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• HULK HOGAN/STREET SCENES/P14



• MARILYN POUTS FOR FRAM-UP! / P78



• THE MAD LEADER IS BACK/P27

Inside Story

Winner Takes On In our great new games players challenge, we're looking for the best gamers in the country. Super Prizes are up for grabs in the monthly challenge in which you have the chance to challenge our reigning champion.

This month's cover story has the low-down on the latest blockbuster from Chessmance -- the West Coast firm who brought you Defender of the Crown. Featuring screen shots that have to be seen to be believed and schmoosy American '80 movie plot.

Comps are better than ever -- with a chance to win a day out in a Ferrari. We'll treat you to school, take you out to dinner, and take you for a spin in the mega machine to mark the launch of BA's Ferrari Formula One.

Mags and hints come under the microscope this month -- with a whole new look featuring maps of Dexter Eggs and Block Lamp with jokes galore and a great new regular feature entitled *Slime Eats*.



• THE MAD LEADER IS BACK/P27



• TROLL SNEAKS IN/PC



• DIPPS OF THE SEA/PC



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News

Video cash!

■ **May 26th is Video Charity Day** this year, as part of the massive Telethon '88 charity drive, 2000 shops will be taking part nationwide, with customers being encouraged to give as they read, as well as take part in in-store competitions and raffles.

It's a worthy cause, aiming to raise £250,000 for charities caring for disabled kids, so mark the date!

Foxy Lady

■ There aren't too many sporting female lead characters, which makes *Vixen*, the movie in April from **Miramax**, doubly refreshing. You play the lost woman on earth, fighting to stay alive on the surface and in the caves of a world ruled



by prehistoric monsters. Armed with a magic whip, *Vixen* isn't exactly your average heroine, but then she doesn't have your common in or garden problems either. *Vixen* is available in April for all formats, in 8 and 16 bit versions.

Dance away

■ At last, the first radio that dances along with you! Its D.J. from Terry is the name of this frog like little fellow, a

robot radio that moves his mouth, waves his arms and dances around in time with any AM or FM station.

Normally priced at £18.95 or so, we've got one to give away! Simply tell us the name of the lovable robot in the film *Forbidden Planet* by the 24th month, and the first one out of the hat gets to take him home.



Sweet Dreams

■ **Knightmare, Anglia** TV's adventure game show, has won a major international award.

The show, which mixes role-playing and advanced computer graphics and

animation, captured the **Japan d'Arcy International Award for Video Production**, beating 19 other entries from around the world including the United States and Japan.

The international jury praised the programme's conception and technical innovations.

Producer and director **Sally Freeman**, who received this award in Paris, said: "Everytime seemed delighted by the programme. We were told it was the most original and exciting piece of television for a long time."

The game, which involves teams of youngsters in a problem-solving quest through a computer created medieval maze of dungeons and caverns, is the brainchild of Anglia TV journalist **Tim Child**.

He has set up a production company, **Idea Factory**, which will make a new 12-part *Knightmare* series for Anglia for screening on Children's ITV in the autumn.

It will again feature computer graphics and animation from the Travelling Wave Company combined with the fantasy interiors of artist David Raven.

The new series also



promises further innovation in the use of computer environments and interactive drama.



Flying High!

■ **Falcon, Microsoft's F-16** flight simulator originally developed by Spectrum HoloByte in America is now available in Europe for the 1 meg Mac (£48.99) and the 16M PC (£28.99), with Amiga, ST

and Citi 64 versions to follow.

Apparently based on advice from real F-16 pilots, *Falcon* gives the effect of actually sitting in a cockpit, complete with controls, and allows you to go up against

as many as three enemy ships at a time. You can also undertake air to ground missions taking out missile sites, bridges and airfields using a variety of weapons. A "black box" flight recorder records your mission, enabling you to replay your dogfights, and spot your mistakes. The game wings the grounds in America this year, so look forward to something special.

Bark a Byte

■ If you're sick of water sports shoot-em ups, tired of racing across continents and bored of marking your way around dungeons,

Watermaster is a new release from Rainbow Software for the Amiga ST could be the game for you.

You have been employed

Is it a bird? Is it a plane? How about a hang-glider or supersonic jet? The answer to all these questions is yes. Impossible, you say. But C + VG Deputy Editor Paul Slaughter experiences the impossible when he experienced the X Factor.

"Within the space of a few minutes reality was suspended. I found myself riding on a space shuttle, slipping along through a computerized fantasy landscape, riding the clouds strapped to a hang-glider, falling the back seat in a rally cross car, strapping like a race bike and losing my stomach



on a roller coaster. Of course it was all an illusion created by what could be the finest array of a new generation of joy riders — the Super X Previews simulator. Imagine a thrillglove capsule 20 feet long and 10 feet wide sitting on three

hydraulic ramps. It is capable of taking up to 14 passengers. They all sit facing a six feet by four feet screen. The screen appears to let a window out of the capsule. On to it are projected video pictures taken from film or computer — synthesized

scenes showing continuous forward-facing action. But it is more magic that makes the illusion come alive. A computer control system operates the hydraulic ramps to raise, lower and tilt the capsule in time with the projected picture.

So, for example, if your moving to the top of a roller coaster, the capsule tilts back. When it plunges down, so does the capsule. The effect is amazing. You actually feel as if you're on a real big dipper ride.

The simulator was developed by Paoli-based Jagan & Ltd.

The idea is for the simulator to be sold to leisure and theme parks, shopping malls or museums. But before you try and get your nose and head to buy you one for your birthday or next Christmas, you must realize they cost around £25,000 to buy.



by the Free Council to clear an ancient rock of an infestation by hordes of terrifying parasites. For each resulting wriggly thing you take out, you earn extra cash, which you can then sink into buying better equipment.

Atari ST version (E24.95) out in April. Amiga to follow.

Spellbinder!

■ **Scorcher Lord**, already available on Spectrum and Amstrad, is now out on Commodore 64 as £12.99 cassette, from PPS.



Oh Brother!

■ **Target Renegade** is Dixon's follow-up to *Renegade*. Now you play his brother, out for revenge before you get within punching, shooting or otherwise maiming distance of chief baddest "Mr Big", you must fight through five levels.



Stamp of Approval

■ Play-by-Mail goes from strength to strength — that was the verdict after the third **British Play-By-Mail Convention** held in London recently.

The convention was hosted by C + VG's very own Wayne



I Spy....

■ The three spy vs spy games are to be released on a compilation tape by **Datskyte**, the *Spy Trilogy* will be out on Spectrum, Commodore and Amstrad, price £9.95.



Show time

■ This year's **Atari User Show** will be held at Alexandra Palace, North London, on April 23, 24 and 26. Entry on the door will cost adults £3 and £2 for under 16s.

Chase away

■ **Cascade**, the company which scored a massive hit with *Ace and Ace II*, takes to the air again later this year with a tie up with the Royal Air Force. The word is that this could be the ultimate flight simulation. Any profits from

the game will go to the RAF Benevolent Fund.

Wolfbane!

■ Fans of the **Lone Wolf** role-playing game books will have to wait until autumn for *Super Secret* an author **Joe Berber's** creation. The adventure, which was originally due out this April, will be on Atari ST and Amiga.

Cool Pool.

■ Work out for **Blackback** from **Gartons**, which promises to be a new look at pool and snooker. But wait! That's all we know at the moment. Release is expected during May.

Meanwhile, **The Shoot 'Em Up Construction Set** is due for release on the Amiga this summer.

Own Goal

■ **Bay of the Ravens**, **Pleasant's** game based on comic hero, is now set for release around Easter.

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THE CULT OF POWER

Brace yourself for the looming row over the new high-tech toys heading your way, spearheaded by Captain Power. Could they inspire violence? John Gilbert investigates.

Realism in new-tech toys has gone too far, according to an increasing number of British psychologists, television programme buyers and MPs from all political parties.

The latest subject of worry is **Mattel's** indestructible superheroes **Captain Power** and his **Soldiers of the Future**. The Captain is growing into a cult figure through his own interactive series, broadcast for children by the Superchannel satellite television company, and in the interactive capacity of the show which is worrying the adults.

Each week four long programmes take place on the Earth of the 23rd Century. It's a planet devoted to the recently ended World War between humans and the machines they once thought of as slaves.

Lord Dread rules Earth from Volcania, a massive fortress from which he oversees the operation of the Bio Dread Empire. Most of humanity has been enslaved, although some bands of leaderless resistance fighters still remain. Dread leads only one of these bands, a group of Freedom Fighters led by Captain Jonathan Power — who bears a striking similarity to Robocop. To the people of the free world they became known as Captain Power and the Soldiers of the Future.

Each of the Soldiers is an expert in different fields. There's Lieutenant Tank Ellis, who leads the ground assault unit, Major Hawk Henderson who's the air war, Corporal



▲ **Captain Power**
Plot Chase with his technical expertise and Colonel Shipley Johnson, who's the undercover assassin specialist. On the Dread side you have Steven Sky Sentry, Master Ground Guardian and Bio Dread Chosen Attack Warrior.

The show is tightly scripted and the stars take part in about 130 violent encounters during its 30-minute run time. Critics are less worried about the violence than the ability of the viewer to take part in the action. **Mattel**, the creator of the Captain Power cult, markets a light sensitive gun in the series which is compatible with the show. It'll soon be available in the UK.

The gun is pointed at the screen and picks up light signals encoded on screen targets. Children can aim at the screens from up to 10 feet away and score points each time one of these targets are hit. The television choreographers

can also return fire, using the same light sensitive technique and take points away. When your score reaches zero your vehicle's cockpit is ejected and you're out of the game.

You can play *gunfire* or *huddle* as there are two main interactive guns. The first is **Captain Power's Jet X17**. It shoots and collects light and has a power check button which indicates the vehicles score in points with electronic beeps. **Dread's** vehicle is the **Interlock**, the evil lord's throne which acts in a similar way to **Power's** vehicle but also provides a target lock-on light to assist in aiming the gun. Both weapons are supplied with a video cassette programme if you can't receive satellite TV and can be used with each other, according to **Mattel**, in one to one combat.

Captain Power differs from other interactive video/TV games because the target you're told to shoot at are real people. The lobby against the Power concept, both here and in the States says that the TV show is providing target practice for youngsters and bringing acts of aggression to the forefront of impressionable minds. Anything that promotes violence should be censored from children and the technology could be put to better, and more educational, use.



▲ **Interaction is violence?**

The equally well-known pro lobby sees the **Captain Power** cult as nothing more than an extension of cowboy and Indian or cops and robbers. Shooting the image of a man on the screen is no different than pointing a cop gun at a real boy or girl.

The two sides have drawn their battle lines but, although **Mattel** is a massive corporation, it is likely to be the Parliament which finally decides whether programmes such as **Captain Power** will be seen on British screens.

The British Government has already started to discuss the laws which should govern de-regulation of our television networks. British companies such as **Virgin** and **Robert Maxwell's** **BFBC** publishing corporation have already sunk money into satellite television and a host of US stations are already available to British viewers who have satellite dishes and decoders at home. They carry a constant mix-up of the latest movies, music programmes, current affairs, and evangelism.

The Government will be able to censor such output, which could eventually include **Captain Power**, through the decoding controls which viewers buy with their satellite dishes. A decoder can be programmed by the manufacturer or user to put certain transmissions off limits to viewers.

The technique, called *encryption*, was designed to allow parents to monitor their children's television intake and make sure that their kids couldn't access pornographic material.

So far only the **Captain Power** satellite TV programmes are available in Britain but, within a few months, the interactive toys will be in high street shops and other toy manufacturers will start to filter in for the projected interactive gaming boom.

Already the manufacturers of **Linear Tag** and **Photon** have their own shows — **The Photon** and **Linear Tag Assembly** — on **Super Channel** and the plan is to go the way of **Captain Power**. **Mattel** and the others who follow in lead are likely to feel the bite of government satellite legislation by the peak Christmas selling time this year.

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Street Scene.....



These tasty looking shots come from a new name on the software front, Creation. Called *Streetfighter*, the game is set for release on the Atari ST and then Amiga.



and PC. It's a 10-level arcade adventure set in a mining complex overrun by mercenaries. You play a bounty hunter out for a head count to make some money.



Ultimately, you must "terminate" the complex's top geophysicist who has defected to a foreign power.



GM's rivals for the Commodore 64 is *Time Fighter*, a shoot, beat and blow 'em up the ropes through eight different time periods, each with suitable weapons. Unlike many multi-level games, you do not have to defeat the earlier scenarios in order to play you're favorite, be it Robin Hood, gangland Chicago or - my fave - space warren. *Time Fighter*'s unusual in that it features particularly realistic



character animation, with a very convincing running and throwing action for the earth bound levels, and a realistic bounce to the weightless space battle. Worth keeping an eye open for are future developments from the Software Invasion team that did *Time Fighter*, especially if they manage to bring their undoubted advances in character animation to more sophisticated and complex games.

Fancy a stimulating slomp, munch and crunch game? Then check out *Asphalt* from Melbourne House, based on the Asxella coin-up. You play the part of either the dog or monster in this quest to find golden eggs. And nothing will stand in your way. You can smash buildings, slomp people through 12 cities. But not everything will go your way. There are killer hernuts, catapults and cannons to battle against. This shot is from the Amiga.

Asphalt's due for release in April.



Join Blade from Players, which came out in August last year in Spectrum, C64 and Amstrad versions, is now available for the Atari ST and Amiga at a budget £9.95, with the Atari 8 bit coming soon at £1.99. One of the biggest selling budget games of last year, the 16 bit models retain the same basic game plan. But features enhanced graphics. These screen shots are from the ST.



Interceptor from Electronic Arts is poised for take-off on the Amiga within the next few weeks. This combat flight simulation gives you the choice of two fighter planes, a F-16 Hornet and F-18 Falcon. There are six combat missions to experience which take place over the skies of San Francisco Bay. The missions include protecting Air Force One from enemy fighters as the President seeks to land safely at San Francisco International Airport; preventing World War III by shooting down incoming cruise missiles; rescuing a pilot downed at sea; visually identifying an unknown plane that has appeared on radar; and preventing the escape of two stolen F-16s. There is also a training mission, a top secret mission for advanced pilots, and a free-flight mode.



Firebird looks to the land of the rising sun for its up and coming graphical adventure - Samurai Warrior - The Battles of Utagi Yajima. Utagi is a cute cartoon rabbit splined with anime action - created by Stan Sakai. The background to the comic and the computer game is 17th Century Japan, during a time of unrest and civil war, where warlords battle with warlord. Utagi is a warrior bodyguard in the service of Lord Hotiyubi who has been kidnapped. Utagi must rescue him. These screenshots are from the Commodore 64 version which should be available during April.



This is The Destiny Knight, otherwise known as Sam's Tale II. The Electronic Arts fantasy adventure which covers six cities, 38 dungeon levels and a wilderness. The game includes seven timed puzzles, magic spells, monsters, hand-to-hand and long-range combat. These shots are from the Amiga and expect the game to arrive sometime in March.



Dum, dee dum, dee dum, dee dum, dee dum, dee dum, dee dum - Pink Panther is here (and almost) for the Amiga and is complete with that infernal jingle and characteristic flip walls.

The tune is sampled and sounds identical to the music as the TV show. Clousney is also there in his Markintosh. The details of the plot are not known as we go to press - but the top German games company Magic Bytes is coding the game for Genesis Graphics - who has taken over publishing the firm's games in the UK.

Another popular cartoon character will be appearing on the Dreamland label later this year - Mickey Mouse. As yet a title for Mickey's game has not been decided.

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ATARI

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ATF

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- 20. MATTHEWS, JOURNAL, 1999-04-05

Digital Integration: take to the air again after trying to winter sports with the brilliant *Widowmaker* simulation. Used to say that JTF isn't one of D's best releases, although it does offer a wealth of play-boosting facts and

It's just that we've come to expect more from the company who created *Formalment* and *PT Home*.

A TP is basically a short-term note with some other title — not close and not sold yet.

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Their mission should be that their games is focused on a just Nigerian state where's the need. Amen

to enable the A-11 to proceed on the road independently without external aircraft carrier help. It is being developed for the US Airforce by Lockheed, Boeing and General Dynamics. It will have an electrically re-piled designed to take most, many of the three mainline tasks currently performed by the other

The game attempts to simulate this electronic game - but this means you have to spend as much time moving the keyboard as flying with the joystick. Many of the controls are joystick based. For example you have to select and fire missiles, access your onboard data-base and join orders manually using the keyboard.

Fortunately, there is a spot of "automatic" pilot action, if engaged, giving you ATP for the first 10 seconds of an equilibrium height, according to natural laws — you still have to deal with the main-made ones. The object of the game is to defend all four forces and installations against the enemy, maintaining the balance of power and maybe delivering them totally.

for the beginning of effects
concentrations with a time shift only in order

regional vehicle seizures from the police are clearly against the evidence.

You use this to select which targets you want to aim for. For example, if the company has established more targets than those it might be a good idea to take a few out, or perhaps there have suddenly emerged new issues in the communications stakes — then it's time to set a few satellite objectives.

The new report will show gains and losses, the status of good and money, human plus intelligence assets which may help you



C+VG

REVIEWS

2

Decide on your strategy.

Remember you'll always need a base to land and refuel at — so protect that well.

Good targets to aim for are communications centres and factories. Knock out communications and enemy tanks won't be able to find out about your movements so quickly. Destroy factories and the replacement of air machines will slow down. The same applies to the ships — so watch the gulls and boats closely.

