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Addictoball, Flanky, California
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● JUDGE DEATH/PCW SHOW G



● SLAINE/P66



● THE BIG SCREEN/P63



GUIDE/P128



● ATARI ST/AMIGA SUPPLEMENT/P71



Inside Story

And a new age dawned in the legend of Computer & Video Games as the world's greatest computer magazine embarks on bringing you the future today. Barbarian Nation now stands in our exclusive premiere and we bring you the map of this amazing game. And don't miss the pulse-pounding competition that goes with it. Check out the 8-team our US\$14 page Atari ST and Amiga equipment and survival in the Barbarian Nation's work on Ancient Mariner. The Atari Machines are here, Nintendo, Sega and Atari - are back creating new sensations. We've also a five-page PCW show premiere, packed with all the new games. All this plus a Centurions Map and competition, more, more adventures and much more. C/VG - essential reading.

Tim



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● CALIFORNIA GAMES/P36



● PCW PREVIEW/P128



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News



■ His one knows exactly what the enemy's up to. LJ's Stealth Fighter looks like His one except major bill of **Mirage** that of The new flight sim from the Swedish specialty features the advanced "invisible" aircraft. The designers of this game, **Jim Symonds** and **Arnold Hensvik**, noted that the Air Force does not acknowledge the development of the Stealth aircraft, but that its capability has been confirmed by other sources. "We have a fair idea of what the capabilities of the plane must be," said Hensvik.

Project: Stealth Fighter

will be available first on Commodore 64/128K priced at \$14.95 cassette and £19.95 disk, with other versions following.



■ Get an eyeful of these solid three dimensional graphics from **Driller** on the Spectrum from **Imaginative**.

The game's action is a rapidly changing scene inhabited by an outlandish alien race. Their mining activities have led to a build-up of dangerous gas below the planet's surface and everything is just

waiting to blow.

Using your dollar tank you must explore the planet and drill to the correct areas to release this dangerous build-up. There are clues scattered around for the best place to drill or you can do it by trial and error. (You'll surely fall by the aliens to protect the mines



are still active — so watch out. **Driller** will be out in October or November.

■ Coming soon from **Electric Dreams** is **Knightmare** — the computer role playing arcade



adventure game based on the same as the new TV show. C & W's new on-cassette version of the game shows an ED's Southampton programming police and think nothing. The action takes place within a mysterious castle and you have to complete a mysterious quest helped and hindered by two snakes. **Knightmare** the TV show started on TV in September 1985... and in case the pilot and you tell you that this show, which will go out twice a week, is really cool. Some of the adventures game are of their number through the TV dungeons, helped by the game's Dungeon Master. Don't fail to catch the show!



■ Have you been wondering what **Archer Maclean** has been doing since the show? **Drop Zaxat** tells how — and how we're been out. He's been putting together **International**.



Karate 2 for Amstrad. And if you think that **IK2** is just another martial arts game, think again. **Archer** has taken the original game, added on extra computer controlled player, revised the music and checked in a new bonus round. **IK2** will hit the shops in October and will set you back just £9.99.

■ **Steve Brownstein**, the master "trick" comic cowboy! He'll be riding into computerdom around Christmas time partners — but watch out for the TV action starting in September and the



■ **Commando** with lots of info. That's the new action game from **Mirage**. A cool departure for the flight sim operation. **Airbourne Ranger** is a fast moving shoot 'em up. There are 12 missions in three different regions of the world. The player controls one soldier's bomb expert, one machine gunner, one walking and crawling armor tank, one D-10 tank. Tactical thinking and lightning reactions determine your fate. In **Airbourne Ranger**, a player conquers into enemy territory and must

outmaneuver hostile troops on portable hidden in bunkers, machine gun nests and armored cars. Intelligently armed with submachine gun and hand grenades, the player makes on his utilization and commands combat missions. Additional weapons and tactical maneuvers can be added by loading supply boxes in the countryside. **Airbourne Ranger** will be available first on Commodore 64/128K or £14.95 cassette and £19.95 disk, other versions will follow.





■ Not all the games from the folks down at Virgin are a couple of good-looking games which you'll be seeing at the PCW Show or Olympia. Action Force is based on the boy's comic of the same name and stars all your favourite characters including Sgt Bill and Crocodile. The Force's catchphrase COMBAT have taken over the island and lots of other secret military action. It's up to the AT to reach the island and rescue

any top secret info the bastards have captured. Action Force has been put together by the legendary *Star of Troops* best-selling books of all action-adventure. You control the infamous Major Cooper clearing a path through COMBAT's defenses. With Bill and Crocodile doing a withering wall of fire — but COMBAT is armed and dangerous as well. Also on the way from Virgin is the game of kids 'Thruing



Over" Edmund's book *How to Use Computers*. Based on — somewhat in line based on the advice of C + V's well-remembered chief Query Williams, it's an arcade adventure in which you play Ade who has decided to yep-pa-jump with the rule over all computers, the queen. Our screen starts down the C&A and Spectrum versions of Action Force, plus the Amstrad version of H&B's *Rescue* next week.



comic which should be on the newsstands about now. *Robot Contenders*, *Clash*, *Master of the Universe* — *Breakers* is going to be the cartoon cult for Christmas. He's a bit beat but the eyes of a hawk, strength of a bear, ears of a wolf and a tail as a spinning top — the animal and the cunning genius. Breaker is the controller of Port Garian on the frontier planet where Texas. Breaker is the low on this wild planet, he has to stand up to the top of the surface and other criminal types attracted to New Texas by the precious metal Garian. The Breaker game is currently being programmed by Probe Software. Watch this space for more Breaker news.



■ There's *Mysteria*, the latest from the Software Projects, the people who brought you *Dragon's Lair*. Hattie shows action over three landscapes in ancient Greece, medieval times and in the future. The hero chooses on evil monster across three scenes.

■ The days when you could escape away at the aliens on your television screen is safely over. The television can now escape with the object of *The Video Challenger*, *Naval* UK's interactive tv and video linked game.

The player uses a gun to fire at the aliens or badasses they appear on the screen. But the screen fires back registering hits on the gun. Points are scored for hits and misses.

The shoot out can take place against a wide variety of backgrounds with footage with sound built-up a real movie and from computer generated animation.

The basic *Video Challenger* game complete with Gun and one minute starter cassette costs about £24 (suggested). Further video cassettes will cost about £10.



■ That's being a one of the newest, dangerous and exciting martial arts girls going. Kicks, punches and just about everything

goes.

Now there's *Knights* from Spectrum 3, creators of the hugely successful *International Karate* and *The Last Ninja*.

The game — which features large cartoon-style graphics — follows your hero to take on eight characters in order to become the Champion of Britain.



■ Nice solidified with *Super Sprint* and *Enduro Racer*, *Electric Dreams Activation* is bringing your *Samurai* — the coin-op monster game and on working on *Karnival*, a *Roller-Saga/Wygon* style game featuring a character who looks like a baby. Mr. T.



■ Had To Happen Didn't You can get involved in the Gull tribe thanks to *Electronic Arts* and their new simulation *PHM Pogues*. Escorting a supply ship through the Straits of Hormuz is one of the missions included in this strategy action game from the US. Localities could.

PHM Pogues puts players in control of a hydrofoil as they battle in oceans with numerous enemy vessels in any of eight different combat assignments. Hydrofoils are very smart, attack only from directly by on top

of the water defending the shores of the United States. But they may become embroiled in other areas of the world.



■ It's not good. It's not terrible. It's not over-the-top — it's *G-Ball*. English Software's extremely original and very playable *GB* combination of all the above games. Originally on the Atari 512 *G-Ball* is now available for the Amiga and ETR 95.



■ Via Design releases its first game, *Warrior* of *London*, the November on Spectrum, Amstrad and Commodore.



EPYX

Cal

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News



3. Commission System.



UNIT 3 AT 200 G.

■ This is **Morpheus**, **Andrew Braybrook's** latest and possibly greatest offering. Happily it's made up for the rather disappointing *Attacker* and returns Mr B to his rightful place as King Zapper. As you can see from our screen shots **Andrew** has returned to a **Unidisc-style** screen — but the new game promises much more — independent **morpheus** would like to bring you a full review next issue.

■ What do you mean you missed part one of our mega-ignition poster? Personally I'd like to say that's your own neglect, look! Further big boss movie **IDEAL** Camp say you ought to have the chance to make up for what you've missed. So if you clip the **CDUPON** below and send it together with your name and address and the post of the poster you missed to: **Computer + Video Games Poster Office, Priority Court, 30-32 Farringdon Lane, London EC1R 4JH**. Then we'll send you the lot you missed. Don't say we don't give you anything! But remember this offer is subject to availability so use **FG37**.

Poster Offer



■ Prepare yourself for another week! Whuff! Well, it's like this. **US Gold** reckon that the one big thing missing from your life when you're playing games is a really cool soundtrack. So they are toying with the idea of putting audio soundtracks in with their games. The first candidate could well be **Outrun**. And how could music to play adventures could! What do you reckon on the idea? How about sending in your top ten game playing tunes list, send your list on a postcard please, to: **Computer + Video Games, Top Tunes, Priority Court, 30-32 Farringdon Lane, London EC1R 4JH**. And you could start by checking out the tunes on tapes going out with games on the same shelf label.



■ Make way for **RobotCop**, port man, port machine. It's the star of a new movie and it's gone in the way from **Outrun**, who swapped up the rights to this new superhero. **RobotCop** is a mixture of **Frankenstein**, **Terminator**, **Blade Runner**, **Dirty Harry** and every comic hero you've ever come across. Once a human cop killed in action, **RobotCop** has been transformed into a cyborg ready to bring rough justice to the crime-ravaged streets of

Detroit. **RobotCop** sets out to revenge the death of the human he was, taking on a gang of depraved biffers led by a disorganised psycho. Lots of action and adventure in this movie which opened to rapt reviews in the USA a couple of months ago. You should see the film in this country around Christmas time and there's a sequel already in the making. The general **Clown** tell us that it won't be around until late next year.

■ You said already we should! No! the gods at **Blindwings**! They brought you the damn **Defender of the Crown** — on the ST and Amiga and now the grand of 64. We've got 10 copies of this sword-swinging game to **Gift** away to the first C+VG readers who rush us a postcard with the correct answers to our **Defender of the Crown** quiz thanks to **Nigel Mansell**. Could you be the King of England and so the lord of a fair domain? We think that the 64 version of this game is a real winner — under the name of our minimal **Answers** are simple questions to find the right answers will get Special **Defender** Points.

1. **Jeffrey** was the name of **Lancelot**
2. **Simon** is the name of the weapon used when **King Arthur** was humiliated
3. **King Arthur** is the name of the king who became king after a quest to a sacred stone

Send your answers, independently **CHV** please, to: **Computer + Video Games, Defender of the Crown Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 4JH**. Don't delay — enter today!

■ Remember **CyborgT**? The games that almost never were from **CHV**. Well, the **Mandrell** is back in a brand new movie adaptation called — yes, you've guessed it — **Mandrell**. I'm hope **CHV** has the technology to bring you this game on real **CyborgT** in a pack of his movie in this latest offering. He wants to feed the blueprint of his contribution before a totally and 67% game for hands on them and start turning out into **George** by the million. The action takes place in a **desolate planet** where the drugs of intergalactic society have gathered. They do up a will-out **EV-9** on tape and **CV-9** as etc.



■ **Nigel Mansell** may still become this year's Formula One World Champion if **Lucky Luck** only option. **Martech** will be hoping he does, because at the end of the 11 season they'll be celebrating **Nigel Mansell's Grand Prix** on a contemporary world. This promises to be the **Grand Prix** racing simulator. It features all the latest technological advances in race car design. We're hoping that **Martech** don't let **Martech** release its digital race on the ground. The **W** couldn't hear it.

■ You could further the experience of a lifetime at the **Personal Computer World Show** — if you're a winner in our ongoing **Microspace Gushpup Competition**! **Microspace** will be bringing their incredible **Gushpup Night Simulator** to the show — and YOU can book a trip to it by winning one of six places exclusively for C+VG readers. The **Gushpup Competition** has been sponsored into you and **CHV**. **Night Simulator** is a game for play on a computer. It's like one of those **100** arcade games — except it's more sophisticated.

There will also be a special line to **Major Bill** **Major** of **Microspace** in the show and he'll tell you through any questions you have during the show.

To win all you have to do is answer three simple **Gushpup** questions, which are:

1. Name the character on which **Microspace** based their hit **Gushpup** simulator.
2. Name the hell's after **South** by **Bill** **Major** in the hit **TV** show.
3. Name **CHV** offer for **Major** was simulation.

If you're going to be at the **PCW** show just send in the C+VG card with a copy of this magazine and tell us the answers. The **FG37** 100 correct answers will get a trip on the simulator during the show.

If you continue to never fail, because in coming up will get a free **Gushpup** robot and 30 other lucky entrants will receive a giant **Gushpup** poster. And send your entries to: **Computer + Video Games, Gushpup Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 4JH**.

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Bubble



- BUBBLE BOBBLE: A classic arcade game that has been ported to many platforms.
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- BUBBLE BOBBLE: A classic arcade game that has been ported to many platforms.

Bubble up the gun and

prepare to take on the evil Baron Von Bubble and his minions.

Position's alone on one job of converting Tait's hit coin-op to Bubble Bobble to the likes of Commodore 64, has got the simultaneous two-player option with those two bubbles blowing

dragons Bub and Bob, water shoots, magical objects, fruits and treasures.

You start at the bottom of the screen and the bubbles rage down from above. Your only weapons are the bubbles which you shoot at the blooming enemies. The bubbles surround their heads and reflect to fly to the top of the screen. After a while, when they're too released but you get to the bubble and burst it first they fly around the screen and turn into fruits. If they manage to escape, the bubbles turn red and you'll have to go after them again. If you're short of completing a level, and catching all the bubbles on it, Baron Bubble, a little yellow, appears and he shoots you round the screen.

The screen gets more complex as you move downward from one to another. Sometimes you'll drop down a random number of points but you can take some comfort because the final moves of the bubbles on each level are always the same, so you can easily build up strategies for avoiding and bubbling them once you

Druid II

- DRUID II: A classic arcade game that has been ported to many platforms.
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The evil Asmodor and his hordes of the undead have returned to Britain, 100 years after Asmodor the Druid

banished him.

Asmodey the Druid's apprentice has taken under the undead again. The land has been desecrated for the purpose of the long dead struggle as breathing air through their misty lungs and destroy every living thing



within reaching distance.

Asmodey must travel through the dark, elemental kingdom of earth, air, fire and water. He has a life since his last journey with Asmodey with the original game. In the original game, he had to go to the top of the mountain and go to the bottom of the mountain. In the original game, he had to go to the top of the mountain and go to the bottom of the mountain.

You find out the dark plans, so the Druid has to go on your list of ten possible spells together with a big bunch, and one way to open a fast gate to sure exit door. The Druid's conjured by pressing the RIGHT STOP key and once invoked you pass through the actions with further RIGHT STOP unless. Asmodey will guard you, attack the undead, or see by your side as long as he's in a safe environment. He is chosen, though, and may get in your way when you try to go through a door.

The other characters will perform the same of the Druid if you take them into hostile territory. The Phoenix has strength of you, make him in a great area, the Druid is ready to destroy you, and the Wizard is naturally a light. You are also equipped with lightning bolt power which

Bobble



memorizes the layout of each level — and that's not difficult. You have one added advantage: Over the bubbles — the game's trademark — there are the earth spring or spring as the coin-op do, in the one hand the bubbles move slightly slower and on the other your bubbling

mechanism is also slowed up. As you advance through the levels the bubbles — or should they be bubbles — change. At first they're slow-moving, greenish ghosts; then the white (poison) ghosts appear, then the fish and spring creatures. All of them are affected by your bubbles:

but all have different attack movements which will remove one of your three lives if you lose concentration for a moment.

You can get some of these lives back by bubbling the letters that spell out one as you move through the levels. You can also destroy the magical targets that occasionally appear. The bubble up must still, for instance, launch a storm of bubbles from your mouth, the shoe will speed you up and the 1 up symbol means extra lives.

It's unlike you'll ever discover or master all the features in Bubble Bobble. If you're not finding ways to dodge Rascal von Blobba or finding the best place on the screen to burst a group of bubbles, you'll be working too late to collect all the fruits and treasure on the screen before the time runs out. The game's an addictive as bubble-gum and so long testing.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



strikes the undead back into the ground again but that quickly drains and you'll have to pick up other spells by standing on the spring stones that mark them. Spells include water and fire walls, Deathlight which strikes all undead creatures on the screen for a limited period, invisibility, invulnerability, and invisibility which you can use in

dark places like a lamp. There are also spells which sustain the Druid's life, like the Banquet and wind. The final spell is White Orb which destroys Accompaniment and takes you to the third grade of Enlightenment.

Until you're achieved Enlightenment, you'll have to juggle up with grades such as Dr.

Breath, Air Shaman, High Adept and Overlord — none of the original game's names of course has been lost.

As a sequel to Dr. Doom it is a masterpiece, it gets which changes and advances the original's features. It provides a frame of reference for Dr. Doom's enhanced powers but also ensures that newcomers don't

lose out for not having played the original. Not another hit for Firebird which recently appears to have been like the Phoenix in Dr. Doom's form as ashes.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

KNIGHTS

WORLD
CHAMPION



Conflicts 1

This is the first of two computer sets released by PWS both of games only a year or so old (see *Game*) reviewed in C+VG in the last 12 months.

Look carefully before you buy, since the winning for different machines (C64+1) include the same games. The Spectrum and Citi16 versions of *Conflicts 1* contain *Battle of Britain*, *Atlantis 82*, and *Thames Europe* but the Amstrad version substitutes *Island* for *Atlantis 82*.

Whether you think this price for three games is a bargain depends on whether you need

more than one of them. My own view is that PWS put together what they had available rather than choosing three games for the same set of prices.

Whereas *Atlantis 82* is a Cold War game that barely qualifies as a wargame or as any kind of representation of the Atlantic War, *Thames Europe* is a boring and very playable game of a hypothetical World War Three in Europe, in which the main problem is to avoid nuclear destruction.

Battle of Britain sits somewhere between the two, as too unrealistic a game for the true enthusiast but probably too

difficult for a beginner and not very appealing to someone who just likes arcade games.

The format of the simulated version is too limited as a strategy game of Western Desert warfare, but includes a good tank simulator. All four games involve a single player against the computer.

It's an interesting collection but it still needs a second thought at £12.95.

- MACHINES: SPECTRUM/C64/AMSTRAD
- SUPPORT: PWS
- PRICE: £12.95 (CASS), £11.95 (DISC)
- VERSION TESTED: C64/AMSTRAD
- REVIEWER: STEVEN

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Conflicts II

- MACHINES: SPECTRUM/C64/AMSTRAD
- SUPPORT: PWS
- PRICE: £12.95 (CASS), £11.95 (DISC)
- VERSION TESTED: C64/AMSTRAD
- REVIEWER: STEVEN

Like *Conflicts 1*, the second compilation is also available in different versions. Along with *Battle of Britain* the Spectrum version has only two, *Island*, a game using the same mechanisms, and of the same quality, as *Atlantis 82*.

The Citi16 version also includes a completely new game, *Okimura*. However, as the instruction book admits, this is only another version of *Island* with a different terrain map.

Perhaps the best way to describe these two games is as slow-moving shoot-em-ups.

Battle of Midway, however, is one of the best wargames that PWS have so far produced. Despite being over two years old. The player take the American carriers against the computer in the first decisive naval battle of World War Two fought without the navy sides ever seeing each other.

Depending, depending on the ability of the American search planes to find the Japanese carriers and launch an air strike first.

The game includes a training option, a regular game in which the Japanese follow their historical course, and a "long" scenario in which they suddenly

appear with more than twice the number of carriers they are supposed to have.

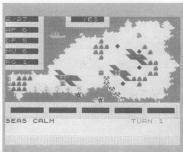
This is an almost perfect mix of difficulty games. It can be played in about 20 minutes

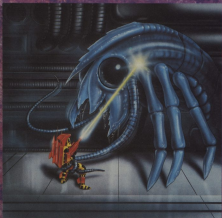
without getting bogged down in details, but is close enough to the real event to be exciting.

If you can't get *Battle of Midway* by itself the compilation is worth it for this

game on its own.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY





Schweiss, the only chestnut-skinned, nonwhite weapon pickup system, owns his place in the action. "Schweiss is the closest to a long-range pickup system, long time, while Sniper is a 'don't mess with the others' guy, messing with Schweiss."



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appears in ... Knight Orc!

Screen shots taken from the Amiga version.



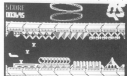
Ref: C+VG 10/87



The Tube

- MACHINE: C&S SPECTRUM
- PLAYER: SUBCIVIL
- PRICE: £19.95 (S&P £24.95)
- RELEASED: 1988
- DEVELOPER: C&S

It could be SDI good to say something nice about a C&S game for a change.



But well. The music on both versions of this top multi-game game is great. David Whitaker has done a masterly job.

As for the game itself — well, I'm afraid that it wouldn't keep your interest very long with an enemy-busting algorithm. Let's take a look at the scenario.

Your objective is to survive a journey through the alien (or alien) collection systems known as the Tube. In order to do this you must maintain the energy from those ships (see footnote) that pass through and are stored in the Capture Area ready for the next alien dust cart to collect them. Energy is essential, although your shield will give your ship

reasonable protection, energy will be drained whenever shields are used or a collision occurs.

Shields consume energy at an increased rate, so should be used sparingly, until you enter the Capture Area where their activation is automatic.

As whilst you are in or when you try to enter the Capture Area, your energy levels become insufficient to operate your shields the mission will be instantly terminated.

The Tube comprises eight scenarios each consisting of three zones, the Transfer Zone, the DMZ (Defence Mechanism Zone) and the Capture Area, designed to keep even the most skilled at pains.

The first area is the Transfer Zone, which is designed to capture space vessels, sustain and drop them into the main body of the Tube.

The Transfer Zone is basically a dark, sloping area — a rather



flat night sky to be lined up on targets. The Commodore version has an interesting 'moving window' effect not found on the Spectrum game.

This part, typically gets boring after a couple of games as you almost survive it and you begin to wish you could also directly to the next part of the game, the DMZ.

This is an easy-to-remember-type game with some absolutely slow moving. At the start of each DMZ level the shuttle streaks along at full throttle towards a couple of hazards following you

to take control just in time to avoid them — here the shuttle waits for the window to catch up!

Wind up in the capture area which features a top-view Ship Fight type screen. You have to drive your shuttle about in search of other ships to gain energy.

The graphics on the Spectrum version strangely don't look very different and some play is similar in both versions.

Overall the Tube is a mish-mash of ideas taken from other games — which is not bad thing if they come together well. In this case I have to say they don't.

	Graphics	Sound
► GRAPHICS	4	4
► SOUND	4	4
► VALUE	4	4
► PLAYABILITY	4	4

Baseball

- MACHINE: C&S SPECTRUM
- PRICE: £9.95
- RELEASED: 1988

It may lack the lustre of America's big league sport but Great Sports Baseball plays one of the finest and determination of their high-profile counterparts. They play with the same type of ball, bat and bases, and they use the same terms — strikes, territory, left field, run — but the game takes place on a local playing field rather than a big stadium.

The same is true of Sport's new version of the game which follows the rules closely, allows the players strategic flexibility and scores through the runs on a multiple screen. It's representation of the pitch. First, though, you decide whether you want to play against a friend or choose to compete with a computer opponent. Decide mode,

you're put to choose your team from 16 computer-generated bats who all seem to be in the play.

Each bat has his, or her, own characteristics, some make good runners while others are fast and are fast on the pitching diamond. Bats, for instance, will take chances if he can see more the almost likelihood that he can make it from one base to another, while Pitches is not fast at foot and mentally agile that he can dodge just about anything.

A computer-controlled team makes play look easy. Its powers for the ball accurately almost every time and its bats are also each placed always on the mark.

Batting's the main default. The pitcher can throw at any angle in speed and you've got to choose if you're just positioning — not an easy task in this situation because the only sure-way to hit the ball is to

lunge with the bat at the right time. If you miss the ball three times, and it falls into the hands of the catcher crouching behind you, you're struck out without a chance to run.

When you do manage to hit the ball the computer (Bats) your run, bases, loss, from a bat's eye view. It also marks the position of the ball on that plan so you can gauge whether to try for the next base.

Pitching isn't a direct action. But it's easier than batting and you're likely to make more headway by breaking the

opposing team out than on your own runs.

Great Sports Baseball has a few extras against it. The batting and pitching controls are not limited and the computer games scores up-run two many times for natural skill. If you can put up with the machine's team-up, and select a good squad from the 16 able you're to choose, you might just enjoy this game.

	Graphics	Sound
► GRAPHICS	4	4
► SOUND	4	4
► VALUE	4	4
► PLAYABILITY	4	4



small hero. He's not only got to help destroy the alien but he's got to take out the station's computer defenses. There are gun replacements, energy spare ships and power points to knock out, plus electrified floors to avoid. You can also try the Mapper, which is like you deeper into the complex.

When you find the Robot, the next piece of the hybrid creature, link it up with it and move on to find the last component — the Brain. The Robot and Robot mind work in tandem to defeat yet more complex defenses — this time streams of electric current and more powerful laser grids. No one other than you can complete the game because each has different characteristics and powers. When, for instance, you meet up with Brain you have the intelligence to solve the computer's puzzles, the accumulated possession of The Robot, and the speed and agility of the Robot. That's all you'll need to confront the alien.

The game's first-over once you've found and located it. The members of the team are scattered throughout the complex. You've got to find them again and go after another alien.

Hybrid

Playout the process another two times and you've completed the game. Sounds so simple but most of the complex sensors are lethal.

Combining that with a frustrating search and you've

got an invention of graphically mediocre game.

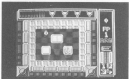
- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8
8
7
7

- MAGAZINE: SPECTRUM
- ARTIST/ILLUSTRATOR
- DEVELOPER: HYDRASOFT
- PRICE: 17.95
- VERSION/TESTED: SPECTRUM/4.86 IBM
- REVIEWER: JOHN

Three features — Brain, Robot and Alien — must find each other and unite to destroy an alien in a dark space complex.

You actually have control of the Robot, a beast with light armour and slight fire power. Such a large task for such a



Flunky

- MAGAZINE: SPECTRUM/PIRATA/COMPTON
- PRICE: 19.95
- VERSION/TESTED: SPECTRUM/4.86 IBM
- REVIEWER: PAUL

What did your last weekend do for you? Was the shot or blown up by a bomb? Don't think so.

But as Flunky to the Royalists — yes, these Royalists — that could be your fate as you're away around the corridors of Buckingham Palace.

Most of the Romy family are here — The Queen, Prince Charles, Princess Diana, Prince Andrew and Fergie. And you're at the back and end of all of them. What better job if you don't complete your task.

This is Don Pridmore's follow-up to the highly praised Windows and back games have a lot in common, excellent cartoon graphics, large and extremely stylish, and positive styling.

The first problem I found was how to switch from keyboard to joystick control. I read what I did I did have a copy without the full instructions but didn't expect it to be so difficult. You do it by getting Flunky to push a select button to the required choices and then doing a task.

Flunky is first ordered to light the fire. He sets off a position piece-plucking a box of matches and an autograph book. And so the second item has the clue to what the game is all about.

You must collect the

Flunky

autographs of all the members of the Royal family. But they will only sign when you have completed the task they set you.

For instance, in the first apartment you find Prince Andrew and Fergie. Prince Andrew, who is in the bath, asks you to get him a towel to play

with. Now if you've been looking around you'll have noticed various items in the rooms you pass through. The obvious one to get that towel is a purple towel on a table. But it's not the one he wants. In fact it's the one he's up on a shelf way out of Flunky's reach. I know

how he can get it but that's no problem for you to solve. And the game carries on in much the same way.

Fall in your task and you soon find a questionnaire in two rooms ready to shoot you. I tried running away, disappearing through different rooms but he always managed to find me.

And when you get Andrew's towel, you might have to provide a few more towels.

It's then off to Charles and Di's apartment, again hunting for those rare autographs and then on to H. M. — The Queen for the last.

All the cartoon Playable are instantly recognisable. Their looks and features are precisely captured and exaggerated to the point of parody. Just take a look at curly Fergie. Andrew's giant choppers — look, that is, not helicopters — and Charles' stars. They could put an elephant to shame.

Don Pridmore will get a lot of praise for Flunky, but no thanks for Flunky.

Flunky is a thoroughly entertaining game for the millions of Windows. It's not nearly difficult and is not too tough enough action for the most energetic player.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8
8
7
7



Once again the time has come to face the challenge!

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Addictaball



► MACHINE: STARDY!
► SPECTRUM/CAS/MT/MSX
► SUPPLIES: MAGNETA
► PRICE: £24.95
► RELEASE: FLYING AIRWAYS
► REVIEWED: TM

If you thought Addictaball was addictive then just get a load of Addicta's Addictaball! Addictive by name — addictive by nature. It must be the best Addicta game for an age!

Basically it's Addictaball which travels, with a lot of extra added ingredients. There is the standard spaceship bit

complete with standard ball and the standard break downrock.

Then you get added extra special bonuses to collect, plus bonus bricks which have different effects on your bricks. You have no guard against falling bricks and 15 bricks which damage the barrier behind you last.

Unlike Addictaball you get the added protection of that wall which bounces your ball back into the action and gives you more time to work out a strategy to keep away the walls which move closer by the second.

The ball will not be regulated by losing bricks marked "B" — but it's best not to allow this because through it you want to keep going.

Each level is based on a theme. Transport, Politics, Circus etc. — but it's hard to see the relevance of this when all you see is — say — a bus which moves back and forth across the screen to mark the start of the next level. But who cares when the game is so great.

