Next day go into the living room and call door. Then go to the entrance to the tunnels. Go S, S and take lamp then go N, N, E to return to the entrance just go N and then E to return to your room.

When inside go N and open door. Enter the wardrobe and lift rail. Go back outside and move wardrobe to reveal a secret passage. Warning! Unless you have the lamp you cannot enter a secret passage. Warning! Unless you have the lamp you cannot enter the passage. Go D, D, D, and you emerge into a dusty room, go east to be in a windowless alcove. Wave the cross and then lie down. Drop all objects apart from the cross and then wait. You will see Dracula climb down the wall

— it is now safe. Go down to get into his room. Look around then open trapdoor before going down. Warning! Speed is of vital importance in this final section. You will now be in deserted church where you will see My boxes of

sand. Open box and then examine box to reveal the sleeping count! Drop cross in box to slow him down and then go south three times as quickly as possible. With luck you will escape the castle and get into part three.

ALIENS

Someone who has been very quiet over the last couple of months is Kenneth Henry. But, he has decided to come out of early retirement to bring you help with Aliens.

It will become apparent that moving manually from room to room, blasting Alien warriors and bio-mechanical growth is not the best way to start the game and get anywhere. First of all it is wasteful on the ammunition to clear every stretch of growth every time it appears as you only have 48 shots (on the Amstrad it's 52). It is also wasteful on character's energy to have to retreat in every door, and it is too easy to get lost. So to get to the Armory at least, use the auto-direction system.

Clearing Growth: You've just read that it is wasteful to clear large stretches of growth, but the problem is if

you don't the growth will spread to the Queen's chamber — wall to wall. Kenneth recommends this short term solution — clear out half the patch of growth each time. It's also best when you uncover doors behind growth, to clear the growth two spaces either side to keep the door clear for a bit. And remember, when auto-directing, characters cannot be stopped moving through doors by the growth. When you can't afford the ammunition to uncover door, auto-direct them through it.

Playing Strategos — when playing the game this way — you play almost exclusively using the auto-direction process (AD) it involves a regular tour of the armory, the control room and the generating room, then back to the armory if you want to get to continued on page 80



the Queen's chamber then follow the armory-control room route, then on the final move for the control room, go straight ahead. East) using this route will make sure both rooms which provide light, are properly defended while making sure you back at the Armory when the armory falls.

Killing Aliens. — The Warrior — It usually waits around the room for about ten seconds. Until it rushes at you. You want to find and kill it before it rushes you with either one shot to the head or two to the body. To keep an alien use head shots. But, to make sure you never get odd in front of a door use a body shot as the Alien is nowhere near the door when you kill it. If a warrior rushes toward you without you shooting first, use body shots again to make sure it's dead. Don't get scared and fire several shots across the warrior's body which will probably miss anyway. If you want to make sure a warrior is dead, use three shots.

Flashhuggers. — These crawl along the ground for about five seconds before leaping out at you. It only takes one shot to kill. If you are lucky enough to see it crawling shoot it quickly. If it jumps at you, aim carefully and fire twice.

When you come across a flashhugger, blow it away and clear some growth in that room, then go toward one room and clear some of that growth. Remember to rotate all the way around the room as eggs do not give off a beep.

Queen's Chamber. — try to get at least four people with good ammo rates. Good tactics if someone gets captured

while stalking the Queen as you can easily switch to someone else to kill her. There is always safety in numbers.

Fighting in the Dark. — all is not lost if you lose the lighting. A few things you should forget right away are getting anywhere near the Queen's chamber, getting odd in front of doors and firing wildly. You will also have to use the AO to get anywhere. And don't shoot door locks — as you can see the outline of the doors, very helpful in the dark. More often than not you can spot the outline on an alien warrior against the white features of the wall. Try to notice other things, like the flashing at the edges of the camera window as an alien warrior disappears, or when the scrolling slows down as a warrior appears. Growth is a problem, as it is pitch black. You are allowed to fire a couple of "sprinkle" shots before a warrior rushes you and this also helps you spot flashhuggers. Keep him in view until it escapes — then blast it.

Finally if the old spot light trick does not work, find the nearest door and GO! OUT. Then re-enter the room and try again. You might as well get to, and stay near the armory as you cannot bring back the lighting once it fails.

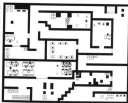
Auto-Direction Codes:
1. MT08 to Armory — 3C, 2N, 1G, 2N, 3E, 1R, 2E, 2S, 1R, 2S.

Armory to Control Room — 3n, 1r 1n 3r 2r 1r 2n 1r 2n 1r 4r 1n 1r 2n 3n

Control room to generating room — 3n 2n 1r 1n 1r

Generating Room to Armory — 1r 3r 1r 3r 2r 1r 2r 1r 1r 2r 1r 2r 4r 2r 1r 2n 2n 1r 1r 2r

INTO THE EAGLE'S NEST



FIRST FLOOR



SECOND FLOOR

MSX TIPS

More for the MSX this month and this time it is from Richard Williams of South Yorkshire. First up is *On RCT* — keep moving. The slides prove to be very useful, but don't go through the side while ghosts have entered on the opposite side. This could lead to instant death.

Hopper. — cross the road carefully. Follow the traffic in the first lane and then quickly

dash across the second lane avoiding the fast cars. When on the logs be careful of stepping on it disappearing into the sky. Beware of Sid the Snake on level 3.

Just the Nipper. — when you have your pea-shooter, shoot passers-by and wait of the screen before they attack you. This only allows a limited amount of naughtiness, so don't keep taking your men

because you are not gaining any points.

Kempire. — make sure you collect all the keys, but don't get the hammer, stake or cross until you have opened all the doors and slaters. Be careful of falling rocks.

Hypor Rally. — when you go through stage 1 try not to just achieve the qualifying rank but get as close as possible to the next qualifying rank. You then

have less cars to pass enabling you to get closer to the next qualifying rank.

For giving you all this info, Richard wants some help with the following. *Flinders Keepers* — how do you pass the 'gate with no boots' and escape Castle Spireland?

Knight Tyne. — how do you take a photograph of yourself and stick it on your I.D. card.



HINTS AND TIPS

ARKANOID

These tips for Arkanoid come from Daniel Osborne of N. Humberstone. Play the doubles game when played two gets an extra life at 30,000 virtually everything he hits gives an extra life, until ST are awarded.

The 'P' capsule can't be seen — unless, when you get a pink. If you can exit the screen. But, if the screen you're in is easy or you are nearly finished it, don't exit. Bounce around for a few seconds. Don't pick up anymore capsules until you get the 'T'. Also the exit will close whenever you pick up a capsule including a 'P'.

Laser also seems a bit of a rarity in the 64. To get this do the following. Get a double (2) capsule, the ball will split into three balls. Lose two balls and keep the other one bouncing.



ARMY MOVES

A plea for help arrived on my desk from Paul Whitley of Wolverhampton who is facing a lot of problems with Army Moves on the Amstrad. So, if you have any ideas or hints to help him, drop a letter to me.

Mr O Kong of Southampton is a recent convert to C=64. Having seen other readers pleas for help, he decided to see if anyone can help him — before he gives his Spectrum a fire-flying lesson out of the window. His problem concerns Green Dart — he needs a photo for infinite lives. As you can see from his photo — he is in the process of giving his Spectrum that flying lesson.

Here's Martin Maltby of Southampton and his faithful mate. His quick tip is for First II on the Commodore. When near the water fountain, if you do a backward somersault followed by a forward somersault, you get infinite lives!

FIRETRACK

Reuben Harris has some queries for the BBC.

Firetrack — holding shift-lock, R, K and C, while pressing space to start, then escape, space will start you on the second last level with about 60 lives — do you have enough fingers to hold those all down Reuben?

CHOLO GUIDE

Before attempting to complete Cholo, Martin Dodman and Stephen Robertson suggest that you read the manual and you are in complete control of Hacker. First you have to take Hacker back into the computer building and go to the computer. Use the traps to help you find your way around. Once you have found the computer, logon by moving into it then select READ and read the file RADARPPG. This program gives you radar for spotting buildings and other robots. Disconnect yourself from the computer and get back outside.

Once outside go east to the bridge (two). Once there, stop. Return to the menu and select RAZZO the RAT. Bring him to the bridge and start to go across. Move across to the far left hand side of the bridge and keep going forward.

When you are about quarter of the way across, four guards will appear and open fire on you. Do not stop! Keep going forward and move to alternate side of the bridge, dodging the guards and their shots until your damage gets dangerously high. If you're lucky you will be able to get the RAT across the bridge in one go. If not, return to the menu and select Hacker. Move Hacker across the bridge as you did with Rat, but when the first shot hits you, return to the menu and select Rat.

If Rat has crossed the bridge you can go straight to (four) to get Leslie. If not, you will have to wait for the Rat to repair itself before proceeding across the bridge. Once Rat is across, select Hacker again. You will be able to move him further along the bridge until the guards appear.



CHOL 3

CHOL 4

CHOL 5

(Return Entry) (Return Entry) (Return Entry)

PRECORDS

RECORD - 1	ACTOR - DUMA
SLASH - LAGE	SLASH - DUMA
SLASH - DUMA	SLASH - 1
SLASH - DUMA	SLASH - DUMA
SLASH - 1	SLASH - DUMA
SLASH - DUMA	SLASH - DUMA
SLASH - DUMA	SLASH - DUMA

NOTE: IF CHOL 10 DUMA
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continued from page 87

When they appear go to the menu. Select Hacker again, and the guards will have been reset, allowing you to move a mile bit more across the bridge.

If Hacker gets badly damaged you will have to wait for him to repair himself before proceeding across the bridge, so while you are waiting, use that to go and get Leslie from the building at (four).

When you have found him, paralyze him, move into him and enter his password (underneath the image). Select Leslie from the menu and take him outside. By this time Hacker will have been repaired enough to make a bit more of the journey across the bridge.

Once you get Hacker across the bridge go South to (five) and find the computer in the Science Centre. When you find the computer move into it, as before — but, as soon as you access this computer it will display the message "ship control". This gives you control of Queen the Ship, anchored off the coast. Do not disconnect yet. Read the file hack 1 then disconnect and leave the building. Go to (four) and use the computer in there to read Hack 2. Disconnect and go outside. Give the programs Hack 1, Hack 2 and Hacker to Leslie.

When you have done all this, select Leslie once more and cross back over the bridge. Take him southwest

(five) to the dockside. Then select Queen the Ship and set her south to the dockside. You should be able to see another ship and a jelly. Sail slowly, close to the left hand side of the jelly and dock the ship. When this is done correctly, you will get the message "dockside's" — which means you can now board the ship using the teleport. Select Leslie and board the ship by using the teleport. Select Leslie and board the ship by moving him onto the teleport. Once on board select Queen the Ship, reverse her out of the dock and go southeast to the island. Sail round to the South Eastern corner to the dock. Dock and select Leslie to disembark. Go to (8) and enter the central computer building. Find Koke, paralyze him then give him the three programs.

Select Koke from the menu and find the computer. Read the file Aircraft and disconnect from the computer. Leave the building go back to the ship and teleport on to it. Select Queen, reverse out and head back to (five). Dock, then disembark Koke and go North East to (seven).

Take over Atlantis the Plane in the usual way and load Koke onto Atlantis by moving into it again, select Atlantis and take off. Fly to (eight). Fly through the gates and crash it into the pyramid shaped building in the middle and you should get the message "The final... or is it?"

HEAD OVER HEELS

Head over Heels, that's what Matthew Clark of Bristol is for Ocean's game for the Commodore and Amstrad.

Head's Adventures — In the first room where Head starts off, a vital method of climbing ladders has to be learned... jump onto the first rung. Leap out to the right and immediately glide left onto the next rung. Continue this method until you reach the rabbit at the top. Jump onto the teleport in the top left corner. Jump again to operate it and you're away to the next area.

Go through the lower door and fall down a floor. Take the lower exit again then go left. Jump from stone to stone until you reach the switch. The robot will be turned off and some blocks become solid. Get the pile of doughnuts and then exit.

In this corridor, leap over — what Matthew refers to as electric footers. They will kill you on touch. Go through the door. Go down again and you should come to a room with a deadly robot, a spring and a reincarnated fish.

Avoiding the robot, go right. Here is the footer needed to get the doughnuts. Jump into the double stage at the top. Leap right, to the second double platform. Keep you 'jump' button/trigger pressed. Press the 'down' key for joystick down when you land. When you hit the middle stage, again keep 'jump' pressed, but this time press right on landing. You should now have the footer. Jump back to the previous stage, and then to the door. You could try the weapon on the robot. Get onto the spring and leap towards the fan. Your game position is now saved.

Exit up, left, left (jump over cactus). Then go left again. Leap over the barrier — it prevents you meeting Heels. Exit left.

Jump onto the middle blocks and keep jumping left as the blocks disappear. Jump

into the exit and go left again. Jump into the part of the wall second from the left. It will vanish. Avoid the 'Yell-bee' and get the rabbit and doughnuts.

Exit right, then up, then up again. Go left, you may have to shoot some of the large robots to do so. Beware, the drum like objects — they kill on contact.

The next room is quite large. Go to the left, not touching the crates or the spinning hell-bee. Go through the exit.

Jump onto the steel and then onto the platform. Push the three objects off the end. The conveyor belt will push them forward and onto the ground in a pile. Get down yourself and manoeuvre the pile to about one square in front of the entrance — jump into, then onto the blocks and through the exit.

Do not take the next right exit as it only leads back to the other screens. Instead take the upper exit.

Jump right — is the long line of platforms (the floor is deadly). Stop at the fifth block and jump onto the platform in the middle of the screen. Jump to the next block and keep your 'jump' key down as the block disappears. Jump back in the middle block, after getting the fan, and then to the upper entrance.

Go through it and down a floor. Exit right and wait for Heels.

Heels Adventures — In his first screen, go to the bottom of it and jump onto the teleport. Press 'jump' again to operate it.

Push the spring up against the wall below the exit, jump onto it and then spring into the exit to leave. Jump onto the steel, go up a floor and jump onto the rollers. Jump into the exit when the rollers push you by it. Ignore the fish in the next room and just take the right exit.

THE LAST NINJA

Hit off Paul's lips comes this tip for that superb game from System 3 — The Last Ninja. We've had a lot of phone calls asking how to finish the final level. You will need to find the pattern which puts the dragon to sleep. Don't forget to check behind the rocks!

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the WARRIOR

Wherever serious wargames gather and discuss computers, the name of R.T. Smith is mentioned with respect and admiration.

The author of *Armies of Desert Rats*, and now of his latest offering, *Vulcan*—covering the Tunisian campaign in the Second World War—is perhaps the only British computer wargames designer whose work can be compared with the best American and Australian games.

The "common sense" command and control system which is the distinctive feature of his work enables the player to concentrate on a winning strategy, rather than losing over game mechanisms, and his judgement in modelling historical probabilities is second to none.

All of this made me rather apprehensive when

RT Smith is generally held to be the best British computer wargames programmer around. He's the man responsible for *Armies of Desert Rats* and now *Vulcan*. But who is the mysterious RT Smith? C+VG's Man of War Steve Badsey jumped his way down to deepest, darkest Surrey to confront this unknown warrior. Advance and be recognised, he ordered. The rest, as they say, is history.

I asked to meet R. T. Smith, the clearly knew too much about history, and about wargaming, to be just one of the mathematically brilliant writers in their teams who provide the bulk of computer games.

So who was I going to meet? Was he perhaps an elderly civil servant with a lifelong interest in military history who had taken to computers late in life? Or did these initials hide a beautiful young lady with a rare interest in warfare? Perhaps I would simply be confronted with the sort of person who knows everything about everything, and in his spare time wrote games like *Kubark* for fun.

As it happened, I needn't have worried. Bob Smith turned out to be a petite, impecably mannered 23-year-old living quietly in a Surrey village.

Bob learned about computers first at school, with the old mainframe language Fortran using punched cards to input the data. He taught himself BASIC while still at school, and his parents bought him a Spectrum for Christmas.

Meanwhile, he got interested in wargaming in the Ancient period, using the almost universal Wargames Research Group rules.

Yes—in answer to my question—he read campaign histories before writing his wargame programs, but more important was that early knowledge of conventional figure wargaming. Moving down up with wargames and

computers, he knows if his program "feels

right" in recreating history.

Bob's first game was written while he was still at school, and involved more or less without trees. Called *Confrontation*, it was a twentieth century, battalion tactical level game which allowed the player to design his own scenario before playing.

He wrote it for the Spectrum early and approached Lutharians, who published it in their *Wargamer* series. He wrote a conversion for the BBC while at Birmingham University reading physics, and decided to become a full-time programmer.

So began an attempt to write a two-player expanded version of *Confrontation* which was intended to be an arcade-style game. But, between the wargaming and reading *A Bridge Too Far* something happened, and the result was the solo game *Armies*, finished in 1984. Bob wasn't happy with Lutharians by now, and so offered the game first to PSL, and then to CDS who accepted it. *Armies* proved a major popular success, reaching number 10 in the W.R. Smith best sellers, and remains one of my own favourite games.

The first scenario *Armies* was one of the best games of its year, and Bob was given an *Amstrad* to write a conversion

for it. He agreed with me that he was missing out a large number of people, but the conversion to *AM*



for the Commodore and the *Amstrad* would involve a great deal of re-writing, and I got the feeling he doesn't like writing conversions much. His next game was *Desert Rats*, which took more than six months to write and appeared at Christmas 1985 in Spectrum, CDS Spectrum and Amstrad versions.

The appeal of *Desert Rats* is that the advice given to all armoured commanders—press on as rapidly as possible, a punch protects itself—really works, except for those infuriating moments when your master plan grinds to a halt on empty petrol tanks.

Desert Rats, as Bob put it to me, got much better reviews than *Armies* but didn't actually sell as well. I thought that the only thing which stopped it being perfect was that lack of aircraft, and the ability of an opponent to see all the forces at all the time.

Vulcan, which has both air power and hidden movement, appeared before Christmas and is probably the outstanding British computer wargame of the year.