Once you are airborne the

aircraft while the missiles are good for ground targets.

AERAAAM missiles can be guided via the joystick while there are in visual range — a handy feature. Missions missiles — the most powerful type much loved by the pilots in Top Gun — are computer controlled. You can lock them on to a target displayed on your air board database and fire. They have a longer range than the AERAAAM and I found them a lot easier to use.

Once you've locked up with weapons, it's time to fly into the

display you see your fuel level, SAM missile warning light, automatic landing mode and target following mode indicators plus other in-flight status.

Immediately above this is the in-flight message window. This tells you things relevant to enemy targets and incoming missiles — if you've managed to jam them or not! — while you are airborne.

Bottom right of the screen you'll see a window which displays information from your onboard computer. You can call up a world map, weapon status,



information is not available — but land at a friendly base and you can call it up between flights, as well as being able to re-arm your ATF.

Arming and refuelling is a simple joystick controlled action and is carried out at the start of each flight, after one of your ATF has been destroyed or when you land at a friendly base. You have a choice of weapons — machine-guns and two sorts of missiles.

There is a weapon limit — so you have to select the right sort of firepower for the challenge you are up to.

The weapons are used to gun-down enemies into liquid

dangerous. The main display shows you a view of the ATF pilot's heads-up display. Unlike other CG games you don't find yourself actually "in" the cockpit of the jet fighter, you see it sitting in front of you on the landing strip. The heads-up display shows threat, speed, altitude and ground height — useful when you are indulging in a bit of high speed low flying under enemy radar.

This display also shows you your current heading plus the bearing and range of any target currently selected in your air board database, more about this later.

At the bottom of the main



ATF status and the all important database. The world map shows you where you are and the position of the object currently selected in the database; the weapon status shows you just what's left to fire; away with the ATF status a really a damage report, the database is possibly the most important bit of it: you've got on board and observes a large explanation — so here goes.

Once you've selected the database screen you can call up enemy or allied database mode using the D key. The allied database mode is useful for finding friendly bases to land at. Enemy database mode allows you to find and lock on to targets. There are five categories in each mode — dealing with enemy, friendly, communications, ground and sea forces.

Key C will update the nearest target to the ATF but you can pick your own using the bearing and range so coordinates shown on the database. Match these with your HUD and you're on the way to a kill.

To enable you to react quickly to in-flight messages there is a database lock-in key. For example, if you get a "enemy target" message, you can hit the lock-on key and the target's range and bearing is instantly

displayed. All this without having to be in database mode. Above the computer screen is a short range scanner. This shows you instant info about your immediate surroundings. Information appears as flashing dots, ground installations as steady dots.

A new world is generated for each game and consists of sea, islands and polar regions. The islands consist of beach and scrubland. You can choose to take them as "unimproved" terrain with bushes and such like.

I preferred the "computerised" style of graphics. The world "wraps around" — if you fly off one "edge" you end up on the other side. Useful to know if you are tracking enemy targets and want to calculate the shortest route.

Each of the allied bases is surrounded by a command post. As soon as you enter one of these, the automatic landing indicator starts flashing. If you want to land, you can hit the L key and you'll be guided gently down to the landing strip in refusal and to arm.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

PINK PANTHER

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BEDLAM



- MACHINE: AMSTRAD 486, SPECTRUM 128+2, IBM PC
- SUPPLIER: GSI
- PRICE: AMSTRAD £19.99, CAGAS 19.99, IBM £29.99, SPECTRUM £9.99, PC £19.99, SPECTRUM £9.99
- VERSION TESTED: AMSTRAD 486
- REVIEWER: MATT BILEY

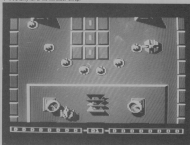
Well, there are shoot-'em-ups and there are shoot-'em-ups, and there are so damn many of them around these days that a game has to be pretty special to stand out. And I'm afraid this isn't it.

Playing *Bedlam* like going back in time two or three years: it would have seemed a pretty decent game then, and to be fair it still kept me quiet for a couple of hours, but to earn a C+VG bit, or anything like that these days you have to be a little bit original, a little bit different.

Bedlam on the Amstrad looks even the pitiful level that added spice to the CMI version and others, leaving us with the usual tooth about space academy plots, and a decidedly average game.

Anyway, enough of this stuff, let's get into some detail, shall we? Your little space ship sits around the bottom of a vertically scrolling screen, and blasts away at wave after wave of alien ships and static space stations. I say sits at the bottom, though in fact you can move up and down the screen as well: it is just that the sideways movement is so much faster

■ It's a fairly run-of-the-mill shoot-'em-up.



than the back/forward action that you do better sitting down there in a suitable spot and taking them out like sitting ducks. In fact a great deal rests in just which side of the screen you happen to be on, since a lot of the incoming are dead easy to dodge if you are in the right place, but just teach you completely if you picked the wrong one.

None of the alien ships, which come in waves of seven or eight, actually fire anything at you, but this is not the case with the space stations, many of which have laser cannon emplacements that throw all sorts of things at you, the funniest being ones that kick you about the screen for a

while. You can fly over once you've blasted it, but wipe out if you hit anything still going. Some space stations reveal hearts (area boost) or shield shapes (force field) which you can pick up if you fly over them.

Once you learn the attack patterns of the alien craft, you can place yourself in the correct corners of the screen to prepare for their coming and blast your way through the first few levels all the way to the big mother alien. She is suitable difficult to destroy (go for the mouth).

Hmm. Like I said, nothing here that strikes particularly of the original thought, and the graphics and sound are far to

run of the mill to save the day. Other versions do have the considerable added advantage of a whole space pitiful level, but I'm afraid it's the Amstrad we're talking about here. The worst thing is that the very ordinariness of the thing doesn't really affect it: its playability at all, which is actual fact isn't too bad, I must say I've quite surprised myself because despite all I've said I wouldn't really mind another shot. Isn't life strange?

- GRAPHICS: 3
- SOUND: 3
- PLAYABILITY: 4
- VALUE: 5

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- MACHINE: ARCADE
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- PRICE: £49.95
- REVIEWER: BRIAN WEBSTER

Spin the engine, jiggle those flaps, check the dials and let me take you back to the time when men wore hats, women wore beautiful and the atmosphere was king.

Everyone's heard of *Car Wash*, the great arcade game, and this is the air version. Ride in '30s silhouettes and swirl and spin. The game begins with a washed title screen that looks like it's been



• A hot landing — in a tree!



• *Arnie J.* stalks the alien.

GEE-BEE

Wired straight from an old newspaper, showing a cross-section of your stability flying fuel tanks in the foreground. Slashes and/or flashes in. Rhythmic music plays, you can't control them in the cockpit and... they're off!

There are three different levels of play — beginner, expert and Ace — to choose from, each looking pretty much the same — there is only so much variation you can get in the sight of planes tearing over the desert after all — but with the speed of the ride and the lightness of the controls changing dramatically.

Each level consists of four events that have to be completed in the given time, with a bonus being awarded for time left over, as well as giving you longer on the next event. Generally you are just being awarded a bonus while avoiding the other planes, but occasionally you get a shot at a special event which could be flying through poles, or coming in low and burning a series of aerial manoeuvres. None are difficult to pass all

them, but on the first few goes it is hard enough to take just one of them!

If you crash on one of the events

— and this is quite hard to do as most mid-air collisions merely result in a slowing down and a loss of time — your plane explodes and



• Another crash — not worth it for the view.



• On the trail of a competitor.

- MACHINE: COMBIS AMSTRAD
- SUPPLIER: ACTIVISION
- PRICE: £19.95
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL BURGESS

When you play the part of Arnold Schwarzenegger in a game there's very few people at C+VG who are qualified to play the part of a megafilm. Except this, of course, and I recently attended the complete class of my colleagues to do better with *The Predator*.

And what we have here is a pretty near flawless game of the movie which actually succeeds in capturing the spirit of the film. The film itself is simply plot makes an ideal game play scenario, the central character (Arnie J), an ideal game hero, and the alien, an ideal enemy.

So it's off to the jungles of South America to rescue a bunch of trapped diplomats. The opening scene shows the helicopter dropping Arnie — nicknamed Arnie in Major Alan Schaefer and his son. Battle hardened troops into the danger zone. The main spirit off into the jungle. Dutch Schaefer is the last to leave the chopper. Within seconds you find a dead colleague and enemy troops coming for you. But the enemy are only part of your worries. There's *The Predator* to deal with, an alien creature from outer space who is on a hunting expedition to earth. Everybody — including you — is fair game. Let us begin!

You start off equipped with a

PREDATOR

AIR RALLY

seems to drop, a picture of you parachuting to safety appears and... **WAAAH!** Hold your breath... did you land between enemy troops?

girl's legs (I wish) or — and this is far more likely — in with the pig! Once you complete a level — four events — a presentation

screen is displayed, but you have to do turn-of-the-century to get the full rewards. I like it, as you have probably guessed, a comparatively simple game, given life by the high standards of the art screen and convincing graphics. Lacking tear jerkers and a variety of very different backdrops, it relies on the addictive qualities of the very simple task: one of the game to retain the interest.

What this means is it lacks the special touch that would make it stand out from the rest, and would probably do better as a lounge title than as the current making price. Moreover, if we had a mark out of ten for atmosphere — the very rarely emotional packaging adds to this too — *Air Rally* would probably come near the top of the heap.

The lack of reality about crashes, in the early stages of the game, you can swim around with abandon, clipping the wings of other planes, teetering down in the course matters and

C+VG REVIEWS 6

So to sum up, *Air Rally* has some great graphics, nice touches of humour, great music and sound. One could only wish for a little more playability. However, an admirable game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

100%



1. Decisions. Make above... (right)



2. The grand parade



3. Making a pig's ear of the race!

machine guns, a limited supply of bullets and hand grenades. In a tight corner you can also punch, kick and shoot.

Caution is the key word in this game. Don't rush in blindly. Even if you survive the early surprises, you'll probably run up your ammo too soon.

Besides the troops, there's a simple in a crash shipper and death-dealing vehicles to contend with.

You can tell when the alien is tracking you because the screen goes pink and a large triangle appears, moving closer to you all the time. At this stage it's best to run like hell and get away.

There are four stages to battle through before you get to the final confrontation with The

Protector. As you progress you can pick up into weapons, notably off the backs of your fallen enemies.

I have only two gripes about *Predator*. Firstly that it's multi-task. I know this is necessary but it results in an ending of the tension — and this game, like the film, is nothing if not tension with a capital T. Secondly, when you have lost all your lives you have to go through the starting sequence which involves all the most jumping from the helicopter. This becomes a little boring.

All in all, *Predator* is an excellent game where the hunter becomes the hunted. Buy it and experience fear.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



100%



4. Danger lurks in the jungle village

PREDATOR

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► GRAPHICS: SPECTRUM
► SOUND: FM80
► PRICE: £2.99
► REVIEWER: PAUL BOUTHER

"Get 'em!" Gark orders from the starting screen of *Xarax*. But my advice to you is: Get it!

This is one ball of a nifty shoot 'em up that deserves your attention. And at £2.99 it's a small price to pay for it.

There's really not a lot to tell you about this game. The controls are, in my humble opinion, "Bunko and Mean" the way to the salvation of our world. I highly recommend it, I don't think.

But let's get on. You control a squishy flying over a



► Excellent value at £2.99



ZARAX



► Dodge the flying clouds

vertically scrolling landscape. The invulnerable thing alone is worth paying right into beta.

The first wave consists of flying in a sort of looping formation, fast and furious. Matters are complicated by ground installations which deal death as you.

Rise fast too. It's not just your flying skills which will keep you out of trouble, although quick reactions are vital.

The spaceship, which is the only, has eight directional

movement, is equipped with unlimited laser control and bombs. The lasers can only be used on the airborne enemies while the grenades are more than enough to take out any ground-based problems you come across. And they still prove to be problems.

The craft has a score bar right in front of it which allows you to earn in for ground attacks with quite a degree of accuracy.

As you progress into the game the installations become more



► Bunk the ground installations

ZARAX



► Unlimited firepower keeps you in the game

complex. Instead of just one lot of death heading your way, there's a whole barrage.

And that's basically the game. What makes it special is the price. In fact, in terms of quality programming, *Xarax* is a lot better than a lot of the full price shoot 'em ups doing the rounds at the moment. Good thing that you would name names but have you seen *Go's Back*?

It's possible Firebird could

have put this out a higher price. But that's their blunder and your good fortune. Don't look a gift horse in the mouth, as they say.

Finally, congratulations to programmers R. Squid and T. Dinsbaun. *Xarax* is a job well done.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

by Paul



► Ground installations vary in size



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Screen shot from Wizard Wars



Screen shot from Wizard Wars



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WIZARD WARZ



- MACHINE: SPECTRUM VIEW 3
- DEVELOPER: DESTINY
- PRICE: £19.95
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

From the land of mountains, ice and snow comes a legend that has inspired poems for ages, stories of a huge hairy beast, a giant monstrous creature whose existence has never been conclusively proved or denied. It's the Abominable Snowman of Yab.

And so enters *Destiny*, a new name on the software scene, and programmer Christian Uquifian, and old industry stalwart, with a quest to discover this mythical creature.

Armed with a rifle and grenades — those twin tools of scientific exploration — you set out to hunt and capture the Yeti.

Ready now and then you get a tantalising glimpse of the hills but he — of this — whispers all before you can do anything about it. It is not until the fourth level of the game that you can actually confront the elusive creature.

Until then you must trek through snow, mountains and into forbidden territory using computers and made to feel decidedly uncomfortable. Leading the unrelenting committee are sinister Rudolfs which protect the pathways, flinging death-dealing lightning bolts. Then there are the mad monks who rush straight at you. These must be lashed until they change colour before they die.

Also watch out for spikes. Don't worry if you can't get the point off them. You won't until there are also compasses, hidden beneath the surface, waiting for a real hot guy.

The explorer starts out with 50 rounds of ammunition and 50 grenades, three bags and a body temperature which must not get too low.

Along the way, he can replenish his ammunition and grenades. There is also a mythical fluid to be found which will restore body temperature.



Discover the Rudolfs...

YETI

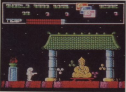
And one of the most useful items to find is the ski-beds. This can really speed up your progress through this frozen landscape.

Rudolfs are also useful while they last. They protect against a lot of enemies, other than orange rocks and lightning bolts.

Hot, together with Tetadon, are the first two releases from

Destiny. Both a very competent game, nicely programmed and well playable, even if it doesn't set the imagination really alight.

- GRAPHICS
- SOUND
- GAME
- PLAYABILITY



...and no lightning bolts.

POWER AT SEA

- MACHINE: VIEW 3
- SUPPLIER: ELECTRONIC ARTS
- PRICE: £19.95
- REVIEWER: JOHN BARNY

Power at Sea is a one player game of sea warfare based on the American fleet at the battle of Leyte Gulf in 1945. The American task was to capture island strongpoints by amphibious landing against opposing Japanese sea and air forces, including for the first time the Kamikaze suicide attacks.

Anyone expecting a serious strategy game will be disappointed. *Power at Sea* deals only the most farfetched relative to the real events of Leyte Gulf. But if you like good graphics, good sound and an understanding shoot-em-up, then this will be one of the best games for you! The player commands from the bridge of an American battleship, with an aircraft carrier and cargo freighter in support. Four Japanese liners must be weakened by boarding them from the sea, knocking out strongpoints before sending in the marines to capture them. At the time you may have to meet the gunk against Japanese air attacks, or fly off an armada against breaching Japanese destroyers.

Finding and destroying targets in this game is not particularly taxing, nor is it very fast, but you do have to be accurate. The real joy of the game are the graphics scenes of the battleship bridge, the Japanese liners and destroyers, and your own gun positions. This is the sort of thing that even quite young players will enjoy, and only a killer would complain about its lack of realism.

- GRAPHICS
- SOUND
- GAME
- PLAYABILITY



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G+VG

REVIEWS

KNIGHT GAMES II

summed Knight is each of the seven games, giving a total of nine separate screens. Once the code has been activated... you may proceed.

"You are in control of a great robot named 'Robot' (now where have I heard that name before). Using Robot... you are instructed to the battle against a number of hostile aliens.

Equipped with only a Photon Laser, your aim is to complete all seven games by challenging in such a way... then after reaching the final Courtyard, you have succeeded in becoming the winner. And therefore, look forward to the

release of the future Knight Games.

Now onto the basic description of each game. In this first installment of Seven Games, Robot the Robot must pick up and collect scattered 15-point aliens and Robot Knight off the surface of a hostile alien inhabited planet, and take them back to his spaceship. To achieve each alien of Robot Knight, just move just above it, while all the time keeping in constant sight of Space Control, and after five very long minutes have reached the character in question, you disappear. Once your quest has

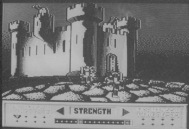
been completed back to the launchpad... you must locate and find the next one... and so on.

Game two involves you... and a whole host of enemy alien spacecraft. Landing is out in order around the planet in such a game on. To help you to become aware of any incoming enemies, there is a forward and narrow scanner, along the screen is essential... then if you want to survive and complete the game. You can also be helped with a small quantity of Seven Games which show up on the screen, everything on screen.