Collect the rocket booster and master at the start of the game and take care of them. You'll need the booster to fall off shooting, when bonuses released when you hit certain bricks. You'll need the booster to dodge your way around the bricks and bonus which block

your way at the end of each level. You can collect extra points and fuel by hitting special bricks along the way — but they aren't always there when you need them!

Other special bricks allow you to stop the scrolling for a short time, start the ball on your left, start or speed up the ball. Bricks marked with a skull and crossbones allow bigger holes in barriers when hit, and there are mysterious bricks which do various little things.

Watch out for secret hyperspace transporters which speed you through time and space to new levels or simply a different section of the level you are currently playing.

There's a new-bricks option and the game can be played using controls — or mouse on the ST version we tested. I found the mouse the best bet on the ST — after all, the movements are quite straightforward.

Up to now the ST has been lacking games of this addictive quality — but Addictaball will alter all that! Hopefully the other systems will see us off as nicely. We'll let you know as soon as we can — meanwhile ST owners should make this a big hit.

- GRAPHICS
- SOUND
- PLAYABILITY

5/10



Last Mission

► MACHINE: VGA/SPECTRUM
► SUPPLIES: US G&A
► PRICE: £5.95-£6.95 (PAL/CAS)
► SPECTRUM (data)
► VERSION TESTED: SPECTRUM
► REVIEWED: JDM

It may be the last mission, and a classic arcade game, but this game still has some addictive power to it.

You're again driven from your home planet and the only way

to get back from your exile is to defeat the invading force that took you and again across the planet surface. Your ship is equipped with a standard laser armament system. But, as the game progresses, you can collect more defences and attack modules from the planet's surface.

First, though, you've got to get a grip of the controls of your ship. It moves forward at a constant, fairly slow speed. To change course move the joystick left to right and the side of the ship turns clockwise or anti-clockwise — just like the other side Asteroids. It takes a bit of getting used to because you expect to speed up and slow down when you push or pull the joystick up and down, but the only way you can avoid incoming enemy craft is to quickly turn the nose of your ship.

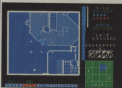
That's not so easy when

you're caught between those of four fighters.

When you hit some of the enemy craft they explode and let off clouds of debris which drift in a straight line. If any of these pieces hit you you'll lose one of your lives. In the later stages of the game these debris clouds gang up and often prove more of a nuisance than the enemy ships which you need to shoot respectably to destroy.

There are compensations for all this death and despondency — no, really. The planet's surface is studded with strange, colorful striped pods. When you shoot these the clearing falls apart and a small square, enclosed with a border of the alphabet, beams out at you. Fly through the square and you add to your weapons or defences.

When you take on a new mission you learn the basics of the previous one. For instance, you may have picked up a fast





- MACHINE: SPECTRUM
- SUPPLIER: FREEMAN
- PRICE: £8.99
- REVIEWER: JOHN

You're a lone space man, drifting through the endless star fields of four alien worlds with only a laser gun to protect you against their intruders.

In the beginning you choose to work alone or with a second player. Then you select the world you want to enter. First up, the Forest World of Denoon. The monsters there are green and fly at you in swarms and waves. There's a thin linked shield with two heads that need to be shot off before it's destroyed, bricklayer-shaped aliens that can't be shot around the screen and let off tiny but lethal lasers, and lots of invulnerable monsters which can only be destroyed with multiple hits. There's also a series of walls that reflect towards you and are almost impossible to



destroyed that creep up behind you.

Finally, the Forest World of Denoon has the invulnerable walls and series of laser blasting squares. The aliens in each world depend on bonus signs which you can pick

Sidewise

Man or robot.

The desert world of Zebra is no kinder. The same snakes and medallions get up to most evil intentions, while other creatures in this yellow world, such as the gyrating snakes which three off twice points make up for the lack of the Forest world's evil.

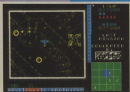
The Colored World of Mo includes medallions that give birth to baby medallions, diamond shaped squishies that are a devil to destroy, a chain snake which you must avoid and an exploding

up. You'll gain more points and give yourself a breathing space for a while.

Colours has all the features of a classic shoot 'em up arcade game, yet I'm disappointed. The reason is that each world contains the same monsters, plus one or two new ones, the configurations are basically the same on each level and some of the aliens are just too fast to hit.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

1
2
3
4



bring continuous streams back then hit another square and it changes to a third gun which sends energy bolts out at the four corners of your ship. That may change to a wall of energy blocks which comes out of your ship's nose and get bigger as you pass through other squares, or a laser field bubble which allows you to float through obstacles without damage. There's just so much in the game that it's not documented in the instructions.

Okay, I've told that it's old, but it's always still after another and through still techniques to master to keep you going well into the outermost months.

It's addictive, compulsive and near leaving myself off, if you liked *Unlucky* then this is the next game for you!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY





ATARI



COMMODORE



SPECTRUM



SPECTRUM



COMMODORE



AMSTRAD



ATARI

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SPECTRUM

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COMMODORE



SPECTRUM



AMSTRAD





Defender of the Crown

- **MACHINE:** C64
- **DEVELOPER:** COMMUNWARE (AmigaSoft)
- **PRICE:** £14.95 (retail)
- **MINIMUM HARDWARE:**

Defender of the Crown looks great on the Amiga, nobody will argue with that. But there was a lot of speculation surrounding Commuware putting out a 64 version of the game.

So how did they do it? The answer is GREAT! Not only are the graphics and music faithful to the original version, but game-play has been significantly improved. But first a bit about the game itself.

In 1181, The King of England has been assassinated and all the real estate is now up for grabs. It falls on you to become one of four Baron Knights, with the computer taking on the role of all the other characters.

Each knight has attributes that dictate his life, as well as a castle and small army to start.

Through boldness and strategy, you must increase your holdings, defeat the other knights, and take on the big final conqueror as well.

This takes a lot of cash, but there are a number of ways to build a fortune. The easiest is to raid a castle, wipe everybody out and run back home. Of course, others might take a dim view on this, so be sure to take plenty of images and knights, and leave a good fence to defend your home castle when you're "stepping out".

You can also participate in jousts, which add to your

prestige as well. Use the money to build more castles, consolidate your territory, and take over.

A "map" feature helps you check out what all the other boys are doing, and receiving a fair dinkum will make you a better, stronger leader — everybody likes a fancy man.

Your ally, Robin Hood, will also come to your aid in times. But success or failure will still be on your shoulders.

Defender runs quick and clean on the C64, with an excellent sound track — thanks to several compression techniques.

Packed with data on both sides, the program has been programmed in a number of important ways. First off, it is possible to move through neutral territories — providing that the landowner has no reason to hate you.

Second-play is now indicated with a strength bar at the bottom of the screen, making it a lot easier to decide whether to fight or flee.

The interior castle sword-fighting scene is intact, complete with the shadows of the combatants flickering from the borders.

Battling your opponents' armies is now done with weapon-play, rather than just watching a screen indicate whether you've won or lost.

Order statements remain the same, such as assembling a castle with a catapult, and manoeuvring your armies

Crown



around the landscape. My favourite, going back to meet at the tournament, hasn't been touched either. In fact, the animation here actually seems quite a bit smoother than that of predecessors.

Plus, your opponent isn't a perfect shot anywhere, so two or three misses are now the norm. Of course, the C64 can't

duplicate the digitised sounds, or highly visual graphics of the Amiga. But you get a whole lot of game with this version of Defender of the Crown.

- **GRAPHICS:** 800x600
- **SOUND:** 16 BIT
- **VALUE:** £14.95
- **PLAYABILITY:** 100%



C+VG

REVIEWS



PLANES 03
00000000

COMPUTER
PLANES 03
LEVEL 2



PRESS FIRE TO TAKE OFF



Accel III

- MACHINE: IBM PC
- SUPPORT: SAMSUNG
- PRICE: IBM COM \$14.95 (US)
- REVERSE: PALM

When Cascade first played its first game a few months ago it met with great critical approval and was generally hailed as one of the best flight simulations around. Now the Hemisphere-based software company deals its second act. And once again they've turned up a trump.

But be warned, relying with Cascade's colour-coded security device could seriously damage your sanity and colour perception. These things are said to try it, I suppose. Stick with it and you'll be through.

Now a second warning. *Accel III* Combat Simulator Two does not reveal all its secrets in a few minutes of sky-high action. You've got to log in a few hours

of flying time to really enjoy it.

So what do you get? *Accel III* is basically head-on combat. Either you versus the computer or against a pal. The action is split in real time between the views from the cockpit of both fighters, which are a different design. One of is based on a carrier, the other at an inland airbase. In the one player inside you fly the carrier-based jet.

There are two game scenarios. The first is a close range dogfight. Both jets, armed with aerial cannons and heat-seeking missiles, are placed at random on the map within a fairly short range of each other. It's then push and destroy. Even with the computer on the lowest skill level — it ranges for one to 25 — I kept getting a nasty shock from raking. Those heat-seeking missiles are lethal

The second game play involves a full scale air and ground attack and involves an aircraft positioned just off coast while its monitoring an offshore radar station. This with really isn't as well executed and ends in some real jet-set action.

The layout of the cockpit instruments in *Accel III* is different but you basically get the same controls. These include radar, compass, altimeter and fuel and velocity dials, a message screen and weapon selection.

You also have control over engine power and must learn to lose if your fuel and weapons are running low.

Now for the weapons. These are:

Cannons — for use at a range of less than one mile.
Heat-seeking missiles — can be used at distances of up to eight miles.

Radio-guided missiles — these are for real long shots from up to 25 miles.

Anti-airship missiles — can be used at altitudes of under 2,000 feet and at speeds of less than 100 knots.

Hitting the 'Y' key will bring up a map of the battlefield. Useful if your strategy seems to be sliding away.

I quote the flight simulations — providing they are fairly easy to get into. Pushing arrays of more than having to read a flight manual, which seems just as long as the real thing and then having to spend what seems like hours getting the right engine thrust, flap setting and rudder control correct before being able to take-off. And even then I always end up raising the undercarriage before I've taken off!

Well with *Accel III* there's none of this to worry about. The lobby controls are best to a bare minimum and allow you to hit the fire button the action starts.

Are graphics and are sound — from those main IBM hardware — enough to do a worthy successor to date.

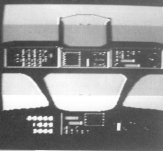
- GRAPHICS
- SOUND
- COLOR
- PLAYABILITY



10
11
12
13

PLANES 03
00000000

COMPUTER
PLANES 03
LEVEL 2



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a woman of mystery and a woman of
mystery.

OF 95, day 112 95, of all good computer stories.

FIREBIRD

MASK

- MACHINES: C64/SPECTRUM/AMSTRAD
- SUPPORT: GERMAN GRAPHICS
- PRICE: £24.95 (SUSPENSE) £29.95 (MARS) £3.99 (SUSPENSE) £3.99 (MARS)
- VERSION TESTED: AMSTRAD
- ADDRESS: GEM

Gremlin must be one worried software company. It's only had the license for the Mask range of toys, and cartoon series. For a few months and the agents of that high-tech toy and cartoon management have started to disappear.

Mark Twister, inventor, manager and leader of the group, suspects that the villainous Venom organisation

is behind the kidnappings which are further attempts to de-stabilise world peace and may signal the start of a massive global con game. Your mission is to track down the missing agents and destroy as many of Venom's cohorts as possible.

There's not much you have to go on. The agents have disappeared into a vortex which has taken them into one of four fantasy worlds. Don your mask, the trademark of your organisation, and remote controller of all the weapons, communications and equipment at your disposal, and take to the skies in your Thunderhawk gunship.

Once you've found and entered the Venom vortex you're plunged in one of four fantasy worlds — Boulder Hill, Pre-History, Far Future and Venom Base. You'll find two of the six agents in all but the first of those, and at Boulder Hill you have to find your team mate before a riot can start your rescue mission.

The landscapes are truly detailed and the levels are natural enough until you come across the first syndicate which marks the location of useful objects. There are bombs and repair kits for your Thunderhawk, as well as security keys, weapons and maps which help you to locate your missing cohorts. Just shoot through them to pick them up and then're returned on your ship's control at the bottom of the screen ready for use.

To find an agent you've got to go through a search and pick-up sequence which is unnecessarily complicated but which legitimises the game. First you've got to pick up a scanner and find the first level, amongst many, which will activate it. Once found, pick up the agent and go in search of his mask and collect it before going off in search of the next agent.

Each of the four locations contains a scattering of deadly traps, mines, monsters and high-technology weapons — all aimed at you. Boulder Hill is swart with its ice-caps, bombs, pigs, lizards, monsters and freight trains, compared with Pre-History which has the Flintstones, Snapping Turtles, dinosaurs, volcanoes and lava of your Thunderhawk. The Far Future, with Black Holes, Com Telecommunications, radioactive waste, and UFO-mechanics is no better, while the final scene, Venom Base, throws everything at you in a last desperate effort to prevent the villainous dynamic.

It's unlikely that you'll get through Mask easily, much if you're an amateur. But Gremlin has made sure that there are plenty of ways to knock up high scores, apart from finishing the game with all agents safe and well rescued.

Gremlin could have included the game board, any old sheet 'em-up style — an idea actually recently invented at Demarc's and Living Delights — but it didn't



instead if it paid attention to all the attributes of the houses and used them to transfer non-stop cartoon action onto the computer screen.

I despised all seeing a good cartoonary item and conversion when US Gold released its over-priced Men-Men games.

Thankfully, with the release of Mask, I wasn't in danger too long. A good cartoon and a very good game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



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ATARI ROUND-UP



A school report for the Atari XL/XE series would probably read "late starters". Somehow they failed to attract the public when they were first flocking to buy C64s and Spectrums. But the story has a happy ending. Discount prices led to a solid user base which Atari, much to their credit, continued to support. So did the software manufacturers, some of whom were in from the start, others arriving rather later when they saw an untapped market. The result is that the machines' capabilities are now being exploited by some excellent full-price games, balanced by a brilliant budget selection. So forget the GT for a minute — here's a baker's dozen to prove that the Atari 8-bit lates back!

- **HEAD-OVER-HEELS**
- **OCEAN**
- **THE M**

At last Atari 8-bit-ers have the chance to try the classic adventure which is guaranteed to keep you awake, not to mention trying you winks. Jon Morris and Bernie Davidson's *Head Over Heels* has been gloriously converted to C64s and PC, with music and sound FX from these two people at Red Hat. It's every bit as pleasurable, difficult and downright weird as the previous versions.

The plot of *Head Over Heels*

You then have a choice of sending them back to Heaven, which is the safe but cathartic option, or to take on the mighty Blackdeath Empire — a truly epic task. My guess is that you'll



► **THE M (C64)**



► **HEAD-OVER-HEELS**
a case of double your pleasure, double your puzzle, as you take control of not one but two horses. Head and Heels are alien creatures bonded in a symbiotic pair — which means that if you can locate them you can stand Head on Heels' shoulders to reach a virgin, more powerful being.

Bouding them isn't that easy though, because they're trapped in separate cells deep in Castle Blackdeath. Luckily each will have a weakness, and you get them into the meat of events there's a chance that they'll be able to collect the right objects and first waves past the deadly patrolling to meet up.



► **HEAD-OVER-HEELS**

get for the latter, because Head Over Heels is packed with the sort of puzzles that just must be being solved.

Everything about this conversion is excellent, ranging from the snug spot effects and catchy tunes to the spot-on portmanteau of various leags and

the wildly imaginative graphics. It's been rated a classic in every other version, and all I can add is that XL and XE owners will most have this in their collection.

► Overall Rating: 5

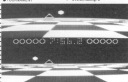
- **STAR (SMALL HIT)**
- **EMERGE (GUT FIGHT)**
- **THE M**

A full-price package, but you get four titles for your money, and as most of these were once full-price, it's good value.

Strike Mine is a tricky cross-country racing game with superb graphics and sound effects plus a selection of surreal hazards. *Blue Max* is a classic, would you care to, as you fly a biplane across diagonally-scrolling occupied territory, bombing and shooting.



► Tournament



► Chess (C64)

► Chess (C64)

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collection.

► Overall Rating: 5

- **SHOOTER**
- **AD (SHOOTER)**
- **AD (SHOOTER)**

Though it's been out a while this 'sport of the future' remains at the leading edge of Atari 8-bit software. It's a phenomenally fun game on any machine, but this is probably the most breathtaking version of all.

You compete against either the computer or another player in a wild ball game. You choose to take control of a floating sphere, which must be placed between goalsposts at either end of a huge pitch.

Ballblazer uses a horizontally split-screen for the two points of view, and the phenomenal playing area positively flies under you as you both zoom around. There's even a pounding music score!

► Overall Rating: 5



► THE BATTLE OF

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Continued from page 32

- **CONQUEST IN VIETNAM**
- **ATARI 800/1300**
- **\$74.95 (C&G), \$79.95 (B&B)**

Atari 8-bit software isn't all about repeating arcade action and another panoply can tackle some of the toughest problems of modern warfare as they conquer the Vietnam war.

Microprose recognizes the controversial nature of the war, and while the company hardly takes a pacifist stance, even those with hardened anti-war views could find something of the horrors of the war in South-East Asia, from 1955 to 1972, in five scenarios.

The game successfully compensates the style of its additional tactical wargames, using a number to give order to its units. The simulation is carefully guided, with an initial tutorial for complete novices, and there are options to cover most personal preferences. Novice wargamers should find much to challenge them here.

- **Overall Rating: 3**

- **TOURNAMENT**
- **LN 500**
- **\$5.95 (C&G), \$74.95 (B&B)**

There have been golf games for almost as long as there have been computers, but there has never been a golf game like *Leader Board: Putter* before. It has the sport's most difficult bit, "a great way to ruin a walk", done so successfully.

Everything about *Leader Board* impresses, from the perspective view of the course, taken from just behind the golfer, to the variety of holes found across the four courses in the original game, and the additional four for Tournament players. You can even choose the level of difficulty that you'll play at, so novices can't struggle into it.

Up to four people can take part and about the only feature of the real thing that isn't included is the lateral transfer mode that sends you moving back to the clubhouse. Even if you don't normally like sports simulations, you should take a look at this.

- **Overall Rating: 4**

- **STAR WARS**
- **ATARI 800/1300**
- **\$7.95**

Where better to start than with a shoot 'em up? Atari owners may not be able to experience the joys of *Star Wars*, but they can come close with this superb shooting classic.

The plot is as simple as you could wish — storm across the asteroid surfaces, wrecking any structures that get in your way and taking pot-shots at the swooping alien craft, which don't take too long to your weapon capabilities.

The onboard graphics are great but the aliens look rather washed out. Still, they're so good looking fast enough to keep you on your toes.

- **Overall Rating: 3**

- **ADVENTURE**
- **ATARI 800/1300**
- **\$7.95**

Adventure adventures must be the second most popular type of game, after shoot 'em ups, and this budget title offers most of the features you could wish for including well-crafted puzzles and straightforward hints to avoid

getting in a giant maze, around which your hero walks and flies. It's a bright and colourful game calling for much mugging and some lateral thinking as you puzzle out how to use the things that you've collected in your nine pockets.

It makes head to its instructions — there's nothing misleading, so you have to pick up the floor points by experimentation.

- **Overall Rating: 3**

- **UP, UP AND AWAY**
- **ATARI 800**
- **\$3.95**

The *Jaws* has attracted some odd accolades, not least its title, the game of helicopter piloting presented here includes things that *Robert Johnson* never dreamed of, including rock-hurling punks and programs with love letters.

You have to float along, avoiding the hazards and dodging up-fishers you'll soon be forced to allow cannibals to fly off. Things get more difficult as the lightning begins to flash, and you have to hold back to dodge the thunder bolts.

An interesting different game that can prove strangely addictive.

- **Overall Rating: 3**

- **OUR LAM**
- **ATARI 800/1300**
- **\$7.95**

Commands get clunky, which means that you have to muck up the scoring system, changing bullets and deleting the enemy as the on-screen bonuses increasingly diminish.

While there's a lot of aliens to shoot, there's a lot to do in this budget answer to *White Lines*.

While it's involved, and the life's made more difficult by the absence of the graphics that give you the extra few points in the full-price game.

The graphics are a little basic, but if you're not a total fan of the original, but fancy some fairly bloody action, this is well worth a look.

- **Overall Rating: 3**

- **SHOOT 'EM UP**
- **ATARI 800**
- **\$7.95**

Another odd scenario as you play a little bubble who aims to become big because in the *Ballad*! You do this by absorbing other bubbles while eating the sugar-lumps in bonus panels, but avoid everything else, because neither of them will like say your strength or even found you.

Played on a single screen it's a simple game which is quite tough to master. The graphics are a little disappointing, but there's a fairly sound and tough as the *Ballad* is doing at the end of the game are great.

- **Overall Rating: 3**

- **ATARI 800**
- **\$5.95 (C&G)**
- **\$7.95**

David Jones's brilliant arcade adventure system of *Wonderland* comes to the Atari. It uses windows and menus to give commands, so you'll never find what you look for the right word only to find you can't do what you wanted.

You control Magic Knight, who has to rescue the victims of the wizard's magical incantations from the Castle of Rags.

The only disappointment with this contribution is the colour scheme, which seems more suited to a modern fantasy than the medieval game, even if it is known as the Dark Ages!

- **Overall Rating: 3**

- **CONQUEST IN VIETNAM**
- **LN 500**
- **\$5.95 (C&G), \$74.95 (B&B)**

There's something about *Conquest* that makes it an addictive addition — the ideal combination of running round a maze and mass destruction. Every level holds its own surprises... and ends lead to even more terrible tasks. And if the original isn't enough for you, there are plenty of *Conquest* *Conquest*.

As nobody who's ever played the arcade original will know, to get the most from the game you need a plotter, so long as you have a second joystick so that you can take on the assistant captain with some assistance.

The game is extremely playable but it's a pity that the little bit better bit is down to being far too small.

- **Overall Rating: 3**

ATARI ROUND-UP

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LAUREL & HARDY

■ RELEASED: CMC
 ■ SUPPORT: ADVANCE
 ■ PRICE: £19.95
 ■ REVIEWED BY: JAMES

Billed as a game in glorious cartoonism — black and white for those readers under 10 — Laurel and Hardy from Advance would at first sight appear to be something new and original.

It's fast that it is programmed by Andy Wilson — the man behind the classic Dan Dare on the CMC — does nothing to dampen initial enthusiasm. Unfortunately, this

entertained turns out to be unimpaired.

The aim of the game is to hit your opponent — either Stan or Ollie, controlled by another player or the computer — full in the face with a predetermined number of hits.

To do this, you have to visit various locations and collect objects to help you hit your opponent. You can also select the help of a stray dog whilst avoiding the Keystone Kops. However, since the long aim of the two players is slow itself during several hours of play, I can only assume they were something else!

During play, the screen is divided horizontally into three windows. Ollie and his comical run-moublings at the top and Stan likewise at the bottom.

In the middle of the screen is a green strip containing a dotted — more of less later on — and wants to show the status of both characters.

To carry out any action you must first stop moving. You then press the and move your control up or down to choose an option.

These come in the form of

silent screen "explosions" which appear in your playing area and give you a description — if sometimes a little cryptic — of what you can do.

There are a nice idea, but they're hard to use. It is very easy to select the wrong option because of the awkwardness you have to choose.

The skill in this game ought to be your ability to collect a pile, lay traps for your opponent, catch him off guard and slip him right in the right while avoiding a sinister fate yourself.

If you could actually do this, not only would the game be fun, but it would also capture the slapstick style that Advance has tried so hard to create. Instead, your spent time trying to achieve what should be routine tasks in the game.

In the game's former adverts say the animation is brilliant, especially in the way that it is used in being Stan and Ollie to life, but this alone cannot save the game. It's just a pity that Advance couldn't put it together.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

JAMES



CALIFORNIA GAMES

- RELEASED: CMC/CALIFORNIA GAMES INC
- SUPPORT: ADVANCE
- PRICE: £19.95 (ADVANCE) £19.95 (CALIFORNIA GAMES)
- PRICE: £19.95 (ADVANCE) £19.95 (CALIFORNIA GAMES)
- REVIEWED BY: JAMES

I'm off to join those crazy folk in California and it's all the fault of those boys on the TV. They've got me hooked on surf, skateboards and BMX bikes, and I've not even been near the place yet.

There are some radical parties here. Half your skateboarding, foot bag kicking, surfing, roller skating and BMX bike riding, now redefining, not a ball or goal in sight. You can compete in one or all these events or take it in easy way out and go for practice.

You can make a choice of the competition events — one, some or all. There are six, some of them shared on the second side of the disc, so you're spoilt for choice.

A sideways above the beach forms the roller skate obstacle course. To guide forward wiggles the joystick left and right to make your feet move. As you pick up speed you're faced with marks in the pavement, bouncing beach balls, banana peels, slippery surfaces, ramps, cliffs and, to top it all, a waterfall that performs a lightning fast.

(Skate boarding takes place in

a half pipe. Push the joystick back and forward to join momentum. When you've gained enough speed to go over the lip of the pipe move the joystick diagonally to perform an aerial turn which spins you in the air and puts you back on the board facing the opposite direction.)

You might also like to try a hand stand when you plant your hands on the pipe and flip the board over your head.

You might also like to try a hand stand when you plant your hands on the pipe and flip the board over your head. Naturally I don't do this well at that. I've never been a contortionist. I did do better at the last time, though. Just look here, at the pipe and flip your board around so, yet again, you're facing in the other direction.

Drive from bag, a simple game, in which you keep a hopping bag in the air with your feet, knees and head. I'm relatively informed that the real thing is painful, but you'll be pleased to hear that it's only your fingers that are likely to slip off as you move your player around the screen.

If foot bag bouncing isn't your scene, go down to the beach and try surfing. It seems easy at first. All you've got to do is stay on top of the waves unless it breaks and ride it in. Don't flip over the top, disappear behind

it or off the screen. Big wave and you'll wipe out. Bouncing down by a beach pump, holding up cards and giving wave grins.

Two new got, back kicking and flying disc — that's close to you and me. The boyie motorcross takes place on a course chock with jumps, ramps, dips, tyres and slippery bits. The usual (strict) directions apply too. If you go too fast and try to turn the front wheel of your bike around something like a tree, you'll fall over.

By comparison flying disc is a bubble.

At the end of the competition the awards ceremonies are held, now world records announced and trophies

presented.

California Games deserves all the accolades and trophies it's likely to get this year. The action is realistic and the graphics detailed.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

JAMES



- **SCORES SPECTRUM**
- **AND MAGNET**
- **SUPPLER ORIGIN**
- **FILED BY** (S) (P) (M) (S) (S) (S)
- **FILED BY** (S) (S) (S) (S) (S)
- **VERSION** (S) (S) (S) (S) (S)
- **REVIEWER** (S) (S)

As street vigilante Paul Ramsey you've gotta flame 'gats to relieve the street gangs and muggers of them. You take the cue that Charles Bronson made famous, along with a pledge to some city of ours.

The city is displayed in 3D. You can point your line at any compass point then run fire along the screen street in either direction firing past the punks who carry knives, machettes, guns, two pistols, and clippers. You've got a choice of four weapons, including an automatic pistol, machine gun, rifle, sawn-off shotgun and baseball, each of which has a



window targets you almost double that of street shots, so it often pays to enter as many buildings as you can.

mainly to concerned with shooting the punks. On occasion the little and ladies also get in on the vigilante act.

constant walking, hamstringing or shooting to gang members. The injury status display creeps slowly from green to yellow and

DEATH WISH III

limited amount of ammo. If one of the guns runs out of bullets or ammo it's discarded and you must enter buildings and find new weapons.

The buildings comprise of several rooms and offer opportunities to make bonus points. You can look out of a window over the street, line your gun right and blow away many victims. The points for

Always remember that the bad guys are the ones carrying weapons and not wearing false uniforms. If you later party a little old lady or pulp a policeman, points are taken away from your total and you could end up with a minus score. Once you've hit a policeman, you've clearly broken the law and they'll start to fire at you, although they'll

They use their handguns, so don't fill with bullets. To each muggers over the head. Go to it game.

The streets also contain other items which confuse your line of fire. The prostitutes, for instance, raise their skirts in the hope that you'll pay more attention to them than to their targets. You may think the men in white coats who walk on when you've blown away three of more punks are there to comfort you, but that's opposite is true. They're there to pull the bodies off the screen, and a good job they do of it too.

How many think you're invincible with all that ammo and a bullet proof vest to boot, but you can be killed by

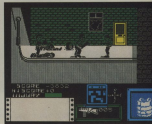
them to red.

Despite the violent nature of Death Wish III, the game is technically excellent with beautiful graphics and a three channel sound track from the film's title music. Some of the screens show graphics gone and too much, particularly on the Commodore version, but we should warn you, your judgement on this Greenline title — probably without seeing it first. So, all I will say is that it's an excellent game which is shockingly realistic.



- **GRAPHICS**
- **SOUND**
- **VALUE**
- **PLAYABILITY**

Spectrum CD4



JEFFREY ARCHER

NOT A PENNY MORE,
NOT A PENNY LESS
THE COMPUTER GAME



Atari ST
CRM 64
Amstrad GPC
Spectrum 48
Spectrum 128
BBC B & Master

"We have had our money stolen by a very clever man. Gentlemen I therefore suggest we steal it back. Each of you must return with a plan of how we are to extract \$1,000,000 from him without his ever becoming aware of it.
NOT A PENNY MORE, NOT A PENNY LESS"

Published by



DOMARK



- **IMAGINING:** SPEECH/IM/
- ARMAGEDDON**
- **PRICE:** £18.95 (RMB, £14.95
- USA), £14.95 (UK), £14.95 (USA)**
- **VERSIONS:** TEST: SPECTRUM
- **RECOMMEND:** YES

Armageddon out of town! The world is a dangerous place and I've been put in total charge — I have about 1000 troops — it's your move! This is Armageddon, the C+VG Official.