His next work will probably be the lively arcade game that he always meant to write. Going back to the days of figure wargaming, when he commanded armies of Seleucids and the Macedonians of Alexander the Great, there is also the idea in the back of his head of a game covering ancient warfare, which has been surprisingly neglected by computer game designers. *Vulcan*, I remembered as I left, is an ancient mythology the Smith of the Gods!



WAR GAMES

VULCAN

- ▶ MACHINE: SPECTRUM/IBM
- ▶ SYSTEM: 128K RAM/250
- ▶ SUPPLIER: CDS
- ▶ PRICE: £19.95 (CDS)
- ▶ VERSION TESTED: SPECTRUM

Most people have heard of the battle of Alamein. But not enough have heard of what came after Rommel had been driven from the western desert in Tunisia, where the Axis

to against a human opponent, but there is a simple save-to-tape mechanism and the control game plays quite quickly.

The heart of the game is the order screen. This allows the player to input a broad objective order to the divisions under his command, receive some information on its strength, and then allow them to carry out the order over a long period



● VULCAN

forces were still capable of holding in Africa.

In a remarkable campaign between November 1942 and May 1943 British, American and French forces inflicted on the Axis its first major defeat in the west by destroying the Panzerarmee Afrika and opening the way for the invasion of northern Europe. What makes this campaign, operation Vulcan, exciting is the constant arrival of fresh forces on both sides, producing wild swings in the balance of strength, with the Germans trying to hold onto Tunisia and the Allies to break through to the coast.

R. T. Smith's game features four short scenarios (the 128K version includes a further scenario and some "what if?" variants) including the initial "race for Tunis" after the Allied landings in north Africa, in which the campaign could have been ended in a month; and, most interesting of all, the battle of Kasserine Pass, the first encounter of the two between the Americans and the Germans.

If anything, his morale and fighting power ratings are overgenerous to the Americans, but stopping the German drive in, or either the one player or two-player option, difficult enough. The whole Tunisian campaign takes anything up to eight hours to play against the computer, or

rather than needing to issue fresh orders every move. The subordinate formations move and fight with the division, and need only be activated if the player wishes to give them specific orders. An additional refinement on previous R. T. Smith games is the use of hidden movement, plus the use of a very simple system of providing air power for reconnaissance and ground attack — the chief nature of which is to demonstrate just how poor air support was for both sides in the campaign.

Some program re-writing has also allowed for an extremely large campaign map of Tunisia to be included in the display, with perhaps a sixth of the full map visible on the screen at any one time. Manoeuvring a single tank regiment around so much empty space, unable to locate the enemy, can really make the most aggressive table-top player very restless indeed.

This is the best of the three wargame programs written by R. T. Smith, and probably the last for a while. Although the computer is — unlike that of Desert Rats — a worthy opponent, I find it works better as a two-player game, and should satisfy even the most critical of wargamers.

- ▶ ADVANTAGE
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

BATTLE OF BRITAIN

- ▶ MACHINE: SPECTRUM/IBM
- ▶ SYSTEM: 128K RAM/250
- ▶ SUPPLIER: CDS
- ▶ PRICE: £19.95 (CDS)
- ▶ VERSION TESTED: SPECTRUM

PSD has now produced a Spectrum version of its Wargamers Series Battle of Britain game. It should be said at once that it isn't very good, and certainly not the best Battle of Britain game on the market. Many of the Wargamers Series work on the same basic program routine — the "sneaky" forces approach from one corner of the map moving towards the other, the player there is a no two-player option responds by cycling through options and moving forces rapidly with a joystick, and at the moment of contact the game goes into an arcade sequence. It works for some types of battle — it works very well for Blenheim — but it doesn't work at all for air combat over south west England in 1940. The German forces attack everywhere from the Wash

in attacking enemy formations. This game is one more proof, I'm afraid, that you can't take a good computer program (and it is good, made no mistake) and turn it into every battle there ever was.

- ▶ GRAPHICS
- ▶ PLAYABILITY
- ▶ REALISM
- ▶ VALUE

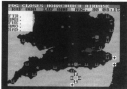
BATTLEFIELD GERMANY

- ▶ MACHINE: SPECTRUM/IBM
- ▶ SYSTEM: 128K RAM/250/250K RAM/512
- ▶ SUPPLIER: PMS
- ▶ PRICE: £14.95 (CDS) £17.95 (PMS)
- ▶ VERSION TESTED: SPECTRUM

This is one more from the PSD Wargamers Series, which now includes a very wide range of games, some good, some not so good.

There are already enough World War Three games on the market, all or two years in the future and some showing their age as the future becomes the past.

Battlefield Germany, covering a familiar scenario of a Western



● BATTLE OF BRITAIN

to lands land, but the Fighter Command which opposes them too, unaccountably, and 10 Group and so has no fighter stations west of Portsmouth.

Interceptions are far too easy to make, and so in order to make the game better two very unrealistic features have been introduced. The first is that after one interception a squadron is considered "out of commission" and must land to replenish, the second is that airbases and radar stations are arbitrarily put out of action by being "topped" at all hours of the day, although this log can clear again in an hour.

The arcade sequence gives the view from a Spitfire cockpit

Past around across the lower German border in 1939, would have to have been really spectacular to have made an impression.

In fact, I find the game completely unplayable. That isn't an exaggeration, I can't find a way of playing it. On either one or two player option you are presented with a main screen showing the immediate battle area, with top right a smaller screen showing the whole of Germany and the overall strategic picture.

Unfortunately this screen is so small that there is no way of making it in the battle screen and working out what is happening.

It was also very confusing having half a dozen units all called nothing but "Sixth Shock Army", and having the Western Strategic Direction treated as a fighting unit, not a headquarters.

So I abandoned the Warsaw Pact forces and opted instead for NATO against the computer. After all, the game was only six moves long so it shouldn't be a problem. I selected the options and waited. The computer began to move Warsaw Pact forces across the battle screen, at times attempting to itself victoriously.

Occasionally it would ask me which unit I wanted to defend with and then ignore my instructions by attacking another. I kept on, switching from one map to another, playing the game by itself and occasionally interrupting my inattention. For 37 minutes. It then asked me if I wanted to make my first move. By that time, so thank you, I did not.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

ZULU WAR

- MAGNUM SPECTRUM
- SPECTRUM CGE
- PRICE: \$19.95

Zulu War, for the Spectrum only, is a single-player tactical level game against the computer.

This is itself a pity. The real Zulu War of 1879, like all the 19th-century colonial wars, was a struggle between a small regular force with little local knowledge and maneuverability, but devastating firepower, that could virtually guarantee a win a major set-piece battle, and a large number of highly mobile native forces, with less firepower but far greater hand-to-hand fighting ability, that could inflict a major defeat on any unprepared or divided force.

A far more interesting game could be made of the Zulu War by a two-player strategic program, with plenty of scope for hidden movement.

This game offers two scenarios — the final battle of Ulundi, in which the power of the Zulu was broken, and a hypothetical battle against the British second column, which was never seriously attacked, taking place at Umbhondo.

That the game needs a fictitious battle shows just how difficult the authors found selecting a battle in which the Zulu have a chance.

In the real battle the British stood shoulder-to-shoulder behind temporary defenses of carts and mounds of bags. With their new longer-range breech-loading Martini-Enfield rifles they were able to devastate the Zulu ranks before they were closed to contact. Only at hand-to-hand, where the British were surprised with half their forces elsewhere, deployed with too wide a gap between units, and failed to keep up the ammunition supply, did the Zulu break through to contact.

At Ulundi, with many Zulu already dead from the earlier battle, the British deliberately chose not to fight from behind natural defenses, but formed a hollow square of infantry with cavalry inside it, and blasted any Zulu coming near before unleashing the cavalry for a final charge.

I tried three tactics in the game's Ulundi scenario and was massacred. The game allows the British rifles such a limited

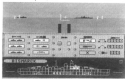
game to play for the Zulu War, and even as a representation of Zulu War tactics. It isn't good.

But the game mechanism is a wonderful one for showing a disciplined army, used to fighting in formation, against an irregular force of higher mobility.

CGE have been the basis of a really excellent series of games set in the ancient period, with

played in their harbours in Germany were, throughout the Second World War, of immense concern to the British Admiralty.

If any one of them could have broken through the British air and sea defenses between the Channel and Greenland it could, being resupplied by submarines, have briefly devastated the shipping routes across the Atlantic on which British



■ BISMARCK

survival depended.

To close was the British search on the exits into the Atlantic that this was never very likely, but the closest the Germans came was the attempt of the Bismarck, with the battleship Prinz Eugen, in May 1941.

The B22 game offers the player either side against the computer, and a choice of difficult levels.

The main screen is the strategic map from London to Greenland and from northern France to the Atlantic ocean, showing the air cover and search provided by both sides. The main skill for either side is guessing when and how the Bismarck will attempt to break out.

The Bismarck's best chance is at night in bad weather.

On encountering an enemy ship the player can opt for the combat screen. This is an improvement on the usual arcade screen offered by the B22 Wargamers Series.

The main skill in the battle screen is maneuvering the ship and estimating the range to the enemy target.

This is a historically good application of the "heat the enemy" program which features in a number of B22 Wargamers Series games. My one criticism is that, although a joystick option is offered, it is as sluggish as to be virtually unusable, and often causes the program to crash. This makes



■ ZULU WAR

ships that they get only one volley before the far faster Zulu are upon them, and in hand-to-hand they stand little chance.

The game shows the British forces as square blocks, at first five squares by five, then stretching to four by four and so down. This works very well, protecting gaps in formations and forcing the British to close towards the centre each time. But the only way to even counter the Zulu rush is take up cover behind abandoned walls in a nearby abandoned village. The Zulu advance apparently at random, but in such a way that they maintain a broad general direction towards the enemy.

So, this is probably the wrong

way Romans against Ancient Britons or Alexander the Great against the Persians. The ability of the irregular force to create gaps in the regular lines and infiltrate through them is offset by the higher regular firepower and stability with heavy lines.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

BISMARCK

- MAGNUM SPECTRUM
- SPECTRUM CGE
- PRICE: \$19.95
- PRICE: \$19.95

The battle of German battleships and battle-cruisers

Using a targets number on keyboard controls allows rather harder than it should be.

- GRAPHICS: PLAYABILITY
- SOUND: GOOD
- VALUE

YANKEE

- MACHINE: SPECTRUM
- SUPPLIER: GIG
- PRICE: £25

Yankee is a good tactical game for one player set in the American Civil War and offering two options — the player may either take the Union side at Gettysburg or the Confederates at Chickamauga.

This is the fourth game produced on essentially the same system by Rex Wright, who has previously used it for his *Waterloo*, *Austerlitz* and *Naupoleon at Wits, General*. *Yankee* is the best of these four games. Sadly, it is still not very good.

The thinking behind the games-playing program is in itself a sensible one. The author argues that an army commander should have little direct control over formations below him in 19th-century warfare.

Instead he issues generalised directions to his Corps commanders. The computer makes these commanders "intelligent" so that they will obey their orders, offer suggestions which from a better viewpoint they consider more likely to succeed, and can even be given full control of their forces when in the presence of the enemy. It is not as they think it.

All this sounds marvellous. Unfortunately, the program is in no respect powerful or sophisticated enough to make this system work. In a single testing game I saw the following all happen: a Corps ordered to attack an enemy of its own strength went forward a single division (a third of its strength) to be massacred while the rest just stood around; a Corps commander ordered to hold

requesting permission to retreat, and when this was granted attacked with half his force while the rest moved sideways; a Corps ordered to attack spent its orders and was that instead it wanted to attack (?!); and a Corps ordered to advance actually promptly set off south-west.

The combat mechanism also remains very crude — units simply hack chunks off each other in units of 500 men, with no attempt to advance, retreat or respond to what is happening to them.

The very large random factors which made the earlier games so confused have been reduced, making it at least possible to judge an attack properly. But the combat mechanism still favours the attack very much over the defence, particularly as, if attacked, the computer opponent tends to draw into a defensive bubble which is easily outflanked or by-passed.

All this makes *Gettysburg*, particularly at the hardest of the three levels of difficulty offered, virtually unwinable, and *Chickamauga* virtually unselectable.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

GETTYSBURG

- MACHINE: CROMIA/IBM PC/AT/AMPU
- SUPPLIER: STRATEGIC SIMULATIONS INC
- PRICE: £25 or £20
- VERSION TESTED: CROMIA

From the Americans of 1861 comes the most famous battle of the American Civil War, the complex and bloody three-day encounter in which the Confederacy lost its best chance to win the war quickly and impose peace on the Union.

The game provides a scrolling map of the battlefield, with player options to take either side against the computer or another opponent, three levels of difficulty of which the

"advanced" level is very difficult indeed, hides movement, a time limit on issuing orders, changes in the balance of forces, the rate of arrival of forces for either side, the ammunition available to either side, and options to play any of the three days or the whole battle.

Each variety gives a fascinating system so that, at its most simple, this game could be played by just about anyone, and at its most difficult it presents a real challenge to the expert.

Both command-and-control and responses to combat have been very well thought out in this game. The presence of a good leader (or a bad one) could affect a unit's behavior and fighting power very much indeed, and the advanced game encourages the player to move commanders of higher formations around, adding their leadership to whichever regiment needs it most.

The authors understand that fear and fatigue are more or less interchangeable, and prolonged exposure to this quickly runs up "fatigue points" which will convert a unit to break.

My main criticism of the game is that it takes so long and plays so slowly — at least as slowly as a board game.

The program acknowledges this by thinking up cheerful messages to "wait a moment" and "the screen will be black for a few minutes".

With the two player option you play more or less in real time, with an hour of game time providing an hour of battle. Saving to a disk is therefore almost essential unless you have a lot of time and patience.

There are, however, only

small criticisms of a good, if very slow moving, game.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

BATTALION COMMANDER

- MACHINE: CROMIA/IBM/AMPU
- SUPPLIER: AIR SOFT FOR GB
- PRICE: £14.95
- VERSION TESTED: CROMIA

The earlier 150 game *Commander* gave the player a command of a company of infantry with full support in a fast-moving real time game.

Battalion Commander is the next level up.

The game is real time, which means that the player must look everywhere at once and respond to a series of messages all asking for help.

There are four basic scenarios — the "meeting engagement" of equal forces, and the "defence" game, in which your battalion will be attacked by about double its number of enemy, or straightforward.

But in the "attack" and "pursuit" options the player commands one battalion on the western side of the map while the computer runs a second battalion moving in parallel with this.

The duties of a battalion commander in combat are not, in modern war, very different from those of a company commander.

In this variant *Battalion Commander* is rather more limited than *Commander* and less good in terms of playability.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE



THIS GUY SHOOTS TO KILL
AND YOU ARE HIS TARGET...



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Wayne, here again, the Number One Mail on the Play-By-Mail Scene. This month I venture Further Into Fantasy and fire a salvo off at Masket and Mules. Don't forget to check out my Wonder Offer.

KJ.C. Games, one of the biggest PBM companies in the UK, and thanks to the popularity of their latest game it's a Crime and the second interest in their other games, Chessmen's World. Furthermore and Captain Kevin Cropper, J.C.G.'s managing director, decided the time was ripe to start pub meets again.

He turned up at the pub with two of his top G.M.s, Nigel Mitchell and Andy Smith, to meet the 150 players who turned out. People came from as far and wide as Bristol, Liverpool and Norwich to take part.

To cut a long story short the meet was a huge success and everybody had a great time. You could meet players that you were playing with or against, learn lots of inside info and make or break alliances.

The meet went on well into the night and it was agreed that we will all do it again soon. Next time, it will be arranged so that I can inform all C+VG PBMs out there and we can turn it into a mega meet! Keep your eye glued to

this mag for details.

Readers will be pleased to note that I did my duty as your PBM correspondent and went drink for drink with Mr Cropper — not an easy task.

About 1am I managed to get him in such a state that he willingly signed an oath in blood (his) to allow Time C+VG readers reviews playtesting positions in each of his games, for an unlimited period of time.

So, if you want a bash at anyone of these PBM's! playtest positions drop me a line, enclosing the legs above, telling me how many pints you think Mr Cropper and I took between us at the pub meet, and the position is yours!

Don't forget to me know the kind of PBM's YOU like to play and the names of any games you are involved in already.

I'll give you a clue. The meet lasted over 24 hours and I spent well over £20.00 — London prices remember!

By the way, I should mention that the it's a Crime offer made in the May edition of C+VG is still open. If you fancy taking part in a special game of it's a Crime —

exclusively for C+VG readers — with the C+VG PBM trophy as the prize then write into me, enclosing the legs, and you will get a free set up in the game plus two free turns and a rulebook.

● I have received a letter from the person who runs Masket and Mules telling me that the four playtesting positions I offered in the April issue never existed! In a slightly letter I was told that "we got our wires crossed". To say the least, I was upset and angry. Most, if not all, of the many reviewing positions I obtain are done on a "word of mouth" basis over the telephone.

There is a lot of trust and goodwill attached to these premises and to date I have never got my "wires crossed" with any other company.

Of course, the next thing I received were letters from the winners asking me what has happened to their playtest. I would like to personally apologise to them and can

assure them that they will shortly be given a reviewing position in another, and in my view better PBM.

I do not wish to get involved in a war of words over what happened, but needless to say I will never review another **Historical Engineering** product again in any capacity anywhere. I leave you to draw your own conclusions as to why.

● How would you like to work full time for one of the UK's leading PBM companies?

Mike Davies has written to say that they are moving into much larger office premises and expanding their business. They require up and coming data to moderate some of their games, both old and new.

They have not said me any details about what type of person they require, but enthusiasm, experience and a willingness to learn are essential. Also they would





probably like you to have some PBM or FRP experience and moving to London would be a must.

Interested? Then drop me a line, enclosing full details, age, and experience and I will pass it on to the people at Mine.

I would also like to thank Mine for the tremendous help and assistance they have given me. They have supplied me with copies of all their excellent games and I will be reviewing them shortly.

Further Into Fantasy

Although I have given this game a mini review in the April, a large part of the mail I receive starts off: "Can you tell me more about Further Into Fantasy as it sounds such an interesting game?"

As I always bow down to what the reader wants, here is a full review of what I consider to be an excellent game.