■ **DEVELOPER:** G&G
■ **SYSTEMS:** DOS/EGA
■ **PRICE:** £19.95
■ **RECOMMEND:** SAME DAY

Knight Games 2 is the first in a series of sequels that continue where the original Knight Games left off. But this time, the game is being sold 2,000 years later. Under the new title Space Knight Games, the game has been given a new and different concept - Space Combat Games.

The fully interactive computer set of these extremely separate combat games, each with a rather different story, location, theme and more on. This may sound all very easy and simple to you, but believe me... it isn't. All the games are based on the same idea, separately, but using the idea to do, as the game, the game could be given. This is achieved by taking your main strategy meter to a maximum by transferring any incoming enemies, which maybe why now at the end of each stage of each game, there is approximately seven different



• **Trail by Jumble**

The third and final installment is a last in itself as, all the games and increasingly difficult.

Here... you play three events in succession. Your aim is to defeat your opponent who can be either the computer... or your opponent, as before the game on.

The third event in question is... All Fighting, Light Bulbs and last of all... Photon Chase.

All the events are very demanding to any customer and need to be practiced a couple of times before actually playing any device to them.

■ **PRICE:** £19.95
■ **RECOMMEND:** SAME DAY

• **Hidden Point**



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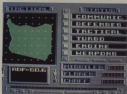
1000

REVENGE OF ROTH

...the name
of the game.

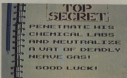
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Enter the missile room and deactivate the bombs.

INFILTRATOR II



Your mission is clear — you win, you lose!



Take hold of the controls and get the best Mad Leader.



Infiltrator involves reaching the nerve gas as well as flying helicopters.

► **REACHES** (SEGA, APPLE II, AND MSX COMPATIBLE)
► **EXTRAS** (strategy, map)
► **PRICE** (CMC \$14.95)
► **VERSIONS** (PC, C64)
► **REVIEWED** (LISA, SAGA)

Infiltrator II is the continuing story of the elusive Mad Leader who is hell-bent on world domination.

Our hero, Johnny "Jimmy Bait" Infidelitas has been assigned a mission of great importance — to destroy him. Here is a short run down on this most critical mission.

As Johnny, it is your task to fly a helicopter behind enemy lines to a specified destination, successfully complete a ground assignment without the titled Leader's installation, and fly on



back to Home Base. This has to be done many times, although all specific destinations and goals are different to that described above.

Mission one has you searching the Mad Leader's installation for chemical labs in which, rats of deadly nerve gas is being formulated. Here, you must fly in and neutralize these rats before it is distributed around the world.

The flight sequence in this mission is optional. You are able to skip it by making the appropriate selection on the mission menu that appears after the title screen.

This selection will not appear on the mission menu of the other two missions.

Weapons like and the other missions, you are equipped with a selection of apparatus which is essential to your missions and must be used with great caution and accuracy. You will also find extra equipment as you travel through the complexes such as Gas Detectors, Alarm Systems and Security card codes with which you get into the unauthorized areas where your main objectives are located, behind locked doors.

The second mission is somewhat harder and you'll need to make use of a couple of special items to resolve the problem.

What you must do is this — discover all the Mad Leader's missile rooms and deactivate them. Also locate and rescue a technician of the Mad Leader's nuclear reactor. As if this should pose a problem.

When you have found your objectives, you are instructed to present a four digit double code number. All this sounds so easy but you must permanently top-in guessed numbers into the missile decoder, and hope each time that you have made

the right guess. The Reactor is much simpler to destroy.

Mission three sounds easy but it turns out to be quite the opposite. Here, your objective is to seek out and find the Mad Leader himself. Install a small brain implant in his middle (lightly blatted) guy (this Johnny!) and return for the third and final time to Home Base. To find the right Mr. Mad Leader you must use your Brain scanning device to determine who's who.

All these characters will be staying down in a chair and will therefore be easy to spot.

When in the flight sequence, flying your helicopter is no easy task. You must keep a close eye on not only your instruments but also on any enemy and allied aircraft.

An tactic can be rather dense at times and if you are spotted, they will reveal your ID. As soon as you have taken off, you must program the in-board computer with the destination co-ordinates otherwise you shall be flying blind and aimlessly.

In all of your ground missions, it is essential for you to find and use, occasionally, an assessment of security and alarm key cards.

The thing that strikes you first when you load up the game is its similarity to the original Infiltrator.

There is no difference at all between the new concept, that is, Infiltrator II's greater playability and a lot more screens to play around in.

Although Infiltrator II is extremely hard and can run very easily get rather fed up with it.

Infiltrator II has, more or less, no draw-backs at all, and is still worth playing.

- **GRAPHICS** 9
- **SOUND** 7
- **PLAYABILITY** 9
- **VALUE** 8

10 GREAT GAMES

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There (Holland, 1997) was a dangerous and apparently endless stream of women other than those mentioned in the above three pages earlier.



1. *Journal of Management Education* 31(1): 10-12

Lying lies in Christian grace
permeated Woody's
sophisticated New York
look to "Wormholes" who are
told parents.



from effective forces at 24.0 Hz, initially considered by Paul Taylor and revised the effective "1000 Hz" to their own for derivations of the



It's the story of
Madame de Pompadour (Fey)
Remy reveals the two sides of
her life as the queen and the
Madame de Pompadour of
Paris.



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to spin it, hand and finger
manipulations are needed if
you're to get together with
them, as I've done, spinning
the forearm back to a new
position.



WASH. THE CAPITAL POLICE
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THE poor power of education
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even in America from the
stupidest children of



Executive summary
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 a certain, another fellow showing



THE NEW YORKER
 Arrived at the north, exchange
 the signs of the morning
 revealed, I'm not a happy
 as they say in
 the New York



THE TRAIN

- MACHINE: CIBIA/IOB.
- SUPPORT: ATARI 2600.
- PRICE: \$14.95.
- REVIEWER: STEVE BAKER.

This is an adventure game for one player, set in World War Two and based loosely on an old

• The graphics of *The Train* are good, the game play is not!

film on the same name. As a member of the French Resistance you must capture a train loaded with precious works of art from the Germans, and steer it through the night along the railway network into Allied hands, tactically from Metz to

Verdun, which is about as close as Germany as Leeds is to London.

You must stop at all bridges and destroy the gunboats guarding them before they destroy you. You can simply run through a station, but if you stop to take in you can contact the local resistance, who might change the points or capture another station ahead for you. Occasionally you get attacked by German aircraft. You are scored on the amount of unladen cargo you bring out.

The heart of this game is a graphics screen of the engine only, with joystick selection of controls. This works well, and learning to control the train's speed and gear changes is very enjoyable.

The rest of the game is less impressive. Capturing bridges or stations is far too easy, needing only "bombs" fired from your locally machine gun. Also, the game seems to have been put out too early, since some of the routines just don't work.

Information or experience from the Resistance, for example, can be faulty. This is not just part of the game, since the computer blames you for failing to pay attention to the correct



information which you haven't been given! Since the switching system also doesn't work, and you have to follow the same track each time, the game gets monotonous very quickly.

Without the complexity of a real adventure or the subtlety of a proper wargame, *The Train* is an average sort of game. It helps if you like old trains.

- GRAPHICS: 3
- SOUND: 3
- VALUE: 3
- PLAYABILITY: 3

- MACHINE: CIBIA/IOB.
- SUPPORT: ATARI 2600.
- PRICE: \$14.95.
- REVIEWER: STEVE BAKER.

4th & Inches is one of the better American football simulators now on the market, but you need to know the rules of the real game very well before you start playing.

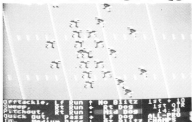
This is a one or two player game in which joystick options let you select a play from a selection of five, then an interval receiver or blocker, and finally a player to control. You can see your opponent's options, but not which one has been selected.

The graphics representing the players and field are good. The only drawback is that you can't look downfield to see if a receiver is clear — and you have to strive to your internal resistor (although backlogging is possible so quite often a pass is denied).

Fortunately the computer, otherwise a tough opponent, plays some defenses, so there are some plays which are virtually guaranteed to work against it on a timing pattern. Punishes are not possible — except on an onside kick — and nor can you fake a pass or delay of game, since the 30 second clock simply stops if you do.

Interception is possible, but you need to have picked the fastest defensive back to reach the ball. Some kick plays are

4TH & INCHES



• *4th & Inches* is a complex simulation, for hard-core fans only.

allowed for but not others. You can have screen games and fake field goals, but not a reverse play, and only the quarterback can throw.

The computer keeps no

statistics, so it is completely hard to see if your strategy is working. Within these limits *4th & Inches* gives you an excellent game of football.

I told you that you needed to

know the game well, didn't I? But if you like the real game, you'll love this version.

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

STEVE BAKER

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QUICKSTVA

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- **REACHES:** CIBRIE
- **REVIEWER:** GUY PAIN
- **PRICE:** £16 (MSRP), £10 (Retail)
- **REVIEWER INFO:** BROMFORD

There are very few times when you come across a game which fails to fit at least partially into the well-established categories of computer games. But such a game is Troll, the second release from Palace Software, Outlaw, the people who produced the

highly-acclaimed Shovel 'N' Bits Construction Kit.

It has elements of arcade adventures, puzzling, a maze game, and shooting items. And yet none of these is the dominant feature... They all mesh together to produce something unique.

The Troll of the game title is Huggabutt who has tumbled into the underworld of Narn, a land of crystal caverns and

populated by malevolent goblins. He can only return to his own world by finding the crystal key in each level and returning it to its place in the magic archet.

The screen has two playing areas, top and bottom. They are almost but not quite mirror images of each other. Guff can move between them by finding what appear to be painted openings which catapult him back and forth. He needs to do this because the hidden crystals can be hidden anywhere.

Now this becomes more



1. Troll explores the crystal cavern world.



4. Troll is now carrying this stone.



2. Bad Dream is sort of Nightmare.



3. Bad Vision is which nightmare?

- **MACINTOSH SPECTRUM:** CIBRIE
- **MACINTOSH SPECTRUM:** CIBRIE
- **PRICE:** £16 (MSRP), £10 (Retail)
- **REVIEWER INFO:** BROMFORD
- **REVIEWER INFO:** BROMFORD

There's ghosts in the machine, a subterranean mansion of menacing spirits and ghouls. The corridors of the night are sunning rampant. And like a bad dream there's no escape, only the hope that you'll wake up and survive. But don't count on it.

Welcome to Cascade's Nightmare, the only game that makes you to-day a player before playing. "Now I lay me down to sleep, I pray the Lord my soul to keep, I'll should die before I wake, I pray the Lord my soul to take."

Up until now Cascade has built its reputation — and probably fortune — on Arc Land 2, the excellent flight simulations. Their other releases have failed to match this standard. But now comes Nightmare, a truly little game, with quality touches,

superbly creepy music, and wonderful graphics touches.

Okay, it's basically a platform and shooters game, a format used in computer games for what seems some. But this game proves there's still a bit of originality and style to be squeezed out.

There are basically two objectives to Nightmare. Firstly to wake up. This is done by moving the time, displayed on the screen, from midnight to 8.12 am. Each "dream" you manage to visit will advance the

time by six minutes. Secondly you have to visit your "dream state" from the lovely Bad Dream up to Malevolent Nightmares.

Twelve dream states are shown by four words — an adjective and noun. For instance, Creepy Illusion. There are 18 adjectives, beginning from the subtle and innocent Bad to the frightening Malevolent. Scoring points changes the colour of the letters in the adjective and noun. When all the letters have changed colour, the adjective changes. When all 76 adjectives

FRIGHTMARE

complicated to explore. As Graft moves around the playing areas he encounters the goblins. These do not kill him but they do build walls which can restrict his movements. Indeed it is very easy to become trapped.

And there are more to the subject of holes. Graft can move from level to level by producing a hole from his position, throwing it on the ground and jumping through it.

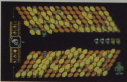
But not all holes are friendly holes. Some will cause death. The type of hole which is

available is dictated by the fruit machine style colour at the left hand side of the screen. Occasionally mushrooms appear from the playing surface. If Graft can jump up and down on this it will produce Water the Dwarf. He climbs down a hole onto the wheel and creates in rapid a fire. That means the type of hole is constantly changing. Confused? Of course you are. And just to add to that confusion it's time to mention the raving death hole. This moves around the screen

providing a mobile trap for Graft. Sometimes it's hard to see because it may be hidden behind the wall built by the goblins. Indeed that is often the case for the more objects to be found.

That is certainly a heavy try at a different sort of game. It is not sure if it's not a little too clever and playability may have been sacrificed. This is definitely a game you should try and play before buying.

■ GRAPHICS
■ SOUND
■ VALUE
■ PLAYABILITY



1 The wolf stomps along and chomps.



2 The goblins build the walls higher.



3 Shadows Dream - trapped by a ghost.



4 End Dream - the job is the first weapon to find.

have been used, it's then on to the next dream state.

The game is packed with enemies, ghosts, spirits, zombies, elves and the like. There are also, as you would expect weapons and useful items to collect.

Other "surprises" include an animated Egyptian Pharaoh set on killing off than his brother him and the experience of death that this so far eluded him: What? Men who have been condemned to eternity. Spooky! Monsters that are seeking their real road. Transylvanian family who have evolved plants and rise from the earth as zombies.

Weapons available include:

Holy Water that will exterminate skulls, Medusa, Bats and a watch that stops down all monsters. This can only be used once, so choose the moment carefully.

There is also a Crucifix that enables you to freeze Zombies, Snakes, Wills, The Wages and a Phoenix and bullets which are collected separately. Up to 25 bullets can be held at one time which can be used to kill numerous monsters but some

will only die after several hits. Silver Hovers and Bullets - there's only one of these and it can be used to kill additional monsters, such as Zombies and Wyrms.

The collected weapons are displayed at the bottom of the screen. You can select individual weapons with the joystick. Whatever weapon is in the right hand position will be the one used.

Other things to be found around the game are rings, which increase the size of your jumps, rings for extra lives - up to five may be earned in one play - , shells, to increase dream state rating, and transplants,

which allow you to move from screen to screen.

Special mention must be made of the music by The Judges, a Dutch band. It's excellent, just right to send chills up your spine.

Oh, for the sake, make sure you get May's C+VG for our special PlayStation Friday editions.

PlayStation is definitely a step in the right direction for C+VG. But remember, sweet dreams are not made out of this.

■ GRAPHICS
■ SOUND
■ VALUE
■ PLAYABILITY



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GUADALCANAL

- GRAPHICS: CBM 65000
- SOUND: 15.3125 KHz
- PLAY: 15.3125 KHz
- VERSION TESTED: CBM 65000
- DEVELOPER: SPECTRA

For the United States in World War Two capturing an island from the Japanese was not simply a case of landing troops and letting them fight. They had to be supplied, reinforced, kept

- Guadalcanal would have improved with a two player option

free from disease, and given air cover. All this depended on keeping a sea route to the island open. Winning at Guadalcanal, occurred between August 1942 and January 1943, was a matter of balancing land, air and sea forces.

Guadalcanal provides exactly this challenge in a one player game, with the player taking either side against the computer.

moving between a main map to direct ships, air strength and a battle map of Guadalcanal.

The game is turn-driven and works in continuous time. Roughly one second equals one game round which can be speeded up to cope with the months that the campaign lasted.

At the start the Americans are in no position to attack. They must protect their sea convoys with battleships and aircraft carriers, building up troops and supplies on the island. If you leave behind the ammunition and the military your troops will be over run or die of disease.

Meanwhile the Japanese, who had more battleships and carriers in the sea, are trying to do the

- The game is turn-driven



same thing, attempting to find the Americans. If either side loses it supply ships to enemy action it has lost the battle.

Trying to cover every aspect of a campaign — including even code breaking — like this is ambitious. One major drawback is that you can only give directional movement orders. While you are watching the land fighting your carriers may have run into an island.

The game can be paused, but the continuous time doesn't allow a lot of planning or thinking before you react.

Guadalcanal is a good and interesting strategic game, that would have been even better with a two player option.

- GRAPHICS
- REALISM
- CHALLENGE
- VALUE



POWER STRUGGLE

- GRAPHICS: CBM 65000
- SOUND: 15.3125 KHz
- PLAY: 15.3125 KHz
- VERSION TESTED: CBM 65000
- DEVELOPER: SPECTRA

The real-world of international politics and wars is so complex that it is almost impossible to represent on a computer. Very sensibly, the designers of Power Struggle have not tried. Instead, they have produced a very simple, very playable game for one or two players in which you are invited to take over the world.

The game screen is a world map divided both into regions and smaller countries, each with its own military and industrial strength and political influence. The players control as a block either the "West" or the "East", trying to influence neutral countries to join their side. This influence can include neutral countries to join their side. This influence can include direct military action, or the transfer of military industrial power from a

strong country to a weak one.

Some neutral countries start with a leaning towards one side or the other and are easy to win over. Once a country has been won-over it cannot change to the other side except by being defeated in war and occupied. In the standard game the division of countries into West, East and neutral reflects the real world, but the players can also select a completely random opening. The game takes several hours to play through, and only ends when that map is completely green (West controls every country) or red (East has control).

The problem is they have to do so together at the same time, which sometimes degenerates into an exercise in stupid manipulation as players try to double bluff one another. There is no hidden movement from the computer, which as an opponent unfortunately plays its moves according to what the

player is doing, resulting too often in catastrophe.

This is not a realistic game, nor one to be taken too seriously, but it is very playable, and

especially good value.