Watch it, here is a strategy game which you'll either love or hate. There's no real action — but it will take your intelligence and test your diplomatic skills to the max.

Like *Crash 2017* it's a big game — but this time real big in terms it's a complete simulation. And although it's supposed to be set in the future some of the scenarios you come across are far too close to the present.

Playing the game is like *Real* or *Operation* in reverse — instead of looking after the

situations, some serious, some not so serious.

Each country will be in regular contact with you for advice, guidance or approval of their actions. You must agree when to give aid, when to be firm and when to compromise.

A country which becomes unstable is much more likely to be the unprovoked or aggressive towards both you and one other country it has poor relations with.

ADD TWO: Promote good working relationships between each individual country and each of its 1000 UN members.

ADD THREE: Achieve economic stability.

Each country has ten principle needs, **FOOD** and **RESOURCES**. If a country has a deficiency in either of these areas it will be less stable. It will then be seeking to gain any advantage from other countries, either by deception or force. You must keep an eye on each country's resources and as far as possible try to allocate them fairly or in whatever way you

■ INFORMATION

If you select the **IN** icon a window will open presenting you with further sub-tasks. By choosing one of these you will be presented with the latest intelligence reports on each country's status in three vital areas: food, resources, missiles.

■ COMMUNICATION

This icon is divided into **IN** and **OUT**. Choose the **IN** icon you can look at letters that countries send to you. Choose the **OUT** icon a menu of standard letters that you can send to countries will appear.

SALE, **UTTER**: Choice of this icon will display the positions which are available. By moving the cursor over a satellite and pressing **F10** you'll get the satellite's **IP**. Move the cursor over the World Map to position the satellite in geo-stationary orbit and press **F10** to release it.

RADIO: The world's airwaves are alive with radio transmissions which originate from each of the 18 UN member countries. The information carried by these

streams of each country involved and far more to that, on who's allied with who.

They do little damage in themselves but if they are not ever quickly they tend to escalate into nuclear war.

If one country launches a missile or releases a nuclear cloud, you will see the missiles tracking towards their targets on your world map. At this stage, it will be too late for you to move your **SS** satellites to shoot them down. If you do not spot the conflict coming and do not cover it with your satellites, then all missiles launched will attack their targets.

Armageddon Man

interests of one country you have to balance the whole world. Which makes it a bit of an unusual task.

The year is 2031. There are 18 nuclear super powers and the war is balanced on a knife edge. To prevent disaster they have formed the United Nations and appointed a Supreme Commander to oversee the economic, technological development and weaponry of these nations.

The Supreme Commander, that's you, sets high above the world in a space station nicknamed *Supernova* collecting information and reports via a network of defence and intelligence satellites. You are the Armageddon Man, in control of the destiny of the Earth.

Your task is to prevent Armageddon. How you achieve this is up to you! There are three main aims.

AIM ONE: Achieve a good working relationship with each individual country.

There are 18 member countries of the UN. Each country has its own political system, its own problems, its own aims and even its own nuclear personality. The one thing they all have in common is a desire not to be destroyed. You must learn how to deal with each country in different



feel is appropriate given the prevailing conditions. The system to which you are able to control the movement of resources will depend largely on your relationship with each country's involved and also on their technology at each other.

AIM FOUR: Achieve military stability.

Some countries may be naturally more aggressive, others more peaceful. However, of paramount importance to a country is its own security.

Water resources may provide you with valuable information.

Wars come in two types, conventional and nuclear. Conventional wars are positive in that a similar logic rules realize that due to the enormous advances in weapon technology it is virtually impossible for either side to win. However, they can see the tension between two countries, but whether this happens depends entirely on the relative

control of any nuclear conflict is an assessment of the level of radioactivity in the Earth's atmosphere.

It is not necessary, therefore, for every country in the world to be destroyed for Armageddon to occur. A large scale nuclear war between two countries may only kill enough enough lethal radioactivity into the atmosphere to kill the entire population of the world.

As you can see you've got a lot on your plate if you decide to become the Armageddon Man. I want for a total nuclear disarmament society — but before I could get rid of all the missiles, Japan and Libya decided — out of the blue — to have a little conflict. No waiting at all.

Each I suggested to stop a big conflict by doing these things and suddenly got fired!

Armageddon Man is a thought provoking and well put together game — but you'll have to be a strategy or strategy fan to enjoy it to the full.

- **GRAPHICS** 3
- **SOUND** 10/10
- **VALUE** 9
- **PLAYABILITY** 8

good idea from Slingshot's Dan Dine and incorporated it here — the CD-ROM version anyway. Thanks for waitin' out!

If you remember the Laser Reflector game in Dan Dine you'll get my drift. Still, in this game your first war-tell inside a tent attempting to blast your way out of the many different compartments which make up the farm and head for freedom.

To escape you have to use the farm's solar reflectors to open doorways — reflecting the laser's playing reflectors in the right place/combination. THXCDROM breaks into the armoury and steals a cone person mobile (Ground Control device), the makes her bid for freedom.

In the agricultural block, giant solar concentrators are used to provide artificial sunlight for the crop-churning spots of bad weather. The solar beams are 'bounced' to their destination points by disposable glass reflector stations. Obviously, if a beam were to be fired in the wrong direction, the results could be lethal.

The agricultural block is split into apparently endless compartments, each of them joined by sealed exit tunnels.

Using the CGC, THXCDROM will be able to use the reflector stations so that they guide the solar beam into the exit tunnels, shattering their seals in this way, there is just a slim chance that the cone-escape to freedom through the exit tunnel



of the subterranean compartment and join the rebels.

All the compounds are heavily patrolled by police surveillance machines. Combat with any of these will mean immediate termination.

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and traversed the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit.

Turn the solar beam on to blast your way through the exit to the next level. On each following level, the beam will

appear to start from the point you entered the level. You are 1/3 levels to penetrate before you can finally escape.

It is easier to collect all the reflectors on a level, clearing paths as you go.

Rebel's a reasonably entertaining game — but it lacks any sense of urgency and the third power that will get you coming back for just one more go.

	Graphics	Sound	Value	Playability
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4

- **REMARKS: SPECTRUM/AMSTRAD/CH**
- **SUPPLIER: VISION**
- **PRICE: £14.95**
- **VERSION TESTED: CH**
- **REVIEWER: TIM**

Meet the rebel WITH a cause. THXCDROM is a war-tell with a mission — to escape from the mind-controlling tentacles of the factory farm! Someone has been watching George Lucas time here I reckon. And someone has also released a

movie, and even a word computer to keep a wary eye on our virtual post-warrior strategy.

The striking action takes place in a series of levels divided into four zones — surface defence, ancient shrine, crew's quarters and the missile factory.

Each zone is heavily defended by Vajpura soldiers. But someone has thoughtfully left various useful objects lying around to be picked up. The fuel cells, jet packs, and missile containers.

You must also find the four plutonium rods and navigation gun-ops you can power and fly the ship.

The controls take some getting used to, but stick with it — it's worth it.

There lots going on and plenty of imaginative features to keep you going for a good long time.

Definitely one to add to your collection.

- **GRAPHICS**
- **SOUND**
- **VALUE**
- **PLAYABILITY**



REBEL

- **REMARKS: SPECTRUM/AMSTRAD/CH**
- **SUPPLIER: VISION**
- **PRICE: £14.95**
- **VERSION TESTED: CH**
- **REVIEWER: TIM**

	Graphics	Sound	Value	Playability
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4

Codename Droid

Codename Droid is the sequel to Skywalker's Run, which topped the BBC charts last year although I personally found it a little disappointing.

Anyway, our trusty blue hero commander John Skywalker is back, this time to tackle the mysterious planet Holo. His mission is to penetrate the underground defence systems to locate and pursue a new super weapon.

The star thing about the Superior at its best is that sometimes actually means something. Thanks to the slightly modified graphics.

Codename Droid is no exception. The graphics are really first class, with superb colour and great sound. The things that disappointed me in Skywalker's Run first time round have been put right — there's fast action and lots of it. At the same, ten fingers don't seem enough — but again. Despite all water control, rain, snow, frost, wind, whirl-up and down holes, and one lift to get around.

He can also fly for short distances using a jet pack. He can blast aliens to bits, lay

mines, and even a word computer to keep a wary eye on our virtual post-warrior strategy.

The striking action takes place in a series of levels divided into four zones — surface defence, ancient shrine, crew's quarters and the missile factory.

Each zone is heavily defended by Vajpura soldiers. But someone has thoughtfully left various useful objects lying around to be picked up. The fuel cells, jet packs, and missile containers.

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There lots going on and plenty of imaginative features to keep you going for a good long time.

Definitely one to add to your collection.

- **GRAPHICS**
- **SOUND**
- **VALUE**
- **PLAYABILITY**

Hacker

Oh no, not again! This is the insensitive reaction to the opening screen of The Hacker. OK, I know it's hard to come up with anything mind blowing original these days, but if you're going to stick with text and limited formats, you need that little extra something — like speed, imaginative graphics, wide variety sound, a touch of class.

And I've said The Hacker just hasn't got it.

You have control of a super car that travels through the labyrinth network.

Using the age of high-tech, he moves from modern to modern. So off he goes, climbing along different levels, using moving walkways, avoiding obstacles, picking up five floppy disks along the way.

There's a time limit to each screen, with 10 in all before he reaches the CPU and the main file store.

There's no life data at his disposal, just supercars.

Keys are right, left and jump. Key response is not really instantaneous and it's easy to make mistakes.

Graphics and sound are basic, although the animation is not bad.

You've seen it all before.

	Graphics	Sound	Value	Playability
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4
+	4	4	4	4

Tony Takoushi, C+VG's Hot Gossiping megamouth, has discovered the meaning of life. Has he found religion or uncovered the joys of contemplation? No, he's discovered Backlash and Damocles, Novagen's follow-ups to Encounter and Mercenary. TT sings the praises of Paul Woakes, the brain behind both games.

Woakes

Oh! Paul Woakes. What are you doing to me?

Few people give meaning to life when it comes to playing games but Mr Woakes is one of the few people I would call a genius in his field.

His field is 3-D graphics, and his previous games Encounter and Mercenary are in a universe of their own.

That was then; this is NOW and his latest two games currently under development are Encounter Mk 2 (titled Backlash) and Damocles, the follow up to Mercenary.

Recently, I knew I was a fair bit but these two games will take your breath away.

Backlash is a full blown Solid 3-D tank type game. You are placed in various landscapes and have to take on various battles. This is done by zipping around taking out real mean looking alien gangs.

Each level of the game places you in a sector and you have to battle your way to a hole in the sector walls that surround you. If you reach and manage to get through the hole, you move to the next level.

The view you are presented

with is as though you were sitting in a tank looking out from a window.

The landscape that I saw was a desert with a misty almost surreal horizon where you could move in all directions, the illusion of movement was very fast, the ground which has solid temps stream over it just slides away under you, and objects come at you with a real smooth and solid feel. It makes you just want to reach out and touch them.

The aliens already in the game include a menacing eyeball that comes at you from a distance and opens slowly to spy on you then shoot early.

This is beautifully animated and typical of the classy presentation of the game.

You can also fire missiles to destroy alien targets, these missiles fly out from under you and when they hit a target it explodes and showers debris beautifully around you.

Again the animation and frame up is incredibly realistic, its as though you are watching a war film with shells blowing up around you.

Your bullets have gravity on them as do various objects in the



game, the use of gravity is original and applied with a strong sense of gameplay, your bullets can be directed with gravity to explode and disperse over a wide area to attack a variety of aliens.

There are also little alien bases that have strong centres of gravity and these can divert your bullets and in some cases cause them to explode in decreasing order. You are limited to 16 bullets on screen at any one time, if you can call that a limitation!

There is also a fountain type object that throws out gilly little diamonds around you, this has yet to be implemented in the game as an aid or hazard.

Which ever it turns out to be it will stun you, it is gorgeous to look at.

The graphics are colourful and a delight to the eye, the use of 3D is done to perfection and sound

of Genius

effects just add to the illusion of reality.

The final version will feature around 40 planets with a fairly control panel. The game will also feature strategy elements, so randoms coping is only half the story.

The game should hopefully be finished around PCW time in late September (costing £19.95) and will ONLY be available for the ST. ARE YOU LISTENING TO ME ST? (shakes) Put some meaning back into your life and go out and buy this game.

I am a sucker for a classy bit of software and Damocles (Mercury-3) fits the bill perfectly. It follows on from Mercury-escape then Page where you have taken off into space and new adventures await you.

All the original Mercury fans

will be pleased to hear that you can load your states from a previous game. This will give you a flying start in the new adventure.

The scene is set... Damocles is a massive comet racing towards impact with the planet Eris, the life in its solar system.

Your point of arrival is in orbit around Eris and you have a few hours left before the planet is destroyed. The game is played out in real time so the heat is on.

The solar system is vast and has nine planets, 18 moons and space stations galore to explore.

The game is not finished (but I was able to see some of the space and planet sequences).

Just what can I say? It is so atmospheric, the light and shading effects from the central sun as it is the planets makes me weep. MORE, MORE, MORE! Forget NASA. Forget flight



D A M O C L E S

time, forget sci-fi movies. This is as close as you will get to your lifetime.

You can fly through the crescent of a moon, race through the back of an eclipse, zoom at heart-wrenching speeds into a planet, only to see its buildings slowly take form below you... WOW!

The final version will have a starfield and the space stations will be windtunnels.

Again the emphasis will be on arcade action AND strategy that satisfying both ways.

It is being written on the ST

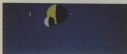
(priced £19.95) with conversions to Commodore/Amstrad and Amiga 4-bit machines to follow.

Damocles has still got a fair bit of work to be done on it so it is unlikely to be ready for the PCW show... more likely around Christmas time.

Do you will just have to wait eagerly for it.

It is actually worse for me, I have SEEN it, but I cannot play it, all I can do is D-A-D-A-M!

Hurry up Mr. Mousen, we are waiting for you...



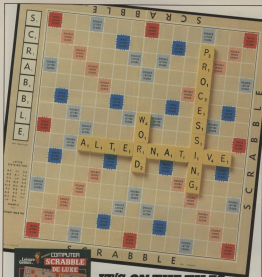
D A M O C L E S



D A M O C L E S



D A M O C L E S



LETTER POINT VALUES

4-7	4-7	4-7
8-10	8-10	8-10
11-13	11-13	11-13
14-16	14-16	14-16
17-19	17-19	17-19
20-22	20-22	20-22
23-25	23-25	23-25
26-28	26-28	26-28
29-31	29-31	29-31
32-34	32-34	32-34
35-37	35-37	35-37
38-40	38-40	38-40
41-43	41-43	41-43
44-46	44-46	44-46
47-49	47-49	47-49
50-52	50-52	50-52
53-55	53-55	53-55
56-58	56-58	56-58
59-61	59-61	59-61
62-64	62-64	62-64
65-67	65-67	65-67
68-70	68-70	68-70
71-73	71-73	71-73
74-76	74-76	74-76
77-79	77-79	77-79
80-82	80-82	80-82
83-85	83-85	83-85
86-88	86-88	86-88
89-91	89-91	89-91
92-94	92-94	92-94
95-97	95-97	95-97
98-100	98-100	98-100



IT'S ON THE TILES.

Leisure Genius presents this classic word game elegantly translated to computer. SCRABBLE™ is available for most home computers and now a new De-Luxe version is available for Commodore-64/128, Spectrum 128 and Amstrad CPC 6128.

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**Leisure
Genius**



IDEAS CENTRAL



Isn't it typical! After thinking Summer has arrived, what happens . . . rain for three weeks. Never mind, just think of me as I'm laying on some sun drenched beach for the next two weeks — 'cos I'll be thinking of you. But just because I'm off for my annual hols, it doesn't mean you have to stop sending in your maps tips etc. Keep sending them to Melissa R, LC, HQ, Priory Court, 30-32 Farrington Lane, London; EC1R 3AVU.

ATARI ST

Someone who heard my plea for help was The Falcon. He sent in some tips for four games on the ST.

Atlantis: when the game loads, press CAPS LOCK and the top word Destructor. Start the game and now you can simply press the S key to jump to the next screen. You can do this right through to the final screen.

Aggrav: when your saved character is loaded in, quickly remove the character disk and put a blank disk in. This prevents your saved character being deleted from the disk after it is loaded in. Saves time loading, too.

Ultima: when you first start a character, allocate most of you points to Agility. Then you can steal most of the useful equipment — phasers and fuel — without being caught.

Artful: The spellbook is in the room with the candle. You have to pick up and remove the blocks to get it. Take the Spellbook back to the start screen and drop it in the top left corner and follow the instructions to get the ingredients to complete the

game. But, where's the Bucha and the beads.

Storm Henry and Gary Slocar: of I'll have these tips for Microaut One and Star Raiders II. First up is Microaut.

Collect the small clouds with feet about the tunnels as they increase your energy. Destroy all of the walls. This is done by shooting the grey blob at the base of each one. Don't shoot the eggs. It wastes too much energy. Only attack to the blue when they are at danger or critical, other wise you waste time.

The other objects you see in the tunnels are there just to get in your way. Don't waste energy shooting them.

The first three levels are the tunnels of Ceres, the tunnels of Ganymede and the tunnels of Phobos.

Now for Star Raiders II. Clear one planet of Zygons. Either Tails or Inten and forget about the others. Destroy any Zygon squadrons that come anywhere near your planet. Warp to the Zygon universe and destroy the alien bases. Keep hitting in and Amiga tips coming!

EAGLES NEST

Spoke of Switzerland and in these games for *Eagles Nest* and *Green Desert* is the Spectrum after reading Mr D Along a piece in PC HQ in August.

10 REM EAGLES NEST
HACK SPYKE INC.
20 LOAD "CODE": POKE T
8714,24
30 FOR N=58000 TO 58400
: READ A: POKE N:A
NEXT n

40 FOR n=58400 TO 140:
READ A: IF A=256 THEN
POKE n:A: NEXT n
50 RANDOMIZE USR 80000
60 DATA 240,60,200,201
180,60,3,221,117,8,241,
24,144

70 DATA 60,31,140: REM
INFINITE AMMO
80 DATA 60,68,148: REM
INFINITE KEYS
90 DATA 60,180,180: REM
INFINITE HTS

100 DATA 50,10,150: REM
NO EXPLOSIVES DETATH
110 DATA 150,0,120,000:
REM DATA END
MARROW

POKE 0: REM GREEN DESERT
15 REM GREEN DESERT
POKE SPYKE INC.
20 CLEAR screen: LET i=0

30 FOR N=80000 TO 80000
READ A: POKE n:A: LET
i=i+A: NEXT n: PRINT A:
IF i=0 THEN PRINT
"Data Err (n)": STOP

40 FOR N=80010 TO 140:
READ A: IF A=999 THEN
POKE n:A: next i
50 PRINT "Play Tape":
RANDOMIZE USR 80000

100 DATA 201,50,500,50,
1,7,180,6,00,250,50,505,
80,040,241,240,30,500,
94,17

110 DATA 150,130,1,20,3,

80,200,200,180,204,30,
241,100,10,241,130,1,
200,2,0,2,170,205,180,
204

120 DATA 30,241,130,10,
6,4,150,1,20,0,200,170,
30,7,5,150,34,180,150,
30,60

130 DATA 160,34,60,150,3,
4,80,150,60,180,30,80,
200,80,100,180,34,100,
150,180

140 DATA 60,190,201,20,
1,80,204,201,200,81,01,
207,70,180,180,204,207,
94,175

150 DATA 110,207,100,204,
90,50,202,100,600
200 DATA 40,50,205,201,0,
0,144,90,18,0,205,200,1,
30,201,50,0,64,207,01,10,
180,100,300

210 DATA 80,100,34,60,10,
2,805,100,100,150,50,10,
1,20,50,11,120,200,30,50,
90,60,201

200 DATA 30,0,0,34,100,1,
40,34,181,180: REM
INFINITE LIVES

310 DATA 60,204,170: REM
NO MISSILE

320 DATA 60,110,180: REM
NO MOTORFIRE

330 DATA 60,240,180: REM
NO MOTOR FIRE
340 DATA 50,14,184:
REM SPEED

350 DATA 50,68,175: REM
NO BULLETS FIRED

900 DATA 100,0,100,000
Someone having a lot of
problems with Spectra's
game is P F Burman of
Lincoln. One game in
particular is causing him
agony. Can you help?

The game is ACE. No
matter how he tries to read the
code later with the lens 120,
he can never get the code.

IDEAS CENTRAL

PHANTOM

Here are some general tips for Phantom on the Atari 800 Simon Stokes of Birmingham.

Remember where the ghosts on each screen. Two ghosts will appear in each area and they tend to materialise at the ends of corridors.

All ghosts follow general rules of movement. They will charge directly only when they jump into objects such as keys, walls, doors and other ghosts.

HINTS AND TIPS

Two brothers who normally send their jokes to other rags have decided they want to see their names in the best magazine around. So all you Commodore owners see if there are any jokes below for your favourite games. Thanks Sean and Adrian Meads, alias The Hutonskens UK, of Basingstoke.

Michael — Infinite lives
10 POKE=53229T053258
READER:POKE
A,C=C+A:NEXT
20 IF C=5569THROWS
53229
30 PRINT"ERROR" :END
40 GOTO43:44,347,32,
108,345,168,9,141,67
50 DATA 168,358,147,
92,4,76,98,3,168,98

This means that you can usually wait safely in the middle of a room while the ghosts circle you, following the walls.

An important factor to remember is that your reactor only has limited energy and due to the fact that rechargers are very rare, it is important not to waste shots. The best tactic for shooting ghosts is to fire a beam of energy directly into their path so that they walk straight into it. This is far

60 DATA 141,38,107,204,32,
258,76,80,0

Army Moves — code for the second part is 15663

Marie director — enter this listing and type RUN. Press up and this will give you infinite lives.

2 SYR66371
3 POKE=53229T053258
READER:POKEA,C=C+A:
NEXTJFC=5384THEN
SYR55329
4 PRINT"ERROR IN DATA,
RECHARGE" :END
5 DATA168,157,168,162,1,
168,32,168,255,32,168,
255,32,213,255,168,258
6 DATA141,146,4,95,14,3,
92,76,3,1

STORMBRINGER

Vicky Rao (that's him below) and three fellow MSXers have sent in these hints for Stormbringer.

First get the disguise which is on first screen. Don't wear it



yet! Then get the chicken and wait for it to lay a golden egg. Now using the "take an object" command on Robin and take the newspaper from him. He will exchange it for the golden egg.

Read the newspaper and it will say chambermaid, guard etc. wanted. Wear your disguise for the person. You now go to the entrance of the castle and enter. In the first room of the castle fall into the hole where the stony man. Pick up both objects there and teleport. You will now be in

more successful than shooting directly at a ghost.

Occasionally, you will enter a room which has a recharger, but you don't particularly need it as you will have plenty of shots remaining.

In this case it is better to use up your existing energy by clearing the screen of ghosts

before you pick up your existing energy by clearing the screen of ghosts before you pick up the recharger. In this way you will have maximum energy for the next screen. It is impossible to re-enter a screen you have just left, so make sure you collect all the objects before you leave.

HEAD OVER HEELS

Following on from last month's tips for Head Over Heels, Daniel Hargreaves, of London, has sent in some more of the solution.

After taking the exit right from the flat drum room, you will find yourself in the room containing the bag. Go left until you are behind the black robot. Push right and you will see the daisies move towards the bottom right of the screen. Move the daisy until he reaches the bottom right, then move heels so that he is facing the central stick with his back towards the left of the screen.

Push up and hold the joystick in the up position until the daisy is on the square directly beneath the bag. Move heels so that his back is facing the bottom right of the screen, his face against the control. Then push left and make the daisy push block to the second square from the top left corner.

Move Heels around to the back of the corner, his back should be facing the sheet on the wall.

Push right until the daisy is on the square just in front of the conveyor belt. Move Heels onto the top left brick, face the

block and jump on it.

Warning — do not touch the floor — it kills on contact!

Move to the edge of the block and jump onto the daisy's head. Then jump again onto the conveyor belt, go along it, and you've got the bag.

From there, jump three times, then jump from the block onto the bricks and leave the room. You're now in the room with the flat, table and run.

Get the drum, jump onto the table and get the fish. Get off the table and push it towards the upper exit.

Once done jump onto the table and get the fish. In the next room dodge the homing robot and jump onto the table, drop the drum and leave the room. In the next room dodge the homing robot and jump onto the lift in the room above, leave by the door.

In the next location drop down from the doorway and go up, avoiding the crate things. In the room with the two flats, push one drum in front of the upper exit, get the other drum, jump into the drum in front of the door, drop the drum and leave the room.

MSX TIPS

And here Mr Anon answers Richard Williams' plea for help on Mister Tyme. First get the glue and the I.D. card, next get the camera of the table on the last screen to the left. Now "unwear" your invisible cloak and take the instant film off Gordon, give the camera and film to Kink and command him to help. Kink takes a photo, take it off him. If everything has been done correctly then you should now have an accident with the glue and card, sticking the photo and making the I.D. card valid. Wear it.

Here are some tips for the MSX from someone who doesn't want to give his name. I thought you might be surprised to be embarrassed owning an MSX nowadays?

Journey to the Centre of the Earth — Password for part two — DEOSHI part three — ADRAFT and part four — RETURN.

Flight Deck — keep resetting the game until the smallest island is on the map, it's easier to photograph.

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You can either send us a photo of your work (it's too large to fit into a postbox, so simply send your completed artwork to Computer and Video Games, Top Ten Graffiti Competition, Priory Court, 30-32 Farrington Lane, London EC1R 3AL).

The competition will run for three months — and we'll print the best of the month in upcoming issues. The winner will be picked from the top three entries — judged by C+VG and Martin Maynard, boss of Top Ten. Ten overall runners-up will get a complete set of Top Ten software for his/her computer.

So if you're a sprayer supreme get busy with the paint and prepare to win yourself the chance of a trip of a lifetime! But don't forget to clip the coupon and send it with your photo or artwork — otherwise your entry won't be eligible.



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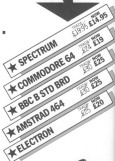
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CENTURIONS COMPETITION



Message from Ace McCloud to C+VG: Hi guys, this is Ace talking at you! I've heard that The Centurions are starting in a new computer game back on planet Earth. I think that's great. So great that I'd like to present a great competition for all your readers to enter. You'll find the details on your IDEAS Corp computer. So check it out NOW!

ACE'S ACE CENTURIONS COMPETITION

Rock on with The Centurions and Aristocraft. Yup, thanks to the A-Team we can offer two lucky C+VG readers the prize of a lifetime!

● We're giving away TWO tickets to ITV's top pop show THE ROXY. The winners will not only see the show but also get a look behind the scenes AND meet THE ROXY's top presenter David 'Golf' Jensen. The show is filmed in Newcastle — and thanks to Aristocraft you'll stay over in a flash hotel and all your travelling expenses will be met! Talk about generous!

● 10 second-prize winners will get one of the huge Centurion character models, like the Ace McCloud model on this page!

● 10 runners-up will get a copy of the Centurions game!

All you have to do to win all these mega-prizes is answer the simple cartoon quiz below, fill in the coupon and rush it to Computer and Video Games, Centurions Competition, Priory Court, 39-51 Farringdon Lane, London EC1R 3AU. Closing date is October 14th and normal C+VG rules apply. Do it NOW!

CENTURIONS-CARTOON QUIZ

1. Name the two main characters in The Flintstones.
2. Complete the following cartoon catchline. "Scooby-Do, where.....?"
3. Who is smarter than the average bear?
4. Name one of the renegade COBBITS.
5. Who are Max Ray, Jake Rockwell and Ace McCloud?

C+VG/ARISTOCRAFT CENTURIONS COMPETITION

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Age

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1.

2.

3.

4.

5.

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Time for some more mail domination with our very own Wayne, the postman's friend. Tons of stuff has been happening in the wacky world of Play by Mail — so let's get on with it!

Arcade Games have finally managed to officially release *Phages* in their hand modelled, computer assisted, fantasy role-playing P.B.M. and it has been worth waiting for.

Arcade have come up with a cracker of a start-up package. I'll be giving this game a full review in an up and coming issue of C+VG.

The first thing that grabs your attention is the A4 size rule book. It's a high quality production and has very good artwork on the cover. The 72 pages are very easy to read and it explains their system in clear, simple English.

The game history is well planned out and you get the chance to play one of the 18 races available. This can be anything from a Gollin to a Dark Lix.

There's a choice of eight character classes, from mage to assassin. There is a lengthy, if sparsely detailed, description of each race, which informs you of SOME of your advantages. You will be informed of the others when you have finally selected your class.

The rulebook also tells you about the magic system — which is easy to learn, the guide, which are an essential part of this game and your skills, which you can choose.

I looked at the in depth descriptions on how to complete your turn, the lengthy, easy to read instructions on how to create your character and the very original "character charts". This is a novel idea that is particularly useful. Say you are in a town and you wanted to know how many characters in the same town worshipped the same deity as you. All you have to do is send a request to the G.M. and he will send a priestess.

The G.M.s input all kind of starts into the computer and it is there for you to take advantage of. With the aid for this computerized system, you will be able to get all sort of useful information.

To go to the extreme, if you really wanted to find out how many black haired, blue eyed Gollins were in town, you could find out!

But there is a catch. If you wish to use this system, you must be prepared to have all

YOUR character's details put on record for the other players to inspect.

There were one or two things that I thought weren't quite right about the rulebook. For a start there is no artwork inside it to make it more appealing. Secondly there is the movement system which leaves a lot to be desired.

Another nice touch is the "character folder". This is yours to keep and again is printed on high quality yellow card and has a neat bit of artwork on the front. You enter all the details of your character, including his/her's description, magic learned, history and equipment.

A start-up package costs £6.00 and future turns are £2.00 each. The character charts cost around 15 per print out.