F.I.F. was launched late in 1985 by The Laboratory as a new concept in PBM. They had looked at and played quite a few fantasy PBMs and didn't like what they saw — so they decided to create a game the likes of which no-one had ever seen before.

When I received F.I.F., I sat up to get the first thing that grabbed my attention — was the rule book. It is superbly printed on quality paper and contains a lot of classy artwork. It scores style.

I can honestly say the contents are even better than the quality of the presentation. It was, all things, easy to read, clear examples of how

to create your character, hints, tips and much much more.

I felt like I was being guided through the rulebook by an old friend. The rules really want to make you play the game.

Also contained in my start-up package was a newspaper style (called What's Shining) which once again is of high quality stuff. It is packed full of articles on F.I.F. and other game related subjects. It also has in-depth articles on the history and religions of the planet which make interesting reading.

What makes the game interesting for me is not only the fact that it is a single character fantasy PBM, but also that the character you play is YOU.

In F.I.F., my character looks exactly like me. The funny part is you can play yourself, but you have special abilities and call yourself by a different name.

F.I.F. is a synthesis of reality and fantasy, your character is a mixture of your actual and possible attributes. By creating your character via the rules you can create someone who is exactly like you or someone who is built like Conan.

Initially you are told that there is another dimension where the planet Corn exists. All kinds of weird and wonderful things happen there and you feel an immediate urge to explore it.

You know the transition to the alternative dimension happens at midnight, so you make your preparations and head off for the secluded forest where it all happens.

Standing in the forest at midnight arrives you know the time is right. Then all you feel is ultimate pain and you are sent spinning off on your way. You cannot deny your destiny.

Suddenly you appear before a giant, who is standing next to a large fire pit. Several metal rods are stuck in the flames. The giant gave you to the floor, rip open your shirt and brands your chest with one of the rods from the fire. Quite naturally, you pass out.

When you awake you could be anywhere on the planet Corn, you know not where.

You also have the letter "T" branded on your chest. How

to create your character, hints, tips and much much more.

You can become one of three classes of people: Priest, Sage or Warrior. Each class has their own advantages and disadvantages.

A warrior is not just a fighter. A warrior is a physical being who strives to make their body grow in all respects: to become strong and agile, fast and cunning. In this game it is nice to see that warriors' wife have to be as strong as their swords.

Warriors can specialise later on in their career, becoming assassins, trackers or guerrilla fighters if they wish.

Sages study ancient tomes, arcane rituals and ancient knowledge. They spend a lot of time in research for good reason. A sage when trained has infinite knowledge and access to power which other people will never know.

Special powerful magics are drawn to a sage and they may tap into them to the full.

For someone to actually play a sage in this game they must be prepared to put in a great amount of their own time for actual research. I can watch for this as my character in this game IS a sage and I once had to write a full essay to satisfy the G.M. about a certain task. It was hard work.

In time a sage may become great enough to specialise in either Demonology, Healing, Life, Necromancy or Sorcery to name just a few.

On the other hand a priest is not just the simple puppet of a deity. Priests may gain godliness later on in their career if they behave piously enough.

A priest is power vested directly to the god that the priest chooses. Many things are taboo. Customs of Gods must be observed, fifty days respected, people must be converted. In return a priest may be granted awesome powers.

The path of a priest is a lonely one that holds great reverence. A priest will never get wanting for food or shelter and his word will often carry great influence.

Character creation
The system for creating your



character is simple. You have a pool of 15 points from which to determine your characteristics. You may allocate points to any characteristic apart from acquired magic.

There are thirteen basic characteristics to choose from ranging from Accuracy to Survival Instinct. There is no upper limit and you can spend your points as you like.

You then have to allocate your character various skills. There are 13 skills you can choose from: Addictiveness to Technology. Once you have done this, your character is created.

Magic

Your character starts off with two spells that are instantly useable — *Second Fine* and *Insight*, which both come in handy.

Second Fine, when cast on any bladed weapon, causes it to be shrouded in magical fire. This increases the effectiveness of the weapon.

Insight is a powerful incantation which allows your deity to increase your knowledge and thus you can answer complex and intricate questions. Used in the right way this spell is very powerful indeed.

Whatever class of character you choose to belong to, you MUST keep a spellbook. Every spell you discover will have a unique set of details that must be recorded.

Spells come in grades and durations. A grade one spell means that you must wait one unit of magical potential before you can use it and a duration of one means that it will last for about ten minutes. **Wayne's World!**

This is an ideal game for a person who has never played a fantasy PBM before. It is simple, yet interesting. However, I have played PBM's for nearly five years and I really enjoy it, so it goes to prove it can be pleasing for experienced PBMers as well. It caters for everyone from players who like to back and stay to players who like complex problems.

All of the four GM's responses are excellent. It is a no-nonsense straight talking

style. No dreary reports on the weather, waffle about the time are found in this game. It is an action, get up and go game, with action coming thick and fast.

The style of the game is to my taste as well. A discover-it-as-you-go-long type game with plenty of previously prepared fact sheets on hundreds of subjects, from the history of the planet to private abilities. There are also large and small scale maps plus "wanted" posters.

The company plans to release a series of fighting type fantasy books. You play your character and send the books back to see how you get on.

Later in the year they are going to issue a series of scenarios, so that you and your friends who play the game in the same area can play the board game based on the PBM!

I can also divulge a secret which to date no-one has known. Yes, this is a genuine G+VG exclusive! Every two or three months, **The Laboratory** are going to invite certain players to the Laboratory and actually play here in face with or against the other players who are in the same position as each other is P.I.P.

Yes, it doesn't matter if you are in the top ten or not. YOU could be asked to spend a weekend at **The Laboratory** playing your favourite PBM character — if you are in the right place at the right time! **Wayne's Wonder Offer** Start up in **The Laboratory** usually costs £3.50. However, G+VG readers who write to me enclosing the logo above will be entitled to:

- 50% reduction. Start-up will cost you just £1.50.
- THREE FREE turns, worth up to £3.50.
- FREE initial newsletters. PLUS: The first ten people who **The Laboratory** call out of the hat get their **McNAGY BACK** and get ALL of the above **TOTALLY FREE**.

If you have already started playing P.I.P. and think you have missed out, don't worry. If you write into me as above, you can have a second

character started up for free and two free rounds as well.

What more do you need to be encouraged to start playing PBM? Get involved!

Further turns in P.I.P. are a reasonable £1.50 for normal turns or a competitive £2.50 for an ultra turn, which is much more descriptive. Please make all cheques/P.O.s payable to **The Laboratory, Letters**.

■ If I have had lots of mail enquiring about **The Laboratory** called **Flagship** and other PBM magazines in general. A lot of people have heard about them, but don't know what they are or how to get them.

To get the record straight, **Flagship** is a professional magazine that dedicates itself solely to PBM. It covers all aspects of PBM, reviews of PBM games, new and old, and news of what's happening on the PBM scene. It has a tremendous scope and contains lots of useful info.

It's only available by subscription and costs £7.00 per four issues.

The magazine is issued four times a year in accordance with the seasons. It is a world

wide magazine and is well established having run for many years.

However, if you write to the address below and state that you read about **Flagship** in this magazine, you will be able to subscribe for only £6.00. If you are interested, please contact: **Flagship, PO Box 12, Ashridge, Watlington, West Midlands, B595 8TA.**

All cheques and P.O.'s should be made payable to the magazine.

First Post on the other hand is an amateur PBM fanzine which is run off on a Micro Computer and is a photocopier. It is a bi-monthly, non-profit making magazine and carries reviews on the most popular PBM's both amateur and professional.

I found it a very good read and despite the quality of the printing it has many interesting articles, covering at least four of the games you have read about in this column in the past. It costs £1.50 per copy and is available from K.G. Peck, Hainaut Tree Lodge, 2 Kings Meadow Lane, Higham Ferrers, Northamptonshire, NN16 8UE.



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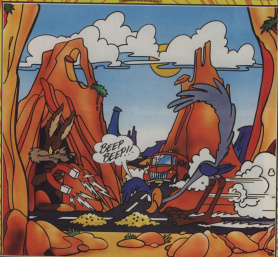
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news

This issue, C+VG's ever popular adventure pages get a whole new look. Why? Because we want to continue bringing you the BEST adventure news, reviews and comment around. Other magazines may try to copy C+VG but no-one comes near! What are we going to do to the adventure section? Read on...

The Helpline has been streamlined down to one page, to concentrate on the important task of helping YOU through the difficult points of your current game!

The adventure forum, previously included in the Helpline, where your ideas and mine are aired, now appears on the last page of the adventure section, and it will earn a ring in the hall.

Oh — you-know-what will be coming up with some more vitriolic comments on the very recent in adventure games, the nastiest habits of people who play them, and the lack of taste and corruption amongst adventure reviewers!

We will be retaining a regular main feature, be it an in-depth preview of the latest and greatest game, an interview with an interesting adventure personality, or a complete solution to a game you've been dying to solve for years!

Perhaps the main difference in the layout will be the review pages. The bigger adventures, those with an outstanding plot, great technical merit, or maybe just a huge amount of hype, will be covered in greater depth than before. And we won't be pulling any punches — if we don't like 'em, as always, we'll say so!

Smaller games, particularly in the budget class, typically but not necessarily suited to GACad, will have condensed reviews, and a single Quick Guide listing these will be neither played nor reviewed in such depth as before. What we will bring you is the essential details of the games, and a rating based on a quick impression combined with price. This means that we will be able, in future, to cover more titles in the same space, and hopefully, not have to omit any published adventure completely.

Hope you like the new look! Write and let us know whether you do or you don't. It's you, the adventure reader, who counts and YOUR views are important to us!

Keith Campbell After nearly ten years selling adventure games, Molman based in Surrey, is closing down. In the heyday of early home computers, the name Molman was a byword to owners of fancy machines, leaving the sole right to distribute Adventure International products. Molman introduced many computer enthusiasts to Scott Adams' adventures.

As well as importing programs, Molman had a number of his own output — people who had written programs and submitted them for publication. Among these were Brian Kienath, whose famous *Mysterious Adventures* were given a start in life by Molman, and none other than Keith Campbell, author of these Basic adventures.

Tony Pratt, founder editor of C+VG, approached Molman during the planning stage of the first issue, seeking potential writers on adventure games. It was thus through them that C+VG's adventure column came to be written by KC and this is to this day. (We can't get rid of him yet!)

Glitch's Professional Adventure Writer system, which enables the user to write an adventure without the need to know a programming language, will be gradually released for a wide range of machines.

Already available for the Spectrum, Commodore 64 and Amstrad CPC versions are planned for release "around Christmas". Beta testing is being carried out by *St Blake's*, whose *Jack The Ripper* is likely to be the first commercially available adventure using HNA.

Commodore and Amstrad versions of *Ripper*, may precede the arrival of *Star Trek*, since a pre-production version will be used, circumventing delays whilst manuals and packaging are produced.

Meanwhile, Amstrad PCP owners should find RAM available for them at the present time, a CPM version which used word processing for text files. Further plans for text included Amiga, Atari, ST, and IBM machines, for which compilers will be provided.

Popular Computing recently has dropped Tony Bridges' popular *Adventure Corner*. After five years, Recognised as one of the country's experts on adventure games, Tony will hopefully be joining C+VG's review team — making the magazine's coverage of adventure unrivalled by any other publication.

Steve Morfitt, author of the smash hit *Leather Goddesses of Phobos*, has got back together with Floyd, the robot character popularised in *Phonetic*, now making a come back in the sequel — *Motomental*.

In *Motomental* you are enlisted in the Stellar Patrol, true heroes in *Phonetic* earned you a promotion from Third Seventh Class to Lieutenant First Class... on the previous

work task force.

Your life is as tedious as ever. Your assignment of today: head to a nearby space station and pick up a supply of trial items. What a bore! That is until you find out that your companion for the journey is the mischievous playful Floyd!

From the moment you and Floyd arrive at the same space station, you realise that this is not a routine mission. The place is deserted, save for an orchid, an Aviation cotton creative and a brain robot named Pato. The captain's log describes a breakdown of machinery and finally even Floyd begins acting odd...

Motomental is Morfitt's sixth interactive fiction release. As well as *Leather Goddesses* his previous successes include *Antichrist* (due to be *Galaxy*), and *Maniacal* for which he received the Best Computer Software Designer. The program will be available in late June for a wide variety of computers including Apple II series and Macintosh II, IIx and II series, Commodore 64/128 and Amiga, Amstrad CPC and PCP series, IBM PC series and MS-DOS compatibles. The suggested retail price is \$24.99 for all other systems.

Moskowitz Publishing's plans for a New Minister adventure, shelved some eighteen months ago, will come to fruition after all. Now retitled *Yes Prime Minister*, the game, based on the popular TV comedy, and programmed by C&E, is due to appear later this year.

Budget specialists the Power House has released an interesting looking two cassette package on the Spectrum for those who fancy having a go at writing adventures. It contains an Adventure Builder System and *Advent* graphics

ADVENTURE club

Over the past few years, fanzines and clubs for adventurers have appeared with increasing frequency. **KEITH CAMPBELL** calls in on *The Adventurer's Club* to find out what they are all about.

In a good adventure the player gets drawn into the fantasy as he works his way through a good book. You're not satisfied until you have reached the end, unravelled all the mysteries, and laughed at all the jokes.

Unlike the reader, an adventure player cannot simply progress page by page through the story. He must solve each puzzle that presents itself before he can turn the next page.

However good he might be at solving these puzzles, there are inevitably times when he comes to a grinding halt.

Perhaps a puzzle has left his "brain split", or it is just TOO difficult (which can often mean it is brilliantly simple) to crack. What is he to do then? Consulting with other adventure players is not easy, for they don't come as close to the sheet — let alone another player who has played and completed the particular game in hand.

Within 12 months of the birth of the world's first dedicated adventure column in *Computer + Video Games*, letters started to flood in from people who were stuck in adventures and had no-one else to turn to.

As the amount of mail increased, we decided there was a need for an Adventure Helpline — a service offered by the magazine to help adventurers by way of clues in print and direct replies by mail.

It was hardly surprising that before very long, enthusiastic clubs started appearing, held together with a newsletter or fanzine containing detailed maps, solutions together with general gossip and letters.

These were the specialist forums for the dedicated player who makes a hobby

out of playing the game.

KEITH MULLER first discovered an interest in adventure when he started to read the adventure column in *Computer + Video Games*.

He read the articles and reviews, decided to give adventure a try, and like many before him, got totally hooked.

Henry was, at that time, a businessman importing coconuts from Sri Lanka. But he thought to himself what better than to combine business with pleasure and to go into the adventure business? More future than coconuts.

Henry decided he'd like to provide something more than just a fanzine. He wanted to offer a really comprehensive and professional service to adventure players, with a club atmosphere.

The *Adventurer's Club* was born in February, 1988, as a limited company.

The cash was needed to acquire the computers necessary to cover a suitable range of games, and to attract members to the new club.

Henry scanned the headline columns of the popular computer magazines and sent mailshots to anyone whose address he could spot.

The *Adventurer's Club* also wanted to operate a phone-in Helpline at various times during the week, as part of its service. So another vital piece of equipment for the club was an answering machine.

New recruits were coming, though a modest amount of advertising, but a particularly difficult bit of that time was an organisation called the

International Adventure Club. "People sent off \$5 to the IAC and heard nothing more," said Henry. "This set us back a bit. I can't really blame people for feeding us with suspicion."

Adventurer author Peter Austin agreed to become honorary president, and membership began growing of a healthy pace, with ACL's attendance at smaller exhibitions, the Macintosh and Commodore Shows, and help from Level 9, who sent out the club's advertising leaflet with every Level 9 game. But soon more disaster was to strike.

Suddenly last summer, everything stopped at ACL, the phone went dead, letters went unanswered, and the monthly Dossier mailed to members, failed to appear.

Bureaucracy was rife, but no games were forthcoming. Had Henry done a number with the subscription money, the bulk of which had just been paid in. What was happening? Where was Henry Muller?

The story involves Henry's financial backers, who, in a remarkable turnaround, with scant regard for the members' interests, decided to withdraw his support.

Henry was instructed to close the operation down. Technically being merely an employee, he had no executive control over the company.

He offered to buy the club outright, but his backers weren't interested — he just wanted it closed down.

So Henry used delaying tactics, procrastinating about sending out the closing letters to members.

Eventually he managed to get his wits brought out the shores, and took over properly.

The ACL produces a monthly 24-page *Members Dossier* containing reviews, hints and tips, and members' letters.

I put it to Henry that many

fanzines tend to concentrate on the obscure, home-grown adventures. Henry agrees, and thinks this is a mistake.

Henry is thinking of making the Dossier bi-monthly throughout the year.

As well as the Dossier and excellent mail-order service, plans for help from adventurers are covered both by phone, and by mail. Henry reckons on a 95% success rate in answering the problems immediately, with a further 2.5% coming from members as a result of plans printed in the Dossier.

Before I left I visited the nerve centre of ACL, where everything is meticulously ordered. Books of files contain adventure solutions and maps for quick reference — surprisingly Henry finds information retrieval quicker from paper files than from a computer!

Our own C + VG Adventure Club hoped to make more special offers available, but this requires a full-time out-direct mailing operation to be successful.

That is why we at C + VG have decided to hand over our membership to ACL. We found we didn't have the time to provide the comprehensive facilities we know our readers deserve.

This C + VG Adventure Club membership year has now expired, and our closing Newsletter, we offer a special introductory offer to ACL as a parting gift.

We also unreservedly recommend two members who decide the contest that a club offers, to join the *Adventurer's Club Ltd*. You'll be in good hands.

If you are interested in joining the *Adventurer's Club*, then write to them at 519a Ipswich Road, London NW9 3BH, or phone 01-794 1551 and request a membership application form. The annual subscription is £8.95. C + VG Adventure Club members should watch out for the special introductory offer in the first newsletter.

ADVENTURE

Lapis Philosophorum is an adventure that makes Phil know of nothing that sure he is a thief. "Why haven't there been any clues or questions about it in the *Helpineer*?" he asks. "Has everyone else already solved it?"

Stop winning Phil! The reason for the silence is that you're the last letter we've had about this adventure! Perhaps you are the only one with courage enough to tackle it? Come in you Lapis Philosophorum players — we know you're out there, secretly struggling, without us knowing what's going on!