- GRAPHICS
- REALISM
- CHALLENGE
- VALUE

- Do you fancy trying your hand at international politics?



- **MANIPULATOR:** ARISTIDE CACI BARRIS, at age 11
- **SYSTEMS:** IBM PC, PC compatibles
- **VERSIONS:** IBM, Amstrad 504
- **PRICE:** £19.99 (UK), \$19.99 (US)
- **REVIEWER:** David Adams

catacombs. Only then can the second part of the game begin.

The map in *Crafton II* is big, taking in houses, cottages, and even a temple frequented by hounds on leashes. All these locations are linked together by tunnels and staircases, and everything flows together, and waits to be seen that deep coverage on your head if you hang into them.

The attention to detail, both inside and out, is impressive; almost anything you care to know can be pushed or pulled. Objects can be used, hidden, and even blown, in addition to the standard pick up and drop.

In fact, it's anything, the game is too cluttered with objects, making it a daunting task working out what is useful and what is just decoration. Because of this, you find yourself spending too much time experimenting with objects.



• The graphics detail in the game is impressive.

CRAFTON II

Crafton and *Kid* was one of the first isometric games released for the Amstrad, back in the murky past of 1989. It was notable for its colorful rooms, cluttered full of objects that could be pushed around, walked, and even bounced on — in the case of beds.

At the time, such graphical tricks were fresh and new. Now, however, budget priced romances with murder objects and the like are two-a-penny, so what's *Crafton II* got that justifies its £10-£15 price tag, and is it worth the cash?

The game is set on Kelt, a planet inhabited by two races; the Baffians are an alien and methodical race while the Groggs are a disorderly, sloppy, chaotic creature species in harmony with each other.

Recently a new religious sect, made-up entirely of Baffians, has taken to holding secret meetings in a mysterious complex of catacombs and grottoes, far beneath one of the planet's highest mountains. No 'you better' has ever found the entrance to the catacombs, let alone succeeded in unravelling the secrets that lie beyond.

You have been summoned to the planet by the Groggs who want to know what makes this



• *Crafton II* has more atmosphere than most isometric adventures.

strange religious sect. But, in order to gain their confidence, the Groggs will ask you to perform various tasks. Since they think you're a regular Grogg, they'll show you the entrance to the where what you really want to be doing is making your teeth into a few nasty problems and puzzles.

Not that *Crafton II* doesn't have more than its fair share of problems, because it has more than most, giving it far more of an adventure flavor than many other so-called arcade adventures.

So, if you like your romances cluttered full of opened fire, mouse traps, gift-wrapped

parrots, and floor eggs, and all manner of weird and wonderful creatures (all beautifully designed and animated) then *Crafton* could be for you, personally I'll stick to *Head Over Heels*.

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

C+VG

REVIEWS

17



Are you tough enough to be a Rolling Thunder agent?

100s. Things become pretty busy pretty rapidly, especially as I found some of the techniques for jumping or ducking out of trouble hard to perfect on some joystick.

It's certainly worth making the effort to get confident with this stuff early on, if you are to have a fighting chance on the upper levels.

All in all, Rolling Thunder is not a bad shoot-'em-up, but there do come better. It is certainly a tough game to come anywhere near finishing. In fact I sometimes got the impression it was perhaps too heavily weighted against the player (you

ROLLING THUNDER

• MACHINE: CEM 32/
• DEVELOPER: GUNCOCK
• PUBLISHER: US GOLD
• PRICE: £49.95/\$71.95
• SYSTEM: MS-DOS, SAMRIS
• RELEASE: 1994
• VERSION TESTED: AMSTRAD
• REVIEWED BY: T. BERRY

Drop, deep beneath a deserted wasteland an evil criminal mastermind holds a group of unfortunate hostages. His plan? To take over the world, of course, in the time honoured old, criminal mastermind tradition.

What looks behind the door?

You play a James Bond-type from the Rolling Thunder Undercover Cop Agency, going up against the wicked Madra on his home turf, fleeing the hostages and saving the big cheese himself. Sounds easy? Well, I can assure you it's not.

As you move around the warehouse, searching for the secret door that leads deeper into the fortress, hooded bad guys leap out at you, blasting with pistols and throwing bullets from the overhead catwalk. They might just be cannon fodder, but they pack a punch, and there are

enough of them around at even the early levels to make staying in one place a real problem.

You can escape immediate danger by ducking into doorways, some of which contain new prizes for you to collect, or by jumping up onto the catwalks — great fun and up together —, but new hazards can lurk there as well.

As always, the further you get into the game, the harder things get, with rolling-mounted laser cannons opening up and various obstacles appearing unobtrusively, including mines and lava

have to go around the whole thing twice before you get a shot at Global considering that the graphics aren't sufficiently inspiring to keep the interest for very long.

If you are in the market for this kind of scrolling, multiple platform shoot-'em-up, it might be worth checking out the competitors, such as Ocean's Greyn, before speaking out.

• GRAPHICS
• SOUND
• VALUE
• PLAYABILITY

The hooded bad guys are chasing in.



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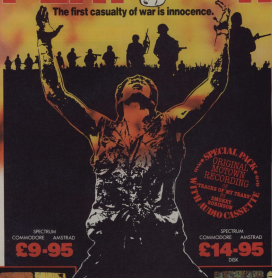


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REVIEWS

CVG

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► MACHINES: AMIGA, CBM 32, SPECTRUM
► SUPPLIER: MICROSOFT
► PRICE: £34.95
► RELEASE: AUGUST 1989

When Commodore pilot Captain John Hutchinson revealed *Strike Force Harrier*, on the Commodore, did he feel a sword with as true in the RAF, and "took one up" to test the simulation for authenticity.

One wonders what this feels and whether you'll Amiga version.



1. Throttle and stick simulation.

STRIKE FORCE HARRIER

would tempt him to do — perhaps a head to head with a Mig — who knows? One thing is clear though this is about as real as mere mortals like you and I are going to get to going head against a Mig in the fictitious F4U jet.

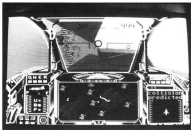
The number of controls and information panels on offer are staggering — offering a truly sophisticated and absorbing simulation — though not a "pure" one as there are a few fictitious extra facilities thrown in for good measure.

Once you have mastered the basics of flight you can accept a mission. The objective here is to destroy the enemy HQ — 128 miles NNE of your position as shown on your ground map.

Before taking the enemy HQ task, your mission is to eliminate the ground tanks that are threatening your ground installations.

Once you are in the skies you can rely on the cleverly computerized controls to get you through your mission. Your mission is to your F4U jet — a fictitious instrument that real life Harrier pilots would love to have on board. It stands for Forward or Forward Tracking Radar, it appears just before the cockpit and shows you a combined map and updating target display of your area of mission.

To accompany F4U jet you also have the JAR — which



2. Staggering amount of controls.

stands for Jet Attack Radar and shows you in detail what is also occupying your airspace.

Excellent Amiga sound effects help you hear the other plane's guns — there is a change of noise and the noise drops.

The "Vector Thrust" which is what enables the jet to perform its characteristic vertical lift off is

produced by turning the engine nozzles through 90° facing it into the air. The simulation simplifies things slightly — in as much as you have only three angles — horizontal, 45° and vertical.

I know of at least four new flight sim — two games currently under development for

the Amiga. Microsoft's *Strike Force Harrier* will be the one that wins the race to the software shelves — it may well prove to be the most serious looking as well with its real mix of pure and arcade game play.

► SHAPES
► SOUND
► VALUE
► PLAYABILITY

REVIEWS

GRAND

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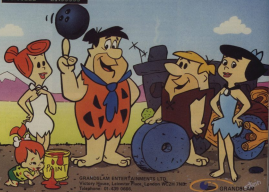
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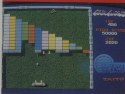


C+VG

19

REVIEWS

► **DESIGNED:** AMIGA
 ► **DISTRIBUTOR:** DISCOVERY
 ► **SOFTWARE:** INTERNATIONAL
 ► **PRICE:** IMPORT ONLY
 ► **REMARKS:** GREAT BUY!



► *Most ships look like*

ARKANOÏD

This game of the month this and every month as far as I'm concerned — or at least until the next hot Amiga game comes — is this new version of Arkanoïd. It makes such good use of the increased ability of the Amiga as to make it the nearest thing yet to offering a coin up in your own bedroom. Unless you win a C+VG competition that at

Apparently, you are supposed to be the captain of the spaceship craft View, trapped somewhere in space behind a variety of elaborate brick walls, and desperately fighting your way out.

Your rectangular ship moves back and forth across the bottom of the screen, battling a single energy ball up against the brickwork as if you were playing some game of destructive squash. Miss the ball and you lose a life.

In fact this whole space ship idea is a bit of red herring as far as playing the game is concerned. The ship looks and feels so much like a bat, the energy ball like a ball and the bright geometric shapes of the walls and backgrounds so little like any idea of space I've ever heard of that you tend to treat it

► *Anything is all part of the game.*



► *A great extension of a classic set-up.*



as a super-charged, up-to-the-minute version of one of those tennis games not all played back in prehistoric times.

No, don't guess, those games may have been basic, but they were undeniably addictive, and what Arkanoïd does is retain that very simple addiction, while at the same time adding all the advances we've gained through over the years.

Points are awarded for knocking out each brick, or for taking out one of the variety of bizarre aliens that arrive about midway through the game, making no threat to anyone, outside of drastically affecting the ball's course. At the same time, coloured energy tanks drop towards you. Collect these, and your ship is dramatically affected. Blue ones marked F, for instance, stretch your craft to twice its size, making taking the energy ships much easier.

Green barrels (B) make the ship sticky, catching the ball each time and allowing you to reposition your ship before releasing it again to great effect. Light blue splits the ball into three, giving you far more destructive power, for as long as you can juggle them.

There are others that speed up or slow down the speed of the ball, but best of all is the red L bar net, which turns your ship into a laser cannon. You get unlimited shots on this, as each one and the level could be as good as over, as long as you don't get caught away blasting, and take touch with ball.

Arkanoïd is an odd game in that at times it seems incredibly easy — most games should play it — often suddenly an unexpected speed, everything up, or an unexpected obstacle sends the ship careening in an odd direction. You certainly need to be on your toes. If you're lucky enough to have an Amiga, this should be near the top of your list.

► **GRAPHICS**
 ► **SOUND**
 ► **YOUR**
 ► **PLAYABILITY**

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REVIEWS

20

- MACHINÉ GARGOIL
- GUNN & BOWEN DAMNED
- FRODO BAGGINS
- SEVENIN: DARK CRY



• *Dream backdrops.*

However, where originally does show its face is the stunning 3D colour backdrops for each scene.

These backdrops are pictures of great detail, including things like fantasy sword fights, armoured and heavenly beings. The artwork isn't digitised, and it makes one ball off a difference.

One thing about *Ball Raider*, though, is the obvious patterns in which the bricks are laid out. I take level four for example. The bottom row of bricks, except one, are identical.

This means bouncing the ball through a one block gap, and it's no damn trick that you could easily guess at trying to do it.

Of course, as great as these clones would be complete without a true sound effect or two. *Ball Raider* has this sound as the item of a digitised rhythm which pumps away in the background while you play. Although it keeps repeating itself, the tune doesn't seem to get old your nerves and this is a real bonus.

The only other unique touch is that you can't actually choose what notes you get to play with, you just get them thrown upon you. One minute you've got a single ball, allowing you to hold the ball and maintain it, the next ball is raining around the screen in a fast mode.

Needless to say this makes things slightly harder but is all adds to the fun.

Well, that's about it. A real sense of fun is built with some great graphical backdrops and great sound. It even has a unlimited high score table, featuring a real 'Marble' type who pulls down a blind to reveal the high scores.

Can I really say much more, it's just brilliant.

- JOYCE
- GUNN
- BOWEN
- FRODO

BALL RAIDER

Over the past few months the 'Blatant' theme has been used to create some really good versions of the old arcade classic. First there was *Demolition*, then *Impassable* and *Final* files.

So it will probably come as no surprise to find that *Ball Raider*, the latest from Gun & Bowen (based software house Damned), runs at a similar vein.

Having said that, it is surprising to find that this is also a pretty silly version.

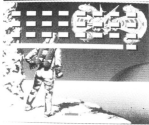
The scenario for *Ball Raider* is about as original as the original photograph of Napoleon taking down the ball's desk, going on about the ultimate challenge, etc. etc.

From the special effects such as fast ball, slow ball and how they are all available in Arcades.

• *Superb sound.*



• *The ones to beat.*



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► It's 1940 and Cody contemplates the task that confronts him . . .



► Slip, up and away with his jetpack on his back.

ROCKET RANGER

Commander Cody is the overbooked hero of Cinematronics' latest production. It's an epic, arcade-run adventure game with stacks of high-quality graphics of a similar quality to those that made the company's name when *Defender* of *Star Wars* was launched last year.

It is 1940 and Cody is sitting alone

in his New Jersey home when a horrifying vision of the future comes to him. It is a world where the outcome of World War II is very different to that which we know. It is a world in which the Nazis won. Swastikas fly from the White House and the whole of the world is under the tyranny of the Nazi jackboots.

Commander Cody must fly back

into history and change the course of the war. One of your first tasks is to rendezvous with the Dopplein.

Cody was chosen for the mission because he was friendly with a woman's daughter who has been kidnapped and is being interrogated by the Nazis.

To successfully complete the game you will have to fly to the moon. The

forces of the Nazi's military might is a special metal called 'lumatum'. This is mined by a group of female slaves. Men cannot handle lumatum as it weakens them and they die. Female zombies on the moon? Well I did say it was a celebration of the B movie.

In order to complete this part of the game you will need to locate its





After a three-day flight — rendezvous with the *Rappalo*

pieces of a rocket ship and assemble it. Four agents search the world for the various pieces of the ship — those movements are charted on the world map — which is one of the main game play screens.

The *Spies* team shows how to do this to be freed — being in league with the Nazis. You may have to fight it out with them on the moon in

ways after wave of attacking waves of *Heimlich* units.

Another upgrade sequence is a beat 'em up wrap with a German guard. *Commander* was particularly pleased with the animation in this fight. Bob Jacobson: "There are very old frames of animation in the right possible moves that can be used in the fight with the guard."



When the scientist and his daughter are held hostage

Ranger in terms of depth. We have been able to incorporate more game play because of a female through that is unique to *Commander* in handling data into the *Amiga*. We can simply load four times the amount of data — much faster than ever before.

Much of this data capacity is used in sound effects and the relative digitized speech incorporated in the

"live" theme demonstration" to one of his children's work they discuss the various that may be inferred on our screen.

To help him in his quest, *Commander* Cody has been issued with a number of scientific gadgets to help in his battle with the Nazis. A voice monitor enables him to communicate with his agents, send

ANGER



view of this.

There are a number of arcade sequences in the game — as well as the overriding strategy challenge of changing history.

One of those arcade sequences is an excellent *Space Shuttle* like shoot 'em up challenge. Armed with a trusty laser and his power pack on his back, *Commander* Cody must soar through

Jack feels the graphics and animation in *Doctor* Ranger beats any of their previous games.

"It's miles ahead of anything we've done before," he said.

He is also defensive about the game itself, disagreeing with criticisms of earlier games for lack of game play.

"There is much more in *Doctor*

investigation sequence.

Commander will have speech options "Real Talk" and it is not difficult to see why. Several phrases are buried out in a tough German accent as the officer interrogates Cody and the scientist's daughter.

"You will pay for your insolence," he says, when Cody gives a flippant reply to one of his questions. Or

if *Commander* and select destinations is controlled to.

Cody's Ray Gun features interesting digitized sound effects when he connects with a target. "The sounds you hear when a German plane hits an air engine makes — recorded at Los Angeles Airport which is just down the road from the office," Jacob explains.

Cody's voice monitor shows him what the Nazis are up to.



ROCKET RANGER



■ *Jet graphics* – not a lot of endorsement by their Amiga counterparts.

Rocket Ranger is definitely one of the biggest computer games ever developed. "It will be shipped on two discs and has more than two hours' worth of data."

But if you think that sounds big, this Amiga version is only a third of the size of a "C.D.I." version already on the drawing boards.

Ultimate's owner California studies. This version will run on a new

■ *The leftwaffle by post on Atari play the means.*

series of interactive entertainment of items being developed by a consortium of Japanese manufacturers and Philips – early pioneers of interactive disc entertainment.

It is not yet known exactly how the discs will work – but it is believed that they will look up with 16-bit machines.

One thing is clear with people like



■ *Penetration of Allied Forces.*

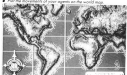
Commanders and Electronic Arts, new technology about how big will make for these systems they must first be a lot more living the ships.

The arrival of CBI is of course taller made for companies like Comshare – with their continuing graphics and edited descriptions of characters and plot development. Even without the bells and whistles of the C.D.I.

■ *Plan the movements of your agents on the world map.*

version of *Rocket Ranger* the game is bound to capture the imagination of game players around the world.

It is not only for Amiga owners, either. A CD version is planned on a disc with "all the game play and graphics we need the Amiga version," promises Ed Jacobs. Most CD and PC versions of the Amiga are also planned for later in the year.



Rocket Ranger is in the hospital on the side of the bed. "I'm sorry," says the doctor. "It's too late for the Amiga."

"If *Rocket Ranger* was the spirit of the 1980s, a 1980s, such as it is, and movement games were a lot younger people get up to them.

The best movement game in the UK is at *Atari Towers* – where the new version is about to go.