This game is ideal for those of you who have considered playing a single character P.B.M., but have not yet tried please contact: Arcle Games, The Old Fire Station, Queen St, Gillingham, GU7 1HD.

All cheques should be made payable to the company please. If you are one of the first 50 C+VG readers who apply you will receive a free turn.

STAR TROOPER

Talking of new games, *Star Trooper*, one of the leading P.B.M. companies have just launched their new game, *Starship Commander*.

This is a totally computer moderated game and it is aimed at both fans. You are a captain of a starship flying from planet to planet in search of resources which will enrich your home world and increase its power.

Your home planet is involved in an age-old struggle for domination over a large number of other planets. Each planet is striving for an advantage in either economic or military areas which will boost both status and power.

You are called to the Admiralty, and you are handed a briefing — cunningly disguised as a rulebook — from an admiral who seems familiar. Yes, looks it's universal domination time again!

Turn are immediately presented to Commander and assume control of an X-71 scout ship.

You know that the universe is divided into six time-space areas which are called "shells" named A to F. Although no fighting takes place in Shell A by unanimous planetwide agreement, fighting takes place in shells B, C, E, and F, with large fleets of Dreadnoughts or Destroyers locked in combat.

It is your task to travel around in your scout ship, securing men and winning resources from various planets, while at the same time building yourself a powerful ship before returning to your homeworld with the minerals and energy resources they so badly need.

The game seems easy for fairly experienced P.B.M.s who enjoy pitting their wits against the computer and are good at analysing priorities. Good diplomacy and tactics would also be an advantage in playing this game.

Set up costs £3.00 and future rounds are a very reasonable £1.00 per turn. However any reader who writes to me at C+VG enclosing the logo above will be credited with two FREE turns worth £2.00. If you are interested drop me a line. Please make all cheques and postal orders payable to Mike Games.





Wayne's Play by Mail

GIZZA ANOTHER JOB

■ Mike informs me that they are looking for another lone player to run *Star Wars*. The job is not a hardy ransom, but just satisfactory is very high. English Language and Literature "O" Levels would be a help, but are not essential. Good handwriting is! Experience in role playing games would also be an advantage. You would be expected to work in South London. Interested? Then drop me a line care of C+VG and I will pass it on.

CRIME ON THE INCREASE

The C+VG version of *It's A Crime* is now underway and as I write *The Mafiosi* are top of the Nonchary Table. Over 3000 potential C+VG Lawbreakers joined the game from all over Europe and the UK and are ready to wage gang war.

The game is still open and as only a couple of turns have taken place it is as good a time to join as any. To get your FREE rulebook, FREE set up and two rounds FOR NOTHING, simply drop me a line with the logo above telling me that you wish to participate and I will do the rest.

Remember the winner gets the C+VG *It's A Crime* trophy, plus a FREE position in another game of *It's A Crime* plus free rulebooks and round in any one of B.J.C.'s other three games — *Star Wars*, *Capitol* and *Cromwell's World*.

WAYNE'S WONDER OFFER
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- Three FREE turns

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If you write to me enclosing the logo at the top of the page plus an S.S.A.E., all this can be yours. *Spelbinders* believe in a try-before-you-buy policy and they are so convinced that you are going to like their game they are giving away all the above.

Exiles Of Crime is a game that has been around for a long time. Most of the experienced P.B.M.ers who have been around for a long time have out their teeth on this game and quite a few of the G.M.s that now run their own games have played it at one time or another.

You are the captain of an inter-stellar Colony ship transporting a 2200 large group of Colonists to a newly discovered and unexplored planet. You are happily travelling along in deep space when your ship receives an S.O.S. from an unknown planet. You decided to go to the rescue.

When you reach the planet your radio and navigation systems go dead. Then your radar that you are being pulled towards the planet by a tractor beam.

You find yourself on the planets surface uninjured but your ship is totally destroyed.

You decide that rescue is unlikely and that you're going to have to try and survive.

NEWS FROM NINJA

■ I have news for all *Conquest* players. *Nazi Frodo* has written to me asking me to inform you that they have assumed control of the game. They have re-designed certain areas in order to make the game more playable as well as improving the turnaround time. Steve Brant, who originally conceived *Conquest*, is still running his version of the game, but he is doing this more or less as a hobby. *Ninjas* version of *Conquest* has been running for two months and new players are

still welcome. The start up costs £4.00 and consists of two free turns, rulebook and maps, with further rounds costing £1.50 and no hidden extras. Documents are available when buying orders. Buy 10.00 worth of turns and you get one free turn.

FBI MAILBAG

■ Mr M. Pelly from *Bates* writes to say that "About a year or two ago I bought a P.B.M. called *Star Wars*. After only a couple of rounds I was informed that the game was being wound up. I thought the concept of *Star Wars* was great, could you please inform me if it has been re-established?"

If my memory serves me correctly *Star Wars* was an of *Mine Games* Mega-games that everyone and I mean EVERYONE was playing.

Somebody eventually won the game and quite naturally it came to an end. Everybody was given credit in other *Mine Games* as their money back when the winner was announced.

Mike then withdrew the game from the market to make it even better and easier to

run. I'm afraid that you joined a game that was late. Mr Pelly, Mike has told me that they have re-worked *Star Wars* and they are play testing it at the moment and hope to re-release it by early summer 1988.

Uplinked The One (is this person for real?) from *Kingsbury*, London, has written a note on a piece of toilet roll asking me to "Send him some information on P.B.M." Well Urghesh, just let me know what kind of info you want and I'll send it to you. I ask you.

George McWaters from *Colony* wants to know "If it is still possible to get involved in C+VG's resident game *Domination*. The answer is yes. Just write to *Nazi Blue Games*, PO Box 11, Canick Pigeon, County Antrim, N. Ireland BT 38 7TH, and they will send you full details.

That's it for this month. If you are going to the *Personal Computer World Show* at Olympia, London any time between 28/29 September then I will be at the C+VG stall stand, giving away various P.B.M. material, and possibly having a good time. See you there!



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1



2



3



4



5



6



7



8



9



10

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The Big Screen

HERE WITH A FISTFUL OF THIELERS, IT'S THE MAN THEY CALL THE UNTOUCHABLE. YEA, WARD R. STREET IS ON THE WARPATH ONCE MORE

Chicago, 1931. A group of journalists surround a sharply dressed man. He replies to their questions with a grin and they laugh. He could be a boxer or a flakester. He is, in fact, Al Capone!

Capone's corrupt influence spread from speakeasies to the police force itself. Only a man who was pure and determined could hope to crush him, a White Knight, who's name was Eliot Ness. His team of hand-picked investigators was known as **The Untouchables!**

Blazing machine guns, brutal murders, shootouts and ambushes — director Brian De Palma has taken the gripping 1950s TV series and blown it up into big-screen legend to create a classic crime-thriller.

Newsmag Kevin Costner is superb as Ness, facing a corrupt and cynical police force as he battles against the underworld. Sean Connery excels as the streetwise cop who comes to his aid, even if his Irish accent drifts East, towards Goodland! And Robert De Niro immerses himself in the role of Capone, switching from megalomaniac to murder in the twink of an eye.

There's an epic struggle as the heroic band takes on their larger-than-life enemies and Ness loses his sanity as he sees his friends murdered. They don't make 'em like this any more, huh? Well, Ward makes it his movie of the month.

Extreme Prejudice! (19), on the other hand, is just the sort of thriller they do make all too often. Up to the minute and bloody, it mixes drug dealers, ultra-clean cops and even the elite squad of Vietnam veterans.

Contemporary Texas Ranger Nick Nolte takes on the meanest, coldest of



Extreme Prejudice: Hey, boss is that boy ready? Crash, Pop, or if he talks all a while, I'll plug him!

tough guys over to march marches against macho along the Tex-Mex border. They're so tough that when one of them sees a scorpion in the desert he lets it crawl into his hand, wades around for a while, then crushes it!

This is all too much for Nick, who has a way of fanning his brow that suggests a total absence of intellect, so he concentrates on his Mexican girlfriend and her ex-boyfriend and his ex-best pal, Powers Booth, a drug smuggler with a white suit, a helicopter and an army of Mexicans straight out of **The Wild Bunch**.

Essentially everybody is explained to Old Nick — and to us — as one of the Vieta amnesia that he can't get to grips with a world where

morality is all confused, so he just loves his country. Ya hear?

I must confess an extreme prejudice of my own against movies like this. It has all the political sophistication of a Reaganite A-Team but rather less character.

The same sort of dusty, desert border country had a more peaceful hero back in 1928, when a 17-year-old called Richard Valentino picked up a guitar and became a rock and roll star.

As Richie Valens he crashed the charts three times in eight months, first with the rocker **Come On Let's Go**, then the dreamy **Dennis**, and finally his version of the traditional tune which gives the movie its title, **La Bamba** (35).

The Untouchables starring Sean Connery and Andy Garcia.



Like all good rock 'n' roll legends, Valens came from a poor and troubled background. There was his bickering hoodlum brother for example, who gave increasingly jealous as the money poured in. And like all good legends, Valens died young, in the plane crash that killed Buddy Holly and **The Big Bopper**.

La Bamba is an affectionate telling of his brief life, an inevitable biopic, which needs more dramatic content. Even the brother is a no-goodnik, but Ritchie comes over as such a creep, I sided with the father when it came to the punch up. Rock parties won't be too pleased with the way that all the songs have been re-recorded either.

Eight months, three hits and a plane crash in a distinguished company are just not enough to justify this sort of star treatment. What about the corrupt managers, the payola, the darker side of the music biz? **La Bamba**, the record, didn't rock hard enough for my liking — neither does **La Bamba**, the movie!

Let's not give up on the late-60s though, because in **The Big Town** there's much more trouble as teenage disc player Matt Dillon finds out when he joins a gambling syndicate run by Pangloss Edwards and her blind boyfriend.

He's a small town kid, out to make good in the big city by proving that he can shoot chips like no other. Now, despite my stated youth, I never learnt the arcane rules of the dice but no worry, I guarantee anyone will understand enough to bring them out in a smug an J.C. rolls the big one.

Breaking the bank is bad enough if you're an upstart from Hicksville, but when you mess around with the local mobster's wife as well — brother, you're in trouble. Which is just what J.C. finds out.

If you liked *Colour of*



S·T·A·R·F·O·X



The eight planets of the Lylatian System are under attack by outlaws, meaning, **NOVA** at **Andross's Star Gunner**. There is but one hope, **STARFOX**. The most advanced fighting machine ever built. Intensely, so long it is under way waged within the system that all the old fighter pilots are either **dead**, **retired**, or **dead**. What is needed is someone young, brave, and with a lot of action. In short, someone like **FOX**!

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STARFOX

GBA128 100% 100% 100% 100%
 100% 100% 100% 100%
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 100% 100% 100% 100%



Meet **Slaine** the barbarian - the spiky-topped celt who makes Conan look like a social worker. The cult comic-book anti-hero is heading your way with his trusty axe **Brainbiter** ready to slay any mean-minded reviewer who doesn't like his game! So we'd better tell you all about it before things start getting nasty...

Slaine is the latest character from **AD&D**, everyone's favourite comic, to get the computer treatment. And here at C+UG we reckon it's the best yet - after **Ultima** arrives.

Strangely enough **Slaine** comes from the very same company who brought you **Nemesis** - **Mindscape**. But this new game is unlike anything you've seen before. It's a hybrid - not quite an adventure, not an arcade game, and definitely not an arcade adventure.

In fact the programming team behind **Slaine**, called **Creative Reality**, got **AD&D** upset if you even say the word adventure in the same breath as their game. In fact it almost brings on a warg-games. Lucky for us they were all waiting a hair's breadth!

Meanwhile, back to the game. It uses a brand new system which the **Creative Reality** team have called

REFLEX, which we'll tell you about later. But first the plot. If you leave the comic you'll know that **Slaine** inhabits a mysterious and barbaric world - based on Celtic myths and legends. In the game **Slaine** and his cousin, cowardly **Albin** (like the Dwarf) are searching for the name of the alchemist of an unwarped game.

This quest soon becomes a series of quests as **Slaine** has to connect more powers connected with **Elementals** of Earth, Air, Fire and Water. He also has to rescue a damsel in distress from a high tower and battle terrible monsters before the final lightning conflict.

All this and more happens in this epic action packed game - and **FOE** are **Slaine**, making all the decisions, making all the moves, and making sure you survive!

You have to act as fast as you think in order to get through unscathed -



L
the

As you can see the game definitely isn't a traditional adventure. But it does include many of the many well

known elements - the "thought commands" use many familiar adventure type words.

But there's more of the intriguing searching for the correct word which other sports even the most experienced adventure. But the system does need quick wits and, you've guessed already, reflexes.

With skill and patience the player can build up commands using the "mashing" technique. In **Slaine** use **MOVE NORTH**, **GET MONKEY**, **DRINK BEER** and so on. Like a regular adventure you can examine objects, and pick up and drop things.

and that's where the new **REFLEX** system comes in.

Look at the screen above and you'll see that the screen is divided into two - the left hand side shows you the action in spectacular comic style graphics - which appear in contrasting windows at the action progresses.

The right hand corner of another window which represents **Slaine's** mind. You'll see random thoughts swirling across which you have to grab using the **Slaine** "hand" cursor.



4. Flurry action



4. Object



4. New style of adventuring



AINE

Preview

Is this the game contains 100 verbs and 50 objects.

As you move, or examine, or indulge in a waxy-quess, graphic windows show the action in intricate detail.

Could *Shane* create a whole new style of adventuring? Maybe. But one thing is for sure, you haven't seen the last of *REFLEX*. Creative Reality or *Shane the King*!

THE PROGRAMMERS

Creative Reality are *Jon Austin* (Spectrum), *Neil Endwell* (Amstrad), *Michael Archer* (C64) and *Steve Drew* on graphics. *Jon* and *Steve* came up with the *REFLEX* system which took them three months to perfect.

Said *Jon*: "We wanted to create a completely new system, something removed from both adventure and

arcade. We reckon that the *REFLEX* system is a lot easier to play than a regular adventure, but contains as many words."

Right now the team are working on a new project for the Amiga. Prepare. Anything could happen in the next 12 months!

THE COMIC

Shane is the forerunner of top comic author **Pat Mills**, who based his character on myths and legends from the golden age of the Cuffs and the magical land of the *Star* Og, the Land of the Young.

The comic has been drawn by several artists including **Mike McMahon**, **Richard Russell**, **Pat's wife Angela** and, currently, by **Glenn Fabry**—who created

this issue's *Shane* cover and the lovely illustration. **Pat Mills** notes that *Glenn* has captured the spirit of his editor here. You can see *Glenn's* work in the second *Shane* comic—currently available from *Times Books* at 40p (single) £2.50. The first *Shane* book is also still available plus the *Shane* role playing game book. But you could always try winning some *Shane* goodies in our well-waged competition.



▲ Creative reality



▲ Mike says no



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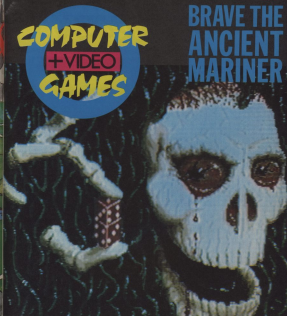
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Previews

Ancient Mariner

A lost ship. A lost soul. A lost love. Prepare to sail beyond the edge of discovery. Welcome to the swash-buckling world of the *Ancient Mariner*, a world of romance, pirates, gold, death and danger.

Ancient Mariner promises to be one of the most dramatic and impressive games being programmed for the Atari ST and Commodore Amiga.

These impressive screen shots — exclusive to Computer + Video Games — are taken from the ST and it is hoped that a working demo of the first part of the game will be at the PCW show this Sep-

tember. So if you're planning a visit to the show remember to check it out. You won't be disappointed.

The team behind the game — Systems Architects — are a new name to the games scene. They are best known for producing Microsoft's *Three Little Pigs* demo using Film Director.

Ancient Mariner will be a huge, sprawling game. As present it is intended to release it in three volumes with each volume containing three disks.

You play the part of the 18th Century seafarer who must sail the world, fighting, travelling, doing



business deals and eventually, save his lost love.

If you're hard to classify, welcome aboard. It will contain play that will appeal to the traditional adventure game player as well as combining arcade action and light sequences.

Systems Architects are making some proud boasts about the animations for the light sequences, claiming it will be superior to that in *Defender of the Crown*, matching the realism *Polina Solovova* produced in *Batman* — *The Ultimate Warrior*.

News

■ When is an Atari ST not an Atari ST? When it becomes an IBM-PC! Incredible as it sounds, **PC-DOS** needs only 40 seconds (no clock spinning to turn from Thermal's 30-bit baby into a more perfect simulation of an IBM). Just load the program in the ST the usual way, and wait for the configuration screen.

Now it's time to place an MS-DOS disk into the drive, and if you've got it on a 3½ inch disk — just pop it in. Otherwise, use a 5¼ inch floppy drive attached as Disk II (a source of this is the LI disk drive). Within moments, the familiar IBM at prompt will appear.

Now just go ahead and use your IBM, and that includes using that Hard Disk as well. That will be 80 columns of easy readability, and it's only with graphics when things seem to be moving a tad slow (about 20 per cent). Pretty nifty, eh?

Product Information:
PC-DOS,
Award-Grade Systems,
3811 Public Point Drive,
Jacksonville,
Florida 32225.
Retail in U.S. for \$49.95.

GB Drive:
GB Computers,
1120 NW Madison Avenue,
Portland,
Oregon 97225.
Retail in U.S. for \$209.00.

■ After predicting that **Dan Dare: Master of the Future** will be finding a landing on the ST very soon, now files from **Virgin** (another game will not be released until next year). However they will be releasing **Defence Scenarios** soon.



■ **Leviathan**, English Software's new space blast 'em up is set to explode on your ST and Amiga.

It features left and right diagonally scrolling panoramas, digitized music and continuous sound effects.

Meanwhile ES's pool game inside a cube, **Q-Ball** has been converted for the Amiga. In this you line up shots in three dimensions. There's no gravity, eight pockets, and the ability to rotate the table in 3-D in real time while you make your shot.



■ "Scalpel, nurse. This is a tricky job. The patient has a ventricular fibrillation — that's an irregular heartbeat. It could prove fatal. It's lucky that I, the world famous Dr. Daxxill, was around to operate."

If you've a strong stomach for medical realism — no gory detail is left to the imagination — there's one game out in America, **The Surgeon**, could appeal to you.

The idea is to perform major heart surgery on the unfortunate Mr. Jones. You must then carry out the operation as it would be in real life, using a vast array of medical instruments, constantly monitoring the patient's condition.

If written for IBM by a doctor and probably should not be played before you have your dinner.

■ Seeing is believing but will you believe what you see? This is the game to make speed kings drool — **Unlabeled on the Amiga**.

This is how **Blomax** main man **Andrew Braybrook** thinks the game could look. But when and if he finds time to get to grips with the game is not known. But C=MG's super spy who swapped those pic thinks it better to see. What's the point of Commodore making an Amiga if there isn't Unlabeled to play on it.



■ Ocean's first release on the Amiga will be **Whitetail and Army Moves**.

■ **Mastertronic** are developing no less than 34 titles for the Amiga, including a conversion of the spectrum hit **Front**. All Mastertronic titles will sell for £9.95.

At the other end of the price line, **Melbourne** are producing new **ES2** Amiga arcade games for the home Amiga. The first to arrive would be the classic **Rockford** (Rockford's) and the much talked about **Road Wars**. Both titles will sell for £29.95.

■ **Canabale's Ace** fight and simulation was required to be about the top in its class. Now there's **Ace 2** in a going to make your Atari ST swoon.

Ace 2 is a real time two player air combat featuring high speed dog-fights, missile attacks, warning sequences, artificial intelligence, multi-level play. **Rob Huxford** did the soundtrack. **Ace 2** will cost £19.95 and should be available by Christmas.

■ The **Homebrew Atari Club** has launched a new ST section on **Challop 830** on Proton.

Called **ST Online**, it aims to cover most aspects of the ST World, including reviews, news, games, tips, helpfiles, letters, beginner's and business sections.

ST Online should be open by the time you read this and can be found on page K1 00239 of Proton.

A letter will be searched to run in conjunction with the Proton section called **ST Online**.

■ Stand by for these new titles heading our way from the good old U.S. of A during the remainder of this year:

Rings Quest III: Sterns adv.
March Point Michrone/Microed (sport).

Shadow World: Michrone/Microed.

Rings of Titon: Michrone/Microed.

World Karate Championships (Egg) (sport).

Space Smashers/Vastarian Sterns.

Leisure Suit Larry: Sterns.

Police Quest: Sterns.

Tharman: Sterns.

221 Baker Street: Datasoft/L.

US Gold.

Frank's Forest Adventure.

Polaris.

Quater Wizzard: Realistic.

King Day: Games Realistic.

Vision Vague: Realistic.

Rings of Titon: Strategic.

Simulations.

High Roller: Mindbogg.

Three Stooges: Master Designer.

Software.

Antilog: Antic/Electric.

Bookend: Bookend.

Dialix: Classic Image.

Electro-Solitaire & 21: Settings.

Corp.

Spideyman: Adventure.

International.

Quantipede: Adventure.

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The French Connection

the cd team

Company Profile

Started four years ago by Bruno Bonnell and Christophe Lepet, Infogrames, with its distinctive multi-colored Amadeus logo, has emerged as one of Europe's leading developers of 16-bit entertainment software.

Catherine Pasquien, responsible for developing the company's foreign markets, explained about the Amadeus: "Bruno and Christophe chose the Amadeus because it's an animal that's been around for a long time and has adapted itself to cope with each new change in the environment. Infogrames is here to stay and we will always adapt our products to give the market what it wants."

Their first product was called *The Beast Cube*, a beginning chess course for the Thomson computer, packaged in a cube-shaped box. The Thomson is still the most popular machine in France, with at least one in every school, similar to the BBC in the UK.

To begin with, Infogrames concentrated on the domestic French market. Within two years they had 30 staff and were established as one of the leaders in their field. It was now time to look at converting their games to other systems for foreign consumption.

Apart from its own products, it also publishes everything produced by two other French developers, Ete Informatique (for *Demis*, *Macodan* [Rampart] and *Kobra-Soft* [*Murder on the Atlantic*]).

Although the company has international agreements with companies in most of the

world's leading markets, they wanted to set up their own subsidiary in the UK.

"We use England as our number one

European market. But it's also a little crazy with a lot of companies all fighting each other and dropping their prices every five minutes."

"But the English market leads the French one, so we needed immediate feedback in order to be able to satisfy the needs of the British market, and be ahead of the game back in France," Catherine explained.



Daniel Crouauiller heads Infogrames UK. Daniel has been in the industry for some years, at one time running his own business specializing in public relations for computer games companies.

Infogrames now employ around 100 people working on everything from *Mindart* — the French equivalent of *Pontal* — to artificial intelligence research.

They also have an interest in an educational development house, formed by ex-Infogrames employees, and a domestic distribution company called *Cable*, jointly owned with a number of other French companies. Then of course, there's the games. Lots and lots of games!

Infogrames currently employ 30 programmers, a very talented musician called Charles Collet, four graphic artists, including Joanne Girard who designed the graphics for *Prohibition*, and four project managers, including Daniel Champy who was responsible for *Passenger* on the Wind

Diezel explains how the games are developed:

"Initially, many of our game ideas came from the programmers themselves. Now we have two marketing people who advise us as to what kind of games are selling and what kind of presentation and feel are most popular at the moment. It is also their jobs to come up with scenarios, or go after film, books, or comic licenses," said Catherine.

"Each game is developed by groups of between two and five people. We are installing a networked, multi-user development system based on the 386 chip. Each programmer will have a PC XT, as a terminal with which he can tap into the central library of tools, algorithms etc."

"Although, historically we have developed all our graphics on the Thomson, we're turning to the 517 for future graphics development, and have created a set of tools to allow ST graphics and animation data to be easily ported to other machines," she added.

When the company's output was primarily for the French domestic market, almost every Infogrames title was produced solely for the Thomson.

Nowadays, their target machines range from the Amiga, the ST, and the PC, to

the MSX, Amstrad, Commodore 64, and sometimes the Spectrum.

"Infogrames works closely with hardware manufacturers. This obviously has benefits in terms of getting new technology, but we also produce specific versions of some of our games especially for certain manufacturers."

"We try to develop as much as we can in C++, making the code as portable as possible, although anything requiring fast animation or other graphical processing, such as *Prohibition*, has to be written in machine code as C just isn't fast enough."

"Outside programmers are often contracted to do conversion work for us, as we prefer to spend the majority of our time working on new projects rather than converting existing ones."

Fast Infogrames products include *Manitaparc*, *Yves Chu*, *The Sydney After* and *Heritage*. If you notice a distinct bias towards adventure games it's because many of Infogrames programmers prefer playing and writing this kind of game. However, they have always tried to do something a little different with each title, either in the design or with the packaging.

The Games

So what are the Celtic games we're dreaming up at the moment? Well however that may be, and now come due from *Cable* will come Ete Informatique, Infogrames will have a whole host of games lined up for the Autumn and Christmas. You may even be able to get your twenty little pawns on some of them right now!

Already available, or due out any day, are *TNT*, a



France has always been renowned for its superb bread, wines, and cheeses, but has never been thought of as one of the major powers in games programming... but all that may be about to change! Direct from the heart of the Beaujolais region DAVID BISHOP sends this report on Infogrames, one of the most successful and creative software developers and publishers in France.



Commands style, vertically scrolling shooter for one or two players, and eight for versions of the excellent Prohibition (See SF feature in June C+VG for full review).

Released already for the C64, and due out in September on ST, Amiga, and PC, The Three Musketeers is a superior looking graphics adventure

working title only — are both due for launch in October.

Although you may be forgiven for thinking it would be impossible to make interesting and playable games around such subjects, Infogrames have come up with two highly original games.

Prescience puts you in charge of an expedition to climb an



featuring Atos and Co. in a romp around "Old England".

The 16 bit version of this four part smash-buckler, features 80 locations with amazingly high-quality digitised pictures of such scenes as the rooftop of Dover.

Just when you thought Infogrames were only set going to release adventures, along come two highly polished sport/activity programmes to tempt those of you who prefer the great outdoors.

Prescience, an alpine climbing simulation, and Mountain World Championships — it's current

Alpine mountain, loosely based on a peak in the Mont Blanc region, planning chosen from the two possible routes to the summit, and in which season you wish to make your attempt, you must select from 80 objects, those you think will be most needed during your ascent on the peak.

Of course, your rucksack can only hold a certain weight of equipment, each piece having its own specific weight. So choose carefully or risk dying of exposure clinging to some impenetrable alpine rock face, or running out of food just when the peak was yours for the taking.

The route you have chosen and the time of year, will affect what climbing and weather conditions you will encounter. It is therefore imperative you appreciate these differences when packing your rucksack. Each piece of equipment has a specific weight, and your rucksack can only hold a certain



total weight of kit.

Once you begin your climb, you will have to perform a whole range of tasks and movements, such as jumping over crevices and using the peak to make safe footholds, or test the ground in front of you with a quick prod — provided you have brought along a pick that is

The screen is divided into various sections including your rucksack and contents, moving hand and foot icons, and a graphic of your face wearing alpine sunglasses whose reflection shows the next part of the mountain to be encountered.

There is so much in this game it would take a couple of pages to mention everything. Suffice it to say that Prescience is a very playable, graphically impressive, fun, and joystick driven game that will appeal to anyone interested in climbing.

With the Mounting World Championships being held at Thoiry Park this September, there should be a lot of interest

in this most exhilarating of watersports.

Again, this sport has been given the Infogrames treatment resulting in a three part arcade game covering the three disciplines of slalom, jump and freestyle.

Each discipline is presented in a different way, giving the game plenty of variation.

In the slalom, you have a down-eye view of the boogie you must ski round. A successful pass qualifies you for another run, only this time the rope length is shortened making things much tighter.

In the jump section of the game, seen from an elevated view, you must guide your skier onto the ramp, hitting it at the fastest possible speed. Once airborne, you must keep him at the right angle for landing.

In the freestyle discipline you must make at least 180, or 360 degree spins and jumps across the boat's wake as you can without falling out.

The action is viewed from inside the testing boat, although another window shows your skier as seen from the shore.

In November and December we should see yet more games emerging from the Infogrames stable, including one based on the cult comic character, Tin Tin.



The French Connection

Due later this month are *Passagers on the Wind II*, *L'abbé*, and *Nikeland*.

POTM II is a graphically intensive adventure similar in style to the original, but with a brand new series of episodes, and some new features.

As with *POTM I*, the sequel is based on the famous French comic book series of the same name. The game tries to reproduce the format and appearance of the original books, while taking advantage of the computer's added flexibility.

Some people, especially

given is correct, you can go on to the next section. If not, you know you have missed something."

Later in their detective mystery series, *L'affaire* is a graphical adventure set in western Europe. You've been trained for a crime you didn't commit so obviously you want to find out who wants you behind bars.

The game features many high res pics of various European cities.

By moving a cursor around each screen, you can talk to different characters in each city,



hardened adventures found *POTM I* a little odd or difficult to use. Many were also upset having reached the end of the game without, apparently, having achieved anything.

As it turned out, not getting a specific letter at one point in the game was enough to guarantee your failure, even though you weren't aware of it at the time.

Catherine explains: "In *POTM II*, you'll soon know if you're going wrong as a wire man appears at the end of each episode and asks you a question. You must then work out which of the handful

of characters you control should answer the question. If you choose correctly, and the answer

while, at the same time being treated to digitized pictures of their faces.

Available late September or early October on ST, PC, and possibly Amiga, *L'abbé* looks like being one of Infogrames' most polished and graphical interactive adventures so far.