Phil wants to know how to get out of the city. Any hints on what to do with the blacksmith, and a list of things more useful than a pig would be most welcome, he adds.

After some time playing that "great classic" *Jack & Jane's Adventure in Wonderland* in Honey got stuck. Naturally, he turned to the clues section of C + VG — but he couldn't make any sense out of the references to spheres in the January issue. (Oops! That is because we got our fingers in a twist! Frank — it was really a clue for that other great classic, *Jack & Jane*.)

If you look up to the roof at a nearby castle, you might spot David Stone, of Woodford Bridge. He's stuck there! Popping See Us At Aerob, David asks: "How weird?" If Larry Taylor's advice for this really desperate in *Cheat's Corner* — that's probably what!

Matthew Lee, meanwhile, is stuck in the public library. All these books in front of him, and he can't decide which to borrow. Perhaps "Go it yourself" Matthew Carter Opening? It's not exactly out, for Matthew is unable to carry out this simple operation. "Crescent has got the galls, but what else is there to do now?" he asks.

"How do you enter Grogan's lair without being killed, and how do you get past the den near the slumps," asks Graham Neilson of Old England, who is currently playing *Arch of Orion*. Graham also wants to know how to pass the Georgian Fountain inside the dark tower, in *Power of Deception*.

Start South of Anderson is playing *Black Horses* every time he enters the missile room. General Stevens jumps for a button on his controls. How can he be stopped?

Working is often difficult, even in a very high college game such as *Kyleigh*, described almost unanimously by every C + VG reader who has mentioned it as "torture". It seems to be wanting that has caught our Kyleigh-playing Stephen Hamilton, who lives in Hamilton. "Can you tell me the exact wording to drop the silverrod, the pyramid, and the cube into the silver rods," he asks. "And how do you plant the compass?"

We are here to help you! Post Coppins rises early each morning and solves an *Intercom* adventure.

To cope with northern winters, we have Steve Donoghue, chief translator of letters written in Gaeilge. And to them Matthew Woodley who sold *Eureka* and really meant it: the elusive duo Gerald Gilbert and Adrian Jeff, and you'll see we've got a first rate team lined up to come back to you with an answer. And just to ensure it doesn't run too smoothly, there's me.

ADVENTURE clues

Help this month's clues from: Michael Stevens, Brian, Hollander, Stephen Hamilton, Graham, and our own archives.

Buscopia's missing map: my pub apples that go soon

(The answer: a map of the buscopia's missing map: my pub apples that go soon)

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cheat's corner

appear, type USF, then the whole program will unload before your very eyes, showing you everything, says Larry.

The lengths to which some people will go...

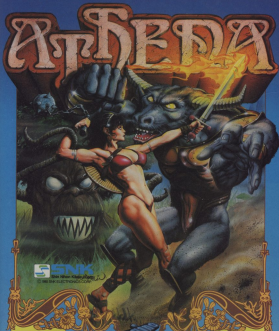
KID WHIZZ HAS HAD IT UP TO HERE

HE'S UP TO HIS NECK IN PROBLEMS.



Contact Tim Chantry or Dave Harrington on 011 356 2148
 W S Gold Ltd., Units 2/3 Holland Way, Holland,
 Birmingham B6 7AX

FROM THE ARCADES-A TIGRESS!



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The name of the game
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*The name
of the game*

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ADVENTURE

reviews

PASSENGERS

- **DEVELOPER:** PRODIGE
- **PLATFORMS:** ATARI ST/IBM PC
- **PRICE:** £24.95 (retail) or £14.95 (UK) (C&H) / \$24.95 (C&H)
- **REVIEWED:** ATARI 1050 / IBM PC 286

Passengers on the Wind based on the award-winning French comic strip by Francois Bourgeon, is

play, for example in scenes one you can confirm... without explaining how to 'confirm', the instructions

continue". . . When this first search is over, you do not see the graphics section again."

Now this isn't too clear. Perhaps something went missing in the translation. Keith found this very annoying.

As a non-adventure player, Paul found the game much more enjoyable. "Instead of the seemingly impossible problem solving which are the centre of most adventures, *Passengers on the Wind* involves you in just getting the right sequence of commands."

Keith's summing up: "I consider myself to be very experienced in the operation of computer programs, especially games software, but this one had me beat. Eventually I turned to the complete solution provided for reviewers, but how it was to be implemented remained a complete mystery."

Paul's verdict: *Passengers* may not be the traditional type of adventure we're used to but at least it's something new and a pointer to what could happen in the future.

ATARI ST/IBM PC

■ VERDICTARY	9/10	9/10
■ ADVENTURE	4	9
■ PERSONAL	4	8
■ VALUE	4	7



a vast, sweeping adventure set in the 18th century on the eve of the French Revolution, with settings ranging from England, France and Africa.

You play the part of a daring, idealistic heroine, a courageous Breton sailor, and a host of other characters.

The game starts easily enough, with a large, full-width picture, below which is a character window and a text window. I was quite impressed with the excellent graphics and colour, accompanied by music and sound effects.

You call up the various characters, get them to speak and, by getting the correct sequence, progress into the adventure.

It's the first time we've seen this type of operation and it can be a little confusing.

The instruction could have been a little clearer. They read: "... just by

confirmation you can access the character you wish to



TEMPLE OF TERROR

- MICROSOFT, GIGAWATT, ANDREWS, BAC (teamwork)
- SUPPORT: 16-BIT/32-BIT/64-BIT
- PRICE: £4.99/\$24.95, 4.5/15/\$24.95
- RELEASE: 1995



Temple Of Terror is another in the Fighting Fantasy series of adventures, based on the Puffin paperback of the same name by Ian Livingstone.

Starting at the shore of a river, you are immediately threatened by the drunken crew of a nearby boat. Prudence suggests making off over the rope bridge conveniently nearby, but the adventurer's inflated wants that there must be something useful aboard the boat.

A trip across swansons, and a welcome reward by a helpful eagle, leads you to the desert. With pinched throat, you arrive eventually at the gates of the city of terror, where your quest really starts.

Here you must find five dragon coffins, before the evil Malvernia gets there.

But first you must get in, and here is a problem with a

simplest guard, which exemplifies a limitation in the game's vocabulary, and poses one of those problems where the solution is not hinted at, has to be guessed out of the blue, and is most unlikely to be hit upon by the player, even though simple.

It's such an unfair problem, that I will break a rule, and tell you outright that the answer is **GO IN** (input at **SEMPHAT**).

In the context, **GOARD** is the noun and **SEMPHAT** the adjective, yet only the adjective is recognised, and said, although obviously pleasant in a desert, is not mentioned.

A lack of alternative vocabulary is also apparent: look at the boat and bridge — **ENTER** and **GO** are the respective command verbs, with no alternatives of **BOARD** and **CROSS** allowed.

The guard problem would have been unforgivable had there been no **GO IN** (last one move) and **GO IN** facilities, as one false move causes instant death.

However, these other unfair difficulties are

somehow mitigated by the fact that different approaches can be tried: time and again using **GO IN**, with very little effort.

On into the city, and exploring the labyrinth of underground corridors, where you'll encounter a variety of monsters.

The instant graphics that accompany each location are quite effective here, portraying the creatures in a colourful fashion.

The text, on the other hand, is somewhat lacking, and not always logical. "Not a visible exit" is a phrase all too often seen when, quite clearly, either there is such an exit, or one can be seen!

For example, it is entirely artificial to bar exits in the way in the middle of a (visible) desert, and in a chamber in which "a ladder leads up". **CLIMB** (which moves you up, when a ladder is not allowed).

There are a mixture of problems in *Temple Of Terror*. Some are easy, some are not so simple, whilst others require good luck. Many are of

the hack and slash variety — simply finding methods of killing the nasties outright, whilst others require a little more thought and a bit of plotting.

Altogether, this is not a bad adventure, but it lacks that subtlety and cryptic quality seen recently from *Adventure* (both in *Advent* and *Advent*).

Marked, but not ruined, by the sort of shortcomings reviewers have been complaining about for years, *Temple* is not up to the standard we've come to expect from those masters of adventure at Adventure Soft.

► VODAFONE	5
► ANDREWS	7
► BAC	7
► MICRO	7



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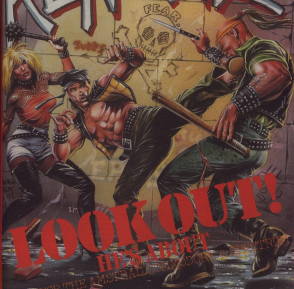
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ADVENTURE

round-up

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4. NAME: GARY
5. ADDRESS: 100
6. E-MAIL: GARY@GARY.COM

Richard Robinson writes adventures for fun. He has come up with this slicked-graphic adventure which is certainly fun — as, indeed, are all other adventures. Justly and suggestively, it is not recommended for the under 16s. Did I say *Imagined*? *Craps*! (Simon Pegg)

Set in the land of the Doomed like *Ang*, starting off in a dank cell smelling of camp and urine, and facing a large glob of green slime, your first task is to escape the prison, whose exit is barred by a VERY large, heavy, steel-banded, strong, locked, oak door.

Meanwhile, explore the dark caves and passages, pick up the penny left by a flower-thefting thief, outside the poofed shades of the skyscrapers, while you sort the excuse bookends out.

Once outside, you will want to visit the Performance Deck, a raised boardwalk attraction, whose feature is a very strong, speedline wheel. A quick board of

dragon slaying on your part helps you make it to the alchemist, but you don't make it with the medicine!

DAA takes you from Sandy Shore to the Heights of Absurdity, in an adventure that is genuinely funny and, at times, downright outrageous.

MAGNETIC
MOON

- 7- SURFACES: THE SLA AND INTERESTED
COUNTRIES IN THE MIDDLE EASTERN,
MEDITERRANEAN AREA
- 8- MATCHING, BIDDING AND SCHEDULING
- 9- FINANCIAL MARKETS
- 0- RESEARCHERS' MEETING
- 1- SPECIAL TOPICS: RECENT ADVANCEMENTS IN

Now, use Mike's title, 2nd Lieutenant of the United Fleet's Survey Service, as your ship, *Stellar Queen*. While in the Pleiades cluster, you lose contact with our sister ship, *Stellar Princess*. Your captain takes *Queen* to the last reported position of *Princess*, near an earth-like planet with three moons.

As you approach, the Glaxo girls zoom into the largest of the moons, bigger than that of the earth's moon, by a powerful tractor beam. Avoiding a near-certain crash Glaxo lands on the moon, and discovers that beam was emanating from an underground alien installation nearby. You avoid the official investigating party, and decide to deal with the aliens yourself.

Whisper with the Quill, www.whisperwiththequill.com
Inspired by the story Vergesso
di Spessa by Andrea Norton,
your first task is to get off the
ship unobserved. In this three-
month

Test only, with rather sparse location descriptions, there are a number of lined messages that have to be read quickly, or are lost forever.

Originally offered to members of the 4th Adventure Club on subscription, *Magnate Magazine* is available by mail order only.

FORGOTTEN CITY

- 1) QUESTION: NAME: ALEXANDER
- 2) IN WALLINGFORD, HARBOR-ON,
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- 98) WALLINGFORD, HARBOR-ON
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- 100) WALLINGFORD, HARBOR-ON

Reports from an exotic monitoring satellite have pinpointed a source of radiation coming from the open sea in the Atlantic. Now become convinced that these emanate from the legendary lost city of Atlantis, and become interested in the many myths surrounding it, if Atlantis does exist, then so might Neptune's Power. (cont.)

Here you get the chance to explore Alberta in this Quilled graphic adventure. Heavily presented on screen, with some nice-detailed pictures and a smart character, this is an above-average home-grown production.

Despite my own reservations about Atlanta, which I always thought to be under the Mediterranean (didn't the invading Greek triremes enter up and sail the Atlantic to Gibraltar? — Don Dore, *Engle*, December 8th, 1954) here is exceptionally good value for money.

THE
CROWN

- 1- SUPPLIER: WENDTCHORCE
- 2- MATERIAL: 100% COTTON, TWEED
- 3- PRODUCT: 100% COTTON
- 4- PRICE: 100%
- 5- WEIGHT: 100%
- 6- COLOR: 100%

★ The Crown is the first in a three-part series called *The Crown* and takes you to the land of things, not just subjects like your average Queen.

Rosselhoppe, mine and Paul
brother, Charles, and
conductor, John.

Charles sold himself to eternal damnation, which gave him terrible powers. His greedy, greedy half brother captured and tied him, but being a decent sort of chap, decided rather than kill him, to banish him to a barren island called Azore.

The King and Queen settled down to start a family and the result was you, Fred Price. To cut a very long story short, Chairos eventually won a big battle with the King and became the ruler. Now 21 years later you have become a responsible adult and must defeat the unscrupulous Chairos.

Paul listed various oil, coal, and natural gas reserves for each nation.

SCHOOL CAPER

- [illegible]

• If you go to this school and know the characters, then I guess it would make an extremely amusing adventure to play, especially in the company of your school mates.

But is it your school, *Mad?* If the names *Madeline-Clematis*, *Red Patters*, and *Togreen*, mean anything to you, then you'll probably appreciate visiting the history room, English room, and deserted *cafeteria*.

A control game by A. P. Jones, with plenty of literary flourish in the foreword, this Quilled effort suffers from some of the steepest plotlines and least colorful graphics I've yet seen, and a major last display. Total, but totally missing.

Oh, and by the way, Innes,
there is no T in PACEWING.
John Hill Innes

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equipment or the

PITSTOP II



on screen may use pit facilities

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to head, motor
racing, 10 different
events, each with

It's certainly the greatest value for money!

[illegible]

doi:10.1371/journal.pone.0142602.g002

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Table 1

10

Abstract

CODENAME DROID

Stryker's Run - Part 2



The droid's loading screen



Continuous wave of Volgan soldiers



Stryker with weapon ready for action



The player's health and score



Close-up of the droid

Commander John Stryker is back in CODENAME DROID

Stryker's Run was one of our most successful releases of 1986. It enjoyed the top of the BBC Micro software charts for six weeks and received several glowing reviews. "The graphics are stunning . . . this should be in every collection" enthused A & B Computing.

Now CODENAME DROID presents a new challenge for Commander John Stryker. He has been commissioned by the Allied Nations to undertake another perilous mission in their continuing struggle against the war-mongering Volgans.

His task is to locate and seize the Volgans' latest weapon: a new robot called CodeName Droid. The Droid is equipped with the revolutionary motherboard which gives Stryker the ability to control the mysterious planet Volgan, penetrate the Volgans' underground defense system, find the spaceport and revolution it.

As Stryker descends below the planetary surface, he will pass through 8 different zones of Volgan activity:

- The Surface Zone — an array of blue grids, rocks and cliffs for Stryker to navigate the surface while not falling.
- The Acidic Zone — a series of acid traps, rocks and obstacles for Stryker to navigate.
- The Green Zone — the most dangerous zone. Mines and traps are arranged in a series of patterns along the surface.
- The Mine Zone — a series of mines and traps arranged in a series of patterns along the surface.

Your character in the game can jump, run, crawl, crawl, climb up and down ropes, fire his laser blaster and drop items. He can also fly for short distances using his rocket, and access information via his wrist terminal computer.

HELLO



BBC Micro Cassette . . . £9.95 Acorn Electron Cassette . . . £9.95
 BBC Micro 16" Disc . . . £99.95 Acorn Electron 2 1/2" Disc . . . £34.95
 BBC Master Compact 2 1/2" Disc . . . £14.95

The screen pictures show the BBC Micro version of the game. The graphics of the Acorn Electron version are identical.

Prize Competition

If you complete the entire CODENAME DROID mission, you can enter our competition.

Prizes include 1 winning remote-controlled robot, 5 small remote-controlled robots, 1 book in code, and competition certificates. Closing Date: 28th February 1988.



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MASK



MASK, already a best-selling toy, highly successful television cartoon series and popular comic, is set to conquer a new dimension — the computer. Gremlin Graphics has just released the first **MASK** game with another to follow at Christmas. Join C+VE as we venture into the world of **MASK** and their deadly foes, the agents of **VENOM**.

Imagine a world where illusion and reality, truth and deception exist side by side, a world of sophisticated vehicles and weaponry, and a constant battle between good and evil.

This is the world where the agents of **MASK** — Mobile Armored Strike Command — bravely try to counter terror and fear spread by evil genius Miles Mayhem, leader of **VENOM**, the Vicious Evil Network of Mayhem.

MASK is headed by Matt Tracker, dedicated to the eventual demise of the ruthless killer Mayhem.

Tracker and his fellow **MASK** agents operate out of Boulder Hall. What appears to be an ordinary patrol station

is, in fact, the **MASK** headquarters. From here **MASK** agents wage their counter war against **VENOM**.

This is the background against which the Gremlin Graphics game is based.

A battle between the **MASK** agents and **VENOM** (Vicious Evil Network of Mayhem) has left the planet battle scarred

and virtually devoid of life. **VENOM** has abducted Matt's fellow agents and scattered them on earth, throughout space and time.

The task of recovering them falls to Matt — the only agent still at liberty.

Together with the war damaged Thunderhawk, his own special transporter, Matt embarks upon a journey through space and time in search of his colleagues.

After having located his own special mask, his route takes him through four dimensions of time as he scans the earth for the missing agents.

VENOM has scarred the planet by creating huge space craters while landings and Matt can use these as entry points between earth

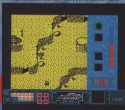
and space. Once back on earth, danger awaits Matt — codename Hunter — in the form of flying boulders, runaway trains and live volcanoes.

Matt must navigate Thunderhawk through these perils, collecting items which may aid him in his quest and at all costs, avoiding the hostile **VENOM** patrol craft. These craft can be destroyed either by being shot or bombed, but bombing has the added danger of self-destruction for Matt if he doesn't escape before it explodes!

In this event that Thunderhawk incurs damage, a repair kit may be collected and used.

Various weapons can be used by Matt — all will gain him points and the obvious advantage of defence, but he must remember throughout to be on the look-out for the accuracy key points.