Black Hole is the big attraction together with the *Thunderdome* and *1980* exhibit too.

You can visit super day out at *Atari Towers* – in the UK it's pay for your ticket to *Atari Towers* from anywhere in the UK, but you to visit the most fun, and present you with a photo-memory of your day out.



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C+VG

REVIEWS

21

■ MACHINE: STAN BT
■ GAMES: ST. MICROSPOT
■ PRICE: \$19.95
■ DEVELOPER: EUGENE LACRO

Clicks, dings, and four dazzling, addictive new games for the Atari ST.

The basic idea is pretty familiar and — a minor disclaimer! — just anti-*ClayFighter*. Simply fly inside your V-Wing ship, hit hatched gards from the mother ship. Pushing forward on your joystick shoots the ship forward with a puff of extra-cooked flame from its nose.

The V-Wing can split through 200 degrees shooting out full auto-tuned gun fire. It is quite tiny on the screen — similar in size to the *Assassinator*.

Boosting is crucial — particularly on the more difficult planets with their homing missiles and heavy ground-to-air bombardments.

There's a game play in controlling the ship and avoiding the flock. It is a real test of skill requiring the minute adjustments to the ship's direction, speed and trajectory.

Each planet is a somewhat complex of jagged rocks, boulders, and fire hot obstacles where the Chickens — shifting their arms furiously to attract your attention when you manage to get close to them.

The Chicken isn't actually helpful themselves much. In that environment to succeed is about the V-Wing fly run up and down like headless chickens —



■ Mapping to the stars of Glax.

GLAXY: COSMOS

sometimes in the way of your landing site. Landing is difficult enough without the desperate Chickens to the gravitational pull of the planet who, in some, the V-Wing drift as well as float down slowly.

You can't really blame the Chickens for being hostile — if they don't escape, they'll eat you. Instead, the Chickens, will start there down, make them and have them to stand for another planet. The Chicken just don't give a chicken you are.

According to the storyline they say: "We built the Glax, so we have the right to find them as we please."

Whether Glax should have completely rights of not is something you might wish to

ponder as you struggle to negotiate the complex terrain of the four progressively difficult planets. My guess is, however, that it will take all of your concentration to stay in the game.

It is the ground installations that make life really difficult. Some of the lower buildings have an invisible laser field that can send your V-Wing into a targeted spot. Another control tower initiates from missiles and will, in some, send out an air of fire cutting up the strips of the screen as the ST smashes shoulders with the laser generated by this explosion.

Shoot back at all on the lower installations and are defense piece of strategy that

you would do well to remember is to locate and destroy those at once. Their homing missiles are amongst the best I have seen in a computer game. They really pin you down and follow you, revealing you in your decreasing circles until you make contact.

Your only defense is to split faster and eliminate them before they get to close. Believe me, when they start firing in at face and three, this isn't easy.

One of the best points about Glax is that it has a game designer and editor feature. When you have finished the planets created for you by the game, you can design your own.

Any ST owner who has played Glax will not want to be without Glax. The only criticism is the game knows that Glax is not out of line with other ST game price tags. It is said that having that played a \$1.99 Packard Penetration a

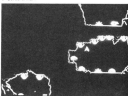
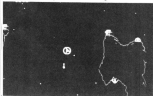
Connecticut Child and having lived it is death — more or less the same game seems a lot cheap at twenty quid. Anyway, the game is too good to leave the mother as a negative. I will say that if you do look out for it you are in for hours of excellent action game entertainment.

■ GAMES: ST
■ PRICE: \$19.95
■ DEVELOPER: EUGENE LACRO



■ The V-Wing can split as the hatching missile class.

■ Get out of that.



COMMODORE
E4 58 68 95



WE'RE TAKING THEM THE EASY WAY! MONITOR THEIR ACTIONS IN-CLASS ACCORD TO THE HIGH-FUNCTIONS IN ORDER TO
"PUT THEM DOWN" - AND THAT'S NOT EACH THEM-SHUT-A-DOWN! IN ADDITION, RESEARCH THE DEFENSIVE DOODS... AND FOR STARTERS...

- **ARCADIST: PANIGA.**
- **SYSTEMS: ELECTRONIC ARTS.**
- **PRICE: £49.95.**
- **REVIEWED: BLANKS BY JOHN.**

Fashions come and go in the games software business and generally come back again improved and changed.

The idea of slot-in machines has put games manufacturers in a quandary — new powerful computer are in abundance... new game titles are, unfortunately, less numerous. We've seen the software focused parade in front of the '80 slot machine a whole back catalogue of computer games ranging from Break-out to Pac-man.

Electronic Arts has taken the racing game genre to the Atari and expanded the idea for beyond the boundaries of the computer versions of *Pole Position* and *Datsun*, produced a computer game that is a sophisticated, painstakingly accurate and, in many ways, original simulation of racing a Formula One Ferrari in the Grand Prix World Championships. Where *Datsun* was frantic, steering and pedal pumping, *Ferrari Formula One* is a game of strategy, planning and team and engine management.

And this is where the game's main heart lies — there's no sensation of speed or the excitement of travelling at over 200mph on some of the world's most dangerous and exhilarating race tracks.

Entry within imaginable aspect of managing a Formula One team and seeing the car you sponsored for in the game. Many months of research and planning time have obviously been spent on producing the game, but when you actually try handling rubber, the *Formula One Ferrari* does become quite a



FERRARI F

disappointment considering how good the rest of the package is.

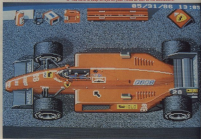
Electronic Arts may well claim that they have set out to create an authentic simulation and not another copy of *Datsun*. While we can be thankful that the game's real, *Datsun* all over again, I do think that any racing simulation should tax the player's driving reflexes as well as his or her brain.

That one criticism apart, let's see what the game has to offer.

The game begins with a demo mode which gives you the chance to familiarise yourself with all the instruments and gauges in the cockpit of the car, and the race information that is displayed in the top right-hand corner of the screen. The



1 You have to keep an eye on your clock as well as the dashboard.



2 The Ferrari is the pit for last mode, last up.

instrumentation is comprehensive: fuel gauges, four wheel indicators, rev counter, oil pressure indicator and the turbo-boost control are all displayed and add a lot to the professional and slick graphics of the game.

The pit view errors in calculation are very impressive, and you can actually get a fair idea how many cars are behind you — and how close they are!

You can at this point, if you wish, go straight into the first race of the season, the dual six-lap course of action is to go the Fiorano race track — the

Fiorano is the pit for last mode, last up. When you arrive in Fiorano a display of the Fiorano paddock is shown. From here the simulation tells you test your car on the track, go into the pits for checks on the car, take the car into the garage for major over-hauls like replacing the engine; test the car's aerodynamics in the wind tunnel or you can load up the tires and fly across the world to compete in one of the Championship Grand Prix.

When you arrive in Fiorano a display of the Fiorano paddock is shown. From here the simulation tells you test your car on the track, go into the pits for checks on the car, take the car into the garage for major over-hauls like replacing the engine; test the car's aerodynamics in the wind tunnel or you can load up the tires and fly across the world to compete in one of the Championship Grand Prix.



FORMULA 1



■ The more, the merrier



■ Choosing your destination and then, ready, go!

■ Choose your destination and then, ready, go!



handling characteristics. The graphics of the wind-whipping cover the top of the car are brilliant.

Once you've taken care of telling us the car is time to hit the tarmac and try out your beautiful racing machine.

It's here that you must learn how to treat your car and how to steer. I imagine, from complexity and detail of the game, that the car steers very much like a real Ferrari — it's difficult. It is very easy to oversteer and you'll often slide off the track or end up doing an 180-degree spin.

Handling improved driving the car (I, it's time to load up the torques and take off for the first race of the season — The Brazilian Grand Prix in Rio.

REVIEWS

C+VG

23

software that will appeal to anyone with a real interest in motor racing.

Ferrari Formula One is sophisticated, complex, testing and very absorbing game software in a very professional that it's not very exciting.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Win the day out of your life

Look, this is quite simply the best day out you will ever have for nothing. I will chauffeur you, around all day in a Ferrari. When you get to the bottom of C + VG, I will give you up from home in the morning. Take you to school with a college where the hell you like. Every day at lunch time to the best hotel in your home town, take you home, and present you with a brand new photo-copied copy of your super day out. This will stay in published in the magazine in a future issue.

To win the Day Out of a Lifetime Grand Prix, simply write in and tell me in not more than one hundred words where you would most like me to take you, and why. Who knows — I might just take you there.

Name _____

Address _____

I would like the Ed to chauffeur me to _____

in a Ferrari Decade _____



Each Grand Prix begins with a practice lap two days before the race. In the afternoon is the first qualifying race where you must try your hardest to get a good lap time. The next day there is another practice and the final qualifying race.

On the morning of the race there is 30 minute warming-up session, and then it's your opportunity to go on the starting grid and become world champion.

Apart from my criticism about not feeling as if I was driving at 300mph, the game is undoubtedly a steady pace of

The game allows you to play at three different levels — Formula One, Two and Three. It's best to start the game at the Formula One level as you don't need to worry about changing gear and the built-in manager makes suggestions as to tyre combinations, the suspension, turboboost and gear box settings.

The Wind Tunnel part of the game is one of the best graphics screens in Ferrari Formula One. In this section you can alter the angle of the wings of your Ferrari to make it more aerodynamic and change the car's most

SHUK + doode

ART: BRUCE WERNER
 WRITER: BRUCE WERNER
 FOR CRYSTAL
 LA VOICE
 NEW YORK

NOT EVEN THE POLICE ARE GET AROUND TO OUR LITTLE MYSTERY THREE DAYS NOW AND STILL NOTHING. WHEN WILL THEY SHOW THEMSELVES?



NOTHING. NOTHING. NOTHING.

THOSE POLICE REPORTS I HANDED INTO YESTERDAY WERE LABELLED: 'THEY'RE AS MURDER IN THE CASE' AS I AM. BEING THAT I SHOULD TALK TO THEM FOR HELP. NOTHING IS SAFE FROM THE SO-BEING PUNISHED, NOT CONFIDENTIAL POLICE COMPUTER FILES, CERTAINLY NOT THEIR EVIDENCE. NOW THERE'S A THING.



A SCRELL AND BOOK BORN OF HYPOTHESIS AND UNCOMMON SENSE AND COMPOSITION. FOUND IN THE AFTERMATH OF AN EXPLOSION AND RACING FIRE...



I WIPED THE FILE.

I TRANSFERRED THE EVIDENCE.

HOWITZ
 THE DEER
 FOR ME!

THE AUTHORITIES WILL NOT BE PLEASED.



BUT STILL MY CREAM IS PROBLEM. WHEN CAN THEY BE?



I'LL SEARCH THE EVIDENCE TOMORROW. BEFORE IT'S GONE. THERE SHOULDN'T BE ANY RECORD OF ME...

THREE DAYS AGO ON THE LATE 1980S WHEN THEY HAD A BIG CASE. WHAT? ... WELL, THEY PULLED THE BANNED-SPEECH PROGRAM. JUST LIKE THAT. ... WHAT? OF COURSE ON LARRY WALKER. I BOOKED THREE PRISONERS. WHEN SOME GET OUT LATER ON...



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HERE I SIT, ALONE IN THE DARK WITH MY
COMPUTER AND INFORMATION TREASURE BOARD.
AND I WAIT... LIKE A SLITHERING CAT FOR A
STATEMENT, A POLITICAL DECLARATION, A CRIME.
SOME SCANDALOUS MISDEED THAT
MAY BE USED TO MY ADVANTAGE...



I AM ONE HUNDRED AND
FORTY EIGHT YEARS
OLD... DO NOT
EAT, DO NOT
SLEEP.

WHO
AM I?



I AM NOT A HAPPY MAN.
I AM BLEND. I AM DAMNED.
I HEAR NO EVIL, SEE NO
EVIL, SPEAK NO EVIL...
MERCIES, WHOM WILL
THE DARKNESS CLAIM
MINE, ANOTHER MEMORY
IS LOST AND SO FEW
STILL REMAIN...



I HAVE SIX STRONG SONS, BUT
DEPEND ON NO ONE. CANNOT SEE
CANNOT HEAR, BUT NOTHING MY
FATHER ME BROADCAST. MY SLAVES
FEAR ME. MY BOYS REVERE ME.
I MARRIED MY WIFE, WITH HER
LAST BREATH SHE MARRIED ME.
I AM THE LEADER OF THE KNIGHTS
OF THE WHITE CAMILLA.

WHO AM I?...



I AM FEAR, I AM PAIN, GRIEF, CARELESSNESS,
WISDOM AND FRIEND. I AM THE BLACKEST
DARLING. I AM JEM, THE DEMONIC WARDEN
AND I CALL MY BOYS TO ME...



PHILIPPE LEITCH / DIDIER BOUCHON

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Frame Up!

Okay, it's time to join the frame game again. First up is Simon Hall, from Rotterdam, Holland. His offering on the Amiga is a classy Outrun and the mystic ninja, Shane Parris, from Llanelli Hill, near Abergavenny, captures Raton and Benegadeads with pixel perfection. Lars Sandness, Norway, harks back to the Bug Hunters on his Amiga.

Christopher Slien, from Alderney, takes his Amstrad into orbit with his spaceman, into action with a Tamsar and delves into mysteries of the forest. And Master Mollatt, from Blackpool, shows that the Spectrum still has a lot to offer with these classy pics. As does Stuart Galt, from Dumbartonshire, and Bill Bolton, Clwyd, North Wales. Finally, B. James, from Breunton, North Devon, puts his ST through its paces with Marilyn Monroe.



• Bill Bolton's winning style



• Space face by Stuart Galt



• What a cutie - another from Bill



• Marilyn Monroe - from B. James



• Simon Hall's ninja warrior



• Chris Sims's Remotrol forward



• Ignored out - Chris Sims strikes again



• Protest against the AIDS virus!



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• Drill's back from Morway's Lora

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ADVENTURE

helpline



It isn't often that I give away the secret of a good dinner. But last night, **Bruce** of Brockton was certainly a deserving cause: we soon got a Spectrum for Christmas, and with the Count still unswayed, Sheila was wiser. "I shall never know how to kill the Count, and I must admit I am curious." So before the good-old Count finally leaves our premises, I am providing him with the answer. "P" So that's how could I refuse to answer.

Now — here's some more
cuddles coming up!
Reminded Pettigrew — the
changeling from *Agnes's*
Somerset, whose *Barrow*

featured in an adventure? Mrs. Bush of Finner, keeps finding the underground shut in the second part of the game, and she can't get Gary Monson's room number. Mrs. Bush also asks if there is a quick way of getting to the boat in Gohma, and what to do at the island.

Finally, *Adventure* (that's the name of the adventure) is coming out this fall. But, my memory serves me correctly, this was originally available on ye olde Apple II™, and I reviewed it back in August 1982 - before our new Baped got out of his nappies and into C + VGA on a staff writer Mrs. Bush and her fellow adventurers are sure there is a way into the dungeon other than by killing the princess. But when?

Western Union's rate was doubled from 10¢ to 20¢ per word, and the company is

the Help/line mail, is *Rage's Revenge*. Was there a single letter that didn't mention it? Well, just about. How do you get past the hut by the minefield, asks **Nigel Budd** of Aberystwyth. Nigel would also like to enter the bungalow without getting caught. Of course, the net is the main problem - so pursue the blue section for a few

"I don't think it is fair to compare adventure systems," writes **Wesley Barden**, from Tipperary. "Most people who buy games realize that they will probably play a game on another format, ie playing *Quest of the Nine* on an ST and then playing it on a Spectrum. So seeing a low rating for a Spectrum version that is also available on an ST will dishearten ST owners and in some cases they will miss a great game."

I disagree, Philip – the ratings are split into different categories, and the review will generally cater to which version was picked for review.

Venom is a game that lost. **Paul Hardy** controlling his head. He can't open the top room door, nor find the statue of Venom. A football fanatic too, Paul is having trouble with his site. The mechanic he called tells him there's no point in changing the wheel, and promptly drives off! But worse still, for a Football Fantasy player he can't persuade the players to go on the field! This is ridiculous!

Or is it? **Mark Griffiths** of Huxley, just even do a simple thing like making a phone call in this game, for he can't use the index. And in *Lifeline*, Mark would *definitely* love to discover how to use the damn keyboard!

Rugby dinner can be solved by mass municipal Accounting. That is, Anthony Hobbes and Matthew Gamble of Chew Stoke do not deem — good! Are they the first to solve mathematics, yet?

news

Minimight is expected to be released by Activision during March or April, for a wide range of machines, including G-84 tape and disk, Spectrum 48K/128, Amstrad CPC, Amstrad PCW 8050, IBM PC, Amiga, and Atari ST. The Spectrum version will look to see what size magazine it is in, and then load extra modules into a TSR; machine. Prices are not yet announced. C+ PC will be bringing you a full review next month.



Learning Objectives

It's a new graphic adventure about to be sprung by Rainbow Software. Written by a new name in the adventure field, Coasthouse-based Brian Software, Legend, will be available for Amiga and Atari ST for \$19.95. Due for release during March, we will be bringing you a full review in this next issue.



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experiments of the New
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Quest has you on an epic world adventure, setting out in search of legendary treasure and hidden gold mines, from Mississippi to Arizona, from the Great Lakes to the State of Oregon. The adventure may find himself have to face with the ancient Indians, or tribes of hunters, and must learn how to interact with them.