In *Nikeland* you get your tale stories on the way to a rock concert. Due out in September, and loosely based on a famous French song and movie, the game involves your search for all the different parts of your bike and features superb black and white graphics, in true comic-book style. In the UK proceeds from the game will be used to support the Band-Aid Trust.

The screen is split into five sections or windows, each used for different aspects of the

game, from movement within a location to interaction with other characters in the game, and assembling the parts of your bike that you've already found. You will also need to have found various spares, and screw-drivers to be able to assemble the bike!

With its elegant combination of words, adventure and adventure elements, and show-stopping graphics, the easy-to-use, icon-driven game looks set to be a big hit over here on ST, Amiga, and PC, as well as the three main eight-bit machines.

Also on the way are *Prohibition II*, *Get Dealer II*, *Boyle II*, and *Pigeon*, a graphic adventure set in Paris.

Watch out also for an Amiga mega-game called *Captain Blood*. Expected early next year, *Captain Blood* has been two years in the making and promises to set new standards in Amiga entertainment.

Looking further into the future, David Cherry seems to have a very clear view as to where the market and Infogrames are heading:

"The 16-bit machines will have completely taken over within three years. The ST will have the Linux share of things during the rest of 87 and most of 88. But the Amiga, or its on or grandson will come back into

competition by late '88 or early '89."

"Infogrames will also be involved in interactive transport like technology with either Thomson or Philips. Using CD technology, we will be able to make bigger and better products, with far greater depth and may also use digitized graphics. Our job will become more like that of a film director rather than a games programmer."

"Because there are so few different types of game, the user interface becomes very important. We are constantly looking for new and original ways of presenting our games to the public either with new methods of play or with interesting packaging."

With the products we have under development now, and the ideas we have for the future, I think Infogrames will be around for a long time to come."

If the evidence of Infogrames' current batch of new releases is anything to go by, they will be a major force in the not too distant future.

How refreshing to see creativity and imagination alive and kicking in an industry so often beset for its mindless, inward-looking approach to software development.

The Pawn

the cd team

Magnetic Scrolls

Once upon a time (in vain a phrase!) there was an ambitious woman, a bright blonde, a nice little computer called the QL, another equally bright blonde, and a really little person.

The two blondes, Kim Gordon and Hugh Stinson, both wanted to use Hugh's newly developed parser to produce the definitive adventure game for the rarely released Sinclair QL.

The woman, a mental maverick called Anita Stinson, also wanted to exploit the exciting new potential offered by the infant QL.



However Anita's plans were to produce arcade games for the new machine, because they had to be finished relatively quickly, thus ensuring the sound of approaching doom this year rather than next.

In the end, Kim and Hugh won, and Magnetic Scrolls and *The Pawn* were born.

The QL version of *The Pawn* didn't have any graphics, but contained the same parser as found in later versions.

Now, four years, countless awards, and thirty thousand years on, Anita looks back with a mixture

of nostalgia and distaste.

"The original release date was October '84, but the first shipments weren't dispatched until September '85. Unfortunately (Sinclair Research did a awful selling job on the original Pawn, it flopped badly. In fact we've sold more for the Spectrum 128B than they ever managed to ship for the QL."

Not long after this, Magnetic Scrolls signed an agreement with the newly formed Rainbird Software — a branch of Teleconsoft. The first version of *The Pawn*, to come out through

"There's no doubt that the ST version really established *The Pawn*. Before that it was just another adventure. And the reason the ST version caused such a stir was primarily because of the graphics and the parser. The adventure itself hadn't really changed from the QL version," says Anita.

The Pawn has now delighted and frustrated the owners of many different makes of computer from the Apple Macintosh to the Spectrum 128. And Magnetic Scrolls are now widely regarded as England's answer to the mighty Infocom.

"I make no secret of my admiration for Infocom. I know many of their authors and they're a great bunch. But we deliberately try to differentiate our products from theirs," Anita explains.

The company's several adventures, *The Guild of Thieves*, was released about four months ago, and is already attracting the kind of cult following on *The Pawn*.

Compared with its predecessor, *Guild* is a more mature, more tightly-designed game, with better (better?) puzzles. How did it all come together?

"An excellent writer, Rob Steggle, did the original script. He's a fun-loving, outgoing kind of guy who could write a fantasy game every day of the week.



"At the time, we were still teaching old *The Pawn* so nobody took much notice of what he was doing. The only hint we gave him was that it would be nice to do a game the treasure type of adventure, and we wanted to keep character interaction, in the game, to a minimum. People don't always like talking to other characters in an adventure, or if they do, they're often not quite sure what to do with them."

The original script is split into a number of sections.

Firstly, every object is identified and given a unique program name. Then all locations are named and given an initial status flag where appropriate. An initial status object or person is something or someone you see only once the first time you enter a specific location. For example, the old man dragging the trunk. If you revisit the same location a second time, the old man will be gone.

The next section of the script



Magnetic Scrolls are the UK's leading Atari and Amiga adventure authors. Here David Bishop delves into the secrets of the scrolls and comes up with some interesting clues to the next generation of adventure games.



is entitled specials, and deals with all the puzzles in the game — "If you open the golden cage while the bear is still alive for you" — that kind of thing. After specials comes a logic diagram for each character in the game. For example "What would the miller do if you offered him some rat poison?"

Next comes a table of doors and other obstructions. Also listed here is what happens to each door when you try various things such as opening, knocking, trying to unlock it with various keys.

The final, and most bulky, section of 'Stagger's' Guild script is the description of each location and what happens there. This forms the basic framework around which all the other information is crafted.

The script took about three months to write and it took the same time again to code the use information into Fred, Magnetic Scrolls' development system.

"Fred turns data from

verbose to a manageable form, from a computer's point of view. During the coding process we try to think of any little additions that might improve a particular location or puzzle.

"For example, in the first location, you're standing in a boat moored to a jetty by a rope. The script calls for you to jump from the boat to the jetty, but we added the ability to pull on the rope, thus dragging the boat towards the jetty so you don't have to jump."

One of the most impressive of Fred's features is the way he handles objects, each of which is given a set of properties which determine what happens to that object in ANY set of circumstances possible within the game.

Because each object can be given such a detailed profile, Fred can immediately tell which ones can be picked up, broken or put into other containers. This allows for a high level of reality and flexibility when handling objects.

The remaining parts of Fred's huge database contain a "network" showing how and where locations are linked together. There is also a complete list of verbs, synonyms (for example, "drag" is a synonym for "pull"), and memory routines (verbs used to describe objects in a location which can't be productively examined).

So after six months, Scrolls had the bare bones of *The Guild of Thieves*. But it lacked atmosphere and felt flat. Now came the time consuming task of putting flesh on the bones.

"We took various bits out at this stage because they didn't really fit or there wasn't room. Sometimes we'd all be a little unhappy with the way a puzzle worked so we'd sit it there and a way to put it up or add another tool to it."

"At the same time we have to test every situation to make sure there are no logical inconsistencies. This involves us in trying to anticipate what people may try in order to allow them to have a go, even if it brings them no closer to solving the game," says Antis.

"The testing, debugging, and refining process can take forever but you have to draw the line at some point, otherwise the game would never see the light of day."

The first release of *Guild* was the culmination of nearly five years of work, including a year for the graphics. Each machine convention can take up to another six months, so producing and releasing a top-notch adventure is not a short process. Consequently, Scrolls are very concerned about what happens to their games once they're finished.

"We did almost all the pack design, artwork and layout for *The Pawn* and *The Guild*."

With such an impressive track record, will it be hard for Scrolls to reach or even surpass their own very high standards in future releases.

Luckily for us, we won't have to wait very long to find out, as their next title, another fantasy adventure, again through Bantam, is due to be launched at the Personal Computer World show later this month. Looking ahead, Scrolls are waiting to complete another adventure by the end of the year. Antis has also found some



time to get back to his current pet project entitled *Queen Westminster* (drugs).

"Westminster will be the first Scrolls title written by one of us, consequently I think it'll be our best... no seriously it's a departure from games like *The Pawn* and *Guild*, for a start there's no graphics. It won't be ready for another year though."

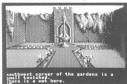
"As to the future, and we'd like to get to the stage where we had a "black line" game which other companies could use in their games — not adventures you understand, but things like a flight simulator you could take to."

In general, we want to carry on writing adventures that maybe get many from always having money, objects, and your person moving through them," she added.

"It would be nice to try something where other "forces" in the game act according to what you do. Imagine two businessmen going after the same contract. You might try something, for example construct your efforts by doing something else, and so on. The possibilities are immense and, as yet, largely unexplored."

For those of you who haven't played *The Pawn* or *The Guild Of Thieves* yet, you should, and now!

But be warned. These adventures can cause withdrawal symptoms.





Reviews

Faery Tale

FRANCHISE: AMIGA
DEVELOPER: HABA
PUBLISHER:
MICROILLUSIONS
PRICE: £24.95

As everybody knows, a retirement is not a happy one. I mean, being obliged to play games all day and then wander about them is no great idea of fun is right?

However, from time to time, a little creature comes along, like a bunch of leeches etc. (sneezing now) like an industry much criticised for its lack of imagination and originality. Such a game is Faery Tale from MicroIllusions.

Faery Tale was written in California over six months by programmers, musicians, and artist David Jones, who has created a 17,000-screen magical landscape with underground caverns, rivers, forests, deserts, snow-capped mountains, lakes, castles, villages and even the Astral World — so the packaging promises.

The name of Jones's land is Haba, and you play the parts of three brothers in their quest to recover a cursed Taltaman stolen from their village, Tumbly.

The Taltaman had been kept secret by generations, by the villagers, who firmly believed it held the power to protect the village from all evil.

The theft of the Taltaman followed a night of strange goings on which started with a dark, hooded figure floating through the middle of the village. Not far behind this mysterious species, masked hordes of dead corpses and skeletons, all armed with swords and maces.

The ghastly procession halted in the centre of the village and the citizens began performing a tedious ritual which lasted until dawn. When the first daylight revealed no further losses they discovered the Taltaman was missing. And so your quest begins.

The bottom third of the screen is the status area, divided into three sections.

On the left, a scroll contains a commentary on the game together with your levels of

when used in the right place, often reveals hidden objects of great importance or value.

The right hand section of the status area is a stone tablet, carved with the eight principle points of the compass. You can make Julian move in the required direction by simply clicking on the relevant part of the compass.

As Julian begins walking around the village, so the screen smoothly follows him, lagging slightly behind, so that, when he stops, the screen scroll continues for a second as it too, slows and gently stops — very neat!

Although the terrain is essentially plain, the bar where you first encounter Julian, with its all buildings is seen from a slight angle, allowing points on both the south and east facing walls.

In this case, the southward hinged door which will automatically open if you move Julian towards it.

After a slight, and annoying, pause of about eight seconds for this screen, Julian enters the building where you are given a view "through the roof" onto the proceedings below (if you have the "music" icon switched on, you will notice the music changes as you enter the building, and reverts to the "outside" soundtrack when you go back outside).

Faery Tale, a full of neat touches like the day and night feature. With superb music and digitised sound effects, together with well designed graphics, plenty of characters to meet, both good and evil, and lots of objects to find and use, this first class animated adventure should keep wherefore and arcade adventure fans occupied for ages — highly recommended.

- Graphics 9
- Sound 9
- Value 9
- Playability 9



When the game is first loaded, you are treated to a graphically sensational picture book version of the story so far, complete with pages that turn, like some old Hollywood movie.

The game starts with Julian the first of the brothers, standing outside a wooden hut in Tumbly. You only get to play the second and third brothers if you win the first and second ones, and killed off.

The top two thirds of the screen are a window looking down onto the immediate area around Julian.

These affect your performance during combat and can be improved by using real gaming experience to make the way as with many Dungeons & Dragons type games.

In the centre of the status area is the control box, with which you communicate with the game. Here you can instruct Julian to eat, sleep, use magic, or buy, give, pick up, and use any object being carried or within range. You can also take in other characters in the game and "kill" around, which,



Reviews

the old team

Road Runner

► SUPPLIES US GOLD-ATARI GAMES
► PRICE: \$24.99
► VERSION: 5200X-ATARI 50

Everybody has their favorite cartoon characters. For some it's Tim and Jerry, others prefer the Pink Panther, but for me nothing could match the blood-bath of indignation on Wile E. Coyote's face seconds after he has eaten a whole bag of Acme vertigo pills and decided that perhaps

The answer is a resounding YES! Although RR is by all accounts a simple game, it nevertheless possesses all the pre-requisites of an addictive, fast-moving arcade romp.

The game has four basic levels which are repeated, with added extras, for levels five to eight, nine to 12 etc. In each level, you control Road Runner as he tries to juggle as many piles of food as he can, without getting flattened by Coyote.

Of course, like *Tomcat* that simple, and even RR has to contend

presented, their Late names displayed beneath them. These, often hilarious, names change from game to game.

With the formalities over, it's down to the serious business of scooping bird seed. Level one begins with a meandering road full of neat little piles of seed. At the back of the first screen is a cave, cut into the rock. At the moment, there is a board, nailed across the cave's entrance. The board says "closed".

As RR begins collecting the seed, he has to avoid not only Coyote but also a series of traps that snail along the road from left to right. If you get run-over, you lose a life, but if you can lure Coyote into the path of an oncoming truck, you get a bonus.

A bonus is also awarded if you eat every pile of seed. If you miss five piles RR will leave and lose a life.

Then you come into a cliff path, full of hanging berries that dangle RR down if he runs too close to the edge. If you manage to get to the end of this cliff path, it's on to level two.

Having failed to level one, Coyote resorts to various gadgets, on level two, to help him run you.



Designed by CHERRY © 1989 Atari Games Inc.

this won't reach a next time after all.

As with many of the most enduring, and enduring, cartoons, Road Runner relies on the simple, but effective, one against one theme, for its success.

Every plot involves Coyote chasing Road Runner but never quite catching him, always being thwarted by RR's superior speed and cunning, or tripping over his own ineptitude.

So has Road Runner ST, converted from the arcade, captured the atmosphere of the cartoon?

With falling boulders, mines, and other hazards that we know and love from the cartoon series.

Each level is comprised of a horizontally-orientated map, anything from eight to about 12 screens wide, and one screen high. The action is seen from an elevated side-view and the ultra smooth scroll follows the movement of RR across the map from right to left.

By making the background scroll, while leaving the back ground static, the game achieves a feeling of depth which, in part, offsets the static, stylized, cartoon graphics.

Level one starts by introducing us to the two main characters in the game, namely Road Runner and Wile E. Coyote. As each is



The most obvious difference between levels one and five is the introduction of mines which blow up when stepped on. The bad news is that mines are normally to be found right across the road, making eating a much more precarious business than before.

When you start your next game, and provided you get past level one, the cave, remember the cave, will no longer be blocked. It can now be used as a short cut to the last level played in the previous game — a useful!

With typical cartoon-like chase music, excellent sprite design and animation, and simple but effective gameplay, Road Runner will make a worthy addition to any ST arcade collection.

C+VG HIT!

- Graphics 9
- Sound 8
- Value 8
- Playability 9



Hades Nebula

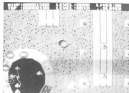
► MACHINE: ST
► SUPPLIES NEXUS INFORMATION
► PRICE: £14.95/\$24.95

Two more titles to add to the ever increasing number of vertical shoot 'em ups for the ST (see also *June C+VG*) both less than perfect.

After its Information based offering, and features extremely slick graphics giving the whole game a distinctly metallic feel. Almost anything can be destroyed, and most things animate when hit.

Unfortunately most of us will





never see much of this designer programming, because the game is just too hard to play, and even requires the use of the keyboard to utilize certain weapons.

Although Asterix is way above

average on the presentation and general features scales, it doesn't mean you gently into the really tricky bits, by giving you a few easier levels first.

If it did, you would have a sense



of achievement giving you the urge to go back and get further next time, an urge you just don't get here.

Asterix, Nebula, the latest offering from Nexus, is another flawed shooter, this time suffering from frustratingly sluggish controls, giving you the feeling that the game is being played in a huge bowl of very thick galactic soup.

NM does have redeeming features like well designed graphics and even training platforms, from which Nebula release

pods giving you extra speed, fire power, and weaponry. But none of this helps you forget the fact that Nexus expect you to save the world flying the equivalent to a *Bliss* moped with wings on.

	Asterix	Nebula
• Graphics	10	9
• Sound	8	8
• Value	5	5
• Playability	7	5

Barbarian

• MACHINE: AMIGA, AT
• SUPPLIER: PIONEER
• VERSION: REVISED
• AMIGA
• PRICE: £29.95
• FOR BOTH

The three previous releases from Masterpiece Productions have all belonged in the "forced masterpiece" days being ambitious offerings with impressive packaging and graphics, but with little or no real gameplay to match the outstanding presentation.

So was *Barbarian*, the latest effort by Productions programmer David Laxson and artist Gerson Carben destined to fall into the same category?

Happily no. Although *Barbarian* will exhibit some of the failings which held back *Arena* and *Exotica*, overall these are far less in evidence, and are outweighed by tight game design and good playability.

Barbarian is a four-way scrolling combat arcade/adventure in which you, that's Heger the Barbarian, must brave the fearful realms of Dargan, an underground world created by your arch-enemy brother Nazcon for him and his vicious band of followers.

Nazcon is so awfully evil that he can only be killed by an equal and opposite force of good and, yes you guessed it, you're the only one with a big enough



help for the job, and after all, he did his *Exotica* design, *Vulcanus*, to kill your father a couple of years back, so there's a spot of revenge mixed up in the plot too.

Anyway, here you are at the entrance to Dargan, armed only with your axe and a gleaming sword, given to you by a mysterious druid just before the design passed behind a tree. Later in the game you'll find arrows and a bow, which lets you kill things from a safe distance.

Control is via a keyboard, mouse, joystick, or any combination of these. Joystick control is 'not recommended' in the players guide, and small wonder with all the different actions that Heger can be made to perform.

These include walk in all four directions, stop, run, attack, defend, flee, pick-up, drop, use and jump—in different action-dependent

ing on whether you're walking or running).

During combat, you are treated to a whole gamut of optimized grunts and groans, as Heger battles many at whatever monstrously disproportionate enough to be worth hanging on to. Your best weapon for this is your axe (it's crucial).

When you eventually do kill someone, or something, their spirit walks up into the air crystallizing into a ball of sparkling ruby eyes which then dissolves into nothingness.

Apart from the more obvious lying, or something, video action, the game is packed full of hidden Jimmy-type collapsing bridges, trap doors that suddenly open to reveal archers like mutated jack-in-the-boxes, and spikes, activated by pressure pads in the floor, that have a nasty habit of dropping down from the rock ceiling, instantly alarming (and, ready to insert air conditioning in your teeth).

And, if you do persevere, you'll be richly rewarded with the sight of new and even stranger looking animals, not to mention traps of an extremely devious nature.

• Graphics	10
• Sound	9
• Value	8
• Playability	8



the c4 team



Reviews

the cd team

Colonial Conquest

► RACING AGAINST
► SUPPLIER STRATEGIC
SIMULATIONS/
U.S. GOLD
► PRICE: \$24.99

The late 18th and early 19th centuries marked the grand age of imperialism. Great Britain, the U.S., Germany, France, Russia and Japan were all vied to be the possessor of world dominance.

Now you can relive that era and learn your own share of history, as the head of any of these great powers, in a bid to colonize as much of the free world as possible, while fending off the demands of others, and defending your shores against attacks from other major powers — all as quickly as you!

There are three scenarios standard, 1840 and 1914. If you choose the standard scenario, all the major countries control only their own areas at the start of the game, and the army strength and net worth of all minor countries are randomly set.

With the other two scenarios, each country starts with the addi-

tional areas that they actually controlled at the time, and the army strength and net worth of minor countries are preset to reflect actual historical fact.

In addition, if the computer controls Russia, France, or England, that country is deemed to be at war with Germany, and vice versa.

Up to six humans can play *Colonial Conquest*, but if you can't get hold of other power-mad individuals, the computer can always be called upon to act as a stand-in opponent.

Having chosen which of the three scenarios you wish to play, and which country you want to represent, the game commences in earnest.

Colonial Conquest consists of three phases: building, movement, and combat. During the building phase, each player is free to build up his land and naval forces, install military units, and so on. You can also offer economic aid to neutral countries in the form of a loan which they will use to build larger armies. You can even lend money to a com-

puter controlled major power in an attempt to curtail its ambitions of attacking you.

If you intend attacking another country with more than just brute strength and ignorance, there are two more ways to ensure your victory.

Firstly, you can send spies into that country to ascertain the strength of its armies and the value of its treasury.

Secondly, you can try to undermine that country's military strength by causing a coup d'état. If you spend enough money, a coup will occur and you will be in control of the country without having to lift a single military finger.

The second phase, movement, is used to move armies to adjacent countries. If the destination country is neutral, or controlled by another major power, this is seen as an act of war and battle ensues.



The same rules apply to naval invasions, except that a ship can sail to any other part on the map. Each ship can only carry 1000 soldiers and all are lost when you suffer a defeat at sea, so it's important to coordinate the movements of your navy in the most efficient manner possible.

The final phase, combat, is where players use the results of the decisions they made in the previous two phases.

In this computer controlled sequence, the game scrolls over the 4 x 4 screen map of the world, showing the result of each individual battle by the colour in which disputed territory is filled.

No change of colour means the defending power managed to hang on to control of that country.

As each player inputs his or her instructions for each of the game phases, the other players must look away from the screen. This is a perfect time for the other players to indulge in a little diplomatic banter or back-stabbing. The ability for players to make and break peace treaties and agreements, and to gang up on one another, makes the game similar in some respects to the excellent board game *Diplomacy*.

As you delve deeper into *Colonial Conquest*, you realize just how much thought went into the design of this computerized board game.

The CD conversion (courtesy by Hungary's Andromeda Software) is proficient and bug-free, and should appeal to anybody who likes Risk, Diplomacy, or a spot of armchair dictating.

► Graphics
► Sound
► Value
► Playability

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STRATEGIC SIMULATIONS, INC.
VERSION 1.1

NEW GAME SAVED GAME

2) SCENARIOS
1840 THE RACE FOR THE COLONIES
1914 THE BRINK OF WAR

3) PLAYER SETTINGS

PLAYER	ARMY	NAVY	SPY	LOAN	SCORE	NET WORTH	ARMY	NAVY	SPY	LOAN	SCORE	NET WORTH
ENGLAND	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
GERMANY	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
FRANCE	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
USA	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
JAPAN	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
RUSSIA	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
EXIT												

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Reviews

the cd team

Deluxe Paint II

► PLATFORMS: AMIGA
► SUPPLIER: ELECTRONIC
ARTS
► PRICE: £130

Electronic Arts were the first company to take the Amiga seriously. They were working on a range of titles for the next year or two, but four months before its release in the Autumn of 85.

One of these, *Deluxe Paint*, became an instant success and achieved an average sales of 5000 penetration amongst Amiga owners by the end of 1985.

men called "effects". These are format, background, and Perspective.

Stencil allows you to liberally make a stencil of your painting. Imagine you have painted a landscape but decided you want it in the serotopina current instead of a cloudy sky. No problem! Just make a stencil of the colours you've used in the cloudy sky. All the other areas of your painting will now form a stencil through which you can paint.

How many times have you made a mistake and wanted to go back to what your picture looked



like five minutes ago? And of course you were too lazy to save before you made your fatal artistic blunder.

Well, now you don't need to worry because, using Background, you can "file" your current painting in the screen and then paint over it, only in the knowledge that if you click on "clear screen" at any time, only the bits you've added after fixing the background will be cleared, leaving your "filed" painting as it was when you last used the background feature.

Perhaps the most impressive new feature in *Deluxe Paint II* is Perspective, which allows you,

not only to define the position of the vanishing point in your picture, but to cut out a brush, rotate it into any plane you want by twiddling its x, y, and z axes and then paint with it in the plane you have just created. You can even cover the whole plane with wall paper made up from any pattern you care to use.

Deluxe Paint II has well over a hundred new features making it a must for any Amiga owner with a creative bent. Owners of *Deluxe Paint I* can get an upgrade for about £20. For the rest of us, the price of £130 may seem a little steep, but you are getting the best.

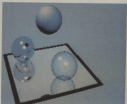


Although flustered with the success of his program, Dan Sibus didn't rest on his laurels. Instead he set about creating *Deluxe Paint II* almost as soon as the original was completed.

A year later the original was nearly running faster and packed full of tasty new features — many suggested by *Deluxe Paint* users.

The August 1986 issue of C+UG carried an interview of *Deluxe Paint* and we'll be reviewing *Deluxe Paint II* in depth in the near future. But, for now, here's a quick look at three of the most impressive new features to be found in this fantastic Amiga paint package.

The features are all found in a new



Academy

► MACHINE: ST
► SUPPLIER: CRL
► PRICE: £19.95

The executive version of Tac Cos. Academy has finally reached the ST. As a trainee summer pilot, you enroll in the game's top training school, the Galoep Academy for Starwar Pilot - GASP.

At GASP, you will learn to customise your own starship, by selecting its physical characteristics as well as its weapons and displays to include.

You will also participate in many

classes, to select only qualified pilots are not alone them.

Once you graduate from GASP there's ST real live missions just waiting to get you killed!

The ST version of this CRL class is essentially the same as its 16-bit predecessor, but with a host of graphical bells and whistles to tell it up for its first 3D bit outing.

If you're a thinking person's arcade game, then Academy is for you.

- Graphics 7
- Sound 7
- Value 9
- Playability 8



Impact

► MACHINE: ATARI ST
► SUPPLIER: AULOGIC INC.
► PRICE: ST £14.95/
AMIGA £24.95
► VERSION: TARGET-
ATARI ST

If you thought you'd seen the last of the Breakout clones, think again because Aulogic's have come up with a little gem called Impact, available for both ST

and the Amiga. Both versions are identical.

Although on the face of it, Impact looks close enough to Arkanoid to make Aulogic's buyers tremble at the knees, in fact there are number of fundamental differences between the two. Indeed many people may end up buying them both.

The three main features which set Impact apart from all other

similar products are the digitised sound effects, the icon/weapon system, and the screen editor.

Along with ST Gauntlet, ST Impact must boast the most impressive sound effects yet to grace the Atari 3D bit range. Every texture and effect has been sampled to give the game an atmosphere far superior to that possible using the ST's own built-in sound capabilities.

Each time the ball hits your ball or one of the brick wall sides, a musical note, of randomly chosen pitch, is played. Close your eyes and you could be forgiven for believing you were listening to someone improvising a tune on a synthesizer.

As with certain other games of the same ilk, various study items soon start floating towards your bat during play.

These objects range from black balloons (break-style space ships), and have the annoying habit of deflecting the ball at all sorts of embarrassing angles.

What makes this feature tolerable, however, is the fantastic sampled explosions that burst out of the monitor whenever one is destroyed.

Equally impressive is the fanfare that greets you at the start of every game, and the sound effects that accompany weaving to the next level and the "game over" message. When you lose a life, the program emits a sound not unlike the mating call of a sperm whale - but played backwards!

But and ball movement is smooth and the bricks disintegrate, poof by poof, when destroyed.

As with similar games, many bricks must be hit two or more times before they like the dual theme-deflect back your ball - a particularly nasty way to go! - and some are plain indestructible.

In addition to these, some screens also contain few bricks, each with one of the letters of the word BOMBUS. Destroy these in order and an extra life is awarded.

All the action takes place against a scrolling starfield, making the ball much easier to follow than in Arkanoid, although this also means the screen lacks the 3D feel achieved in the latter using the shadow cast by both balls and ball onto various textured backgrounds.

Further sound effects can be heard when either bat or ball is given extra powers or weapons.

There are nine different powers you can use, each costing between one and nine bonus cap-

tures. These capsules can be caught as they drop down the screen when certain bricks are hit and destroyed.

The nine powers are shown in a 3 x 3 matrix of icons, situated beside the play area. These are arranged in order of cost (in bonus capsules) from top left to bottom right.

The flexibility of the weapons/ icon system introduces an element of strategy to Impact, not present in other breakout clones. Being able to choose what icons, or combination of icons, to activate, sets the game above the rest. And as if that wasn't enough of a reason to buy it, there's the small matter of eight different screens.

Merely programmer John Dale has implemented a game word system, allowing instant access to high levels.

So, after you've completed level one, the program gives you a password which is entered at the start of subsequent games, allowing you to skip the first nine levels. A new password is given every ten screens.

But, after all this, Impact still has one final glory, at the bottom of the sack - the screen editor. Although there are 80 pre-defined levels, screens 51-129 have been left blank for the user to create his or her own walls of any shape, size, or colour. These can then be saved off, and accessed and played immediately by entering the correct password.

Combine the editor feature with the incredible sound effects and the icon weapon system, air in liberal portions of playability and mathematics and Aulogic's have a sure fire ST and Amiga winner on their hands.

- Graphics 8
- Sound 11 out of 10
- Value 10
- Playability 10





Reviews

Karate Kid II

► KARATE KID II
► MACHINE: AMIGA, ADVENT
► SUPPLIER: MICROGAL
► PRICE: £24.95
► REVIEWER: CHRIS

Following the recent trend in "kick 'em dead" games, it was only a matter of time before they started to appear on the new 16-bit range of micros.

Karate Kid II is one of the first martial arts games to do so, and is originally made by debut on the Atari ST. Having sold quite a few copies in this format, Microgal has decided to convert it to the Amiga.

As first glance the game seems playable, and slightly addictive. But once you've had 15 or 20 rounds, it begins to show its flaws.

The game starts with you, Daniel, standing in front of your first opponent, Toshi. There's no training about it, it's straight into battle.

The first thing you'll notice is that both guys are incredibly small, but the pictures on the box show normal sized characters. Weird.

Well, that's not really important. You must defeat your opponent with the same old Karate moves, roundhouse kick, ice punch, sweep, flying kick etc. However, I am told by one of our readers that the flying kick is not included in any style of karate, so this is so there why include it?