Each key is made up of four pieces and once assembled the key will allow Matt access to a scanner. The activated scanner will point to where an agent is located, and tell Matt when he is near. Once he has found his agent, they must both



then examine the scattered MASKS until they find the agent's own missing one. Matt has to roam all the different time periods and collect the agents from each.

Matt must travel around each of the different time levels in his effort to rescue the agent and, to complicate matters further, he has a time limit set on him throughout the journey. If he fails to complete his mission, or if Thunderhawk is damaged beyond repair, Matt will fail. If he succeeds, he and the rescued colleagues must compete in a final bloody pitch battle against VERON.

The four random time locations in which Tracker can find himself are Present Day, Far Future, Pre-History and VERON's base. There are two MASK agents in each location. Each scanner can only work when four pieces of a security key have been found. Each level has ten keys. Two are bogus.

The keys are small squares with blocks painted on. Drive over them to pick them up.

Agents will be imprisoned in various locations, not all of which will seem obvious. You will have to blast your way past obstacles using one of the bombs you are able to collect during the course of the game. As the bomb defuses, the dotted silhouette at the base of the screen will be reduced.

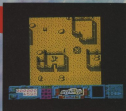
When the agent has been rescued, a status sheet, identical to that shown when examining a mask, will appear. Take the agent back



to the time entry point and then embark upon the search for the other agent on that level.

Throughout the game there are various parties; different time levels house particular types of adversary.

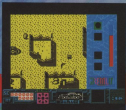
In Present Day you will have to deal with VERON tanks and jeeps, runaway trains, falling buildings to name but a few. Also, Floyd Mulley, the deadly VERON agent, will be in constant pursuit throughout all levels. Thunderhawk will incur damage whilst transporting you through the various scenarios; a repair kit may be collected to reduce the



damage. If this is not done, Matt will die. To add pressure, a time limit is also



set — 5000 convenient units ticking steadily away at the bottom of the screen.



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Back to the 18th century. Back to the days of swash-buckling action on the high seas when you were the Captain of a famous trading galleon. Which was lost in Casablanca, your ship was looted and plundered by "Bloodthirsty Pirates" along with its cargo and crew. Now it's your turn. Heave when your daughter Kate's marital demands for 100,000 gold pieces become unbearable.

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● Hit 'n' Bob, the wickedest, weirdest droid you'll ever encounter. And I'm your guide through the wonderful world of video game machines in the next issue of Computer + Video Games. Everything you want to know about the Mega System, the Atari Games Console and my buddy the Nintendo — all revealed in the September issue of the coolest games magazine around.

● C + VG's pack of slash brigade are off on a little jaunt to Fantasy Island to battle in a fight to the finish with the forces of evil. Join them as Bold Bronston, Mean Metacole, Killer Kennedy, Smister in John and Ward Walker as they boldly go where no magazine has gone before next month in the truly cosmic Computer + Video Games.

● Our Barbarian art competition really got to you, didn't it? We received literally thousands of entries and next issue you'll be able to see the winners in all their glory. If you entered, don't dare miss the results! — they'll blow you away.

● From CUEPS to ships, Police Quest is a brand new interactive adventure written by an ex-California Highway Patrol cop. We've got the case notes on the adventure that brings real life right into your home. Plus a picture story created using an Amiga. Don't suffer from Hill Street Blues — keep the cuffs on a copy of C + VG next month!

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GAMES

Next Month

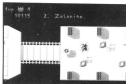
COMPUTER
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Next Month

COMPUTER
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VIDEO & CHIPS

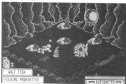
Search for a Champ



• URIDIUM



• ENDURO RACER



• HYDROFOOL

Could YOU be the CHIP CHAMP we're looking for? Along with VIDEO & CHIPS the T.V. computer show, on I.T.V. television every Wednesday at 4.30pm, we're searching for the ultimate computer game champion. To enter all you have to do is send us your scores on three out of the five games listed below, cut out the coupon and send it to Computer and Video Games, Chip Champs, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You'll also be able to find entry details in TV Times.

C + VG will be helping to organise the qualifying rounds — but the *Grand Final* will be played out ON the VIDEO & CHIPS show. So YOU could be showing off your game playing skills in front of millions of viewers. Fancy that? Then enter your high scores today!

• The qualifying games are *Uridium*, *Enduro Racer*, *Sentinel*, *Hydrofool* and *Arkanoid*. Remember, you don't have to own all five games to enter — scores of three of the games will do. And don't forget to get a friend or parent to verify your scores BEFORE you send them in.

VIDEO + CHIPS CHIP CHAMPS ENTRY FORM

Name

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C+VG STREET SEEN

The heat is on! The weather may be bad but these pages are hot. Buckle your swash for Pirates, head for the heights with Gunship, and indulge in a summer L'Affair. Saxxon man Stavros Pasoulas is back with Quedex. It's a-Mazing. That's just four of the hot games hitting the streets this month.



This is Quedex the latest and possibly greatest game yet from Saxon-buster Stavros Pasoulas. The talented Finnish programmer has taken a break from creating rousing shoot 'em ups to produce Quedex — a multi-puzzle maze type game with as many and varied styles of gameplay as you could possibly want. Quedex is short for the Quest for Ultimate Dexterity — and you'll need it to guide your bouncing ball around the mazes, along the race tracks and through the many teleporters you'll encounter. The game is amazingly user-friendly. YOU choose what levels you play and in what order. No gameplay dictated by the programmer here! Quedex is on the way from Thalesman very soon — only for the 484 at present. Sorry Spectrum, Atari, Amstrad, BBC, MME, Quamphlange 63 owners.



SIDBEARD VS. FRENCH SHIP



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MORALE: ANGRY

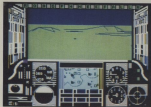
SIDBEARD
39 MEN
FIRM

OW
SE?

Away there! Shiver me timbers. Back you swabs or I'll keel haul ya run-gunning, broadside-busting landlubbars. Sorry, we got carried away with the Ye Bells and a bottle of rum. Yes, MicroPirate's Pirate has just holed into sight, hailed as the world's first overhacking simulation. The software house has forsaken high-tech, jets and cars for adventure on the Spanish Main in the 17th century.

You play the part of a privateer captain. A pirate in all but name. The high seas are yours, free to raid gold filled galleons, explore islands, fight battles and build up a fortress. Your success will determine your status in life — a nobleman or scoundrel. On first sight it looks excellent. Out on the Commodore 64 at £14.95 cassette and £19.95 disk.





This is *Garageband* on the Amstrad, soon to be roaming your way on the Amstrad. Remember C+ 95's cover on the game in April? It will cost £9.95 on cassette and £14.95 on disk.



Here's a look at the Spectrum version of Code Master's highly-various Amstrad game *Grand Prix Simulator*. It's been written by Serg [Penny], author of *Jet Attack* on the Commodore 64, and with graphics by Morgan Jones. Serg is confident this will become a classic.



The latest in the Infogrames detective mystery series is called *L.A. Confidential*. You have been framed for a crime you didn't commit and you want to find out who dropped you in it! You also want to find your girlfriend who has vanished. Is there some connection? *L.A. Confidential* is out soon on the ST, the version pictured here, OS4 and PC's.

If you're into comics — and who isn't? — you're going to just love *Schwarz* — a new cartoon style interactive adventure for the ST/PC and Amstrad. It's all done in stupendous black and white graphics. The game — called *A Walk in the Shadows in France* — starts when you get your bike stolen when you're on your way to your rock concert. It happens all the time to our very own Wayne Rooting...



Laser Force is Code Master latest space shoot-'em-up out soon at just £1.99. There are 30 different main levels set in two stages with two bonus stages between each main stage. Triple firing can be obtained by special selectors. The main sectors consist of vertical scrolling landscapes with many different features. On the first level, volcano type formations spew forth flames right across the screen. Some landscapes mutate and grow as you fly over them and there is a level with gigantic proportions which is hard enough to manoeuvre through without any aliens around. On this crawl across the screen dropping death pods. You start with 5 lives — you will need them.

Dargonne! What's new? *Star Wars*, that's what. *Software Projects'* casual fighting game which they hope will have fun flying in space. You play the part of Captain Rorer Powerstrong who must capture or destroy the colony of legendary Space Griffins. Dotted around the planet's surface — and the levels hidden deep below — are essential supplies and equipment which Powerstrong must find to help him.

Star Wars will be out on Commodore 64 — from which these shots were taken — Spectrum and Amstrad at £5.95. Music will be by Rob Hubbard.



STREET SEEN
C+VG

SECTOR 90

A
45
GAME

YOU ARE A MEMBER OF THE ELITE 'DROP
COMMANDO' UNIT. YOUR MISSION TO RE-
PLACE THE EXPLOSIVE IN THE ALIEN 'SECTOR
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The Big Screen

What's this — Ward is Street writing up my movie on a monthly basis? Well, though it ain't easy to get me

out of the preview theaters, they made me an offer I couldn't refuse, so here goes with this month's releases...



★ *Ranking Advance*

I'll tell you that *Baby's First Sin* (R) is about a baby but it's making it my film of the month, you'll probably think that Ward has finally flipped. Why would anybody want to watch a movie about a small, pink, and wet woman's newborn? Road out!

Baby Atlanta, one of the Atlanta spinoffers, is a special baby. He gets referred to baby nigger and eternal love. B.L. McCannery — failed writer, criminal, failed reformer citizen and, finally, failed father. It seems like the only way for B.L. and his wife, Edna, to have a family is to steal one.

From this one wild world a series of increasingly chaotic events grow. From Baby Atlanta in the center of more action than a parent's worst nightmare. These include two escaped convicts, a mob of criminals Laurel and Hardy, who realize that there could be more in the industry, visiting friends with their families of steady state, and The Love Bitch of the Apocrypha.

trick. You want to know what a baby's eye view of the world is like? You get it. Or how to make a bunch of children who take your time away from just a little too literally. I like you so far, then down our game if you're told us and to more? It's one of the most innovative movies of the year.

Good's last film was cult classic *Blood Simple*, which I suspect most people only got to see in video. This is not to get a well-deserved general release. But it's very like a baby.

Years of laughter, that of
 The film is so well that things are just falling and beginning to hit the ground. Just hope that B.L. the Boy Who Could Fly (R), has been that



★ *The Boy Who Could Fly*

become because he spends much of his time just hanging around... on window ledges, roofs and the like!

When 14-year-old Billy moves into the house next door she befriends his strange, more strange who everybody believes to be autistic. Slowly a relationship develops between them, but it's not made any easier by the authorities, who think that Eric would be better off in an institution with a nice, tight straight jacket to wear.

So is Eric busy just because he thinks he's a hero? Certainly there's nothing in this otherwise small

town to suggest that it might be the scene of a miracle. There's a somewhat more, trying to come to terms with computers at work, finally but hardly brother, the hands of the youngest generation, a collection of school friends and bullies and the old sympathetic teacher.

But there's also the same kind of atmospheric conditions that produce pink dots in so many Spielberg films, the same something that runs straight for the strings of the heart. Yes, if Eric's existence had been Thomas they could have used his initials for the film title. This is an attempt to create the same sort of gentle, small town fantasy that Spielberg has mastered — more Peter Pan than Snowman.

But don't get me wrong. While it doesn't have his masterly touch and is neither so long, it contains enough that's moving to make some laughs, and the ending, when Eric's flying action are put to the test, is quite clever. But the presence of commercial flight has risks, and a greater sense of danger could have made this really work.

In the Wizard of Oz, all the Tin Man wanted was a heart. The home improvement industry, welcomed! The film is it, indeed do with joining the quest.

The year is 1960, the place Palmerton, and the car is one in the latest Cadillac. When Tilly collides with B.C.'s Caddy as it leaves the garage, the owner is out for a war

between the rival tin men. But despite a few car-wrecking slapstick scenes at the start, it's really a comedy of characters.

Henry DeVito and Richard Dreyfuss take on two slightly unpleasant roles and give the performances of their lives. DeVito's Tilly is a doltish failure who isn't too really while Dreyfuss as B.C. is a calculating smoothie, a snake who thinks nothing of seducing Tilly's wife then plotting him to crush about it. But the ladies are turned! — You can keep her, tin man!

As well as the lead there's another story, the story of the salesman — the double-glazing pros of their day — who use every trick in the book to try the only salesman edgip. They lie, cheat and even begin madness to make their commission, despite a government inquiry into their methods. And when they're not selling they sit around in bars, discussing moral issues such as why there are no women in salesmen.

Since the story becomes known, just how to let a story slowly take shape, absorbing the perspective of this small group of middle-class characters, it's hard to tell whether that even has more than leads, if you dig deep enough.

You know you're in for a rough time when, less than two minutes into *Gold Digger of S.F.*, nasty things start to happen — male guard band, there's a talking, talking around band, and a hero who's reduced to dismembering of his own hand. By this stage I was almost sick — with laughter.

The plot? Don't ask! Therefore here

continued next p. 88



★ *Ranking Advance*

lovely because it makes *Next Day* look small.

Baby's First Sin starts busy and just gets more and more hilarious. Every time in the plot adds further confusion, centered on Nicolas Cage as B.L. sporting a hairline that looks like he's caught in a stream — which he is, as the whole world gangs up on him. Director Joel Coen doesn't miss a



★ *Tin Men*, starring Danny DeVito and Richard Dreyfuss





▲ *Fel Dead II*

Games just drives his cast together in the isolated cabin from the original movie and lets the special effects loose. Every horror cliché is here, from the screeching nearby to the left the cabin — if any of the cast members keep enough.

The audience may not let the whole movie either. I reckon that while they present will be reduced to hysteria, the other half will head straight for the toilets and barfboards themselves in total the result of grotesque disgusting cabin is over.

Of course the producers of our movie got all upset when its



▼ *Fel Dead II* — Righteously funny!



professor appeared on video, convinced that it would turn everyone who saw it into a mindless zombie. I reckon the worst efforts of *Dead II* would be people who quoted dialogue as mindless as the script.

Despite a slight fall after the first *Dead* half hour, *Fel Dead II* is a witty, lucky, raucous roller coaster ride. Locally lacking barfboards, characters and costume scenes. If you've got the stomach for it, use it — it's bloody funny.



■ *White of the Eye*

There's humor of quite another kind in *White of the Eye* film. This is the sort of movie that can even induce a cinema of barfboards/crowns to a state of divided silence.

Glenn, Arizona is a dull desert town, remembered by a black landscape of open-air mines. It's here that it is captured. Paul White lives with his wife Joan, retired, Doctor. But suddenly their peace is shattered when Paul becomes chief suspect in a murder investigation.

Could Paul be guilty of these brutal and apparently motiveless murders? Even the police don't seem convinced. Surely the film provides more about this — he's having an affair with a married woman — meanwhile a series of barfboards show how he got from the war passing through the town in



▲ *White of the Eye*

1945 with a boyfriend, Mike. Somehow the shadow from ten years ago will hang over the relationship.

There's something *Supercop* about *White of the Eye*. It assumes its heroes in a cold, distant, arid fashion, developing a strange power which drives you deeper and deeper until you finally emerge, feeling as if you've been dragged through the dirt.

I suspect that some critics will attack it as an unexciting, shallow movie, which it is not. Director Donald Cammell has set out to make a serious study of psychosis and the horrors of cold killing, and in some ways he has succeeded. But the result is a cold and unpleasant experience.

It's a relief to turn to *A Great Wall* (FS), which is unlikely to get a wide release, but seems set to be a minor gem. It takes the simple tale of Chinaman Lee and his family returning from San Francisco, where he visits a living as an executive in a computer firm, in Peking to visit his mother.

It could take 1983 return date featured in *China* film which appeared earlier this year. But while that



▲ *A Great Wall*

managed to be crude, outlandish and patronizing in its Japanese characters, *A Great Wall* is a warm experience, I think suggested that both worlds have something to learn from each other.

It's a sort of original *Local Hero*. One of the most amusing things about the film is that it was actually shot in Peking, and for once you get a picture of how a communist Chinese family lives — not just endless propaganda shots of tanks.

But most of the scenes from the rather Chinese reaction to Western culture. In an elaborate cover Lee's teenage son goes to explore the concept of danger clothes to a Chinaman who remains convinced that his *Yankee* is a great treasure are the value of "trendy business". If *A Great Wall* comes to your local art house, go see it.

Problem Page

Dear Ward

Though I love movies, our local cinema has closed. What about video?

Deplied

Dear Deplined

Yes, I know that feeling too. Sometimes I only get to see three pictures a day so I tried to make a video. Though your 24" FS can never replace the big screen, here are some suggestions for home viewing.

Despite movies Channel 5 has released another batch of episodes from *Ferry* (modern) a classic series. *Stargate* and *Thunderbirds*. Acting of a new wonder film is based in volume sets of 1983. All these films cost just £1.99.

More strange TV is to be found in the next four episodes of *The Pleasure Machine* featuring the famous game of human chess, and *Monsters* which are one size while it's *True Stories* and *A Change of Mind* scenes on the other. Great video at £2.99 each. And now that Roger Moore's relinquished his license to *007*, there's a chance to catch him in an earlier incarnation as Simon Templar. *The Saint*, in the Fiction Machine.

There's another shot in that most notorious of shelves. *Shock*, starring contemporary Larry Stone and our favorite Michael Caine, which he wouldn't get a mention this month, were you? If you've never caught it before it's well worth £3.99.

Meanwhile Masterpiece is getting in on the budget video act with the *Masterpiece* label, and while the normal releases are mainly today's cartoons — you'll be useful for keeping a healthy head spin when you won't be in the car the computer — there are some good things in the basket, such as *Copwatch*, a collection of Stephen King movies which contain the truly horrible stuff of their authors. They also have *Grey Matter* the *Terminator* and *Clash* Series in a *Force of Five*.

But you'll have more of the month's *Shogun* *Shogun*. The *Shogun* from *Shogun*. Don't confuse it with the original TV version, which is also available from Channel 5. I've had a chance to see the video. This is the feature film which had a short career when earlier this year, and is a gem packed with stars. Laugh till the world ends!

Gauntlet

Gauntlet has probably been the most successful coin-op licence ever. Now ST owners can treat themselves to a version of this game, remarkably similar to the original, courtesy of US Gold, Adventuresoft, and two freelance programmers — Graham Lilley and Teoman Imrak.