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interactive fiction, infocomics. Branching storylines without puzzles. Infocomics will be illustrated in comic style by Tom Snyder Productions. These titles are already listed up: Steve Meyers's *Lucas Mortenson vs the Mubberman*, an 1990s style comic upon *Pit of a Thousand Screams*, a supernatural tale by Aris Briggs, featuring *Command Force*, and *Assault on Ignite Court*, a 30quest fantasy adventure.

ADVENTURE

ADVENTURE CLUES
Happi-Games.com, monthly

CLUES

ALCOHOLISM: A REVIEW

1. *Journal of the American Medical Association*, 2001; 286: 2669-2674.
 2. *Journal of the American Medical Association*, 2001; 286: 2675-2681.
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Ballenger, M. S., Norbury, M. J., Budd, A., & Lloyd, M. (2000). *Graves, Lincoln, Anthony, Webb, and Matthew*. (2000). *Graves, Lincoln, Anthony, Webb, and Matthew*. (2000).

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clues

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Frightmare

*"Now I lay me down to sleep, I pray the Lord my Soul to keep.
If I should die before I wake, I pray the Lord my Soul to take ..."*



Frightmare - A computer game for the Commodore 64, Spectrum, Amstrad and runs on the IBM PC, Cuzco, 486, Pent 200, 386 (IBM 486-33), Casio Gama Ltd, 1-13 Playway Cinema, Martgate, N. York. Tel 0421 523121 Fax 0421 518004

ADVENTURE

reviews



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Border Zone, written by Infocom's founder and co-author of *Zork*, Marc Blank, is another departure from Infocom's usual style. Like *Hard and Fast*, it is split into chapters — three in this case. Also, it has built-in invisulines: more on them later. But unlike any previous Infocom adventures, this one is played in real time. That means the clock keeps ticking while you are typing, and while you are thinking between prompts.

The first chapter is set on a train near the border of Frisia, an eastern bloc country. As an American businessman, you are started when a man suffering from gunshot wounds drags into your compartment, shows a secret document in your hands, and begs you to deliver it to his contact at the border station at Omdin. He tells you the recognition phrase, and dragging out, you next see him falling off the roof of the train.

Your job is to get information safely into the

hands of the contact, one of the many people on the crowded station platform, when the train arrives at the border. But before your contact will address you in Frisian. Here is where the Tourist Guide Book included in the package will become essential — without it you may all too soon hear the words "Omdin dot! Omdin gatcha." (Pardon me. You're under arrest.)

Next, you play the

paths along which the player is led, turn out to be staggeringly small once completed.

For example, in chapter three the major problem revolves around concealing the fact that you have the document. There are really combinations of possibilities which may be attempted, most of which will involve a restart. These all have to be tried just to be discouraged, before,

speeds. AGS and Jace, and these may be changed whilst playing, but I didn't find the real-time element added anything to the game — in fact, I found it a pain. Adventures are for thinking through problems, and it is all too easy in *Border Zone* to get in a hurry because of the clock, and find yourself having to restart as a result. On a 64 bit which I was playing that is no joke! So as a result, I often found it necessary to use the PAUSE command, especially in the third chapter, where certain replies have to be carefully read, and notes taken, to deduce the whereabouts of the sniper — it changes every time. Add to it the invisulines,



■ I spy a tourist

American spy who passed the businessman the document, decrying by jumping off the roof of the train, you now have to cross the border on foot. The plot to this chapter I found to be extremely open, with no real pointers as to which way to approach the problems, and for the first time in an Infocom game, I began to lose interest.

Finally, you get to be a double agent, who passed the documents to the American spy in the first place. The documents concern the assassination of an American ambassador, and you must prevent it without blowing your cover. Here again, the plot is somewhat open, but there are some obvious things to do to keep you going.

Each chapter is a separate adventure, and because of the many fully implemented games

finally, the actual solution is enacted, and suddenly the story is over in no time.

Chapter three gives you 15 real-time minutes to prevent the assassination, which is time for little more than about forty commands. It is necessary to play the chapter a number of times to read it out, before attempting to carry out the quest for real.

The package contains the tourist guide, which is quite an interesting read, and produced in the best Infocom word-document style. You get a book of Frisian Railway matches (absolutely authentic in appearance, and completely non-flammable), a map of the border zone, and a business card, as well as the usual instruction manual, catalogue, special offer card, and disk. The special offer is available from the USA.

There are two game



■ Food for thought



■ A border agent





POLICE QUEST

► SUPPLIER: SERRA/
ACTIVISION
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AMIGA, APPLE II,
MACINTOSH, IBM PC, GEM 40
► SCREENS: 40/48

Type HINT, and a warning is given. Type HINT again, and you get a list of clue headings for the chapter you are currently in. Select one from the list, and you get a sequence of hints for the chosen problem, in increasing order of helpfulness. The sequence can be started at any time.

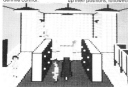
The trouble with clues are — they are there! Let's face it, it is all very well seeing you don't need to look at them! But the temptation to think 'just this one then ... it will be great — again and again and again! And of course, the clue headings themselves give quite a lot away, for in them you discover things that you hadn't yet recognised as problems. Nope! I don't like 'em!

The whole package nowhere near approaches the complexity of one single adventure three times the size of one chapter. In fact, it could just as easily have been a three-partlet on cassette. Not enough to get your teeth into and settle down comfortably with, in the sense that we have come to expect from Infocom adventures.

Another in the series of animated 3-D adventures from Sierra, *Police Quest* follows a similar format to *Space Quest*. Visually the full screen is an animated picture, with your character moveable by either joystick or mouse. Moving through a door or other exit starts another graphic loading from the disk, and after a short delay, you arrive in the next room. Run from a hard drive, for which installation instructions are included, these junctions should be speeded up considerably.

At one time, text commands may be entered from the keyboard, and appear on the line below the picture. Replies are displayed in windows superimposed over the picture until ENTER is pressed, and can range in size from a few words to virtually a whole screenful. Therefore, although there are many elements of an arcade adventure, the game is basically problem driven rather than skill driven.

Having said that, it is worth noting that on the ST version that I played, control is far easier with joystick than with mouse. In mouse mode, a controllable arrow must be placed in front of the character, and dragged with the button held down in the direction in which you wish to move him — sort of 'tapping' him to follow. I found it extremely difficult to get the little fellow through confined gaps in joystick mode, which must be set up from the keyboard, the device disappears, and the joystick effectively 'becomes' your character, allowing a far more definite control.



► Information station

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

4
4
4
4



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► Getting clued in

by the boss, who stood behind the lectern and delivered his address. Lining myself out, I decided it was time to go out on patrol, and soon I was in the car park, about to set off. Here the game takes a different format, showing a bird's-eye view of a section of the town of Lyon, and its highways. For those who enjoy a mixed format of joystick and text, with a lot of simulation thrown in, it must be a winner.

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

4
4
4
4

ADVENTURE

Shades is a multi-user adventure accessible to all Micronet and Prestel Subscribers. Keith Campbell plays the game and meets its inventor.

Computer adventure games, as difficult and as complex as they can sometimes be, are a relatively recent phenomenon. Add a few more players and things become more interesting and challenging.

And that's the attraction behind multi-user games, of which *Shades* is the latest example. It's the brainchild of Neil Haveli and is currently accessible to subscribers of Micronet 800 (and Prestel).

The key to it is the involvement, the knowledge there are other people out there, waiting to react to your decisions and you to theirs.

As Neil says: "The scenario is really there as a backdrop to provide the vehicle for the development of the player's character."

Character building is all-important, to make progress to the very top of the tree and become Arch Wizard. How behaviour has to be policed, there is nothing more soul-destroying than constantly being knocked back to the rank of Novice, by some thug intent on trying to kill you every time he comes across you.

So Arch Wizards can cut players out of the game if they become a nuisance to others. "Bravely enough, one of our biggest all-time killers was a surgeon in real life!"

Sweeping, too, can get you banned. After an obscenity when an Arch Wizard is around, and you may be out with no warning.

"The last time we organised to meet in the bar of a London pub," says Neil, "seventy people turned up."

Seventy people took the trouble, eh? Sounds as if something interesting is going on here — let's enter the gateway, and see what gives...

► MACHINES ALL COMPATIBLE THAT CAN ACCESS PRESTEL
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► REVIEWED BY KEITH CAMPBELL

Shades is a multi-user adventure, available to anyone with access to Prestel, or preferably to Micronet, through your computer. This means that you need a modem, some communications software, a suitable telephone point and a subscription. The subscription to Micronet is payable on top of the basic Prestel subscription, but once a subscriber, playing *Shades* becomes much cheaper.

A multi-user adventure is fundamentally different from a 'normal' adventure, played on a stand-alone computer. It is played in 'real time' (more on the illustrations of that later), and there is no way of 'completing' it.

Points are gained by collecting features, and

depositing them in the Mad King's Room in the castle — one of the locations in the castle area of *Shades*.

Additional points can be won by killing 'mobiles' (independent computer-generated characters) and other players in the game, although the latter course of action is frowned on somewhat, and too much of it can result in disciplinary action by a wizard.

Up to eight players can populate a game, and there are a number of games running simultaneously to ensure that anyone who wants to should be able to find a suitable slot.

If killed, points are lost, and the player gets knocked out of the game, having to re-logged (and the game in progress) to continue playing.

In the normal course of events, all the treasures would be grabbed up and lost forever. To overcome this, every so often there is a 'game reset', when everything starts from

scratch, and the players have to link in to one of the games again.

There are puzzles, but of course, once solved they can be romped through quickly during the many inevitable replays. The thing is to do seems to be to find a game that has just started, and rush to where you know the treasure is, grabbing as much as you can before the other players get there.

There are effectively more than 700 locations in *Shades*, and they are being changed and added to all the time.

It is all great fun — more a way of life, perhaps, than an adventure game. Provided you can afford the phone bill, plus nearly £1 per hour, there are several firms charged during the daytime on weekdays, as well that it's worth taking the risk that you won't become totally addicted to it.

► VOCABULARY
► ATMOSPHERE
► PERSONAL



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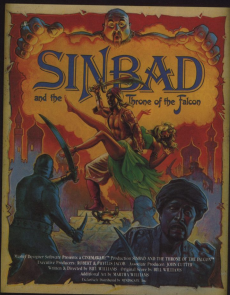
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FANTASY ROLE-PLAYING

- *Warhammer 40,000*, Games Workshop
- *Publishers' Games Workshop*
- *Price* £14.95
- *Rating* 70%

G.W.'s futuristic brainchild, *Warhammer 40,000*, a game system that took years to construct, has finally hit the shops like a comet hitting the earth. The shock waves of its impact are still being felt all over the country, so let's pick up on the reports that have come in.

Our first eye witness is a roleplayer from London. He describes what he saw: "Well mate, I was at Gamesday at the time it arrived. Gordon Bennett? It appeared from nowhere and the myriad of beautiful colours hit me midway in an instant.

An historian from Nottingham expounds about the theory: "Oh yes, this incident has been on the cards for some time. I, 50, have been talking about wild-war projects, but in a different decade. As first they created "*Warhammer Fantasy Battle Rules*", which have been a best selling 1844 battle fantasy wargame for years. They then named this too

"*Warhammer Fantasy Roleplay*", which was a single character role playing game for use in their world of fantasy. Now they have rocketed the back of the aforementioned games into the future, combined a few of the ideas behind them with some quantum physics and produced *Warhammer 40,000*."

We asked off to Yorkshire now for a quick summary of the playability of the game from a member of the Flat cap and fantasy role playing society: "Well lad, we've as 't' club have given it a bash, an' though we found it a mite tough at first, we now play it on a regular basis, where lads can get together.

Finally up to Glasgow we go, in our economic report for bar comments on value for money: "Aye, at £14.95, I found the game a wee bit expensive.

Wayne here with another batch of FRP news, views and reviews. This month sees the review of the best computerized FRP on the market, as well as the latest release from Games Workshop. Live role playing is back and we take a peek at some new plastic orcs.

- *Empire of the Great Throne (The World of Iskand)*
- *Author* Professor M. A. B. Butler
- *Price* £7.95
- *Rating* 82%

When this game was launched in 1980, it was hailed as the next best thing to AD + D, so of course being young, free and employed back in those heady days of youth, I splashed out with my hard earned cash and bought it.

To this day the original is still in my cupboard and it has many well worn pages from continual use. However, the game was withdrawn from the market for some unknown reason and the game obtained a reputation for being complex.

Empire of the Great Throne, as when you buy it, all you have to do is buy the relevant sheet and you can play it with your friends in no time at all. It gives you all you need for creating new characters, dealing with combat, discovering the powers of magical items and describing the monsters that a party may encounter.

You get the feeling that the creators of this game was a balance of love and the detail the rulebook goes into is daunting. This game is not explained to you, it is shared with you and it draws you in with it's intimacy. Let me set you a brief example of what *The World Of Iskand* is like. In this world, iron and steel are more valuable than gold, four legged creatures like horses and mules do not exist; monsters have six legs rather than two or four. It is a hybrid of dozens of cultures, super technological to primitive savages. It even has its own language which you can try to learn and speak if you wish.

This game is no more complex than any other. The various tables are easy to follow and there are not that many modifiers to deal with.

Empire of the Great Throne is also the only game that I know of to have its own newspaper with lots of more background material and scenarios. A great idea.



■ *Warhammer 40,000* — about Wayne and George here



■ *Empire of the Great Throne* — how the game is played

FANTASY ROLE-PLAYING

Dungeon Master

■ DUNGEON MASTER
■ SUPPLIER: TIGRAM/MSI
MICROSOFT, ATARI ST
■ PRICE: \$24.95

Every now and again a computer game comes along and changes the way we think about games. *Dungeon Master* is one of those games. I have waited a very long time for it to arrive. You see, *Dungeon Master* is a computerized Fantasy Role-Playing game and a very good one too.

At first I had doubts. After reading the 28-page story book, the term didn't automatically come to mind. Briefly the storyline is that you are the apprentice to a master wizard who, due to a rare case of foolish enthusiasm, has unleashed his other ego into the world.

This egotistical, nasty piece of work is called Chaos, and his main aim is to destroy the whole of civilization as you know it by plunging the world into a permanent ice age. In order to stop this happening, you see to enter a dungeon, mentally take control of a group of your mortal champions who have failed this mission before, locate the fabled "Firestaff" and then return it to your master, who has unfortunately got himself trapped on another plane.

Only by returning the Firestaff can you release him, enabling him to stop the work of Chaos.

I then turned to the rules section which enabled you to play the game and was surprised to find that there are very actual rules to this game or all it is a "learn as you play" game.

The minute the dungeon doors opened I had the feeling of déjà vu. The game was very similar to "Legends Of The Ancients" as you have to wander through the dungeon and select your four champions from 28 trapped in

paintings hung on the dungeon wall.

You can examine everyone of the champions available and the abilities you can control is incredible. You can create your party from Ninjas, Priests, Wizards, Fighters, Yellies, Barbarians, and even a sort of Evil Undead. The champions have all the F.R.P. statistics, including health, stamina, mana (magical ability), strength and dexterity, to name but a few. There is also an option to analyse each individual champion where you can see what they are wearing on each part of their body, what they have in their backpack (they can hold up to 17 items) and what weapons they are holding.

A nice touch is that you can be examining one champion's personal details and then move something from another member of your parties hands immediately to the other champions (backpack) without switching from each individual champion screen. This saves a great deal of time. Once selected you move off through the dungeons on your mission and into the most enjoyable part of the game.

The mission covers for all sorts of role players. Many different monsters abound from fear-inducing Mummies to shrieking Screamers, so combat is a must.

Couple of all these elements with hidden golems, illusions, magic, spells, traps, doors, food and water problems, etc and you'll see why this game is the closest you'll get on a computer to an over the table game. Overall

the graphics are excellent, the sound is done as a full band and the game is very easily controlled by the mouse, although you can use the keyboard if you'd like, but I couldn't do for it. I just want my initial doubts **YET!** quickly and how to get over 40 hours playing this game without a hint of boredom.

A must for all roleplayers!

■ GRAPHICS
■ SOUND
■ VALUE
■ PLAYABILITY

Toon

■ DEVELOPER: KUBARK
JACKSON CYBERS
■ PUBLISHER: GAMES ON
LINE LTD
■ PRICE: \$5.75
■ RELEASE DATE:

If you have been put off trying role playing games by the look of some systems that seem impossibly complicated, you will find *Toon* a good place to start.

You see *Toon*, a whole F.R.P. game in itself, is based on the wild wacky world of cartoons. It gives you the chance to actually get involved in the world of animated action. As you know, in cartoons that anyone on TV are doing and everything can happen, without anyone getting killed!

The same goes for this game. You can pick up large animals and drop them on other characters from mountains, walk out of town and find yourself on another planet and you can even fly to your hearts content and never get put out of the game for long.

The game system is very simple. You need at least two players, only to play the ANIMATED and you to play a CHARACTER. Of course you can have many more players playing if you'd like and this will make it more fun.

The Animator is the person who runs the game. If you take on this role, you must make sure the game keeps moving as well as play the part of the referee. It is your job to coordinate the game and play all the Non Player Characters. These range from a massive empty gorilla to a minute housewife cat. They act in a way that you desire, be it funny or deadly.

If you have never had a game





With the new regiments you get 60 figures for \$5.99 and that works out at only 8.1¢ per figure. Great value you must agree!