All moves, there are 15, are executed very fast, and it is this fact which puts KKD II in a slightly higher category than most other 'beat 'em ups'. The animation is also improved by its speed, and gives a high degree of realism. For example, you see a roundhouse kick go all the way round, not like some other games.

While fighting you are treated to some nice sound effects, and you really know when you've hit your opponent in such spot. With all this digital screaming and



the hell out of me why Microgal made the music so terrible.

Yep, I am telling you that the music on an Amiga game is as bad as The Cloney Law, more like The Cloney of Carnutt!

After beating your opponent you progress on to the next scene, at which there are 11, I say eleven, but after every two screens you get to go for a bonus by either breaking ice or catching fire.

The game is also not without its odd bug or two, and I found it quite amusing when with one kick I sent my opponent whirling across the screen into the wall.



when he disappeared only to re-emerge right behind me.

- Graphics
- Sound
- Value
- Playability

B
C
D
E

Space Battle

► SPACE BATTLE
► MACHINE: AMIGA
► SUPPLIER: AMCO
► PRICE: £9.95
► REVIEWER: CHRIS

What's new? Amiga? "You, but a very good version of the arcade classic and what's more, it's cheap."

I know that £9.95 is a lot of money, but I expect that most Amiga and ST games, which are really great at around £24.95.

Space Battle is a version of that old classic Asteroids, but it has colour, solid graphics, and some bonus, all of which were missing from the original. And, as a

special bonus, you can have two players on screen at the same time.

That's right, and Amco have every machine out with this option allowing different levels of two player mode, you can play Competition or Team.

Competition has you playing against your partner, blasting him/her as well as those nasty rocks which fly in and go straight quickly. Team mode puts you in action together, and both players go for one big score.

If you are playing on your own, but the usual one-player mode is available.

When you're launched into the

action after mode selection, you'll notice the difference between the one and the another straight away. The rocks are nicely shaded in various greys, they move fast, and in a slightly alarming way towards you!

Your ship is placed in the centre of all this, and its coloured red or green, depending on the playing mode selected. It can fire laser beams (small green) in rapid bursts and really moves fast.

Your speed can lead to really flashy performance. You can shoot a small rock, do a quick 360 degree, and then blast the sucker with one amazingly accurate pistol. This takes time to perfect, but it's worth it just to show off.

It can also hyperspace, which will transfer you to another part of the screen, in the original you

usually ended up right in front of a large asteroid, but it seems this ship has been fitted with a new version.

Overall, Space Battle is a nice game at the right price, which should appeal to lots of gamers. Even the loading picture, a death blossom looking, is nicely done, and is complemented by a short but adequate musical score. It can't with the Two-Player modes, one wrong shot and that's it. A great little game.

- Graphics
- Sound
- Value
- Playability

B
C
D
E



Company Profile

There's a war and it can only be good for the public. Hardware and software prices will continue to fall. By January or February of next year, we may have TV modelled versions of both the ST and the Amiga, with internal drives, selling for \$299. Both machines are going to be perceived as top-end games consoles.

"Within a year, sixteen bit software price points will have come down to £9.95, £11.95, and £14.95. There will be a few premium priced products but they'll have to be very special to sell for £25 or £30."

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"We don't commission people to do programs for us. If that we do, though, it's have regular monthly meetings where all the programmers and artists get together and exchange ideas, routines and other bits and tips."

"Steve Bak, who worked on Goldrunner and Rastix Kid II, often chairs these discussion groups, where we also evaluate what kind of games are likely to sell in the near future."

"There is never any question of a programmer suddenly quitting their latest routine. Everybody enjoys a free flow of information so that we all benefit. That way we have a much better chance of staying ahead of the pack."

"We have about seven original titles being developed for the ST at the moment. Many of these involve programmers, working from home, so I find



Microdeal have gradually built up a mighty list of about 150 programmers, musicians and graphic artists who are responsible for the majority of the company's new games.

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"We have about seven original titles being developed for the ST at the moment. Many of these involve programmers, working from home, so I find

on having a "work in progress" or demo disk from each programmer, or a group of programmers, at least once every two months, and more often towards the end of a project. It's important to always know how each game is progressing and whether there are going to be any major problems."

"We don't really use outside evaluators to play test or debug our products. The programmers are their own most severe critics."

"When it comes to money, John has a fairly relaxed

attitude. Although most programmers are paid on an advance and royalty basis, he will listen to any deal put to him.

"They will almost always make more money in the end on a royalty deal, but sometimes someone needs a cash lump sum to pay a car or a house, so I'll let the game owners if it helps them."

Apart from publishing home grown games, Microdeal also has the European rights to the complete catalogue of LBS, based Nintendo, who specialise in ST utilities such as Book-up, Zoomworks, and Mighty Mail.

The Games

Past hits from the Microdeal stable have included Rastix Kid II — the only martial arts game to be launched off the back of a successful film. The Amiga version has now been released and features 12 extra weapons (see June C+VO for full ST review).

One of the most graphically impressive vertical shoot-em-ups to appear on the ST was Goldrunner, a Microdeal hit in the Spring.

Apart from super fast scrolling and moody graphics, the game also featured a memorable soundtrack complete with some of the first

digitised speech ever to be used in an ST game (see June C+VO for full ST review).

As with PPSB, Goldrunner is being released on the Amiga, and what a treat to the eyes and ears that promises to be.

Microdeal have also had the distinction of releasing the first isometric game for the ST. Called Artball, the game is set in the evil wizard's castle, where you have to find a spell book before you can change back from a balloon to a human.

The castle has 150 rooms packed full of exquisitely designed stone walls, statues, ice-statagories, and a hundred other graphical delights.



Cornwall is famous for its smugglers — but if any pirates set foot in St Austell they'd soon find themselves hanging from the highest yardarm. Why? Because this town is the home of Microdeal, at the cutting edge of ST and Amiga games software.



What is surprising is that it was more than 18 months after the launch of the ST before a company/bureau an isometric game for the machine. Consider just how many 64-bit ones there are, and you wonder why it took so long! Anyway, *Aerial* was definitely worth the wait and has set a standard others will have to follow (See August C+VG for full ST review).

Still on the subject of *Aerial*, Microdeal are due to release *Aerial Construction* for soon. The city-utility allows you to construct your own castle, room by room, adding all the graphical details used in the original.

You start by defining the dimensions of the room together with the walls which have exits. You can even set the height of each exit, making some at the top of stairs etc.

Once you've set up your room framework, you can start

construct an entire 128 room castle. ACS should appeal to all those frustrated arcade adventures that always felt they had an isometric game hovering inside them just waiting to get out — held back merely by the minor detail that they didn't know the first thing about programming!

Apart from ACS, Microdeal have at least five other ST originals in the pipeline. First up is *Black Cat*, an adventure with a secret pair of new looking animated graphics features. The game also features various sub-games where you must solve specific problems on screen before progressing.

One of these involves you deciphering an ancient multi-level problem. You know the kind of thing — arrange five matches in a square, move one and make a profile instead.

used to be a lovely lot.

While sipping around the place in your time machine, you're also got to avoid meeting the hyper-wild Schatz, who is always on your tail looking for a way to thwart your plans. Needless to say *Templequest* is played in real time!

Last-horizons, Microdeal's next arcade title, is a vertical

according to plan, the game should be ready by mid-November on both the ST and Amiga.

One final project Microdeal have been working on, is a laser disc game called *Journey to the Lur*.

Based on the *Dragon's Lair* laser disc game that amazed arcade games a couple of years



adding objects that can be picked up, together with launch, status, lives and other pieces of scenery.

Although it will take an estimated three months to

The other adventure on the way from the Cornwall Coders, *Templequest*, is another highly graphical affair, the time removed around the exploits of the characters, all under your control.

Each character behaves in its own, sweet way, and has different problems to solve.

Some of the characters you'll meet in *Templequest* include a utility who has lost his house and has difficulty climbing ladders. There's also a frog who



wandering warlike shoot 'em up, very much in the *Commander* / *Raid* manner mould.

The Last-horizons project team were being kept very much under wraps, but it sounds like this one will really take full advantage of the ST's advanced graphical capabilities and provide ample satisfaction for up to three killers at once!

In complete contrast, another project on the secret list is a new soccer game 'from a completely new perspective, as you've never seen it before,' enthuses John. More than that he was not prepared to say!

Flushed with the success of his last forthcoming deal, *Karate Kid II*, John is busy putting the final touches to his latest film deal.

The film in question is already out, and it all goes

again. *Journey* uses the picture disc from the original and includes a user interface to let ST owners play a more adventure orientated version of the same game.

'There's one small catch though... they need a laser disc player to play the game. At the moment they cost about £100 so we're treating this project as a learning exercise so that when the hardware catches up, we'll be ready to take advantage of the new technology and produce games of a completely new genre. It may take a few years get though!'

By the time next year, all Microdeal's new products will automatically be released at the same time on both the ST and Amiga.

'In the meantime we're just going to do what we're good at, which is being successful at giving other people a tough time. Other people being anyone who is trying to knock US off the top of the pile!'



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BY STAVROS PASOULAS

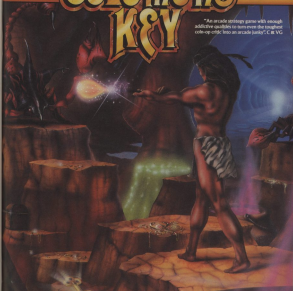
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TECMO

MEAN MACHINES

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of *Quintet*, plus a real-hot news on Nintendo games coming soon from the US/Japan 3a story with C+VG it's where the NEWS is!

Before diving into software—a little word of warning to any of you thinking about buying games about time, time, time, time.

Nintendo has released three different versions of its console, one for the UK, another for the US and one for Japan. What this means is that your **console** run is Japanese cost on a UK or US system and vice versa.

That costs you the same size, but they will be only when you find them.

5-speed's Japanese counterparts will not even fit into a LJC/LJS chassis as they are slightly longer. However you can buy a LJS and run it as a LJC without

In case you are wondering why they did this the answer is really quite simple. Each territory can set its own prices and not have to worry about imports from abroad at a lower price. Amazing, huh!

Great my dear, personal story of the system. **Saga** as you may already know I rate very highly. In fact I used to think the **Nintendo** system had no chance of all against it. Well, there have changes!

Firstly I discovered Super Mario Bros. This game makes it worth buying the system. It is so played!

Secondly I found that the **Nintendo** is actually way ahead of **Sega** in Japan and third party software reflects this — see the US/Japan release schedule for **Nintendo** — with some really brilliant coin-op conversions coming

Unfortunately there is a qualification to this enthusiasm: Nintendo's own catalogue is pretty old, and there is no real hint of when these hot third-party games will get to the U.K.

1000

Integration could bring a very big advantage in the quality control of the entire process, especially

The **Atari XL** is very much the dark horse, therefore the thousands of Atari 8-bit owners out there and the XL is simply an 8-bit machine with a very little new twist.

So who is going to buy off Atari is picking it off the under 10 year-old and new console/micro owners selling at £260 for the basic unit (upgraded to a micro for an extra £40 pounds) with games starting at £14 each.

Just one more point to make before reviewing the games, those controller pads from **Nintendo** and **Sega**. It is really driving me NUTS using these things!

They are OK on where games but generally they are well used facilities.

Follow the good news. New joystick-controlled toys have been designed by both **Sega** and **Nintendo**, so hopefully we will not have to suffer for too long.

You will have read in last month's C+MG about the different packs offered by Bunge and Minthorpe (Basic and Deluxe) and of the games to be played first with them.

Rather than jump on about the same games (Bourne-again) we will give you a taste of two of the hot games, **Outrun** on Sega (see exclusive on lead) and **Demolition** on the Nintendo.

For book readers with more eyes than just the murky world of games, *reviewers*

But if there's anything you'd like to see on these pages write to me at Black Machines, Computer and Video Games, Priority Centre, 30-32 Springfield Lane, London SE18 3JW

REVIEWS

■ **Quorum** is the current hot new racing site from the producers of the mezzant, in comes an 8.5M+ earnings for the **Sequel** and will retail at \$2.495. The version 1 reviewed was pre-production and has a few rough technical pre-production and had a few rough technical edges, but there were enough there to convince me of its quality.



100

The overall aim of the game is to complete all six sections of the course, with each section having its own time

There is a sippy little nitroed mode which denotes various levels from the game, in case of the **Crutnam** logo. And a little more slippery inside the heavy metal of the game, you will notice.

On entering the game you can choose from three working angles—Passing Screen, Splash Move and Physical Sound Showers (my fave). You can then select an

the start line in your £74,000 Ferrari Testarossa with the flag men happily waving you on.

The graphics are minutely detailed and you could really mistake this for the arcade version. Even better, this game plays like the arcade, and you can use the same tactics as you did on the coin-op.

You find yourselves driving blind into and through corners not knowing what is at the tip of a hill or around the next bend. The lookalike and supports all whizz by convincingly and in colourful detail. The road widens periodically from lane to five lanes and various hazards in the form of cars (—from Porsche to VW beetles)—and sharp bends appear out of nowhere to threaten you.

Here is the bottom line: *Outrun* on the *Sega* has all the thrill power of the arcade version, it has detailed, colourful, graphics and it even manages to keep the away from M1 black red sports car

NEWS

■ Is your car one wandering just what the Japanese systems look like, then wonder no more. As you can see the *Sega* and is longer than the UK version and has the controllers attached to its sides. The joystick ports and card slot are at the front with the cartridge fitting in top. Which do you prefer, the white of Japan or the black of the UK? The *Nintendo* and a nice



■ Japanese Sega



■ Japanese Nintendo

and compact, again the controllers fit snugly into its sides. Unlike the UK model the cartridge slots in on top, and it has a coin problem. Another difference is that Japan has a disc drive system for the *Nintendo* which nobody (except your truly) has mentioned before. Think of the games potential.

■ All you boxing fans can sleep easy as *Punch-Out* has arrived for the *Nintendo*! No release date has been set for the UK, but as soon as I know, you'll know. ■ Their old classic, *Zaxxon* has been reimagined, and *Sega* will be releasing it for its



■ Sega 3D Zaxxon

game system in November. This game features special 3D presentation with the *Sega 3D glasses*, so prepare to do some ducking and weaving as those missiles loop out of



■ Before and after level



■ It's before and after level in my aim to bring you the inside scoop. I have included a weekly look at the prototype of the *Sega 3D Glasses* as well as a pic of the finished (and packaged) item. They really have a sci-fi feel and look to them. Aren't they cool?

■ I'm a real grade nut, so I cheating a little bit this month by bringing you pics of *Nemesis 2* and *B. Type* on the MSX format.



■ Nemesis 2



■ B. Type

■ Finally a sneaky look at the 68000 games in Japan. They too are getting into the new processor. They are currently writing *Space Harrier* on Sharp 6800 based mono. I think you will agree it will look



■ Space Harrier

TONY'S TIPS

Since the C+VG team gave you all the hot tips for *Super Mario Bros* (see last!) I will have to settle with tips for *Alien Medal in Minelode World* (Sega) and *Blazer Warriors* (Atari).

Nothing beats the more playing a game than getting through to level 999, 999 then doing with just one more level to beat! So here is a cheat for *Blazer Warriors*. When you have lost your last life and still on the game screen press the letters A-B-A on your control pad and you get three more lives continue where you left off!

You can also let a friend join you in the middle of a game by having him plug his controller in port 2 and enter the letters A-B-A.

TONY'S TOPSCORE CHALLENGE

Realize you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your fave game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and give the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London.

I'll invite you in, show you round, let you play on my coin-op machines, maybe even feed you!

Send your hi scores in on the coupon below OR just mail the C+VG stand on the Personal Computer/World Show and give the coupon to a C+VG person.

T.T.'S TOP SCORE CHALLENGE

Name: _____

Address: _____

Game: _____ Machine: _____

Score: _____

■ Ready to Outrun

for money on horse. Need I say more?

■ T.T.'s Thrill Rating: ★ ★

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THE ULTIMATE
HEAD-TO-HEAD
CONFLICT

ADVENTURE

preview

THE ENCHANTRESS

Cult adventure author Fergus McNeill is well known for his Abstract Concepts, and you'll find them in force in his new adventure *The Enchantress*. Keith Campbell brings you an exclusive preview.

Fergus McNeill has been working on the *Enchantress* for over a year now, and it will be the first adventure released by his new company, Abstract Concepts. And that means no jokes!

Abstract Concepts has been set up to develop "serious" adventures unlike the Delta reports.

"What? You must have some humor in any adventure!" protest.

"He worked in a message about using the rope when it was already in use; THE BOPPLA LIMITED UP AT THE MCMINT" says Fergus' fellow

adventurer Colin Buckell. "I took it out again!" insists Fergus.

Enchantress is the diary of a young girl in post-war and sensory times. "Probably about the era of Beano," suggests Fergus.

The object is to kill the Enchantress. To do this, you must catch her at night — an activity she undertakes only at a certain time. You have to speak to other characters to discover the appointed time and place.

Clearer use of magic is made in one of the puzzles, whereby the player has a choice of acquiring one of

three spells — Freeze, Flow and Find.

Each will solve the problem, but in a different way, and in so doing will make another problem more difficult had the spell not been used.

Players will get as much help in coming up with actions as is possible; the programme will unlock and open doors for you automatically if you leave a command to pass through — providing you have the correct key, of course. No more of this UNLOCK ONE DOOR WITH WOODEN KEY, OPEN ONE DOOR, Insultion.

One of the features of Fergus' new adventure system is a variable time element, so that moving between adjacent locations will become more realistic.

Travelling from one end of a valley to the other, for example, may take up half an

hour, whilst going from one room to the next in a building will take only one minute.

"Will anyone else be using this new system?" I ask.



104

Adena went west.

East and west, to the plains, to the north. A tall tree, a few bushes were

Pain fell all around, scattered across the

105

innocently, wondering it might be a bit foolish.

"What? I should hope not! We paid good money for it!" Fergus exclaims indignantly.

"Who to?" I continue, tentatively.

"And there are an awful lot of people who would love to know that Fergus is giving nothing away."

Fergus is very proud of the new system which gives a completely new look to his games.

Deciding that he didn't have the time to develop his own — his original intention — he decided to limit himself to specifying what he wanted included in the design. He had it custom written — by a third party who was definitely something non-sensical

Invisible to the user, the



The stream flowed down towards the end of the valley. The sides of the valley rose a little way above, becoming steeper towards the north further up the stream. To the south, the plains opened out. Flashes of lightning exploded on the horizon illuminating the sky to the sound of thunder. Heavy rain was blown through the valley.

RESS

player's strength and constitution will be constantly monitored, and, if outdoors, the prevailing weather will affect the health of the



the he led away across
allows lay to the
blackwood beside it, and
the entered by the road.
knows and a low wind
the breeze.

player, and his ability to do things.
And if something unpleasant has just befallen him, his nerves will be shattered. He won't be able to thread a fine needle if he has just had a nasty shock, for instance.

As well as including all the latest aids like SAM SAVE, multiple commands, recognition of IL, OOPS, and VARIOUS, there will be an icon screen, which displays the graphics with a "buffer" effect, of the touch of the enter key. From this screen an icon can be selected and its options toggled on and off. GRAPHICS TEXT for example, shows a mini screen, displaying alternately microscopic pictures



>S

Adana went south.

Tall trees skirted the sides of the road as it bent away north and east through the forest. To the south, pine trees stood in dark ranks on a carpet of golden needles. Flashes of lightning exploded on the horizon illuminating the sky to the sound of thunder. Heavy rain was blown North...

and words.

System messages are superimposed on the icons, is an appearing and disappearing window.

There will also be a "previous command" editor. How I've rarely used an input text editor when it's been available, because so often I have found that moving the cursor to the required position in the text and then making the correction, takes just as long as retyping the majority of commands in their entirety.

And let's face it, we all tend to use the simplest command required, most of the time, anyway.

But this editor has an additional feature. Suppose you have four icons: red, yellow, blue and white, and need to (HARR) (colour) (stop) IN (DUE), trying each in turn.

The editor remembers where you left the cursor, and reproduces it automatically, so by reissuing the previous command, (previous) can be changed with little effort, speeding up the

input process.

"Have a drink!" asks Colin, interrupting the intense discussion on how the system works, carefully decanting a limited supply of orangeade into glasses.

"We'll go round the corner for pizza in a minute," promises Fergus.

The parser, too, has a unique feature — it automatically changes word types if it doesn't understand what you have entered.

No longer will you get a reply like I DON'T

UNDERSTAND (word) IN THAT CONTEXT, where (word) is shown in the program, but not valid in the sense that you have used it.

What graphics on Atari ST and Amiga will be in colour, machines like the Spectrum will get them in black and white.

That way the detail can be much greater, and indeed, with a coloured border, the screen looks really smart.

Smart isn't the word to describe Baldric, Abbot of Concepts Hammer in Chast

Baldric, is definitely a bit on the dim side.

"For weeks he kept fiddling off his treadmill just as he got to the top. It was ages before he learnt that you have to walk on the inside of the wheel" comments Fergus, disappointingly.

Someone who is smart is new recruit to the Mithral empire, Arno Frostess. She has been working on a novel which will be turned into a new adventure called Midnighter. It's based on the writings of Nathaniel Hawthorne and stars a character called Robin who must stop a devastating nuclear war. He travels through time and generally has an exciting and thought-provoking experience.

The concepts may be abstract but the adventures are shaping up to be blockbuster. Watch this space!



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ADVENTURE

helpline

Are you bored by *Bored of the Rings* on the BBC? So is Thomas Maltby of Dorchester. He is trying to pass the decade novel in the OS and wants to know who is piddling around in the inner tube?

Under intense cross-examination (hello it's *largus* Maltby) remained over tight-lipped. It appears the conversation, carried out by a third person, who was not related to the original.

However, information reaches me from my 18-year-old nephew Earl Manning at North Boreham, near Southampton. He didn't actually know *largus* personally, but "knew someone who did", it turns out this "someone", some of his, is our much sought after BBC converser. Are you out there, isn't please help us.

John Bell has been talking to a horse-headed child who is a bird-head, in an effort to get a silver key to enter the mind of live hair, who can help him, Maltbyhead?

Minor Ambrose of Turin, has just of National Sansa, recently completed, is now back at adventuring. But can he find the 10th treasure in *Robbedog* again? Is it in the tomb shelter, he asked? If so, he can't without a source of light?

A. J. O'Donovan is having trouble meeting *Ung*, John, then in *Robbedog* Island who knows how?

Paul Aylmer of Wrexham bought *Culture of Magic* when it first came out, and has still not managed to get a copy when he came out, and has still not managed to reply when he has to talk to someone. And he wants to get *Wasteland* to go to his room.

How do you deal with a satirist. If they haven't already been extracted, Roy Adams of Woking would be biting his tongue over this. He is joining Temple of Lacer.

Anyone out there with a VIC? Do you know the BYC code required to type in to

start a Scott Adams adventure computer? Mrs Samuels of Gillingham has just brought their old VIC out of retirement, and won't reply any of those old games — she's forgotten the code!

Colin Jones, of West Lopham, has got a fair way in *Winter Wonderland*, but is stuck at 65 per cent. He knows he needs the stones to get to the island, but how can he get rid of the bees, and what is the banana for? He also has a hankering for the mallet, even though he doesn't know what

Neel Goddard had a recent Soviet problem, involving giving money to the tramp.

Seeing the problem in the magazine prompted a letter of help aimed to her from a friend. It seems the preceding names must all be carried out in a set sequence, or the tramp will not oblige.

Join the clues section for the moves — using that sequence, you should end up with 10 coins, seven of which must be given to the tramp.

Vince Smith of Bland has all the evidence about Hum, such as the taxiway pocket and the coin. He knows that Hum is Moriarty, but every time he visits Lathrope, he won't believe Vince has the evidence. How can Vince get into Hum's cottage, and where can he find Lathrope?

Oliver Mene is French, and with four friends, he is writing an adventure for the Amstrad. The original text will be in French, but Oliver is looking for someone who can, perhaps with some help from himself, translate the French into English.

In particular, Oliver is looking for someone who can help with the English sense of humour.

The English version, Oliver hopes, will be published sometime before Christmas, by a well-known company, if you speak French, and are interested, send details about yourself, including age,

ADVENTURE

clues

Help this month comes from 7 Paul Arent, Guildford; Hugh Walker, Guildford; J Henderson, Liverpool; Pauline Gorman, Andover; Helen Goddard, Bagenham; Russell Ellis, Bodicote; Anne Christensen, Denmark; Brian Lyle, Limes; Alan Rowland, Llanidloes; Tony Morris, Woking; Mike Thomas, Croydon.

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and details demonstrating your interest in adventure 25 Edward House, 35,000 games, to Oliver Morris, of Fougere, France.

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IT'S TOUGH ON THE STREETS



ADVENTURE

reviews

DOUBLE GOLD

- **MACHINE:** AMSTRAD
- **CONTENTS:** £7.95 EACH
- **SOFTWARE:** INCREMENT
- **REVIEWER:** KEITH

Double Gold is Increment's latest for package with two adventures in one cassette, the only thing the games have in common is that they were all been written using Increment's Graphix Adventure Creator.

Now I look at two recently released Double Gold cassettes for the Amstrad: *Top Secret* (plus *Mountains of Kai*) and *Shogun's Escape* (plus *The Black Assassin*). Other reviews will tell if these adventures prove to be a success on Amstrad.



game. You are asked to enter the top-secret military establishment, and expose the spy.

Having agreed and knowing the approximate location of the underground complex, you set off into the countryside. It's now a matter of finding one of the few entrances, and getting in unnoticed, but so easy, for a busy route through a doghouse turns out to be a grey death, or

alternatively, death by missing steps. Of course, there could be a way round this...

Using another route leads you to the nearby town, and this is where total frustration with the game sets in. A card is hanging on the line in the back garden, but GIE (GIE) merely provides the program to tell me I couldn't, with no hint when after examining both card and line, as to why.

Perhaps, then, I wasn't yet in

the back garden? I entered the back garden, and the police immediately greeted me as if that — they had been called in by the farmer.

Not very inspiring is play. Despite the possibilities that such a limited scenario had to offer.

Coming with *Mountains of Kai* and *Shogun's Escape* is illustrated GAC form, a saving grace in terms of value, for this package.

- **VOCABULARY:** 5
- **SYNOPSIS:** 5
- **REMARKS:** 5
- **PACKAGE VALUE (including box):** 7



TOP SECRET

In an rare report, you are approached by a Government "mole" about a new weapons system on which you have been working, and which is likely to change the world's balance of

STATIONFALL

- **MACHINE:** COMMODORE-16/17, AMSTRAD, AMSTRAD PRODIGY, AMSTRAD 486, APPLE II, MACINTOSH, IBM PC, GALEX
- **MACHINE:** COMMODORE-16/17, AMSTRAD, AMSTRAD PRODIGY, AMSTRAD 486, APPLE II, MACINTOSH, IBM PC, GALEX
- **PRICE:** £24.95 (VHS), £24.95 (VHS), £24.95 (VHS)
- **REVIEWER:** KEITH

Here I am, a Lieutenant in the British Police's Paperwork Department, just arrived on space station Gamma Delta Gamma 77-02 85-10.

I travelled with my faithful ratel companion Floyd in a space truck, on a top priority assignment to pick up 24 profits of form.

Without them, my boss is unable to request the forms necessary to acquire some urgently needed black form binders, so you can understand the urgency of my task.

The space station has the forms in stock, of that I have no doubt, since it's here that all forms are made, printed, packaged, and recycled, using the great forests of nearby planets as raw material.

Indeed, forms are the main staple of the entire station — and how fortunate

we are indeed to have such a facility.

With a scenario like that, you could be forgiven for thinking that this is a satirical or comic adventure, but it's wrong. A more gripping sci-fi thriller I have yet to play!

Your escapee thriller-adventure single-mindedly concentrates on the plot, with perhaps a few tonnes thrown in for good measure, the above mentioned sub-plot was strongly throughout. Motivated, and it is of such stuff that Inferno games are made.

As I step out of the docking bay, I notice the station is unusually quiet. Where is everyone? A look in on the Commander's log reveals that there has recently been trouble in the "Village" — a sort of shanty town of assorted spacecraft connected to the station by flexible pressurized tubes.

Fuel cells have gone missing, Village Access forms have been totally sabotaged, and ID cards have been stolen.

The Commander has obviously had a trying time recently, since as if that wasn't enough, a ship of unknown origin was spotted orbiting in space in the vicinity of the station.

It was towed it, and found to contain nothing but the



SHARPE'S DEEDS

Sharpe's Deeds is a hard-boiled, and a much travelled collector of criminals, he put them all to you in his will, provided you spend a night in the village of Sharpe.

It's not long before you are reading a note conveyed to you by the collector concerning his will.

"A closer look at the deeds you'll need."

It's not long before you are reading a note conveyed to you by the collector concerning his will.

This is a graphic adventure, although not all the locations have pictures. On the whole, the action pictures are rather good, when when out of focus, the graphics tend to complement the text, although, which comes over nicely.

Not a difficult adventure, and with an adequate vocabulary, Sharpe's Deeds should help pass a few pleasant hours.

- VOCABULARY 7
- ATTEMPTED 7
- PERSONAL 7

decaying skeleton of an alien being, and a small animal on a pedestal.

The pyramid was put in quarantine in the science quarter, while attempts were made to decipher a series of strange letters marking the full's interior.

These attempts were unsuccessful, despite being in through the most powerful computer programs available.

The space station is huge — and a full set of detailed plans are provided in the package. Exploration is therefore an easy matter, from the garden doors, down through the mass hall and lobby, theatre, laundry and chapel, past the crew accommodation leads to the nerve centre of the ship of

THE BLACK FOUNTAIN

On the planet Earth, you are Sharpe, a humble servant. Your three older brothers have gone on a mission to investigate a fountain of black water, made in the ancient Egyptian style, which is poisoning the river.