Rather than just do a straight review of a game that almost everyone has played in one form or another, we thought it would be interesting to go behind the scenes, and the screen, to see just how you go about converting an arcade mega-hit. So David Bishop, our resident ST maniac, enticed Graham and Teoman down from their native Birmingham to reveal all!

all the graphical atmospheric appearance and appeal of the original."

What help did you get from the owners of the Gauntlet rights, Atari Games?

Graham: "Very little actually. It wasn't as if they gave us source code or even maps to start with. It was more a case of, here's a machine, now go do the conversion! Eventually though, US Gold managed to get printouts of each level, which we then coded back into our program."

Did you spend a lot of time playing the original arcade machine?

What bugs?

Teoman: "Well, there are a number of places where generators overlap, as if they were stacked on top of each other, so ours do too. Also, the heads of various characters are superimposed on generator when they get too close, so the same happens in the ST version."

What changes did you have to make from the original?

Teoman: "The coin-op uses thirty-two colours and we only had sixteen, five of which were used for the floors, and 11 for the walls and characters. Their sprites are all eight colour,



For both Graham and Teoman, Gauntlet was their first major commission in the games field, although neither are new to the software scene.

Graham used to be software support manager for Apricot, converting many IBM programs, such as Concurrent, to run on Apricot systems in the days before they went the route of IBM compatibility. Teoman was trained as an illustrator and, for many years, designed the covers of Practical Computing, before turning his talents to on-screen graphics design for Adventure Soft.

So how did this project start?

Graham: "We were approached last September and asked if we'd like to go for the job. At the time, Gauntlet was still working on some of the 8-bit versions so we had to go down to their offices to take a look at the coin-op."

Teoman: "Graham had seen Gauntlet before, but I had never even heard of the game, so I ended up taking about a hundred sheets on that first evening. We took three hours and sat around wondering how we could come up with a faithful conversion that had

Teoman: "Just before Christmas, we took delivery of the coin-op that had been at Gauntlet's office. They had finished their conversions by then. Graham spent most of the festive season unglazed, billing anything that moved!"

Graham: "We both know the game pretty well now. Really, we had to become experts in every aspect of the game, because we wanted to make sure that, where possible, everything in ours mirrored the original. We've even kept in minor bugs from the arcade version."

but each one can be any eight colours while ours all have to be created from a single, unchanging palette.

"So where, on the original, ghosts get less light as you knock them down a level, in ours they stay the same colour. Wizards are another case in point. They are purple in the original, but we didn't have a purple so our wizards are blue. But I don't think that any of the compromises we had to make with the colours,

affect the game at all."

Graham: "Another problem we had was that our screen size is slightly smaller than theirs, which created a few interesting situations with things like transporters. You can only transport to another transporter, visible on the screen. So, with a smaller screen, there would be times when an intended destination transporter was not in view. Grande had the same problem, and actually had to move certain transporters a little this way or that to get round it, so that's what we did."

Feenman: "The only other differences are that we had to leave out the third because there simply wasn't enough memory, even though all his graphics have been drawn and coded, for the same reason. Only two characters can play

different characters to the number of pixels each enemy moves, right down to the way the ghosts overlap when they get too close to each other!"

What about the sound effects, were they sampled?

Graham: "There are 222 sound effects in the original. A large number, partly due to the fact that it's in stereo. We started with 45K of effects but this had to be trimmed down to 16K sampled effects occupying 35K, but we've kept all the important ones."

"Because I wanted to use the identical sounds, I tinkered around inside the coin-op and heard output while I linked directly to the ST. This proved to be a mistake because I ended up digitally sampling digitised sounds, so little sounds were lost. A better idea was to record the original sounds on tape, in analogue form, and then to

way affected by the blitter chip?"

Graham: "If the blitter had been standard in all Atari, we would have written the program differently to take full advantage of it. As it is, we've written our own software blitting routines instead."

It seems there's a very strong case for an "exclusive Gauntlet" for Atari ST owners with 1 megabyte of memory, especially considering how many people have had their 520s upgraded.

Graham: "That's right, in fact, because we worked on LG40s, we can have three or four people playing at once. The program used to scan the memory pad, which would be used by a third player, but we had to suppress that for

Graham: "Yes, that should be available later in the year. There will probably also be an Amiga Gauntlet before Christmas."

What are your all-time favourite games?

Feenman: "Zork II which, for me, epitomises the infusion approach where every last detail fits together."

Graham: "Definitely Star Raiders for the 8-bit Atari range, it's the definitive game. Unfortunately the ST version is sadly lacking in the gameplay which makes the original so great."

Apart from Digger



digitally sample the sounds off the tape.

"The music at the start is sampled, at 175K of it, but this gets the even out, when the last bits of code are loaded in, because there simply isn't room. Incidentally, when the music plays, we're using 10,000 interrupts per second!"

Will ST Gauntlet be in any



the 520s."

Feenman: "Basically, we've got all the bits to produce another version for up to four players, with many more sound effects, and the third. We could probably also re-introduce the music in the treasure rooms."

Will you be doing the 'Digger Dungeons' disk?

Dungeons disks, and the possibility of an Amiga version of Gauntlet, what other plans do you have for the future?

Feenman: "We're working on a new arcade game, also for the ST, called Bushido which is Japanese for 'the way of war making'. It should be finished some time in the autumn and will again be published by Adventure Soft."



at once. We also decided to show the position of 'spring' traps so that players could learn their whereabouts, albeit after the event."

"But, in every other respect, the games are identical, from the bit sized capacities of the

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Tracker

- TRACKER
- SUPPLIER: EA GAMES
- PRICE: £24.95

Troubled Ballard had a big problem. He needs somebody young and attractive to die while playing Tracker, otherwise the telecast ratings would surely dip below seventy percent for the fourth successive week, causing all advertising revenues from the Fringe Worlds Federation to be lost. The Imperial Protor would not be pleased.

You are Tello, a female Novorian with a mission, and just what Ballard has been looking for, or so he thinks. Since their abortive attempt to destroy the

Starfighters on Novoria, the Ergos have been the race most feared by the Novorians.

Tracker, the computer game, begins as you're about to take on the might of Centropoint. Your Skimmer's display shows a plan view of the seven interconnected hexagonal sectors that make up the "playing arena". The Centropoint computer sticks out like an ugly growth in the centre of the central sector. Each sector is made up of numerous maze-like trackways which are connected by "nodes".

Above the Skimmer's cockpit displays, you can see out onto the trackway

or node through which your flying.

As you get further into Tracker it becomes clear that an immense amount of thought and planning went into the ST version to carefully balance all the game variables, enabling you to play hundreds of games, each completely different from the last.

If you're after a first rate

strategy/arcade game which can be played in colour or on a monochrome monitor, and cranked using countless different strategies, all of them hard to pull off, then make tracks for this one.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

ALAN



ST special

Crystal Castles

- TRUE CRYSTAL CASTLES
- SUPPLIER: ATARI
- PRICE: £24.95

The June issue of C+ VG carried an interview with various Atari dignitaries who revealed the company's plans to re-launch a much better version of Asterix.

Well the first batch of Asterix ST releases has hit the streets and, predictably, they contain just a number of veteran titles, including Assault, Star Raiders, and that highly addictive evergreen — Crystal Castles.

If you've been orbiting the earth in Intel-sat or jet-hoing in Cheddar Gorge for the last three years, you could be forgiven for never having heard of Crystal Castles. So, for astronauts and savers everywhere, here goes!

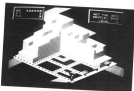
You play Bentley Bear as he tries to escape the endless maze of alleys, lifts, and stairways that make up the Crystal Castles.

The only good thing about these castles is that they're enchanted, being covered with glimmering gems and, even more exciting for a hungry bear, large pots of honey!

Not surprisingly, Bentley is being chased by various gem guardians including crystal balls, nasty trees, gem eaters, ghosts, skeletons, swarms of bees (really after the honey — but you'll do), and worst of all — the evil witch Beldara with her deadly steaming cauldron, just big enough to make broiled bear.

Before Bentley can escape, he must pick up every gem in each of the 37 castles in the game. This he does by running over them — rather like in a 3D version of Pacman! The first nine levels each contain four castles. The final castle, level ten, is the most hairy one of them all. Luckily, strategically placed "warp doors" mercifully let you skip levels.

Bentley can be



controlled with either joystick or mouse (the original coin-op used a track-ball), and pressing fire allows you to jump any castles that may be after your hide. Jumping knees slams them but they recover after a few seconds. But gem eaters aren't so lucky, because you can lure them to dust if you jump over them while they're actually eating.

This version of Crystal Castles has been programmed by Hungary's

Andromeda Software, and an excellent job they've done of it too. It has excellent sound effects, sprits animation, choice and use of colours, and all the playability of the original coin-op. ST Crystal Castles is an addictive as ever and shouldn't be missed by any self-respecting ST arcade freak.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

ALAN

- TITLE: XEVIOUS
- SUPPLIER: US GOLD
- PRICE: £24.95

There isn't much point in reorganising the scenario of this one. If you've never heard of *Xevious* then I hope you had a good day on *Sabers*. As for the ST version of the coin-up classic, been worth the wait?

Well, there are two kinds of conversion. Those that are identical to the original, *ST Arkanoïd* for example — possibly the most perfect conversion ever. Then there are those that, due to technical

Xevious

restrictions, attempt to recreate the atmosphere, gameplay etc., of the original without being a pixel perfect carbon copy.

Most conversions fall into the latter category, which sadly is very much the case here. Sad because one is left with the impression that the programmers have been less than diligent in their

attempts to recreate the colour, gameplay, and the generally frenetic atmosphere responsible for the original *Xevious* success.

The main offenders are airborne targets and bullets that are inept in colour and therefore difficult to see against a rather disappointing background.

Also, why discriminate against people who prefer the mouse? It would have taken no time at all to include a mouse control option making use of both the buttons, one for shooting, the other for bombing.

Although fun to play for a while, *Xevious* is an afterthought rather than experience, lacking the punch and addictive qualities of the original game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

GOOD

Airball

- TITLE: AIRBALL
- SUPPLIER: MICROGAL
- PRICE: £24.95

"OK!" said the wizard, "get this! You've really had it this time because I'm turning you into a ball. And not just any ball... no, a ball with a skin so thin that it will burst at the slightest contact with anything sharp." You try and imagine what he would have done if he'd been really angry.

You begin contemplating your fate when the wizard starts off again with what you desperately hope is his final... "and worst of all" he raves, "you have a slow puncture so you'll need to keep pumping yourself up. Of course, if you stay on a pump too long you'll burst!"

The game starts in a beautifully designed square room with you, a flimsy ball, resting on a pump. A scroll bar along the bottom of the screen shows you pressure rising as the pump does its job. Jump off too soon and you run out of puff before making it to the next pump. Too late and you burst like a balloon, leaving you a limp heap on the floor. Having jumped off the pump, you can go off exploring through any of the four doors in the first pump room. Two things become obvious almost immediately. Firstly, a map will come in very handy. Secondly, the graphic design of the rooms is quite breathtaking!

One lovely touch, that

may not be appreciated by people with old TVs, can be seen in a group of locations to the west of the first pump room. When first entering this part of the castle, you could be forgiven for thinking the game had crashed. But look more carefully and you'll see that, in fact, you're outside and it's the dead of night. The view is similar to that of a dark night-club decorated with fluorescent paint.

Dotted around the place are dragons, lines of beams, a Buddha, a statue of a dragon, a penguin and crates needed to clear other obstacles. Having spent hours playing the pre-production sample rushed, at great expense, to C: MG's offices, we will haven't found any objects to pick up but we're still in there trying!

In most cases, getting from one room to the next is more a case of accurate joystick or mouse control, rather than the solution of

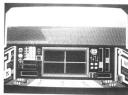
complicated logic problems. So, if you're expecting another *Darius* or *Missile over Moscow*, forget it. *Airball* is not that deep. It is, however, an impeccably coded and highly playable game that sets a high standard other companies will have to beat.

With titles like this appearing now, imagine the trouble we're in for when programmers really get to grips with the ST! After all, the Spectrum had been around three years before *Roughly Drawn* showed us all. *Airball* has appeared a little more than a year after the launch of the ST.

Airball is the first isometric arcade adventure, written specially for the ST, and has hit written all over it! It is the standard we can expect of such games in the future, then here's a guess... behind next!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

GOOD



Outcast

- TITLE: OUTCAST
- SUPPORT: 32X
- MANUFACTURER: MAGNETRONIC
- PRICE: £9.95

Magnetronic is yet another recent entrant into the ST arena, firstly with Ninja, and now with Outcast, an air-to-air blast, rather like a futuristic Skyfox (see Feb '87 issue).

The action takes place in the Magellan Cluster which is under the control of a semi-mechanical insectoid race known as 'The Mind'. The scenario and game instructions, although a little on the epic side, are neatly combined into a briefing document.

The document explains that you have been sent a simulation disk which exactly recreates a 'Mind' offensive on three pyramidal bases on the renegade Gynar's home planet. Your aim, as always, is to defend the bases by destroying each successive wave of the 'Mind's' offensive.

The game begins with you flying over the surface of the planet, viewed through the top half of the screen which gives you a pilot's eye view of the proceedings. Cockpit displays flash information on altitude, energy, kill percentage, heading, attitude, and speed, as well as telling you how many

insectoids are remaining.

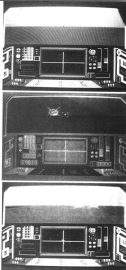
In the centre of the cockpit is the map or scanner display which shows enemy activity in scanner mode, and the whole game area in map mode. Map mode is also used to set hyperspace co-ordinates.

In scanner mode, three of the four types of enemy, Seekers, Swimmers, and Neigars, are shown in different colours. At least you know what kind of alien is trying to kill you then. The fourth, and most deadly breed of insectoid, known as the stingers, don't show up on the scanner at all, and are monstrously tricky to destroy.

The game itself involves you flying around the place, protecting your three bases, docking with them for repairs and extra energy when necessary, and generally blasting anything that moves.

The screen handling gets a little slow when there's a lot happening at once, but apart from that, and considering the price, Outcast is a reasonably blast and well worth the money.

- | | |
|---------------|---|
| ► GRAPHICS | 7 |
| ► SOUND | 7 |
| ► VALUE | 8 |
| ► PLAYABILITY | 7 |



- TITLE: LEADERBOARD TOURNAMENT
- SUPPORT: ACCESS/486
- PRICE: \$24.95

Access software, via US Gold, has released a further four courses for use with their very excellent golf game, Leaderboard. But, be warned, anybody looking for an easy round can forget it, because these are real courses.

Two of the four courses look like the Marlboro brands, while the other two have so many bunkers,

you could be forgiven for thinking you were having a quick round with a bunch of desert natives.

Many of the holes have tilted greens, others with the pin awkwardly placed, there are also many more trees than on the original courses. Several holes can only be parred with large dollops of fade or draw

that's slicing and hooking on purpose, in non-spliffing jargon), making aiming and shot-playing far more of a challenge.

You need the original Leaderboard game disk to play on the Tournament courses, so if you're a Leaderboardless ST user, here's a double course to drive down to your local

shop and put one in your pocket — it'll go a fairway to keeping you occupied for ages.

- | |
|---|
| ► GRAPHICS: 4A USES ORIGINAL LEADERBOARD GRAPHICS |
| ► SOUND: 4A |
| ► VALUE: 10 |
| ► PLAYABILITY: 9A |

Leaderboard

Singer/Group		Year	Album	Label
Alvin Martin	1968	My Love Is Yours	Mercury	100
Paul Simon	1970	Bridge Over Troubled Water	Columbia	100
John Denver	1971	Rocky Mountain High	Mercury	100
John Denver	1972	Back Home	Mercury	100
John Denver	1973	Country Boy	Mercury	100
John Denver	1974	Thank You, Good Night	Mercury	100
John Denver	1975	Home	Mercury	100
John Denver	1976	Just One of Those Things	Mercury	100
John Denver	1977	Country Boy	Mercury	100
John Denver	1978	Country Boy	Mercury	100
John Denver	1979	Country Boy	Mercury	100
John Denver	1980	Country Boy	Mercury	100
John Denver	1981	Country Boy	Mercury	100
John Denver	1982	Country Boy	Mercury	100
John Denver	1983	Country Boy	Mercury	100
John Denver	1984	Country Boy	Mercury	100
John Denver	1985	Country Boy	Mercury	100
John Denver	1986	Country Boy	Mercury	100
John Denver	1987	Country Boy	Mercury	100
John Denver	1988	Country Boy	Mercury	100
John Denver	1989	Country Boy	Mercury	100
John Denver	1990	Country Boy	Mercury	100
John Denver	1991	Country Boy	Mercury	100
John Denver	1992	Country Boy	Mercury	100
John Denver	1993	Country Boy	Mercury	100
John Denver	1994	Country Boy	Mercury	100
John Denver	1995	Country Boy	Mercury	100
John Denver	1996	Country Boy	Mercury	100
John Denver	1997	Country Boy	Mercury	100
John Denver	1998	Country Boy	Mercury	100
John Denver	1999	Country Boy	Mercury	100
John Denver	2000	Country Boy	Mercury	100
John Denver	2001	Country Boy	Mercury	100
John Denver	2002	Country Boy	Mercury	100
John Denver	2003	Country Boy	Mercury	100
John Denver	2004	Country Boy	Mercury	100
John Denver	2005	Country Boy	Mercury	100
John Denver	2006	Country Boy	Mercury	100
John Denver	2007	Country Boy	Mercury	100
John Denver	2008	Country Boy	Mercury	100
John Denver	2009	Country Boy	Mercury	100
John Denver	2010	Country Boy	Mercury	100
John Denver	2011	Country Boy	Mercury	100
John Denver	2012	Country Boy	Mercury	100
John Denver	2013	Country Boy	Mercury	100
John Denver	2014	Country Boy	Mercury	100
John Denver	2015	Country Boy	Mercury	100
John Denver	2016	Country Boy	Mercury	100
John Denver	2017	Country Boy	Mercury	100
John Denver	2018	Country Boy	Mercury	100
John Denver	2019	Country Boy	Mercury	100
John Denver	2020	Country Boy	Mercury	100
John Denver	2021	Country Boy	Mercury	100
John Denver	2022	Country Boy	Mercury	100
John Denver	2023	Country Boy	Mercury	100
John Denver	2024	Country Boy	Mercury	100
John Denver	2025	Country Boy	Mercury	100



THE DOUBLE

ACCESS: Free Web version at www.aip.org; also by subscription with print form; contact AIP at subscriptions@aip.org

1. The first step is to identify the problem. In this case, the problem is that the system is not working properly.

G.B.E.(V) & Poplar Croft,
Barnley, Leeds, LS13 4BJ
Tel 01937-787250

1994, *Journal of International Money and Finance*, 13, 101-114.