The economies have been made by manufacturing the 25mm models out of a hard styrene plastic, not metal. The change of modelling medium makes a lot of sense as plastic is lighter, cheaper and much easier to make models out of.

After these savings, even with the assistance of a powerful modelling firm, I was very pleased to find that the figures still retained the same excellent detail as their metal predecessors.

The figures themselves are supplied on ten white 'sprues,' with an overcoat and twelve various heads, plus a selection of interchangeable weapons, on each sprue. This means that some assembly is necessary, but less so as it is very easy. All you have to do is follow the straightforward instructions that are printed on the containers.

Also included are 60 all-terrain slot type bases with the optional shields, there is no good measure. The ten figures are broken up into the following character classes: 10 Dark Elves, 40 models have a selection of different heads, while the Dwarves, Orcs and Goblins have the choice of optional weapons.

Obviously, Citadel have followed these figures in complementary Games Workshop's "Warhammer Battle Fantasy" game. They now provide an economical way for players to build up large armies in order for them to actually fight those epic-tanking battles which they have only been able to previously watch at conventions.

On the whole, they are very good value for money and a must for any serious miniature fantasy figure collector.

Miniature Figures

Citadel Miniatures are one of the leading manufacturers of metal fantasy figures in the UK. They named out a multitude of designs, ranging from Red dragons to halflings. Now with the release of the new "Warhammer Fantasy Regiments" they mail the criticism that they are too expensive.



Letters

A letters page for fantasy-role-playing is one of the most requested features according to the mountains of mail I get. And, hey presto, here it is! This will be the place to air your views, opinions, criticisms and general chat. All letters are welcome.

Letter of the month comes from Alan from Woking, East Sussex, who writes in to say:

■ I have found that these people who enjoy computer games, such as *No-Mo-Mog* and *The Middle-earth* enjoy FRP and P&M. I always tend to play computer games, FRP and read Tolkien or the same time and I feel that there is no cure, is there? Stan, Molesey, East London.

Wayne says: I agree that people who play games, play all kinds of games and not just computer games. I believe there are a lot of people out there who would like to play FRP games but either haven't got the time or the friends who share the same interests. This is why when computerised FRP takes off it will be BIG.

■ I really like the FRP column in C+M it is my favourite part! However, I have only recently got into the hobby and I know there are a lot of established FRP out there that I may well have missed. Are you going to review them at some stage? James Williams, Dundee.

Wayne says: There are a lot of people in your town, James. Therefore in the next few issues I am going to devote some space to various games that have stood the test of time well, so much so that they are still played today. Watch this space.

■ I like role playing games but get so confused with all the jargon it makes my head spin. I mean there is Gm, FRP, P&M, D+D, AD+D, C&H and HTR to name but a few. Can you get help please? Peter Mather, Newcastle.

Wayne says: Right, Peter are you ready for this? DM is Games Master, FRP is Fantasy Role-Playing, P&M is Play by Mail, D+D is Dungeons and Dragons, AD+D is Advanced Dungeons and Dragons, C&H is Call of Cthulhu and HTR is Hells to the Right. Any the wisest? Nope, I thought not, but don't fret, look out Wayne's Glossary of FRP terms that will be in the magazine.

■ I have been involved with FRP for many years, but a lot of games are not released in America and by the time they come over here they are old hat! Can you let me know where I can get American imported games on a reliable basis? Harry Pater, Cardiff.

Wayne says: Yes, Harry. Look no further than Games UK Liverpool, 89 Victoria St, Liverpool L61 2SD. They are one of the biggest importers of brand new American FRP games and are very reliable. Send them a large SASE and you will get their well stocked catalogue. Know what I mean, Harry?

■ I've been LRP (Live Role-Playing) quite a few times now and am on grid ten. However, I would like to own my own customised rubber sword. I have tried to make one without success and I cannot look up a rubber sword maker in the yellow pages. Help me please! I'm desperate! David Hay, Middleborough.

Wayne says: Don't despair, David, help is at hand. Over the years there have been one or two design rubber sword makers that have run off with players' money, but I know that Peter Garner of The Lakeside has full details on the elusive rubber sword makers. Drop him a line with a SASE at the address given in this magazine and he will point you in the right direction.

Wayne's
PLAY BY MAIL.

HIGGARD FOR MITER

[illegible]

My review: Major's wife suffered an infarcted coronary artery, which made a few more rounds under my belt. But her son Mike's reduction for using high quality BBA is a well-deserved bonus award.

Security: A recent description is computer and network with limited security and controls.

Ming has also obtained the world rights to Triad CF Game, another American game that has been successful thanks to the last year's

To calculate Mow's occupation of England's Farne Islands, given the following values for α , β , and γ :

- [illegible]

To get your grubby little Pimplogans on their irreverent stamp of approval, go to www.100percentpimp.com and send your name, age, address, pen name, and the thingies.

What is the best way to get the most out of your travel network and the resulting financial value of your trip?

Readers from international industry find the magazine a number of reasons worth a look. For those

FWIW

Minors on the look-out for new G4s. The requirements are a course of C++ in an English architecture plus good hand-drawing. Experience with any computer would be an advantage. The wages aren't huge but with the novelty and the job satisfaction is good.



After the tremendous success of the Third British P.B.M. convention, the P.B.M. cauldron has reached boiling point, with new games emerging daily. There are a lot of new players out there, eagerly licking their lips and waiting to test them, but will they get their wallets burned in the process. Read on to find out what's what and who's in the steamy world of P.B.M.

C + VG CRIMERS
REACH 400

K₁C₂ (assuming the C₁ + H₂O gases) is a C₁ + H₂O gas, in which more than 400 C₁ + H₂O gases are involved and all of them are in the selection of the C₁ + H₂O gas. One third of all the correspondences receive about 1.4 C₁ + H₂O gas.

If it is discovered without waiting their gang's members, if others waiting for the introduction. But for all this, Germany out there here is the most common.

The curse of Wagner has struck again. Once again without strong leaders, the hedgehogpioneers—the "hottest and" game with a rating of 548, but they are closely followed

Other releases are *The Book of*

about 100,000. "Intercolored" ran to 14th place with a score of 705. *Star City-Quanta*, who have held their mid-range place with a score of 664 and the *Lunatic Mind Project*, who have dropped so far down the table with a score of 581.

CONCLUSIONS

Southland Games, Inc. (SOGI) of Play
Before You Play have kindly made
more generous offers to C & W's
members.

Abstracts from the following journals are included:

computer-modified sci-fi game, had been rewritten, upgraded and revamped, to make it even more interesting. The new version of the game is called *Star Armada* and is found near stations which are great important to the school.

Reelzoider's second new game is called **MOND POCORCE**, is very simple and runs on game engine. The focus of the game is that in 2000 AD, users arrived on Mars from another galaxy, and gave Earth a hint and cruel message: Survive or better parts of the world will be in danger.

This game is not recommended for the movie P.O.W. as the code contains alcohol.

[illegible]

If you fancy a good workout, Cardiff then pretend as well: cost you £2.00, but you're also credited with five free mins worth £1.50. As you can work out further, there's also a mere £1.50 per turn. All charges and P40 credits payable to Borelander Games, please.

What did a few disappointing positions in the September's games do to motivate the few players. Did you have to do to some one and send me your definition of the word Southside.

SEARCH FOR THE WEAPON

International Medical Corps has been awarded the first contract with the

The first is called The Whopping City, city:Whopping.net/index.html. It is totally computer-mediated and is 100% based.

Apparently, the scientists of your world have made two monumental technical advances. The first one is hyper-space travel, which allows your space ships to travel vast distances into unimagined space and the second is the creation of machines of such power that can destroy anything and everything.

However, the materials required build The Design are very scarce on your planet, so you must begin a journey of interstellar exploration to find you reach your destination, civilization of the universe.

The second game is called *The Omega Victory*, which progresses in a similar fashion, but with a more intense, warlike, and futuristic war zone, where you

Harris has kindly offered C+ HQ readers the following:

- The *Omega* jumps back to \$1.00, instead of \$1.50.
- Get *Lip* in The *Omega* journal \$4.00 instead of \$5.00.
- \$1.00 off your first *Lip*, register The *Omega* to you pay \$1.00 instead of \$2.00.
- Get *Lip* in *Omega* History at \$3.50
- All further items in *Omega* History at the individual price of \$5.00 with no member value.

Pharmaz. Forsch. 1991; 41: 101-104

**WORLDS OF CHAOS
REWRITTEN**

2.4. Dr. Gertner found great differences in the amounts of *Chlamydia* species, which may change with the age of the animal.

McCart's role has played heavily for a new player to get experienced ones. It is a well-known fact that the

There are a limited amount of places available for players, as he wishes to experience swift turn around in high quality. But for these reasons that require another justifying financial move, which is starter pack for \$8,000 which includes network, charger generation, setup and other free rounds with post postage. Further future increase in USD, although more can be used by CMC's own assets.

WE ARE THE CHAMPIONS



IK+

IK+ is a fast-paced action game that will test your reflexes. You'll be a hero in a high-tech world, fighting against a variety of enemies. The game is set in a futuristic world where you'll be a hero in a high-tech world, fighting against a variety of enemies. The game is set in a futuristic world where you'll be a hero in a high-tech world, fighting against a variety of enemies.



BARBARIAN

Barbarian is a classic action game that will test your reflexes. You'll be a hero in a high-tech world, fighting against a variety of enemies. The game is set in a futuristic world where you'll be a hero in a high-tech world, fighting against a variety of enemies.



SUPER

Super is a fast-paced action game that will test your reflexes. You'll be a hero in a high-tech world, fighting against a variety of enemies. The game is set in a futuristic world where you'll be a hero in a high-tech world, fighting against a variety of enemies.

RAMPAGE

Rampage is a fast-paced action game that will test your reflexes. You'll be a hero in a high-tech world, fighting against a variety of enemies. The game is set in a futuristic world where you'll be a hero in a high-tech world, fighting against a variety of enemies.

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日本の闘七

BATTLING

BEU



Channel 4 is correctly screened the first British television series devoted to the strange Japanese sport of Sumo wrestling. It makes fascinating, almost hypnotic viewing. C + VG Deputy Editor Paul Broughton investigates this bizarre spectacle.

Sumo, the ancient art of Japanese wrestling, remains a mystery to most Western eyes. The clash of two men - naked giant men, grotesquely fat but immensely strong, is bewildering to the uninitiated.

Picture the scene. Two mountains of blubber, wearing an oval mawashi - like belts, most in a small, cement-hard ring. Four minutes are spent in a strange and confusing ritual of stamping, squatting, puffing, sneezing, flexing gloves and throwing salt into the air.

Each other, adopting an almost American Football - style stance. Suddenly, and with surprising speed for such huge men, they crash into each other. The smack of flesh hitting flesh is painful to hear, a frantic tangle ensues, ending when one of the wrestlers is pushed out of the ring. The fight may last just a few seconds.

And yet it drives the Japanese wild. The wrestlers are heroes, admired, almost worshipped, held up as role models for the young.

There is so much more to Sumo than first meets the eye. It is the oldest of all martial arts with rules and traditions dating back at least 2,000 years and rituals rooted in the ancient religion of Shinto.

In other words, Sumo is sacred.

And in a world where sport is so often marred by senseless crowd violence, obscenity and lewd behaviour of star players, Sumo sets an example and standard which other sports and sportsmen could well follow.

There are few sports more intensely competitive than Sumo, yet the wrestlers conduct themselves with great dignity. Winning is accepted with courtesy, losses met with good grace. They never argue with the referees.

It is often said that now - Japanese speculators quickly become hooked on Sumo and become some of its most avid supporters. After seeing just one episode of Channel 4's new series, I became a fan. And if you manage to see any of the programmes - Tuesdays at 11.30pm - I think you will be too.

Perhaps so much attention is being focussed on Sumo at the moment is because a foreigner is poised to join the highest rank in the sport of Yokozuna, Grand Champion. Since Sumo was registered into a professional sport around 200 years ago, there have only ever been 62 Yokozuna.

The foreigner mentioned is Hawaiian Native Paul Hironaka, who fights under the name of Kotoshiki. At 24 years of age, he weighs in at more than 38 stone. Only

one word can describe this man - awesome.

It's hard to know where to begin a brief description into the history, rituals, techniques and life - style of Sumo. It's like peeling an onion, remove one layer and there's another underneath. What follows just skims the surface.



The Object of Sumo

The aim of a Sumo match is quite simple. It is for one wrestler to force the other out of the ring or *dohyo* or make him touch the floor with any part of his body other than the soles of his feet.

The *dohyo* is a 17ft 8in square mound of specially



■ 大相撲 闘七 41

大相撲

January (Tokyo), March (Osaka), May (Tokyo), July (Nagoya), September (Tokyo), November (Fukuoka).

Each tournament starts on a Sunday and closes on a Tuesday and lasts for up to 15 days.

Competition starts at 10 in the morning with the apprentice wrestlers fighting for qualifying places. At 11, it's the turn of the four lower divisions of wrestlers. They will wrestle on alternate days for seven days in the hope of improving their ranking.

The top two divisions of Sumo wrestlers fight once a day for 15 days. Each of their bouts will probably last just five minutes, the majority of which will be taken up with ritual. A good fight will last around 30 seconds.

Competition finishes at about 5 pm each day except for the last day when the prizes are given out.

On Wednesday is the home of English soccer, the Wembley National Sports Arena in Tokyo is the spirit and heart of Sumo. It is a big temple before capable of seating 10,000 people. Besides the hall, changing room and clinic for the wrestlers, there is a Sumo museum and school where all new wrestlers must attend a six month course. It is also the headquarters of the Japan Sumo Association.



A day in the life

The wrestlers practice - called *keiko* - everyday. Again it is ritualized and very grueling. A typical day would be as follows.

6.00 to 6.30 am. The lowest ranked wrestlers are up and ready for practice. The higher ranked wrestlers are allowed to be in bed for a bit longer. That means

rising from 6.30 onwards. The top men will be limbering up shortly after 8.00 am.

The practice, which revolves around a few basic exercises, is designed to improve and enhance what are regarded as the essential qualities of a Sumo wrestler - balance, agility, flexibility, powerful thighs and a low centre of gravity.

The basic exercises are again rooted in ancient traditions.

First there's *shiko*. The wrestlers stand with their legs wide apart and heave for air. They lean to the left and raise the right leg as high as possible. Next they stamp the right foot down and at the same time bend the arm. This is repeated with the left foot. Now that sounds quite easy, doesn't it? Easy, that is, and if you realize beginners repeat this exercise at least 500 times a day.

Things get more painful with the next exercise, *matasuri*. This involves sitting in dirt with legs spread in 100 degrees. The wrestler leans forward and if the centre of his body is pressed into the earth. Now, if the Sumo beginner can't manage that, there's no need to worry. A senior wrestler will stand on his back to help them. "Are you crying?" he asks the beginner as tradition dictates. The equally traditional reply is not "AAAAAHHHHH!", as you might expect, but "No, just sweat in my eyes."

And after all this, it's still only around 11 am. The senior wrestlers head for the bath.

Then it's time for the first and largest meal of the day, a high calorie stew made up of a stewed beefed steak, chicken, pork, fish, bean sprouts, cabbage, carrots, onions and lots more. They devour it all before hand of this plus rice and wash the lot down with quarts of beer. At around 1 pm the lower ranked wrestlers get to eat.

That is the end of the day's training. The low wrestlers who can afford it, go out for supper.



wrestlers receive salaries. And once they make it to the top, big name Sumo stars also make extra money from sponsorship deals.

The wrestlers are trained in the art of Sumo, its traditions, rules and etiquette by what is known as the stable system. There are around 10,000 stables and a provincial wrestler will make it his home throughout his career.

A stable is under the control of a *ko* man, always an ex-wrestler. His rule is absolute. The only wrestler who lives outside the stables are those who are married and they are a rarity.

It punishes the youngsters for junior wrestlers, the seniors live in semi-private rooms. Housewives in the unadorned training room.

The only women to live in the stable are the manager's wives. All housekeeping chores are carried out by the unmarried and unpaid wrestlers. They must also get the servants in the top stars.



The Tournaments

The popularity of Sumo has steadily increased over the past few decades. There are now six big tournaments held every other month in Japan's four largest cities -

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Vince, but to mention the legendary Bruno Sammartino. And who knows what lurks in the mind of Buddy "The Brain" Herman or in the heart of the lovely Miss Elizabeth?

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The Big Screen

Steven Spielberg delivers his Shanghai surprise, but our man Ward B Street says, I want Someone to Watch Over Me," as he watches over this month's cinema releases.

Steven Spielberg is a "wannabe"? When he made *Jaws* he was a wannabe Hitchcock. With the *Dunkirk* and *Indiana Jones* he was making 1940s wartime cinema. In *ET* he was a wannabe Raitt. Now and more recently *The Color Purple* demonstrated just how much he wannabe even as a serious artist. He's after that elusive Oscar again with *Empire of the Sun* (1987) — he wannabe *Dunkirk* (1959)? All right, but what if the awareness of *Archipelago* (1986) failed to convert?

Empire is a big film — a flagship for the Spielberg empire, no less. It's based on J.G. Ballard's British Prime short novel novel, and adapted by a respected playwright, Tom Stoppard. In short, it's just the sort of movie that gets picked for the annual *Oscar Film Previews*.