Not having any faith in the abilities of your brothers, you plant with the High Chancellor to be given leave to follow after them, and help with their mission. Help them to the Court to



explore, for after the time which you are reading, and a small animal on a pedestal. It seems that one of the collecting machines, the very machine scheduled to process the request forms you need, has inexplicably broken down.

Other important functions are deteriorating to condition yellow. Not to worry, though, for computer control is of green, and so for sure it will all be sorted out before long.

Down more levels, then, to see, which houses the all important printing centre. It is here that perhaps the last printer creates the paper.

You can't go any further, since the levels below which house the support, power,

and computer control, have been sealed off — from underneath! And from time to time some very strange noises and throbbing vibrations are heard through the floor.

Meanwhile, quite unconcerned, Ford, that impossible little robot you teamed up with in Planetoid, has picked up with a local poorly reading robot by the name of Peto.

Then, however, light-hearted chat about matters personal to robots, is constantly in the background — and before long it begins to annoy me, as I struggle against time to solve the mystery of what is going on, more anxious by the minute to put a stop to it.

As a precaution, the



world, always assuming you can open the gate.

Next the search seems to be for money, or else you're not going to get any of that sort of which leads, down of the

world, always assuming you can open the gate.

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- ATTEMPTED 7
- PERSONAL 7
- ATTEMPTED 7

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Next the search seems to be for money, or else you're not going to get any of that sort of which leads, down of the

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ADVENTURE

round-up

Star Wreck

- MACHINE: AMSTRAD
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-DRIVE RATING: 3

This, as the title suggests, is a rather silly Star Trek spoof.

As Captain James T. Cook, you command the Starship Pioneer. Together with your crew, Ulfat Tofnos, Mr Zulu, Mr Cheeky, and Mr Spork, you are taking to the planet Dendos.

There's quite a lot of ship-to explore, but most of it consists of "empty" locations, described with a section number and a desk level.

The vocabulary on the whole, is adequate — until you try to do something a little special, such as using the transporter. Then, words begin to fail, and no clues are given to point you in the right direction.

Like Life-Term, this is also by Charles A. Sharp, and, predictably GAC'ed. Both games suffer from the problem that the text window is very small, and the location description, together with its object list, soon scrolls out of sight. Therefore, if there are three or four objects which you want to take, the descriptions are lost before you can get them all. If there is a command that turns graphics off, I didn't find it.

Life-Term

- MACHINE: IBM 486/133
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-DRIVE RATING: 3

In a future world where commercialism is everything, and the rich get richer, you are sentenced by law for a murder you did not commit. Sent to run a refuse re-cycling plant in a planet dedicated to that purpose, your objective is to escape!

This is graphic adventure has the hallmarks of being GAC'ed but doesn't say so. The instructions on the intro are minimal, comprising of a list of some available commands, and they are very unusual ones, such as CORRUPT, HYVATDARS, and ONAL. It doesn't say how you use them.

With very scant location descriptions, and almost no, the adventure does not give much encouragement.

A number of commands, such as SLEEP, seem to be coded up with my message on it, and it is difficult to tell whether you are losing any effort, or the command has been overlooked in the coding.

The map is unnecessarily illegible, and once out of the dome and onto the landing pod, one seems to be stuck outside forever — whether by accident or design is difficult to tell.

Unhelpful pictures contribute to a fairly dull and dull game.

Suds-The Adventure

- MACHINE: IBM/XT/AT/386
- SUPPLIER: ENHANCED SOFTWARE (IBM, ORDER FROM INDEPENDENT ARTISTS, NEWCASTLE)
- PRICE: 9.95
- REVIEWER: KEITH
- QUICK-DRIVE RATING: 7

As the title suggests, this is a spoof based on soap operas. A GAC'd four-part, each part takes on a theme of a different programme.

Emancipate from locusts is just one, while in part two your aim is to survive the rigours of Abolition Street. Green Tree Motel and the Devil End of London appear in parts three and four.

In fact only, there is a LOCATION command, which displays the current location number — useful, says the instructions, for missing

meas. And you certainly get lost!

But are mazes really necessary, now that we all know how to map them? To my mind, they just hamper play, without adding anything of interest. And the author himself seems to agree! Just as I was getting fed up with repping an interminable forest, I got the command TIM BROWNE OFF WITH ALL THESE TREES!

Not a bad series of adventures, they are quite well written, with a sense of humour. But the package is, perhaps, a little expensive when compared with the better budget games around these days.

Operation Berlin

- MACHINE: SPECTRUM
- SUPPLIER: WINDMILL-COOL SOFTWARE (IBM, ORDER FROM PO BOX 196, 100 WINDMILL COTTAGE, WOOD, AYLESFORD)
- PRICE: £3.95
- REVIEWER: KEITH
- QUICK-DRIVE RATING: 7

The sequel to Operation Berlin, this is the second of a trilogy offering a \$500 prize to the first person who solves all three. Most of the bugs that made Station such a chore to play are gone, making it much slicker.

Again, you play an agent allowed to operate outside the law. However this privilege does not come cheap. If you fall on any mission, a miniature bomb implanted in your skull will detonate...

You begin at Heathrow Airport, at the start of a mission, but on reporting to the information desk, you learn something important has cropped up. You must report immediately to CI, a man who is in constant contact with the Prime Minister.

An important scientist has been kidnapped. A quick car

journey, and you're in Berlin, with the AGS telling you. After a rendezvous with a double agent, the action moves across the ice: Carfax, via the notorious Chameleon Charlie.

Slowly, you will manage to fit the puzzles together as you plunge deeper and deeper into the shadowy world of espionage, the premature termination of your existence being likely more than a few lined Wonderful things those SAM words!

COMING YOUR WAY

Here are the games that arrived too late for review this month. Watch for the landings on the best in November's C + PS.

THE RAY GUN

A re-release of the Atari adventure, from Bug-Byte. On cassette for Commodore 64 and Atari, priced \$2.99.

BOY'S HARBOR

Substantially re-vamped. Another version of Borden's BBC original. Cassette £7.95. Substantially revamped review in the next issue.

THE HUNT — SEARCH FOR SHEDS

Borden's first graphics adventure for the BBC. Cassette (£7.95) and disk (£22.95) versions available. Borden (and competition) next month. Don't miss your chance to win a copy from winning R-cassettes and R-disks on offer!

BOOK OF THE DEAD

CBI release of graphic adventure by Essential Myth. Spectrum, \$5.95. Been knocking around for fairly a year — seems the game has found a publisher at last!

GAC PAK

A suite of add-on utilities, and data, or useful tips for GAC users. For Spectrum. Essential Myth, \$5.95.

ADVENTURE

The Fiend....

Revenge is sweet, so they say. After months and months of being plagued and tormented by the Fiend of Faringdon, Keith Campbell attempts to get his own back by sending him *Inspector Rukey* to review. Campbell's chuckles could be heard all day. "That'll teach him, he laughed. The Fiend was not amused. Campbell may live to regret his actions.

It was the end of another perfect summer's day. The sun was setting in a blaze of glory, silhouetting the angular outline of Faringdon Holly, as it stood watchful in mystery atop Folly Hill.

The simple country folk of Faringdon were about their rustic pleasures, and the Fiend had settled comfortably in his pit, deep in the caves beneath the hill.

Only by feeding the Fiend regular inputs of adventure software can his excesses be kept to a minimum, and it was with eager anticipation that he unrapped the latest piece offering from KC.

With eager attention, the Fiend loaded up *Old Faithful*, and sat to wait—well, all should be well tonight, as he would be too busy to bother the humble mortals harpabout with his public ranting.

The moon rose full over the sleeping town, turning its streets into rivers of silver. Save for the subdued stinkiness from the local inn, all lay in silence.

And then came a howling from the hill. Children shrieked, screaming with terror, the singing from the pub was stilled into horrified silence, and many a brave brave blinched and quailed at the awesome howl.

And to those with the will to understand, there were words to be heard in the Fiendish shriek: "I'll get you for this, Campbell!"

In some feeble attempt of revenge for the Fiend's time wasted over the past two years,

KC had taken upon himself to send *Inspector Rukey*, tearing full well that it contravened nearly all of the Fiend's rules of how not to write an adventure, which you may remember from a recent issue of C+VG.

It was with disbelief that the Fiend encountered the independently minded characters, who wandered aimlessly and pointlessly about.

With incredulity he witnessed the drawing of feeble pictures that scrolled straight off the screen again.

But it was the agonizingly slow input and response that aroused the Fiendish wrath.

I was suspicious right at the start, while attempting to examine this disk in the study. *SMOK!* I had typed in all the first offprint.

This was rather followed by *DOM* *BC* and *EGAM* *DIX* before I finally forced myself to type of the supposedly speed required, being of a naturally inquisitive nature, I investigated. And unbelievably, the operating part of the programme is written in Basic!

I could rave about a vocabulary that is all but non-existent yet leaves *OFFENSE* under attack.

I could rant about the logic whereby the vicar calls the police to report you for game-robbing if you dig in the graveyard even if you take him by car and deposit him miles away first. But I won't.

For no mortal accuse the Fiend of being childish, for the game costs only £4.99

after all. And it does have its good points.

For example, I was able to point another masterpiece, study for another degree, and climb the north face of the Eiger during the time it created a response from the program.

But the irony of it all, is that if only the author had used some simple common sense

and within the game using *del.C*, then it would have been of some merit for the Fiend actually found the country manor/mansion/scenic plot not without some attraction.

Those of you who type at the rate of one letter per minute, and were able to maintain their interest while playing that other sluggish *Mojo* *Grail* may find the game playable. It might just have penetrated into your feeble minds that the Fiend didn't.

I'LL GET YOU FOR THIS, CAMPBELL!



Fiend's Fury

■ VICE-SLURRY
■ J. K. CAMPBELL
■ VALUE
■ FIDELITY

MOORESCOPIC
INTELLIGENCE
JUST
IF ONLY...

yes, I think it will be in the shops by next week..." said a *Mail* *House* *Person*.

It seems I'm not the only one who does to have opinions. Matthew Conway notes the adventure pages. He thought the old style was too enough, but with no illustrations to break up the text, it is like reading all tedious descriptions over written in one go, says Matthew. And where did the adventure house get to in the August issue, he asks?

The Fiend disagrees and what the Fiend says goes. I'LL RETURN

So you thought that companies producing adventures know a lot about them? Wrong! Sadly, the games are merely looked upon as "product".... A recent example of this comes from Jeff Knight of *Porty*.

He was so chuffed when he completed *Shadow of Moor*, that he rang the publishers to tell them they impressed?

"Shadow of Moor... oh

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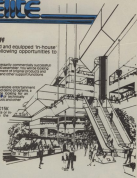
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MOEBIUS

A journey through complex and colorful Oriental world of magic, mysticism and intrigue. Moebius - fabled deity of the island Kingdom of Shantun - has chosen you, his disciple, to redeem the stolen Spirit of Elemental Harmony from the renegade warlord.

Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than either Per Darnen adventures. Strategically and tactically more challenging, this voyage takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you fly and swim, 25 terrain types, encompassing earthquakes, modelists, heavy rains and heat waves. Graphically top notch and yet random, Moebius caters to all the senses. There are 30 different magic powers, mind-control, modes and a fearsome array of enemies.

Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.

Moebius/Rebirth comes on 2 1/2" disks and is available for the IBM PC, Amiga, Mac II ST and Apple. Prices from £19.95.



The Black Belt Of Martial Arts Games

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FANTASY

Bryan Talbot's *The Adventures of Luther Arkwright* was hailed as the first and only adult British graphic novel when it was launched five years ago. The second volume of Arkwright's adventures will be published this autumn. C+VC's comic expert Philip Morton investigates.

THE FIVE-YEAR CLIFFHANGER

It's 1887 (in this space-time continuum, at least). Is the world finally ready for Luther Arkwright?

Arkwright is an interdimensional agent, cold and unemotional by nature, who gets caught up in a ferociously complex battle

against the forces of chaos which rages across numerous

parallel earths. There are worlds, for instance, where Cromwell's roundheads are still in power . . . worlds where the Crystal Palace didn't burn down in 1936 . . . you get the picture.

If Bryan Talbot's name or artwork look familiar, it's possibly because of the exquisite detailed work he's done on 2000AD's *Nemesis the Warlock* (now available in book form from Titan Books) and on the computer game of the same name.

Talbot created Arkwright for a late-1970s issue of *Britishers Comics*.

Following a favourable reaction to this, Arkwright reappeared in a much longer, more complex, story serialised first in *New Myth*, then in *Panini*. This serial was gathered together in 1982 as *Book One*.

One of *The Adventures of Luther Arkwright*.

The book was hailed as the first and only truly adult British graphic novel.

As a confirmed Arkwright enthusiast (which you'd probably guessed by now), I can't wait to read *Book Two*.

Two. Talbot's artwork, from the pages I've seen, is as finely-detailed as ever, and he promises a gripping story in which the cold, calculating super-agent undergoes a dramatic

transformation. In fact, we will see Luther Arkwright die a symbolic death,



whereupon he is reborn as a messianic, almost Christ-like figure. In the outside world the Battle of London rages, and all the while a doomsday device is ticking away . . .

So, where can you find Luther Arkwright? Three places:

In *Book One of The Adventures of Luther Arkwright*, published in 1982 by Nerver Editions — who still have a few copies left at knock-down price of £2.95.

Arkwright will also be appearing in a nine-issue comic book, published every two months starting in August 1987 by Valkyrie Press at 60p per issue, and reprinting the story from *Book One*. The attraction here is that Bryan Talbot has prepared a series of attractive new covers and frontispieces guaranteed to enhance your lifestyle.



FANTASY

■ You always see it in the movies, hear that Star Trek attaches itself to a computer and is transformed into a monster or superman. Forget about the monsters, but why not try to become superman?

It may not make us all men of steel but Bodyplot can help you improve your bodyplot using a personal computer.

Bodyplot increases the electrical energy in the human body and turns it into information that can be monitored and learned from. This can help you learn to exercise more effectively, even control the air flow and roll of body stress.

The module plugs into the cartridge slot of a Commodore 64/128 computer.

The Bodyscope cartridge is then used to create a personal record based on such factors as sex, age and weight. This information is then used in the data files for use later on in conjunction with the other plug-in programs.

A special graph monitors in real time, and let's you monitor the opening workout for the desired performance, and amount of difficulty.

The module monitors the information from a series of sensors which are attached to your body. The headband, for example, uses three electrodes which conduct body electricity from your forehead into the computer.

How about a cardiovascular workout on a stationary bike? Of course you could just test on the spot if you like. Plug the electrodes on the leg band along the muscle area of your knee, plug it into the EKG sensor cable and into the module.

A pulse sensor attaches to the handle bars, and a finger clip grips your index digit. Then pop in the Body Plot Your Life cartridge.

Start pedalling to your little exercise buddy monitor throughly track. Meanwhile Bodyplot's looking at your speed and heart rate, measuring calories burned and the time and distance of your journey.

When you're done, the program will display a graph showing the results, as well as comparisons with previous efforts. This can be printed out as well.

Let's work on better muscle coordination. Attach the sensors to your wrist and practice catching (golf club, cricket bat, tennis racket). The Bodyscope program will display the characteristics of your swing so that you can work on improving it.

Bodyscope will take in 100ms, the computerized muscle monitor will deliver information.

This is a training tool with handles at each end that is used to develop muscle groups through isometric exercises.

Bodyplot is no substitute for fresh air and outside activities, but it can help you tune and perfect your exercise technique.

Interested? The contact Bodyplot, Inc., 14 Eagle Avenue, Amherst, New York 14004.
■ Marshall H. Rosenthal



Dixon Miniatures are famous worldwide for their top quality metal gaming figures. They have built their reputation by being one of the only companies around that produces high quality, metal cast, 25mm oriental role-playing figures. However, they also produce a fine line of 15 and 25mm historical wargaming and fantasy role-playing miniatures.

Recently Dixon's have released new figures for their oriental range in the 25mm size. They are issued in their Lead of Nippon range.

The model costs £1.50. All models are available from: Dixon's Miniatures, Unit 28, Colne Valley Workshops, Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire, HD7 5QG

Fancy your own space station with all modern conveniences. Well, here's your chance to build your own cosmic home — on computer anyway. Space M+A+X, from Final Frontier Software, is a space station construction simulator for the IBM PC family and based on the NASA space station program. Space M+A+X is envisioned as the first commercial space station. Designer, T.L. Keller, used his experience as a computer systems analyst at NASA's Jet Propulsion Laboratory to develop this highly complex and realistic simulation.

The object of Space M+A+X is to launch, construct and operate a commercial space station given limited budget and time constraints.

The project manager — you! — is confronted with a number of real-life situations involving personnel and resources. A variety of real-life accidents such as fires, and strikes also occur.

Space M+A+X is available from good software retailers at a recommended retail price of £39.95 plus.

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Each *Ultima* requires a complete adventure in itself. For more information write to MicroProse Software Limited, 2 Market Place, Tetbury, Glos. GL8 6DA.

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At great intervals patients and doctors in the Communist system discuss and try to get something to do. All this, however, does not mean progress and new thinking (which is the meaning of the word "reform", after all).



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WHY RUN WITH THE PACK, WHEN YOU CAN FOLLOW THE LEADER...?

KARTING KOMPETITION



Victory! Nooooo! Score! And Nigel Mansell is in the lead of the C+VG Grand Prix, here at the Farnham Road Raceway. He's streets ahead of the rest of the field — but wait! He's slowing down! This is incredible! Can it be that Mansell's luck has deserted him again? Has he lost another wheel? Has his engine blown? Or has he just decided that it's better to let the Ed win? We'll probably never know, but C+VG's superb Ed has taken the chequered flag and the championship!

Well, we can all dream, can't we? We may not be able to get you a drive in a Formula One car — but we CAN offer you the chance to go karting thanks to US Gold!

Yup, we want to put TWO lucky C+VG readers behind the wheel of a high-powered kart at Britain's only indoor kart circuit in London.

You'll get the full VIP treatment, learn how to drive a kart AND then take part in the C+VG Gold Grand Prix where you'll come up against members of the C+VG team. Can you beat us?

It's a good chance to sharpen up your driving skills in time for the release of *Clut Run* — the epic driving coin-op soon to be converted for your computer by the Golden Boys in Birmingham!

Check out our karting kwiir below, answer the questions, fill in the coupon and rush it to Computer and Video Games, *Karting Competition*, Priory Court, 10-12 Farnham Lane, London EC1R 3AL. Closing date is October 16th and normal C+VG rules apply. Burn rubber and enter NOW!

C+VG GOLD KARTING COMPETITION

1. The current leader of the Formula One World Championship is:

A) Nigel Mansell? B) Nelson Piquet? C) Alain Prost?

2. The British Kart Grand Prix is held at:

A) Silverstone? B) Brands Hatch? C) Donington?

3. Nigel Mansell drives a:

A) Lotus-Honda? B) Williams-Honda? C) Ferrari?

C+VG GOLD KARTING COMPETITION

Name _____

Address _____

Age _____

My answers are:

1. _____ 2. _____ 3. _____

Figure 6

Company	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	2680	2681	2682	2683	2684	2685	2686	2687	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751	2752	2753	2754	2755	2756	2757	2758	2759	2760	2761	2762	2763	2764	2765	2766	2767	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847	2848	2849	2850	2851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879	2880	2881	2882	2883	2884	2885	2886	2887	2888	2889	2890	2891	2892	2893	2894	2895	2896	2897	2898	2899	2900	2901	2902	2903	2904	2905	2906	2907	2908	2909	2910	2911	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940	2941	2942	2943	2944	2945	2946	2947	2948	2949	2950	2951	2952	2953	2954	2955	2956	2957	2958	2959	2960	2961	2962	2963	2964	2965	2966	2967	2968	2969	2970	2971	2972	2973	2974	2975	2976	2977	2978	2979	2980	2981	2982	2983	2984	2985	2986	2987	2988	2989	2990	2991	2992	2993	2994	2995	2996	2997	2998	2999	3000	3001	3002	3003	3004	3005	3006	3007	3008	3009	3010	3011	3012	3013	3014	3015	3016	3017	3018	3019	3020	3021	3022	3023	3024	3025	3026	3027	3028	3029	3030	3031	3032	3033	3034	3035	3036	3037	3038	3039	3040	3041	3042	3043	3044	3045	3046	3047	3048	3049	3050	3051	3052	3053	3054	3055	3056	3057	3058	3059	3060	3061	3062	3063	3064	3065	3066	3067	3068	3069	3070	3071	3072	3073	3074	3075	3076	3077	3078	3079	3080	3081	3082	3083	3084	3085	3086	3087	3088	3089	3090	3091	3092	3093	3094	3095	3096	3097	3098	3099	3100	3101	3102	3103	3104	3105	3106	3107	3108	3109	3110	3111	3112	3113	3114	3115	3116	3117	3118	3119	3120	3121	3122	3123	3124	3125	3126	3127	3128	3129	3130	3131	3132	3133	3134	3135	3136	3137	3138	3139	3140	3141	3142	3143	3144	3145	3146	3147	3148	3149	3150	3151	3152	3153	3154	3155	3156	3157	3158	3159	3160	3161	3162	3163	3164	3165	3166	3167	3168	3169	3170	3171	3172	3173	3174	3175	3176	3177	3178	3179	3180	3181	3182	3183	3184	3185	3186	3187	3188	3189	3190	3191	3192	3193	3194	3195	3196	3197	3198	3199	3200	3201	3202	3203	3204	3205	3206	3207	3208	3209	3210	3211	3212	3213	3214	3215	3216	3217	3218	3219	3220	3221	3222	3223	3224	3225	3226	3227	3228	3229	3230	3231	3232	3233	3234	3235	3236	3237	3238	3239	3240	3241	3242	3243	3244	3245	3246	3247	3248	3249	3250	3251	3252	3253	3254	3255	3256	3257	3258	3259	3260	3261	3262	3263	3264	3265	3266	3267	3268	3269	3270	3271	3272	3273	3274	3275	3276	3277	3278	3279	3280	3281	3282	3283	3284	3285	3286	3287	3288	3289	3290	3291	3292	3293	3294	3295	3296	3297	3298	3299	3300	3301	3302	3303	3304	3305	3306	3307	3308	3309	3310	3311	3312	3313	3314	3315	3316	3317	3318	3319	3320	3321	3322	3323	3324	3325	3326	3327	3328	3329	3330	3331	3332	3333	3334	3335	3336	3337	3338	3339	3340	3341	3342	3343	3344	3345	3346	3347	3348	3349	3350	3351	3352	3353	3354	3355	3356	3357	3358	3359	3360	3361	3362	3363	3364	3365	3366	3367	3368	3369	3370	3371	3372	3373
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Figure 1. Schematic representation of the experimental design. The subjects were divided into two groups: the control group and the experimental group. The control group was divided into two subgroups: the control group and the experimental group. The experimental group was divided into two subgroups: the control group and the experimental group. The control group was divided into two subgroups: the control group and the experimental group. The experimental group was divided into two subgroups: the control group and the experimental group.

Abstract:

Figure 1



Closing date for entries 31st October 1987
 Draw will take place 2nd November 1987
 10 tickets will be raffled to fund



**THE WORLD'S No 1 HOME
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The Activision Group of Companies incorporates Activision, Electric Dreams, System 3, Gamemaster, Personal Choice, Infocom and Sierra Online.

It's show time! The Personal Computer World Show, is the biggest and best software showcase — all the major games makers show off their latest and greatest creations here. And C+VG's very own show-stopper John Gilbert has brought you this game by game guide of the games you'll be able to see if you make the annual pilgrimage to London's Olympia on September 25, 26, 27. C+VG will be there — will you?

● You're going to be dazzled by the Golden Boys from Birmingham when you visit the **Big Gold stand**. They've been on a spending spree to bring you the best coin-up conversions together with a whole new batch of original home grown games. **Big Gold's** coin-up conversions include **Samurai II**, **T3D**, **Hyper**, **Indiana Jones** and the mega-hit

the sticky floors, laser gates, moveable walls, star tiles, acid puddles **Plus** the fan-breathing dragon and the Super Sorcerer.

We were reunited with a sneak peek at **Betwix** on the C64 and Amstrad and it looks pretty damn good despite the limitations of the machines compared to the megamemory of the coin-up. Slip into your formal and lace gloves



● Captain America



● T3D

of the year **Get Real Plus**, on the new **Get Real** you'll be seeing versions of **Sideways**, **Blame Commodore** and **Speed Rumbler**. That's enough to be going on with?

Samurai II comes direct from the arcade and includes loads more features seen on the coin-up versions. Over 100 different levels, the chance to choose your favourite character even if someone else is playing him, plus

secrets, mountain roads, blazing highways.

T3D was the skateboarders' dream machine — challenging coin-up with all the elements of street skateboarding. In the jargon a **T3D** is the most difficult move a skateboarder can make — and you'll have to learn it to beat this blockbuster of a game.

Next up is **Hyper** the spectacular running, jumping zapping game set in a fantasy land inhabited by awesome monsters. This is being developed at **Probe Software**, the people who brought you the sily **Indiana Racer** conversion. **Hyper** was a smash in the arcades and, having seen the Spectrum version in action a couple of weeks ago, you won't be disappointed with

it's show

the conversion.

Indiana Jones we previewed back in our July issue and will be another all-format release.

Get will be bringing you **Sideways**, a super-fast shoot 'em up set in a deadly underground world. Lots of zapping, firepower to collect, mystic objects and action based on the **Capcom** coin-up.

Speed Rumbler puts you in the middle of a tropical incident. You have 24 hours to free the hostages. You leap into your



● Rumbler

heavily armed tank and blast your way through the 21st century.

Then there's **Blame Commodore** the **Capcom** game which C+VG's own arcade **Clare Gillingham** raved about in our Arcade Special back in June. You control a super-trooper with an

Jet

despicable, back on the US foot tube, prepare yourself for **Indestructible 88** Yag. **Jim McDermott** is back to take you on three brand new missions in the now famous **Indestructible** helicopter!

Indestructible it will be for the 64 only, but fans of the original game will be able to pick up this sequel at a bargain £4.99 (tape) £9.99 (disk). If you haven't already got the original you'll be able to buy both for £8.99 on tape and £14.99 on disc.



● Hyper

■ **Killer's** kicking up a storm with **Thundercats** blasting onto the video screens of its fanzine sized stand. The last two cobby cats already star in a television series, and are immortalised in toy and Marvel comic form.

Ripper Ray, **Killer's** latest coin-



● Thundercats

amazing **Blame** Arm.

Also from **Get** are **Blame Arm** — see our news pages this issue — and **Laser Tag** — based on the new laser-gun game from Worlds of Wonder featured in C+VG in

our convention, will also be on show. The company says it's a smash on the Commodore and ST. Amstrad and Spectrum

Now time!

versions are bringing up the rear but, according to Efun, all versions of the game should be ready for show time.

Battleships, which made a splash on last month's C-100 cover, will have been out for a week by the time the PCW store opens. Efun will, however, be heavily promoting it there and you'll be able to buy copies of it over the counter.



■ Ponderopolis

The company has more in store with some new **Hit Pack** compilations. **Six Pack II** will, among other arcade conversions, include the best-selling **Paper Boy** and the classic **Ghost's 'n' Goblins**.

■ **Blockbuster** coin-op



■ Ponderopolis

conversions and heavy film licensing deals from **Boscon's** way back to the top this year.

The top film preview, tucked across Ocean's giant video screens will be **Platoon**, the story of a group of US soldiers during the Vietnam war. Part of the licensing deal, struck with British film company Hemdale, stipulated that the game includes some moral content, and it does. You take the parts of the four platoon members. You must look after them and don't go killing or pillaging without reason.

The objective is to get back to a

in the States and is likely to seem here on arcade machine and computer by Christmas.

Renegade features bloody violence in 2D, underground, streets and offices. You are a lone fighter, skilled in the martial arts, who must take the combined forces of the New York street gangs. You're only got your fists for protection and attack but they've got lead pipes, knives and guns.

The action's detailed and

able to run at advanced video preview at the show.

Konami comes in again with **Gryphon**. It's a surrealistic shoot 'em up game with some very weird alien creatures. It also will be out in November and the programming is being done ahead of this very moment.

Other top Christmas releases include three games, **Freddy Hantest**, **Phantix** and **Smokin' Master** from Spanish software house Dynamic, on the Imagine label. **Freddy H** appears to be the pick of the crop. You take control of a real hard-boiled guy who must run and jump around a planet's surface knocking out the alien life forms.

You can also pick up **Adrenaline**, which'll be on sale in the stand, or play the original coin-op, **Punchin' Bobbin**. **Adrenaline's** sequel, will also be on show across three formats, but you won't be able to buy it until Christmas.



■ Biggo Bop

base in the camp. To achieve it you've got to fight through enemy-infested jungle, bunnies and tunnels. Your score depends upon the number of men you manage to get back, injured or not, to base.

Ocean is also showing four of



■ Biggo Bop

realists), especially on the Amstrad version. It's so realistic that the company's had to take out the head-splitting/blood-leaking sequences — shown in our original screen shot — because of German anti-violence laws.

Combat School, the first venture in a new Konami tie-up, is also due on these formats and the original coin-op machine will be at the show, together with **Renegade**.

The game takes you through a US Infantryman's training schedule, across obstacle courses, across rapids in a canoe, onto the firing range and through to a level of arm wrestling. The game's out in November but you'll be



■ Renegade



■ Guts'n'Guns

Ocean intends to make this a show to remember, with a

continued on page 127

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Screenshots taken from Atari version

ocean

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continuation page 130

massive stand, assistants there to answer your queries and a massive shop in which all of its products will be on sale.

■ The start of the game is coin-op convention at the **Fordist** stand. The company will have two coin-op machines — **Outside Inside** and **Flying Shark** — to keep your fingers busy.