2Viz

We're all to see the wizard, the wonderful wizard of ... well, not *SL*, but the equally wonderful wizard of *Wizworld*. Sensible Software is the design team behind this Ocean game and graphics ace John Nave and code magician Chris Yates have conjured up these hints to help you bring a little colour back into the world.

the story game play

Welcome to *Wizworld*, land of brilliant colour where it's all things apace and beautiful. Living in this spectacular spectrum are the Wiz and his cat.

But after many years of happiness a dark shadow has fallen across *Wizworld*. The evil Zork and his dark apes have sucked away all the colour from the landscape, leaving it all drab and grey.

For Wiz things have gone beyond the pale and so with his servant Catebino, he vows to lift the darkness and restore colour to the world.

Wizworld's landscapes were originally made up of three colours — red, green and blue. To restore these hues you must shoot colour bubbles. As the bubbles explode droplets of colour fall towards the ground. The cat must collect these before they hit the dirt.

The droplets are stored in three containers at the bottom of the screen. A fourth container shows the target colour to be obtained.

When certain aliens are zapped they deposit a green pearl. If *Wizball* passes over it enables him to access the

icons at the top of the screen. The more pearls collected increases the choice of icons, which give *Wizball* extra powers and abilities.

At the start of the game you will have access to the first three levels which must be completed before you can progress to the next section.

These three levels will have aliens on and each has a different colour, red, green and blue.

options

Up to four people can play *Wizball* using two joysticks and the keyboard. The permutations are:

One player — controls both *Wizball* and *Catebino*.

Two player — each takes alternate turns.

Two player team — *Wiz* and *Cat* controlled separately, but playing together.

Three player — one team versus one player on alternate goes.

Four player — two teams on alternate goes.

icons

The seven icons become available depending how many green pearls are collected. The icons are:

● **Thrust and Anti-Grav** — thrust gives more control over the *Wizball*, allowing more left and right movement. *Anti-Grav* stops *Wizball's* continual bouncing.

● **Beam and Double** — *Super-gun* weapon gives *Wizball* some additional capabilities, and *Double* gives *Wizball* and *Cat* automatic, two directional firepower.

● **Catebino** — gives *Wizball* a new cat.

● **Blazers** — super firepower for both *Wizball* and *Cat*. Use sparingly.

● **Wiz Spray and Cat Spray** — the spray protects both *Wizball* and *Cat*. But they cannot use the spray at the same time.

● **Smart Bomb** — kills every ape in sight.

● **Shields** — limited protection for both the *Wizball* and *Cat*.



Wizball

players guide

the tips

- Take it easy at first. Remember you cannot control the Wizball's movement in the air until you have collected the first iron. Practice getting different levels of spin on the ball, varying from slight to hard.
- The first item to select are the two movement controls, otherwise you will find the rest of the game a little tricky.
- Also select the movement controls as your first two permanent weapons in the Wizball.
- Remember Caterines are unpredictable. A cat has nine lives and is replaceable when finally killed. Always sacrifice a cat life as opposed to the life of the Wizball.

The cat should be used to attack and the Wizball to navigate and keep out of trouble. If the Wizball is

hidden below the horizon, it becomes immune from enemy bullets. Use this aspect of the gameplay wisely. It is essential in later levels.

- As soon as it is possible, select the Cat spray as he is the most effective approach.
- Defend the Wizball in the bonus screen by orbiting the cat around him and firing like crazy.

bonus screen

- Keep on collecting pearls on the bonus screen and select shields as often as is possible.
- Remember there are two extra lives to be gained every bonus screen if you just keep your cool.

colouring

- You can either play the game by carefully collecting different colours for specific levels or you can shoot

anything and collect colours willy nilly. Both methods are effective but remember, after every level is completed and coloured in, a bonus of 5000 points awarded.

- Take into account the fact that it is much easier to collect a colour on a lower level number. Level one is easier than level four etc. If you complete level two and then level one and two to collect the red droplets and then complete level one you will pop straight into level five, five and six.

colour droplets

- Avoid black, light blue and magenta droplets at all costs. If you pick up a black droplet try to get to the level with the fewest aliens, left in the attack wave. When any attack wave is reduced to zero, your night will be restored.
- Never get a magenta droplet followed by a grey one. This will give you a very bad headache.
- Always go for the grey and white droplets, don't hesitate. Kill grunts to get there.

extras

- If there are only one or two aliens left in the attack wave, don't despair; leave the landscape until they appear. They are probably just frightened.
- The only upwards entrance from level two to three is on the extreme left of the level. Note the arrows in the landscape carefully.
- If you don't need a cat, go for it anyway. It could come in very handy later.
- Don't let the police scare you. Keep your cool.
- The rocks on the bonus screen cannot be killed, just pass.

selection

- Thrust
- Anti Gas
- Beam
- Cat
- Mix Spray
- Cat Spray
- Laser
- Some people like double and others don't, use your own discretion.
- With this complete set up, keep on collecting shields again and again and again.
- Smart Bomb is a real killer.



IDE ACTION

► RTYPE



1943

[illegible]

In previous years, the center's main stop-and-go waiting lines wrapped around the building, so the flying over PC900 umbrellas could be seen. These past year guests could have not only seen the problem in a flash, they also got a good look at a new design, reported as a "game changer," implemented — all of which makes this year's show exciting in ways that the ground level can't.

[illegible][illegible]

1994—Northern players groan, and instead of having a full 48-ounce you're stuck with one-ounce sprints... the pace for the entire race is no more than 10 seconds faster than the 100-meter dash... the 100-meter sprinter would not wish to be in the 400-meter race... the 400-meter sprinter would not wish to be in the 800-meter race... the 800-meter sprinter would not wish to be in the 1,600-meter race... the 1,600-meter sprinter would not wish to be in the 3,200-meter race... the 3,200-meter sprinter would not wish to be in the 6,400-meter race... the 6,400-meter sprinter would not wish to be in the 12,800-meter race... the 12,800-meter sprinter would not wish to be in the 25,600-meter race... the 25,600-meter sprinter would not wish to be in the 51,200-meter race... the 51,200-meter sprinter would not wish to be in the 102,400-meter race... the 102,400-meter sprinter would not wish to be in the 204,800-meter race... the 204,800-meter sprinter would not wish to be in the 409,600-meter race... the 409,600-meter sprinter would not wish to be in the 819,200-meter race... the 819,200-meter sprinter would not wish to be in the 1,638,400-meter race... the 1,638,400-meter sprinter would not wish to be in the 3,276,800-meter race... the 3,276,800-meter sprinter would not wish to be in the 6,553,600-meter race... the 6,553,600-meter sprinter would not wish to be in the 13,107,200-meter race... the 13,107,200-meter sprinter would not wish to be in the 26,214,400-meter race... the 26,214,400-meter sprinter would not wish to be in the 52,428,800-meter race... the 52,428,800-meter sprinter would not wish to be in the 104,857,600-meter race... the 104,857,600-meter sprinter would not wish to be in the 209,715,200-meter race... the 209,715,200-meter sprinter would not wish to be in the 419,430,400-meter race... the 419,430,400-meter sprinter would not wish to be in the 838,860,800-meter race... the 838,860,800-meter sprinter would not wish to be in the 1,677,721,600-meter race... the 1,677,721,600-meter sprinter would not wish to be in the 3,355,443,200-meter race... the 3,355,443,200-meter sprinter would not wish to be in the 6,710,886,400-meter race... the 6,710,886,400-meter sprinter would not wish to be in the 13,421,772,800-meter race... the 13,421,772,800-meter sprinter would not wish to be in the 26,843,545,600-meter race... the 26,843,545,600-meter sprinter would not wish to be in the 53,687,091,200-meter race... the 53,687,091,200-meter sprinter would not wish to be in the 107,374,182,400-meter race... the 107,374,182,400-meter sprinter would not wish to be in the 214,748,364,800-meter race... the 214,748,364,800-meter sprinter would not wish to be in the 429,496,729,600-meter race... the 429,496,729,600-meter sprinter would not wish to be in the 858,993,459,200-meter race... the 858,993,459,200-meter sprinter would not wish to be in the 1,717,986,918,400-meter race... the 1,717,986,918,400-meter sprinter would not wish to be in the 3,435,973,836,800-meter race... the 3,435,973,836,800-meter sprinter would not wish to be in the 6,871,947,673,600-meter race... the 6,871,947,673,600-meter sprinter would not wish to be in the 13,743,895,347,200-meter race... the 13,743,895,347,200-meter sprinter would not wish to be in the 27,487,790,694,400-meter race... the 27,487,790,694,400-meter sprinter would not wish to be in the 54,975,581,388,800-meter race... the 54,975,581,388,800-meter sprinter would not wish to be in the 109,951,162,777,600-meter race... the 109,951,162,777,600-meter sprinter would not wish to be in the 219,902,325,555,200-meter race... the 219,902,325,555,200-meter sprinter would not wish to be in the 439,804,651,110,400-meter race... the 439,804,651,110,400-meter sprinter would not wish to be in the 879,609,302,220,800-meter race... the 879,609,302,220,800-meter sprinter would not wish to be in the 1,759,218,604,441,600-meter race... the 1,759,218,604,441,600-meter sprinter would not wish to be in the 3,518,437,208,883,200-meter race... the 3,518,437,208,883,200-meter sprinter would not wish to be in the 7,036,874,417,766,400-meter race... the 7,036,874,417,766,400-meter sprinter would not wish to be in the 14,073,748,835,532,800-meter race... the 14,073,748,835,532,800-meter sprinter would not wish to be in the 28,147,497,671,065,600-meter race... the 28,147,497,671,065,600-meter sprinter would not wish to be in the 56,294,995,342,131,200-meter race... the 56,294,995,342,131,200-meter sprinter would not wish to be in the 112,589,990,684,262,400-meter race... the 112,589,990,684,262,400-meter sprinter would not wish to be in the 225,179,981,368,524,800-meter race... the 225,179,981,368,524,800-meter sprinter would not wish to be in the 450,359,962,737,049,600-meter race... the 450,359,962,737,049,600-meter sprinter would not wish to be in the 900,719,925,474,099,200-meter race... the 900,719,925,474,099,200-meter sprinter would not wish to be in the 1,801,439,850,948,198,400-meter 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the 922,337,203,685,477,580,800-meter race... the 922,337,203,685,477,580,800-meter sprinter would not wish to be in the 1,844,674,407,370,955,161,600-meter race... the 1,844,674,407,370,955,161,600-meter sprinter would not wish to be in the 3,689,348,814,741,910,323,200-meter race... the 3,689,348,814,741,910,323,200-meter sprinter would not wish to be in the 7,378,697,629,483,820,646,400-meter race... the 7,378,697,629,483,820,646,400-meter sprinter would not wish to be in the 14,757,395,258,967,641,292,800-meter race... the 14,757,395,258,967,641,292,800-meter sprinter would not wish to be in the 29,514,790,517,935,282,585,600-meter race... the 29,514,790,517,935,282,585,600-meter sprinter would not wish to be in the 59,029,581,035,870,565,171,200-meter race... the 59,029,581,035,870,565,171,200-meter sprinter would not wish to be in the 118,059,162,071,741,130,342,400-meter race... the 118,059,162,071,741,130,342,400-meter sprinter would not wish to be in the 236,118,324,143,482,260,684,800-meter race... the 236,118,324,143,482,260,684,800-meter sprinter would not wish to be in the 472,236,648,286,964,521,369,600-meter race... the 472,236,648,286,964,521,369,600-meter sprinter would not wish to be in the 944,473,296,573,929,042,739,200-meter race... the 944,473,296,573,929,042,739,200-meter sprinter would not wish to be in the 1,888,946,593,147,858,085,478,400-meter race... the 1,888,946,593,147,858,085,478,400-meter sprinter would not wish to be in the 3,777,893,186,295,716,170,956,800-meter race... the 3,777,893,186,295,716,170,956,800-meter sprinter would not wish to be in the 7,555,786,372,591,432,341,913,600-meter race... the 7,555,786,372,591,432,341,913,600-meter sprinter would not wish to be in the 15,111,572,745,182,864,683,827,200-meter race... the 15,111,572,745,182,864,683,827,200-meter





ARCADE ACTION

C+VG SEARCH FOR BRITAIN'S BEST ARCADE

NAME _____

ADDRESS _____

My choice for best arcade is:

NAME _____

ADDRESS _____

ARCADE '87 BATTLANTIS

There are thousands of arcades throughout Britain's cities, towns and seaside resorts. Quite simply, which is the best you've ever played in? We want to know.

The winning arcade will win a wonderful C+VG trophy and the reader who picks the winner will also get in line for a same C+VG goodie.

All you have to do is fill in the form and pop in not more than 50 words why you think it's the best arcade. There's no doing date for the competition but we hope to have a winner by the end of the year.

Send your entry form — plus the 50 words — to Britain's Best Arcade, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London EC1R 3JH.

Kanami must be staying out of view — **Battlantis** is **Space Invaders** typed up with a few other names thrown in for good measure.

In fact, Kanami has come up with a nice, playable and, dare I say it, addictive game. OK, so **Space Invaders** is still hot, but the new touch has odd quality and some interesting graphics.

Typing their way down the screen frightens you. You control a dotted figure at the bottom of the screen, hitting back and forth, using the ballistics as range (and — sorry, this comes in later — **Space Invaders**). Don't touch these and they'll eventually explode — then you're out in the open.

A neat yellow box with 'Y' marked on it tells how far across the top of the screen at regular intervals, that if you release a special banner — which, when caught, gives you additional fire power like a mini gun. Much better than simple balls. All the time the world of evil looking warriors descend the screen. Go for the ones at the bottom because if they reach your wall of fire, they'll keep on and kill you. Once a warrior has penetrated and you might as well give up — there's no escape and all you can do is watch, vertically, hope nothing you can do to stop him creeping up on you.

Keep your eyes aimed for lower's pattern. These run straight down the screen towards you will

with the express intention of climbing over to kill you. If you don't manage to kill them on their run down, wait until their heads appear on the top of the wall, then when a head pops up shoot for all you're worth.

At the end of screen, once you've killed the descending ones of masses, you'll have to kill single, spread and vary range patterns of evil creatures. The **Battlantis** checks burning bodies of you and needs a long number of direct hit before he explodes. The shield deflects some of your shots and so he runs back and forth across the screen for makes a difficult target.

Battlantis is enjoyable if not original and is certainly worth a try.



ARCADE CHAMPIONSHIPS

Call all joystick jockies. There's still time to enter the C+VG Arcade Championships Challenge where we want to find the King of the Joysticks.

Four of the best qualifying contestants will face each other in the ultimate coin-op challenge on the C+VG stand at the Personal Computer World Show in London in September. The winner will take home his very own arcade machine! To enter, all you have all you have to do is enter your highest score on the five qualifying machines

printed in the form below and get the whole thing verified by you parents or the owner of the arcade where you play the games. That's the first step on the road to superstardom — but remember if you put takes scores on your entry, you could well be forced out on the day! So don't delay enter the C+VG Arcade Championship Challenge today! It's your first step on the road to becoming a superstar! Enter to C+VG, Priority Court, 30-32 Farringdon Lane, London EC1R 3JH.

C+VG ARCADE CHAMPIONSHIP CHALLENGE ENTER FORM

NAME	BEST SCORE
☐ Darius	
☐ Asterix	
☐ Pac-Man	
☐ Namco Defender	
☐ Rampage	

Name _____

Address _____

Age _____ Score verified by _____



HIGH SCORES

Now high scores are leading in for C+VG's UK Hall of Fame and we will be publishing an updated list soon.

Manager Robert Brown has put up C+VG's high scores on the most popular games and now the best players have been going out to at least ten and have been named entered in the UK Hall of Fame. It's a great idea and is very

when variables don't do it. If you would like to know your best scores, then enter your best scores. There's an article and ask if they would like to get in on the action.

Get them to write to: C+VG's UK Hall of Fame, Personal Computer World Show, Farringdon Lane, London EC1R 3JH.

1. Bubble Bobble
2. 1942
3. Salamander
4. Wonder Boy
5. Pac-Man
6. Arkonoid
7. Express Riders
8. Rygar
9. Green Beret

Taito
Coppert
Konami
Sega
Namco
Taito
Data East
Techno
Konami

The top ten chart is compiled by Konami and shows the most popular games nationwide. (and is based on sales over the past three months).

THE COIN-OP CLASSIC

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WARNING: What you are about to read will make you go faint, break out in a cold sweat, go mad at the lines and send you into a mad panic trying to find your programming manuals. It could also seriously improve your bank balance.

If we said there was £10,000 up for grabs if you could write a publishable game would you believe us? Of course you would.

PresH Leisure Corporation — they are the people who do our own Addictive Games and Exploitable Games — are willing to stump up £10,000 to fund the mad rage of C+ IV's many new competitors. And if there are more than two good games, there could be more cash.

The prize money will be split into two — that's £5,000 for the person to write the best game for an 8-bit machine and £5,000 for a 16-bit computer.

So if you own a Spectrum, Commodore, Amstrad, Atari, MSX, BBC, Atari ST, Amiga or a PC, this could be your chance to get in the money.

If you've ever thought you could do better than some of the computer games you've bought, now's the time to prove it.

Your imagination and technical skills will be your only limits. But remember the game — whether arcade, adventure or strategy, must be original, playable and addictive.

Easier said than done. But you can prove us wrong.

The closing date for entries is September 1st.



so there is no time to waste. It's hoped to announce the two winners at the PC Show later in the month. Remember if you haven't managed to finish the programming, just send what you've got together with the finished storyline.

When you've completed the game send it to The Mega Money Competition, Prism Leisure Corporation, 1 Balid Road, Colindale, [M1] 1SA.

The winners will be picked by a panel of three people — one from Prism, one from C++ MD and a star name from the computer world.

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Mailbag.

■ I can't let this pass. I have to comment on the latest edition of C+VG. I enter, of course, in the inside back cover, and I really must complain! Don't you realise that young boys read your mag! Good heavens, having seen this edition they will all be going around thinking that women have a pointy bit on the right scrotal thingy called?

What happened to journalism, truth and integrity? Surely you should have revealed that the left scrotal thingy has a pointy bit as well!

Yours
anatomically
The Editor
(Oxford
shir)

■ May I tell you how shocked and disgusted I was at seeing the "Fashion" for Games (see back page, July). Did you need to show what you didn't have always thought and enjoyed your games and have never felt any need for anything like that. So why I for the game or for as Friday the 13th, that it needs a subtle to stand as best as that I think people are starting to make women who in the streets, it's things like this that ruins it all out. Muggings, etc. are on the rise in things like this are ideas in the ideas who do this.

Yes, I know that you may root the money, but surely you could be more careful on what you print. If the game is no bad then why bother to put it on the market? Surely the safety of people is more important than a quick profit? Could this make a black mark on scanner readers, I know that if you don't print this better, that you don't care about the consumer's views. Please change the editor.

Garth Evans 12

Widford

Editor: We take your point, Garth. But have you checked out your daily paper, any women's magazine or watched any television at late? Compared to that, the *Crucial* is a really quite tame.

■ The other day there I saw, a young man of twenty, picking up a copy of my favourite magazine. While I was waiting to pay, a lot of abuse came in front of me, brought the very same magazine. I therefore ask you this question — do you think I am too old to read C+VG? Before answering bear in mind:

1. I've been reading since the first issue.
2. The young answer might mean a diversion of funds into a chess shop he instead like a *Crucial* full with GT tapes and heavy duty or even pointing back the tapes in the nearest Rose and Crown.

Now, recently I bought a new Enterprise 64 for £40. Which I am very pleased with, but, found a bit of advice on programming it. (Do you know of a user's club that I

could contact?)

Isn't it suppose you have any Enterprise programs? Suffering your office or being sent a clear copy that could lead them way to a local — I've got many books — reader like me, please, please!

Al Wilson

Stamford

Editor: You're never this young or old for C+VG. However, we're enough to keep even really interested. But at *Crucial* 64, it would definitely be too old for you. We would have spent the last two issues out on the Enterprise an *Enterprise* on the Rose and Crown. We don't have any Enterprise stuff now, but if anybody can help it out with an address for a user's club, let us know and we'll print the address. The editor is 47½.

■ Hey! That's a heavy metal mag must! I've got a small question for you about through your data banks. I, at the moment, own a Commodore 64 and I am thinking of selling it and all my software to buy and start 51. I'm wondering if you could tell me whether the 51 would be one of those computers that will become extinct in a year's time. I would like better off getting an ST or buying my Commodore! I would be grateful if you could answer this question.

Simon Wilkins

Cardiff

Editor: All things eventually pass but we reckon the 51 is here to stay for a long time.

■ I thought I was lucky.

I got that July's issue and though it was great, there's a note to thought and there's two letters, one saying that the left scrotal is mistaken. I think for it have written to *Crucial* and told them, so they'll probably send a bunch more mail.

I think an album of one of my kind would be a welcome change for the better. I am as you might have guessed a metal head, but I do think it would be a good idea if you continued not just the best music in the world but the poppy stuff as well, just to keep little girls like Stuart and Ian quiet while they

Editor:
Garth: It's the Farringdon Road. I have been giving this matter a lot of attention and I have decided that in an effort to keep things balanced we should have a male plug. Odds are it will be a pile of old shit man Garth — "The Body" Williams.



shed over George's initials and Pimply Third. (Mind you, a hint of Marlboro and Magnum smokes for a min, keep up the good work.)

Pages are helter-skelter letters: *Abelardo/Phil*, *Ricky*, *Isom*, *Freddie*, *Alison*, *Rubén*, *Made*, and the *Calvinists* and *Old* (who all live in *Charmers*), oh and *Marian* from *Bananas* for being a good mate, from *Helen*.

Oh.

Bananas.

Editor: No way! 1987.

■ I am now the proud owner of a Sega game system. Turn T was right, it's pretty epic. I thought it there in Germany. As an introductory offer I also got *Mary* and I bought *Top-Guy*. The graphics are superb. They make my old graphics look like the old ones. I know. There's also a great range of games available here. I complement you as a superb mag, that arrives about two weeks before the beginning of your month, unlike *Commodore User* that's usually about two weeks late. Anytime thinking of buying the Sega system it's well worth it. Although games are a bit pricey, for what you get it's excellent value, unlike some of the garbage some computer software houses turn out.

A.J. Barry

4/10/87

Editor: Thanks for the kind words. *Commodore User* is usually about two weeks late with everything news, reviews, features. I'm sorry. But with a really tiny bit we can make *User* our own pals. Ha, ha, ha.

■ The mission begins — all learn military-issue rifle, check. Combat knife, check. Body armour, check. Oh *Spillane* we're ready... getting C+ VC turn job in this part of England.

The service shop/newsagents to run on the corner is lucky to get one copy of your magazine as it shelves each month... ok, we're on our mats. Quick dash to the garage to get the military/personal notes down in the shop. Set up a table... it's the 14th of the month... offers to stocking the shelves time. Movement in the bushes... it's a baby party here. Blow it away, *Spillane*. There's no going back now. Nothing will stop us from getting C+ VC back to base. New test set.

Time passes.

Darkness falls and into and into in north London. Good idea, *Spillane*. We'll sleep in shifts, in the first.

Time passes.

What! Where! *Spillane*! What do you mean you couldn't water me up? Oh, I see the newspaper's out in time.

Time passes.

Spillane! What's today? We'll

stay awake now. It's 00.00 hours.

Turn back to the paper here, *Spillane*, we forget the paper here. You take the one with the big nose and I'll get the other.

One hour left until the situation is heating up, *Spillane*'s getting-edge. He's burning the time from *Blackhawk*.

One hour later.

He's late, *Spillane*, what... oh, maybe he's under... a car's pulling in to the back of the newspaper, one slender leg gets out. Oh, *Spillane*, it was a car. Now *Spillane*, remember Mr. *Blackhawk*, you're supposed to be death on the edge. Here comes the newspaper. It's getting out the magazines. I saw right, *Spillane*, one copy. I'll get it, you get the money out. What no money, *Spillane*? Don't say you thought I had it. Right this is the last show. (Double-clicking string and *Spillane* talks dead to the floor. What's that was? He's no longer, no more. I am. Any chance of sending round his head to stamp on the waste bag and make the bag. *Hunter* is under the bag. God, I hate that newspaper.

PS. I'm slightly sad, this could be because he's BULL. Surely he don't really look that way. Amen.

Johnnie Well, now, are you feeling better after that? I can't all off your chest, did we? Wouldn't it be better just to ask your newspaper to send you a copy of C+ VC like most sensible folk do?

There are two theories why they if it later. The first is that he want that colour after some time C+ VC made tried to strangle him, the second is that he is not human and originally came from a distant planet. The latter is probably true.

■ Upon making the letters page in the July issue of your newsletter I say, I was angry to see letters from two readers complaining about your *Heavy Metal* reviews. Contrary to what they say, *Heavy Metal* is not outdated. It doesn't get the coverage of all the "newspaper" outside such as *Anders*, *Anders*, *Anders* and *Blame* from *Anders*, and the lack into it seems at least ridiculous. The only thing which that does really seems heavily into the old *Anders*.

Ignore those godless jokers and keep up your *Heavy Metal* reviews or else my old mate Eddie (at *Madden* Lane) will send you a letter! A final message to fellow members of the T.L.P. "Barnes" Power. Treat me to a letter for this. An Apple tribute to a fan (A.C.): *Anders*.

PS. Only if you.

Editor: Remember that it that they T is an H.H. fan. Does that alter your opinion of him?

■ To begin with, I'm an extremely short message to *Anders* (Anders, Rogers and *Anders* who who who) *Anders*. Love the style above. He's damn good and he's earned his column. Don't make the subject into another month of important information, because people will stop on having a 25 minute, won't they? *Richard* "Barnes" *Anders* *Anders* *Anders*.

Editor: Sorry, that's all we've got room for. How much is *Anders* paying you?

■ My voraciously spent his hard earned savings on *Anders* (Anders) *Anders*, having played the *Anders* version and then the *Anders* version.

The *Anders* version looked like it had decent colour and sound but are were looking for a version on the 11 28, that would be at least as good as, say, *Anders*, 1987.

What a lot of down *Anders* (Anders) is a great example of the money grabbing software house making in and exploiting the kids who think, and are entitled to expect, that they will get value for money. This game has the worst sound I have heard on the 1128.

The screen seemed me afraid.

Spectrum game with jobs in *Anders* and *Anders* and the *Anders* has all the speed of a *Anders* (Anders) mail. In short, if this is the last *Anders* mail of *Anders* I would strongly suggest that the management take

Continued on page 120



Mailbag.

the likes of *Demons*, *Elle* etc and spend some of their ill-gotten gains on decent programs.

In future, in this house, distributors can post their games right where it hurts! No! Not! No!

Editor: That's it, too, as what you means. Why don't people demand to see the games passing before they buy? It would save a lot of heartache later. And it would really hit Aspidochelone where it hurts — in the wallet.

■ I have a complaint, and the name of this complaint has made me stop buying your publication. I have you cry "What's the name?" I'll tell you — Jonathan Eggleston. This person has won a prize four times in your magazine. I don't believe it! I'll tell you they were — *Ultimate*, *Demons*, *Elle* and *Computers*. Who is this person — the Editor's son?

Editor: Since we've stopped buying the mag, Martin, it's really pointless of me writing this reply, which you'll never read. Jonathan is an extremely talented artist who enters lots of competitions. He consistently wins, so if probably win too.

■ The last point I would like to complain about is *Back On*. It is your mag! Secondly, in relation to Julian Tabin's letter, I think the same things are very good and should be given more space.

Please make the software chart as well as the list give us a rough idea of games popularity. What has happened to Melissa K's letters that I C is checking.

Excerpted on the topic from a discussion. Why did you give it such a good review. It would be a good idea to publish C+VG monthly.

Stephen Mulgaby
London

Editor: Hey, hey, the guy thinks *Back On* is trash. No way can't stop on his or his little with your cardboard cut-out picture. No letter, some people. Martin put his developments on the cover strip-front. Hiphop. IC is not shelling

and a lot is happening with *Ultimate* *Demons* but I'm too much of a gentleman to tell you.

■ Mark Mads' letter prompted me to write. I agree that it is difficult to begin if you need to know about programming. If you are not your own. And to get the people in the know to impart their knowledge can be even more difficult. But if Mark wants to write games there is a solution. However it depends on what Mark wants.

If he wants a more live type job in an office then I'll be approaching the software houses for him. He will be lucky. This does not suit everyone and many programmers like to work in their own homes and at their own pace.

About a couple of years ago I came to the point that many programmers reach. I didn't know enough about the time code and couldn't put my ideas into practice using Turbo. I then decided to place an advert asking people who wanted to write games to contact me. Although the replies did not come thick and fast I did have enough and I started *Code*. Since we're meeting Gullie has been able to get on the market and have little for the C+VG on the market. We're at present near completion of a game which has already been accepted by a company.

The point that I am making is that there does not have to be a reply by a software house to write games. Many companies already will be happy to pay authors.

The idea is that you find people locally and build up a team. The last number is about three. Between you, you need the following:

1. An idea, person.
2. Those of you at least to be good programmers.
3. One who can do music and sound effects.
4. One who can do good graphics.

If between you you have the skills then you stand a good chance of getting a game on the market. Also the fact that it is all your own work is very satisfying. Of course you will have to split the money three ways but money is not

everything. Far better if you can write a small hit when perhaps the big boys teams cannot.

Finally, I don't profess to be a great programmer or an authority on the best approach to writing and testing games. This is merely the way in which I have started what will hopefully be a lifetime of programming. I hope this may be of help to others.

Ken Smith
London

Editor: That says it all.

■ I think C+VG is great. I've been buying your mag for three years and never got bored with it, not like other computer mags. With every article there is a little more to your ideas. You can feel your idea that something on C+VG will turn up four weeks later in *Software* or *Code*.

Editor: They are looking for the secret theme of *Software*, Mark. We try our best to try to get in front of the rest, and with the plans we've got for C+VG, you shall soon be nothing out. Our new battle cry is Forward into the Future.

■ It's about time somebody complained about your letters page. . . so here goes!

Every month you seem to have a different character — I mean who the — is this *Comet* guy? (Brian Chap) Big bird was last enough.

C'mon do something soot readers are absolute critical!

Who can't you have a decent letters page the *Comet* issue? which is all other aspects is an interior page for C+VG! They seem to get really good letters which stimulate interesting arguments about things that really matter — nature, science, politics etc. and the replies are witty and thought provoking.

I am really into computer games. . . (that's at least two a month) — but I'm also into important issues. So don't think that a pathetic reply from *Comet* or Big Bird's gagging impresses me.

But your work is, C+VG. In the way I really like the BT and design a magazine you've been doing, but more serious

advice games for them. Any suggestions?

You're happy that I won't get a class reply from an angry lump of metal, or broken lamp!

Colman Macintosh
Gwent

Editor: *Comet* and Big Bird are pals of mine to watch closely, better. If any body really is interested in the subject to you mention them they will write in. Sorry this reply is too late but you're no idea what a struggle I had. . .

■ I've just finished reading your *Comet* feature in the July issue. I really loved it. I'll have more. *Comet* aren't just for kids, you know. Our country's most popular magazine has a thriving market for great adult content. I've been collecting for a few years now and have got several goodies. Have you any more French comics? They really are something else. Who is this Philip Morton guy anyway and where have you been hiding him?

Editor: Glad you liked the *Comet* stuff, James. Philip will be writing a regular column in C+VG from now on. He has a massive collection of comics from all over the world and over the years has built up expert knowledge. We've had him locked in a basement for months now just waiting for the right moment to loose him on our unsuspecting readers.

■ This will be my fourth letter to your magazine. I made the first one thinking that my letter would be printed, was it 1983 after that I will stay calm. . . Now on we go, I wrote in my last letter on the back of Alan reviews (I think). Reviewer must have collected 1000s on Alan (1000s) and are proud to be an Alan owner. But from the old B-001 of today the shiny new 14-bit microchip and become hooked. I am of course talking about the Alan ST (chip) and will mention a good owner of a 128 SLMX. You did a pretty good Alan special and was wondering if you will be doing another one in the future?

Editor: OK course.

Micronaut One

NOW HEAR THIS

Our Imperial Majesty George III has Decreed that a new guild be formed to protect and maintain the asteroid-based Navocompetens, and that this guild shall henceforth be known as the Guild of Equalisers.

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Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees, all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shouts from the lip at the good, the bad and the ugly in the software world.



Hot Gossamer

There have been times when I have wanted to hazzle the contents of my stomach (believe me it is substantial) over my television, such is my irritation and anger at the mirrors who present so-called TV computer shows.

To date the nearest offerings have been *Mirrorline* ("this is a BBC computer and nothing else exists on the planet earth"), *Database* (an appallingly thin attempt to cover the whole

scene) and the Channel Four computer show which died on abrupt death.

If you shop and think about it there must be the best part of a million home computers in the UK.

WHO CATER FOR HOME MICRO OWNERS? WHO SHOWS YOU THE LATEST SOFTWARE? WHO DISCUSSES THE LATEST TECHNOLOGY? WHO SHOWS YOU THE LATEST ARCADE GAMES? It is so PATHETIC...

Each a large interest is being ignored to any real degree.

This isn't me ranting angrily without proof, I have been on the receiving end of phone calls from researchers at Thames (to name one) and FT companies who pick my brain on the market, machines and competitors. Yet these are the people who are producing the TV shows and selling the products into the markets. Isn't it crazy?

The best chance to get an exciting and informed show is to let the TV companies know YOU want to see a home video show. So get your finger out and drop them a line TELLING them what you want to see.

Do not just sit there and think, 'Yes he has got a point' then swoon off and forget all about it. Write to Channel Four/Thames or your local TV station and bring the point home.

Whatever FOG are doing, STOP IT!

I have been wiggling Andy at the latest Jeff Minter C64 game, *Revenge of the Mutant Cheetah Two*. No prize for guessing that it is a sequel to his first great hit *Revenge of the Mutant Cheetah*.

The theme is a bit old and dated one, shoot things that attack.

You control a camel which has its cross a hundred arms, and each arm has a set of teeth and it uses very personal type of alien just willing to lunge at your twitching tail.

This game is a real extension of the original, with better graphics, sounds, fast death dealing aliens and a mix of strategy by including weapon purchases.

The title page has a camel strutting along by a rather soothing traditional Persian tune (arranged by Ben Daghfah). On entry to the game your camel has seven hits to



cover. It is a set amount of energy which goes down with each alien struck on you. The camel can walk across the screen, leap into the air and it whilst opening out bullets and bombs.

There is a phased ground scroll and a detailed multi-

colour background.

What the designer mustn't have you have then found with a few bugs - one was a shopping list of weapons.

The weapons available are: Should handle some better. Factor two, You'll notice it like that. They those players ordered

the screen to display them, that is my kind of bullet! It takes energy to make and on extra twenty life. These all cost credits and when you buy one its price is increased so buy wisely and do not waste credits.

Some of the original attack waves are a little again (only better) and your ability to access a more is limited by a floor selection type system. You can only go into a wave that is next to you on the grid map.

This game had me hooked, the father I remember if the last I wanted to put it down. Some enemies are weak and some can easy as a map is in order.

Remember that is not to give for those with weak memory - a little thought is needed to control and to be able to try and keep in control and to be able to control you and from where.

It is possible to play in late July on the MAD television. Meanwhile,

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