There will be high score competitions, of course and, if you get addicted to the machines you'll, hopefully, be able to buy Commodore, Spectrum, Amstrad and ST conversions of the games.

The Atari 8-bit conversion of **Breath** will be also be there, together with its mega-graphics sequel, **David II** — The

■ The **Mastertronic** stand features the full range from the popular budget labels. They include *Amstrad*, *Batwing*, *Robotron*, *Entertainment USA*, *Rockit* and *MAD*. We say "features" because the games won't be on sale on the stand, you'll have to rely on Microcops at it if you intend to buy. The stand will, however, include videos of the latest products and catalogues of the complete Mastertronic ranges, plus the American Video Game Championship Team!

■ Bits of the **Trap Door** will give you at the **Panama** stand which, our spies tell us, is twice as big as last year.

Panama plans to celebrate its

more than just completing a series of tricky tasks.

Next up, **Judge Death**, another 2000AD comic license, this time with a twist. Judge Jackson, joined against the evil Judge Death. Panama claims the arcade adventure will put all the other 2000AD titles to shame. What, even **Plague Trooper**?

The company is also carrying on its computer tradition — in the highly polished size nine's of **Rocklands** — with **Mr Woems** and the **Shea Humpies**.

It's out on the Commodore — disc and tape — now so there's no excuse for passing by that haunted house.

If you don't like all that dark stuff then **Topi Bear** is on hand for a laugh. The big bear's friend, **Blue Boo** has been kidnapped by rustlers and you've got to chase round the park to rescue him from his cage.

Panama will also have a number of games on hand, a Winlay wheel challenge that'll involve other stands, and a **Pis Club** which you'll be able to join. The pet fish will be back — BT's hope feeding time is more lively this time around.

■ Five companies join Microsoft on its massive stand. They are **Spectrum Holobyte**, **Microscope**,

its corporate chest.

Microsoft's showing off the spectacular **James Bond** hardware of its latest super weapon, **Mean Street**, a bike with lasers, bombs, missiles and a mission to keep the peace.

Also **The Bermuda Project**, from the time-war programmer's laptop of **Eugene Evans** — very late of Imagine — will make its first appearance. The strategy game was due for release last October but... better late than never.

PSS will show off its latest strategy/war simulation, **Potomac America**. It's a fast ride through the US arms stockpile, most of which you could use to ward off invasion plans by a certain other country.

Microscope will have its **Cleomarine** range of products on show — they're the games that let you have interactive time with some of the most mind-blowing, if memory-expensive graphics in the ST and Amiga.

Spectrum Holobyte promises to blow Ocean's **Tap Set** out of the air with its P-18 fighter simulation for the PC and Macintosh.

It's a full blown, battle simulator, rather than an arcade game, and promises some of the

■ Atari

Entertainment, which you'll see on the Spectrum, Amstrad, Commodore and ST.

This time the **Breath** has dozens of spells, which he can pick up along the way, and four elemental guardians which he can invoke in the lands of Air, Earth, Fire and Water.

Two other new Spectrum games, **On the Tiles**, and **Sideways**, will be joined by the ST version of **Samurai** — the strategy game has been souped up with incredible fast draw-graphics, but retains the original, novel, plot.

Fordist will also have its budget ranges on the stand plus all of the recent hits, including **Swamp Monsters** and **Mystery of the Nile**.

You may even be able to buy the ST version of **Star Trek** — no official promises, though! **Dark Sorcerer** will NOT be there. Word is that Fordist will be hard pushed to put it out in time for the NEXT PCW Show!



■ Star Trek



■ Star Trek

first birthday in style with **SWEN** new products on the stand. Its mega-launch is the long-awaited **Trap Door II**. The original game, based on the ITV cartoon series, was a hit with kids and critics but not with retail stores last year. Programmer **Don Prosser** says the sequel will be larger, less dark and of the better and involve



■ Catchment



■ Trap Door

PSS and an American company that Microsoft's keeping close to



■ Mystery of the Nile

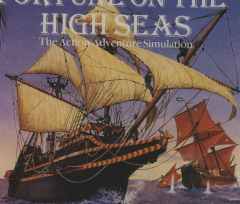


most spectacular flying sequences ever seen — if you can get it into the air without

continuation page 130

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Continued from page 137

crabbing.

But if you want to actually buy any of the completed products on the stand you'll have to go the Microsoft route.

■ **Build the Great Movie Detective** and his arch-enemy Pumpkin will be on autograph duty at the Windows stand. They're in town from *What Disney* studio-BMD film has been licensed by Disney for a graphic adventure.

released — but at the show you'll see that it has four missions plus the chance to select your MADE, team and vehicles.

Other Windows titles include **Alternative Games**, with log and book browsing, a companion that visits the Windows family in a four-player romp in a board game jungle, and **Sam's London** **Superstar Soccer**, which'll be out in October. You can also catch **Blood Valley**, a fantasy adventure taken from the *Dark Master*

planet-destroying, enter as the Commodore. Despite the screen shot evidence, the game is not just another version of *Crazy Comets*. The strategy's different, the planets are swifter, and you can play 2UP.

Stains, reviewed this issue, is Maritech's attempt to follow the success of *Nemesis*. The character is a barbarian king whose team for quests and battle puts his friends in peril.

Maritech will also preview **Nigel Mansell's Grand Prix** — a

Apocalypse, at reduced prices. Sounds like a good deal!

■ **Melbourne House** — recently snapped up by Mastertronic — is being tentative about the range of products it'll be showing on its stand. Our spies tell us that the main event is the UK Arcade Championship play-offs between a first media team and a bunch of high scoring American video players.

The final will be played out in a form of new Arcade coin-ops. Melbourne House will be showing the computer conversions of the Arcade games — should be good.

The Sega games console will be on display, so you can get some hands on experience, but don't expect to be able to buy over the counter. Like so many stands at the show Melbourne



ImageQuest

The movie and his faithful cohorts live in the basement at 221B Baker Street but must leave the safety of their hole to rescue Dr. Watson from the clutches of Ratigan. The game's got stars, dragons and famous London locations.

■ **Mr. Man and the Monsters of the Universe** (What, again?) also put in an appearance to promote Graem's opinion to us on the FLA version of the cartoon series.

The film stars George — Rocky II — as London as the muscled superhero lead. Hopefully, the arcade game's better than Bill Beld's effort.

Rock II can be previewed. It's due for release in November — the first part has only just been



Rampage Knights

series of Fighting Fantasy books, the authors of the *Way of the Tiger* series.

■ The Woodchuckers at the Maritech stand are **Mega-Apocalypse**, from *Crazy Comets* author Simon Nield, and **Stones** — another COBAND tie-up.

Mega-Apocalypse is another speedy, destroy everything,



ImageQuest



ImageQuest



Rampage Knights

computer Grand Prix racing simulation. We're told the game is like nothing you've seen before, a bit like Mansell's driving, and it'll be the first chance Press or public get to see it.

If you're in the mood to spend, Maritech will be offering recent titles, like *Nemesis*, *Catch 23*, *The Arranged Marriage* and *Mega-*

Apocalypse at reduced prices. Sounds like a good deal!

■ **Activision** and **Electric Dreams** have separate stands again this year.

The main event at Activision will be the launch of *Predator*, licensed from the black hunting film starring Arnold Schwarzenegger and a genuine alien.

Schwarzenegger plays the leader of a commando force sent into the South American jungle to rescue a bunch of kidnapped diplomats. He doesn't point on his team being killed off one by one by an alien hunter, and soon — to quote an old cliché — the hunter has become the hunted.

Bonus Knights, from System

Continued on page 137

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1. will also be on show. It's a Thai boxing simulation with cartoon style animation which, *Adventure* believes, will be as popular as *System 2* is last for *The Last Ninja*.

The company also plans to preview its Christmas range, one of which is a pair of convention and two others new adventures from *Interzone*. The major coin op, a fully title called *Rampage*, will be on the stand so you can have hands-on experience at it before the Spectrum, Amstrad and Commodore versions arrive at Christmas. *Rampage* is a battle of the titans, starting King Kong, Godzilla and Rodan. The original had a three player system in which you could join forces to destroy US cities or battle each other. The *Adventure* version is a little more restricted with only one or two player options.

The two *Interzone* titles are *Pondered Heavens* and *Beyond Zark*. Both are massive fast-paced games, the type of interactive events for which *Interzone* has become famous. *Adventure* has also licensed *Lightyears*, the Anglia TV adventure game program.

Electric Dreams has left the *Interzone* of last year behind. Its stand this year has a racing theme, not surprising because most of the coin-op adventures the company's offering are sports oriented. The previous include *Super Sprint* from Atari, *Super Ring-It* and *Pinkay* who, until recently, had been with US Gold.

The company will also have its usual bounty of free shirts, and current titles on sale, as well as the opportunity to try before you buy.

■ **An Andrew's Adventure Software** will be offering all their existing range of adventure products, including *Graphic Adventure Creator* in all its versions.

As well as the recently re-released *Red Trilogy*, the *Medieval* series of GAC adventures will be available, joined the recently released *Double Gold* adventures *Black Phoenix* and *Shogun's Devils*, plus *Ten Desert* and *Mountains of Red* and the *Amazons*.

Three new *Double Gold* packs

will be launched at PCW: *Novo* and *Haunted House* for the Amstrad, *Delia* and *Secret of Life* for the C-64, and *Alien* from *Outer Space* and *Dragon's Tooth* for the Spectrum.

More titans of the incentive stand, which will be found at the balcony at Olympia, will be the unveiling of *Order adventure*, in which incentive has been working for the last couple of years.

There will be no new adventures on the *Pertham* stand, but *Delta 4's* *Caliber of Magic*, and their latest, *The Big Shakes*, will be on show. When you visit the stand, watch out for *Mapus* and *Ca*, who will be at the stand throughout the show.



■ **Implosion**

Nothing new in adventures will be shown by Melbourne House, but try out the latest *Land of the Kings* adventure, *Shadows of Murder*, which will be available for purchase.

■ **Watch out for CRL**, on the *Electronic Arts* stand. CRL publish many adventure games, among them those from *St. Bride's*, *Delta 4*, *Wayward Concepts*, and *Red Pike*, who know what you might bump into on this stand... and you might even get to see the latest adventure from *St. Bride's* — *Jack the Peeper*.

■ **Get the appearance of a second *Lurika***, the prize game that was launched and much popularity at the 1984 show. However, *Blackmark* hope to be unveiling *Red A Penny More*, *Not A Penny Less*, an adventure game based

on the book by *Jeffrey Archer*. *Strip-in* is on the stand on the balcony, and use it if it's around. If you have an ST you may even get the chance to buy an early copy. The ST version will be the first to be released, closely followed by other formats.

Adventure gallery will be on sale at this stand, operated by *Mia Woodroffe* and her wife *Pat*, of *Adventure Soft*. Go along and speak to *Mia*, and select your adventure software from amongst the whole range of *Scott Adams* adventures, *Brian's Howard's* *Mysterious Adventures*, *Lightning Fantasy* adventures, and a host of others, including the whole *US Gold* and *Broderbund* range. All formats and versions of a

Nick on the stand.

A preview no serious adventures should miss, will be one of the features of the *Bainard* stand. *Magneto* *Sorcerer* third adventures, still in its development stage, will be demonstrated by *Anda Sinclair*, some six weeks before its likely release. Also on show will be *Time and Magic*, a newly founded and suggested trilogy of three level-8 chapters: *Lord of Time*, *Red Moon* and *Price of Magic*. All *Bainard* software will be on sale on the stand, which will encompass the other *Telecommunications* labels, *Interzone* and *Interzone Silver*. As well as *Anda Sinclair*, watch out for appearances by the *Andria* of *Level 8*, and *C+PO's* *Adventure-Helping* expert, *Paul Coppin*, who will be relating his *Pertham* *Adventure* reader's list.

■ **Concrete**, currently rising up the charts with *Age 2*, follow it up with three hot releases — *Implosion*, *Ringworld* and *Nimble* this autumn.

Implosion is eight levels of 360 degree scrolling shoot 'em up. You must destroy an alien grid system set up around a planet, penetrating deeper until you get to the planet's surface. Destroy enemy cells on the grid and you can open portals which allow entry to the next level.

Implosion, created in conjunction with the US company *Minotaur* will cost £5.95 and £14.95 on Commodore cassette and disk and £5.95 on Spectrum.

Ringworld is also set in place. *Alien* *Interzone* have moved in on the solar system on a quest for minerals, destroying planets as they go. Your quest is to locate and destroy.

Masterpiece, more news on *Masterpiece* — that's the game with *Paul Hardcastle* is hot single as a soundtrack.

It's basically two games in one. Depending on your choices at the beginning of the game, you'll be directed into either the action (that's if you're pro-war) or towards the adventure section (anti-war) in which you become a peace campaigner. Cancels May 1985 a game with 'musical'. Check out *Paul Hubbard's* sound track of *Interzone*. It's excellent.



■ **Ring World**

multitude of adventures will be available for purchase on this stand, which will be found on the ground floor of the National Hall, near the front door.

Level 8 will as usual have their stand on the balcony. As well as distributing and selling their *Random* product, there will be a completely new *Level 8* 'non-Random' adventure on show. *Paul* titles from the *Andria* will also be available for purchase. Watch out for *Pete*, *Mike* and

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SEE US AT PCW STAND 101

CENTURIONS

POWERXTREME

POWERXTREME!

Ultimate power could be yours if you follow C+VG's exclusive Centurions players guide — brought to you by the programmers themselves! Tony



Crowther and Ross Godley took a break from coding to bring you this X-tra special map. Want to know how to defeat Doc Terror? Then tune in to Crowther and Godley's control centre!

The Centurions are a 21st century team of elite mercenaries — fighting evil where ever they find it. They wear special power suits called Exoframes and special weapons. Kitted out in all this gear the members of the team each gain the power of 1,000 men!

Crowther and Godley's game puts the Centurions up against the incredibly evil Doc Terror. The deadly Doc is after a lethal substance called Tyron-Dichromate — a chemical so awesomely deadly that it could destroy all life on Earth.

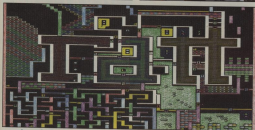
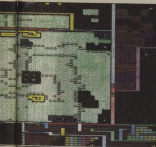
The men machines that are The Centurions have to search the Weapons

Development Centre and find hidden keys to unlock high security sections in an attempt to stop the Doc turning his evil dreams into reality. If you want to stop him before it's too late then you're going to need these maps and Tony's Tips!

Here we show the first three levels — the rest will appear in the next X-tremely X-citing issue of Computer and Video Games!

TONY'S TEN TOP TIPS!

1. Try to get to large open spaces — it's much easier to kill aliens here.
2. Try to find keys WITHOUT using Change Zones. Use these zones as little as possible.
3. Collect all the canisters for megapoints
4. If you're playing with a friend and his



energy is running low you should find Quantas for him and help keep him in the game.

5. When you are weak you can stand safely on one of the Zones which protect you from alien attackers.

6. Shoot the walls! Well, shoot them to kill aliens lurking behind you. The bullets will bounce back and wipe them out.

7. Try to open as many doors as you can with the same key.

8. Don't be greedy with Quantas if you're playing in two player mode.

9. Be careful with your weaponry — some firepower is more useful than others. And yes, you can shoot each other or yourself if you're not careful.

10. Study the C+VG map! Watch this space for a Crowther cheat mode coming your way soon!

BEST MODES

		Triangle		Land
		Square		Water
		Circle		Sea
		Two Cubes		
		Hexagon		
		Pillar		
		Key Shape		

Master Key

- Air Change Zone
- Land Change Zone
- Sea Change Zone
- Exit



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Mailbag.

■ Recent issues cover the Alligata release, Livingstone, I Presume — has brought racism in computer games out into the open. Racism in computer software is quite often horrific but racism in computer games seems to have been neglected recently.

Many games are riddled full of racist stereotypes, reinforcing prejudice and increasing division in society. Strip-poker games are the most obvious example of racism by depicting women, portraying them as sex objects. Racist attitudes are already reinforced daily by all areas of the media, especially scandal seeking 'news sheets' published by the 'News Tycoons.'

Sexist games are often not noticed, they have been incorporated into the very design of today's software. Your recent review schedule shows the male dominance in games characters, scenarios, and graphics. Take for instance these games — Mag Man Male, Cynical Man cat, Invid Over (with two male characters), title Computer People (only male characters) and guess which gender the star in Tatarasia is?

Most games can have neutral characters, especially when they are robots and aliens. Is the sex of the character always necessary? Do software firms think that women only exist in the home and only venture out to do the shopping?

If they don't where are the 52 per cent of female characters which would make games representative of the population.

It is said that women do play more in computer games, but these passive roles merely reinforce existing sexist attitudes, an example being *Demory* (along which portrays the women carried off by the

gorilla and having to be saved by Mario). The Bug rightly said this only to be heavily ridiculed by S.U. It's comments just showed how pathetically sexist some writers can be.

The popular computer press had a chance a little while back to break the sexist mould when Teresa Morgan became editor of *PS*. Instead of countering the readers and some writers' sexist drive, she merely laughed it all and continues to do so, the magazine still also takes sexist and racist adverts.

Dwelling upon adverts, we can see a further reminder of computer games the sexist advert. The most blatant modern example is Barbarian by Palace which went one step further from drawings of scantily-clad women and actually showed a photo of Maria Whittaker with a lack of clothing. Palace has shot to the Number one slot, this means that they are selling better than how to sell their products.

A conclusion for all the companies out there can be that by ignoring and exploiting 52 per cent of the population, they are obviously losing out on 52 per cent of the profits that they could make. A more rational conclusion is that racism in computer games ignores and often degrades women.

Loren Lewis and Jeffrey Gary the Bug

■ **Editor's reply:** We're all had a prejudice about racism and computers, chips, but we can't think of any 'horrible' examples. Write in and tell us. We know quite a few girls read *C+VG* so why don't you also write in with your views on sexism and computer games.

■ I wrote in your magazine once before, but though the

letter was not printed, my letter was! So, I felt I had to write again to get the time I deserve and to come out a few things.

First, though, I don't want to talk to any Conan the Barbarian or some idiot in the margin but to someone of the stature like Lord. Lawrie, an cool dude.

Right, on with the letter — I am sick and tired about people complaining about advertisements for games unleashed yet. The reason is that the advert is given in *C+VG* by the company well in advance for a future issue and, in between the time the company sends in adverts and the time they actually appear in the magazine, something can go wrong in programming the game — so there's an advert, but not game.

Then T. appears to be in the middle of things at the moment. It is my belief that he is actually nearly always right but goes very over the top and appears wrong.

However, he does have an expert knowledge of the computing industry and knows what he is talking about.

I don't like this main review feature. Normally I enjoy the special features you do but music has too many different tastes. However it is good to see that your staff coming up with innovative ideas to make the mag better. Well done.

You have successfully managed to cover a very wide range of computers. So, it is very annoying to read letters from Unix and Enterprise owners having a go at *C+VG* for not doing reviews. It is absolutely not *C+VG*'s fault, then just do not get the games from the manufacturers. I think there should be special features on things like starting your own magazine or advice on

programming just one-off.

I think that about wraps it up for now, I shake hands with all the main members of the team, and love and kisses to the ladies, and infants — may your pages never rust. Well done on a superb mag. From your most loyal reader.

Bill Martin

Surry

■ **Editor's reply:** At last! Somebody understands the problems we face. It's hell, it tell you being me, the responsibility, the pain, the worry.

■ I would just like to congratulate you on your excellent magazine, especially your Play by Mail pages written and conducted so well by Mayne.

I have been reading your magazine since April '83 without a night add missing any copies and I feel that the content has improved year by year. I started buying *C+VG* because it was unsatiated in Adventure gaming news and features, handled by a certain Mr Campbell — just as his column was allowed to expand, I feel that Warner's column should be expanded also.

It is good to see new ideas being used and tried out, and I think this column was your best last yet. It would be nice to see the reaction of an article about Functions, but this may be staying for a bit.

Editor (Darwin)

Northampton

■ **Editor's reply:** We'd love to expand lots of *C+VG*'s features but time and space are always against us.

■ Okay! Flashed enough courage once again, here goes. He removed his trashy film from its rather fetching holder. It was a BBC roller ball, which

he had customised by converting it to figures and showing funny faces all over it with hot tips! Yes, there was even one of the 40 on it. His hand fluttered wildly over the paper as he wrote his next offering of editor G. B.H. to the C+VG Mailbag.

Hi Guys. Camin' over to my place for a game of scabable and a cup of Horrido. And if you edit this letter to 1/4th of its content as you did last time I really will send my 17V's stone overnight mailer to make Big Red look like a squeak 'n' spill. Gail look like a Morphy. Richard (master and Otto, . . . well, what's he supposed to be anyway?

Clary, a half serious matter now. Remember those emotional words. "We are bringing-improve our Atari II bit coverage. We've got a new reviewer team. Mail to check them out." Who, ah why. Who? You never saw him? It's there. This Brian Marbler chaplain. Needless to say if a really good Atari 800X game comes along the Editor grade it! What was wrong with Haken anyone?

Clay that's behind me. How would you like to hear my view on Rock-On! Tough, you going to hear them anyone?

Get rid of it. Who-man thought of this idea needs his terings slapped. Don't even let me see it again. Use the page from Atari XL extra. Before I go, I would like to offer a suggestion as to why Tony T is this. I think it is because someone let Big Red out of the C+VG nursery room with his junior Arled Pated Ten.

What was the relevance of that irrelevantly fat and bawling gentlemen on August's Mailbag page? As the Editor was replying I sort-of thought it was him. Let's have Tony T replying to the letters sometime. Everyone else seems to get a shot. Can I get a shot?

Andy Blair
Clary

Editor's Reply: Not

This letter is about a game I did tonight, written by Tony T, your Hot Gossip man. He's always talking about the best software and all these things.

Well, when I went to a shop last Friday ago, I saw a game called *Fireman*.

At *Fireman* again and what did I see! Written by Tony T. I didn't have to look any further. Tony, the guy who always talks about the latest GoodSoftware. So, I bought it. I came home and the first thing I wanted to do was play the game.

Well, I wish I hadn't bothered! This game is the most stupid, disgusting game ever. It's really angry about this one, Tony. This is what is called a *Sp-Off*. Here are my points:

- Graphics 1
- Sound 0
- Value 0
- Playability 0
- Value 0

I hope no-one else has bought this stupid game. Tony's always talking about the best software and he publishes the best of "BT" BT. Even my little sister who's just two years old could write this program. Bart Twanman (The Netherlands)

Editor's reply: Tony T sends his regards and thanks you for your well thought out and balanced comments.

I am writing to reply about a certain C+VGman Nostalg who says Mel and Glim are rubbish. They are the best and heavy metal is very cool dated, and why was the *Beats* down? LP in your heavy metal section, they outlast anything in heavy metal. Why not ditch the Hit list section and bring in a hip-hop one, because this is the music of the moment.

Oh yes, a question. What's the best, an Amiga or an ST, is it an Amiga for it's graphics and sound or an ST for it's vastly superior game collection? I want to know because I might buy one — for games only. Ian Walker Leicester

Editor's reply: On the contrary HM is very in at the moment, but we take your point and hope to expand the topic of music covered. Rumours have reached us from a very credible source which tells of Amiga prices at a new, stay tuned.

Finally, I'd like to say that I welcome any album review in your magazine of any type. I would prefer other music to be reviewed. I own an Atari ST and have loved so far a year now. Therefore, after reading the Atari ST special, I decided that I'd better write in and say a

big thank you for all your support of this fabulous new computer.

Yesterday, I purchased *Caesar* for my ST after reading the review in your magazine. I must say that it must be the best game out because of the fantastic graphics and gameplay. There is a bug in it though. If one character dies — in a two player game — and the *Caesar* key is pressed immediately — two unreacted characters will appear!

Try it and see.

In your review, you mentioned that a four player *Caesar* will be out. Will it be an addition or will it cost another £25. Gavin Tate Kent

PS. I've finished *Ultima 3* on my Atari 800. Please write to me if you have any trouble playing it.

Editor's reply: Thanks for the *Caesar* tip, Gavin, watch out for *Caesar* II.

Wayne's updated. OK, if you want a "music" section in your mag please remember this is the 80's not the 70's. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Goddard. If you want to review hard music, how about punk. Don't say that there are more punk, cause if punk is dead, then hard rock has 13 billion years away. Just look at *The Cardiacs*, *The Exploited*, *GTH* and many others — or won't you dare to review it because there's lots of "BT" and "BT" in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there's loads of good, unknown groups in England like *Adam & The Ants*, *Siouxie & The Banshees*, *The Dead Kennedys* etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Get it, Wayne!

I was a bit disappointed with three of your issues earlier on this year — namely March, April and May. They were no wows. But, I am glad to report that you have got it together again.

I loved the advert for *Game Over* — could you do that into a graphic poster? I would also love a poster of *Horrido* as Zyn's. Regards to Jerry Plots — some real cool artwork! Mike de Cost Belgium

Editor's reply: Allen has fixed *advent*! Where have you been Mike? Belgium. There you go then! World's Centre for New Wave, eh? What about Berlin then? I have seen a good group from Belgium — M.A.M. I think they were called. But we take your point — watch this space for a more comprehensive music section.

In last month's Mailbag, I read a Mr G Evans letter concerning Imagin's *Game Over* advert. If the box is so concerned about the advert why doesn't he just turn the page over. I am sure people like me prefer these sort of advertisements. So *Caesar* if you don't like it, buzz off.

I'd be very grateful if you could let me know about the wonderful *Saga* system. How long will it take to get to the shops, will you be doing regular reviews etc?

Another comment to Mr Taylor if he's still reading C+VG. C+VG is very far when it comes to competition between whatever race, creed or colour.

I know because I am brown skinned and Modern and I have won a competition in every four times I have entered — that's a ratio of one out of every 40 damn. So, Mr Taylor go buy your head under a rock.

Please leave Mr Tony T alone. So what if he's an alien. And to end, please please can I go out with Melissa? I am handsome, intelligent, loving, caring, and sexy! Romeo-Mo London

Editor's reply: The *Game Over* ad has certainly stirred up a hornet's nest. It's not fair to tell someone to ignore a page of C+VG. If they don't like it, there should be no forbidden areas of the magazine. And no part should be offensive to our readers.

Jerry, Romeo, but Melissa is looked up for the next few months.

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C+VG's Hot Gossip

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 Gossip

Just recently there has been less increase in the number of ads which feature various parts of women's bodies.

There is a time and place for everything. I pick up computer magazines to read about computers and games and NOT to have huge breasts thrust at me! What is even stronger is just WHY this has been happening ...

There was a time, a few years ago, when the now defunct mag, *Home Computing Weekly*, started to display models on its cover holding computer peripherals. This did lead to protests and the idea was dropped.

Mark Cole of System

Three probably has the dubious honour of the worst sexual exploitation with its exploits at the PCW Show of



1985, he was due to release a game called *Twister - Master of Horrors*, and lined a dance troupe of girls that could only

be described as "very physical" to dance on his stand. The girls were banned eventually as it was all a little

too suggestive ...

Recently this sort of exploitation has increased with the ads getting even more daring. The one for *Game Over* really did take it to the extreme. *Cosmos* was not the only one, *Mirrorsoft* with its *Defender of the Crown* and *Palace* with its promo of *Barbarian* with a raunchy cover featuring *Monia Whitfield* also got in on the act.

Of course it does get the game coverage for better or worse, all software companies are allowed artistic license to plug their games, it really is just a matter of degree.

In our society sex is generally acknowledged as a selling point, but being honest, to my mind crude sexual artwork has NO PLACE in computer games.

Three dimensional games are in this month! After having experienced the later *Northern* offerings — see this issue — I now have to try and put another 3-D game into perspective.

It's called *Star Wars* and it comes from a US company called *Miles Computing Inc.*

It's based on three scenarios from the *Star Wars* film trilogy.

The game boasts nine different scenes, *Asteroid Field*, *Space Assault*, *Worm Attack*, *Surface Mission*, *Enter Trench*, *Enter Tunnel*, *Obstacle Run*, *Power Generator* and *Exit Starbase*.

"Enough of these blatted descriptions — what is the game like?" I hear you cry.

Well it plays well but the animation gets real slow real fast as the action heats up.

There are loads of different scenes to try and some of them work well with reasonably fast graphics, sound is boring in the game (but rather nice in the title sequence at the start of the game).

I will give you a smattering of some of the better scenes in the game, you start by trying to get your man to his fighter through a couple of corridors and through a banger.

Control is via the mouse (which works well) and you can shift from ground mine to a top-down view quite easily. When seated in your fighter there is a quick launch

sequence. You now find yourself in the *Asteroid Field* dropping asteroids and fighters coming in from all sides.

To get to the *Space Assault* you have to fly through a moving slot in the side of a box, this gives you energy and pressing H will hyperspace you to the next scene.

The next tasty item is the *Surface Mission*, here you have to blow away the coastal towers and avoid missiles launched at you from the ground bases. When you zap the towers they explode true to life with bits all over the place. Lovely, lovely, lovely!

The *Trench Tunnel* sequence is real close to the

original *Star Wars* coin-op, the obstacles are nicely coloured — all in wire frame — and you can get a little dizzy if you lose control and start to spin.

The last couple of scenes are fun, the obstacle room is exactly that and you have to steer around obstacles — a really strong 3D effect here — and then blow up the power generator. If you manage to do this you leave through the trench again and fly off into space to see the planet explode.

The variety of scenes makes this game entertaining, and although it is weak in parts it does generally satisfy. Indeed if you are a fan of the arcade *Star Wars* games then this is for you.

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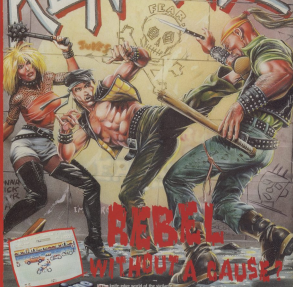
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