The story fully deserves the epic treatment. Set in China during World War Two, it starts with the invasion of Shanghai, following its hero from his evasion of the Japanese forces, through his capture and internment with other British and American civilians in a stark concentration camp, and on a brutal forced march across the desert, right up to 1945 and freedom.

There's a twist to all this though, because the hero, Jim, is only 10 years old. An English orphan who's been separated from his parents, and who gradually becomes more wild as the war progresses. We see events through his eyes, but we also realize that the horrors of daily life are starting deeply emotional scars.

These great events are presented on a grand scale, but on the more intimate level the film is less convincing. It's not the acting that's at fault. Chinese film is superb at this, but it's against the



adults every day. John Malkovich is also brilliant as the amoral American black-market broker, Booda. But individualistic seems to fade as these faces blur into yet another mass crowd scene. All I could think of was the millstone speed in Spielberg's recent *For Glory*.

The film tries too hard to sit and a very hard I am, unlike John's woman's recent *Boys and Girls*, which was a truly magical evocation of one boy's fear, made for a heart on all the rest. The script is too literary, but tiring you over the head until you feel that *Empire of the Sun* might have been a better title. I worry the film lasts slightly longer than the real war in the East. Sometimes more is actually less, Steven.

For lovers of big-budget epics — and romps — only. The real thrillers are to be found in a more modest movie. Last month we had polemic *Richard Dreyfuss* talking bond over bonds in love with the woman he had under surveillance. Now,

with his wife and kid instead of creeping round a club Manhattan kitchen in search of a midnight snack. From the start he's all at sea socially, as he stalks out Claire's murder and enters hallway, or accompanies her to a party.

But it isn't long before he's emotionally cramped as well — sinking deeply into love with her. His marriage is full of risk and worse, so are his and Claire's lives.

There's still a thriller out there and he's more too determined about who he makes his victim. Keegan's pitiful and professional lives become increasingly intermingled as the story moves to an intense climax.

His closeness to his wife surprises us, and the pain and problems of Keegan's infatuation in this class romantic thriller. Director



★ *Someone*

Michael Keegan, Director Tom Stoppard is doing the same thing. What is it with these cops?

Stoppard played it for laughs. And this time it's serious — doubly so. Michael Keegan (Michael Keegan) witnesses a murder in an elegant nightclub. She's the only person who can identify the murderer's killer, which is why he needs *Someone to Watch Over Me* (1987) if she's to survive until the police bring him to trial.

Detective Mike Keegan would rather be at home

Killer Scott marries the old-school style of *John Huston* with the war-edge tension of *Heavenly Creatures*. Mike Keegan is the one who comes along to stay.

Imagine a first-year adventurer story, stacked with the sort of explicit white noise that *Myra* was the finest screenwriter ever to send a flickle. Imagine a fantasy land filled with ghosts and devils, or a rich villain, surrounded by wags made overboard by ghosts. No, not something with *Porgy and Bess* or some of *Irving Berlin* to be with this happy tale

continued on page 126

The Big Screen

... and you have *The Princess Bride* (1987).

It's not *Forever* telling the story though. In a grandfather talking to his grandson, who's stuck in bed with a cold... and who makes it quite clear that while he doesn't mind the fairy tale, he's more too keen on the wacky stuff he's granddaddy told him the story of how, once *Princess* that teenage has been captured by three wicked knights... on the eve of his wedding to Prince Humperdink, a mysterious stranger comes to his rescue.



The tale itself is like a sea serpent, as nothing turns out to be what it seems. Bad guys become goodies, goodies are really bad guys... and the mysterious woman's a much just happens to hide a dare from that teenage's past. Of course it all ends happily and love-kiss wings through... so much so that the boy is willing to witness one last kiss.

This may all sound fairly jinky, and so it would be if not for the knowing edge that writer William Goldman and director Rob Reiner, who made *Apocalypse Now* and *Midnight Express*, lend to the misadventurous proceedings. They're helped by a cast which includes a whole host of stars in unusual roles. Billy Crystal, for example, appears as an ancient Jewish wizard; a heavily made-up Peter Falk is the grandfather; and our own Mel Smith even crops up as a campy torturer.

Princess Bride is an old-fashioned send-up of romantic tales of chivalry. It's really in even thinner in *Acropolis*, in *Britania* (8) — a paper thin, in fact, because this is the latest chapter in the animated adventures of the cartoon Goliath. But even

though I normally find these ridiculous re-tellings of Roman history highly amusing, this time I was in hysterics.

It's also interesting to find out how the rest of the world sees you. On this occasion we Brits have a reputation for endless tea drinking and knocking off work at five on the dot for a game of cricket. Unfair — I don't pick up my bat until five fifteen at the earliest!

Thus gives Caesar's legions every opportunity to make all over to me just one little

Princess Bride



village remains. Everything looks break fall one of its inhabitants remembers a cousin across the Channel, and sends out a call for help. There who arrives, complete with magic potion, to help the resistance?

But before *Acropolis* and *Goliath* can do their bit all they have to cope with is every peril imaginable, including pirates and, even worse, warm English aid! It's a bright and breezy romp which won't mist your gut for too much, but which pokes fun at everyone except the British Goliath.

You can't let it go wrong with *Orphans* (10) though.

It's based on a bizarre American play about two brothers who live alone in a desolate house. Treat is the street-wise would-be thief who's at odds to keep his simple brother Philip well-stocked with his favourite food, tuna.

But for all his apparent care, Treat has tricked Philip into isolation by telling him that he suffers from a potentially fatal allergy to fresh air. And they lead their private life of macabre fantasy until into their enclosed world comes Harold, a



Orphans.

Acropolis.

business man who Treat has kidnapped and plans to hold to ransom. What Treat can't write enough to realize is the nature of Harold's business. He's an aging gangster on the run from the mob. It doesn't take him long to escape, but a sentimental streak leads him to adopt these dead-end kids. He starts to turn Treat into a sharply dressed bodyguard, while he gives Philip the affection and self-respect which eventually turn the trio again.

This is the month's most old-funk film, but it's never heavy — at least once you're used to its somewhat starchy

atmosphere. In fact it's often very funny, thanks to the performances of Hilly and Paul Moller. *Orphans*' Matt Ross (Molloy, newscaster Kevin Anderson, and above all, Alvin Finney, simply superb in the role of the mother of *Orphans* is sure to find a home with anybody into experimental drama.

FAST FORWARD

It's time to load up the video again, as *Fast* recommends the month's top releases for sale and hire.

Video provides a great chance to see a number of movies that never make it to your local cinema. *Acropolis* (*Acropolis*) is one of them, and despite the lousy title, it's actually an hilarious Mad-style satire on late-night American TV.

Star Trek (18) is another tongue-in-cheek eye from Trekkers, purveyors of Trains to aficionados. Originally called *Star Trek: The Motion Picture*, this tells a tale of beach warfare, complete with a villainous gorilla.

Recent additions to the rental circuit that I must admit are *Made in Heaven* (19) and *New York* (10). The former's truly delightful romantic comedy about the father's tale of romances which is totally terrifying.

I can't go on here on *Go Home* (15) but a lot of people liked this old-fashioned love pic of 50s singer Melba Fay. Meanwhile the new James Bond gets a first video outing in *The Living Daylights* (11) — slightly everything but great fun.

Strange to see the word for the second showing of *Pre-History* (*Pre-History*) (11), which I hated but you may love. But the big, BIG video news is that *AT* will be officially available this autumn.

Mustn't forget *Thunderbolt* with several \$7.99's burning in today's top pockets will be followed to have that well-known label Channel 5 now has Volume 5 of *Thunderbolt* (11) containing 97 minutes of International Review, volume 4 of *Thunderbolt* (11), four more *Thunderbolt* (11) stories, and finally five action *Thunderbolt* (11) volume 3.



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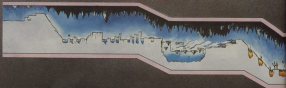
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RASTAN

LEVELS 1 TO 3



Playmasters Map

Playmasters Map

Sprawling across this page is a stunning map of the first three levels of our role-up conversion, *Rastan*, a game so big we couldn't fit it all in! What this means is that you get a month to get a grip on the first half, and next month you can take my hand and we'll go through the tough second half together. Sound all right?
(Mixed chance of "No". Ed, I knew you'd see it my way.)

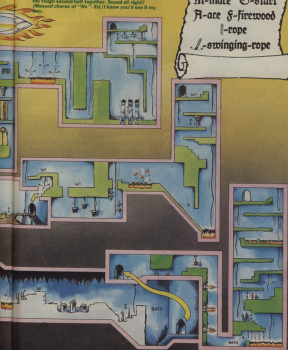
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M-maze S-start

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Next MONTH

Alien Syndrome turned gamers' stomachs when it hit the arcades last year with some of the nastiest aliens ever dreamt of.

They were so gross the cabinet could have carried an 'X' certificate and no one would have complained. Slimy hulks like the 'Huggers' with their skull heads placed on top of slimy bodies of goo. The Asephies have gaping mouths, the Taspies just look like a mass of eyes - yuk.

But there is more to *Alien Syndrome* than ugly Gerry Williams-like aliens. There is a helluva games challenge in there as well - enough to make *Syndrome* a cult coin-op hit - one of the very best, a games player's game. C+VG will exclusively review the Commodore 64 and Spectrum versions next month - with a preview of the ST thrown in for good measure.

Winner Stays On. The letters are pouring in now. One gamer claims to be the 'king of Surrey', another to have 'clocked Glasgow'. Read the first report of the play-offs in next month's issue.

Playmasters. New boy Matt Blalby is mopping like crazy. Check us next month for the hints column that is quickly becoming the best in the biz.

Compos: If you thought this month's were hot - you ain't seen nothing yet.

Freebies Are Back: A mystery free gift will be attached to next month's front cover. You will know that when C+VG has a gift on the front it sells quicker than ice-cream in the Gobi desert. So be there with £1.10 in your hand - or miss the best value in computer games magazines in the known universe.

On Sale April 15th



Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, May issue!

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• Hurtle into the future with May's C + VG out on April 15th. It's hotter than hell ... in a cool sort of way.

Winner Stays On

We're looking for the best off-road Games player in the country, and it could be you!

So you think you're pretty hot stuff with that joystick, huh? How games you could rock up a high score! Oh just about any game, any system. You figure that on, four up against you in the C + V8 games room would have our list sweating and sweating and begging for mercy.

You're pretty lippy really.

Hi, do you know me? Well actually the answer is no, you don't, not yet anyway — but I'm afraid you're going to have to in the months to come. My name's Matt, and I'm the new kid on the block here at C + V8. If you're in the habit of reading every piece of small print in the mag — and let's face it who doesn't? — you might just have seen my name pop in there under "Staff Writer" last ish, even though I hardly did a stroke of work on it (what's strange?) Ad! Well right here, right now is where I start coming my kung-fu, and it's nice to be able to kick off on a high note, with the intro to a great new competition to find the best games player in the land. Trigger fingers huh? I thought so. Let's get blasting...

only work off with all that fat, but Oh Ah! It's all right!

Obviously you have no way of telling whether you've put down a true score or not, but think of this should you get selected for the challenge, you'd better have the skill to back it up, unless you fancy getting yourself up in the laughing stock of the C + V8 office. The whole gaming world's looking on.

Closing door for the intro!



can't you, is it? Well, this is where C + V8 gives you the chance to put your trigger-finger where your mouth is, in the C + V8 Winner Stays On Challenge.

THE CHALLENGE

The set up is this. On Saturday April 23, C + V8 will bring together the top ten players and the latest games, lock them all in a room together and let them go to fight it out. The winner at the end of the day becomes the C + V8 champion for that month.

But it doesn't end there. The month after that he will have to defend his hard won position as king of the gaming castle against the three returned challengers.

THE GAMES

To cut the glaze with the best of them, you're going to need a pretty wide range of skills. Each challenger will be playing his wits on five different types of games selected on the spot by the C + V8 team, an old skillset system. You will only have a few minutes on each game to prove yourself, so it's going to be a real survival of the fittest!

You will play: A classic shoot-'em up, a back-'em up, an arcade adventure, a strategy game and a racing game.

In addition there will be the Winner's challenge, where the contestants go up against one of the games of his choice, to expand the unexpected!

THE PRIZES

Everyone that we bring down to London for the play-offs (important point of course!) will go home with a C + V8 T-shirt, and copies of every game used in the challenge (for whatever system you prefer) pressed into their specially little prizes.

In addition the winner will get a year's subscription to C + V8, a £100 gift token to spend on the software, hardware or records of his choice, and a special framed muck up of a C + V8 cover featuring his name and some real glory. Should our champion be good enough to beat all comers these months (unlikely... and here there that's pretty unlikely!) — he will not

challenge to find out if "Winner stays on" champion is April 19th or not your scores in real!

So you can see, old C + V8 is looking to burn off the copies with some real tips, maps and jokes.

Yep, we're going places, but to get there we're going to need your help! If you think you can rock up that new game — through all the levels and all — we want to hear from you. If you've got some super hot tips the rest of us just can't live without, send them in.

Show us how you can beat the machine of its own game, and not only will you get your name in lights — or in small print anyway! — but we'll give good money for the ones we need!

Matt

Name: _____		
Address: _____		
Age: _____		
Game	System	Score

BAD CAT



The graphics used are of a high standard, the events original and the sound is superb. **ST USER**



Bad Cat: A cat's paw prints on the wall.



Is this your first visit to the Olympic Games? The graphics and animation are superb, and the sound is top notch. The graphics are of a high standard, the events original and the sound is superb. **ST USER**

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All you've got to do is to get your imagination into gear and break on amazing dragon. You can use points, mts, computer pens or dragons. And, judging from your responses to C + M2's competition, we've decided on a

large space for the thousands of entries. We may even use the best one as a C + M2 pull-out poster.

Just send your entry to Black Lamp Competitions, Computer + Video Games, Freem Court, 30-31 Kensington Lane, London NW1 4AU. The closing date for this competition is April 14th and the editor's decision is final.

It's more than just a pretty picture. C + M2 showing the forest of the mountains, woods and villages that make up the world of the Black Lamp game, this map also shows you where to go and what to do. And, most of all, it's a map of the world where dragons, the most dangerous monsters that have ever been on this earth, live. Though not every dragon room contains a dragon, at the valuable Black Lamp if you do.

1. Indicate where there are lamps in the world. There are eight primary lamp rooms on ground level. Any one of which you may start at, though the nearer you begin to one of the four main towers the better off you'll be. Other lamps are scattered in the forests - see floor plans - and in the network of dungeons and caverns that



BLACK LAMP COMPETITION

NAME AGE

ADDRESS

Tell which computer you own:

Atari ☐ C64 ☐

Spectrum ☐ Amstrad ☐

BLACK LAMP



and beneath the surface. You could, in fact, be well-revised to get into the tunnel system on foot or by boat. It enables you to have round to either or faster than on the surface, and is

absolutely lit with lamps. It also enables you to avoid the scolding winds that make up much of the woods and village streets — they contain no lamps, and feature lots of dangers.

Look for more great maps every month right here in Playmasters. If there is any game you are having trouble with — and you think a map might help — why not write in and suggest it?



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ARCADE

C + VG's Arcade Ace Clara Edgeley this month gets to grips with *Mr. Hell*, *Heavy Barrel* and *Twin Cobra*. These are now the C + VG recommended games to spend your pennies on.

MR. HELI

Mr. Heli is game from Irem Cooperative — nice graphics, lots to shoot at and an incredible array of colourful graphics.

You undertake little games early on for much in loads of difficulty but wait till you start playing, it's highly addictive and great fun.

Set on a planet and in some outer-space galaxy, you play *Mr. Heli*, a small, round helicopter which is part of the Earth's cosmic patrol, sent to save the star from the invasion of a bunch of gloriously technicolour aliens and their support squadron of black helicopters.

Your new little storyline hardly prepares you for the wonders to come. Your first patrol takes in the star's surface — weird outcrops of rock suspended high above your head, floating islands of green tufted soil and fluffy clouds lounging opulent in the sky.

Then the first attack wave appears, choppers zoom towards you, and waves of all shapes and sizes are winging in. Inevitably, it's fairly simple at first so

despite these noises, just a flick of the joystick and pull of the trigger sends the nose of your helicopter and straight up, from a gun mounted in the whirling blades. A quick flip from right to left and the blades are momentarily silent.

But fuel and energy levels are falling, your bullets aren't enough to cope with the influx of yet more enemies and it's at this point that you discover the wonders of hidden crystals.

These little little crystals, when discovered by bullets or bombs, fragment to expose the crystals in a variety of sizes. Just pick up a crystal and you'll be awarded some cash ranging from a mere 100 to 5000, which the money collected you can now buy extra weapons, shields, fuel, and energy when you later repeat the job, and improve the respective symbols.

The bonuses also range in price so you must keep a watchful eye on how much you've got in the bank at any time. There's only point either in picking up ever getting you smarter, or certain bonuses



Each new stage offers fresh puzzles.

like extra bullets may not be needed on that mission. Save your money for the battle you really need.

All the time the action is getting faster, plots faster in direct rock formations lose their grip and float around creating additional hazards, and, worse, they're not enough time to uncover all the crystals without being under attack. Luckily *Mr. Heli* is a highly manoeuvrable little thing and can fly around at high speeds.

When you'll come to the end of the first stage where, to get any further in the game, you first destroy all the stars uniformly spaced and very

The next stage takes you underground for a mass of rocky and to make the more difficult, the background slowly rises so that you have to follow it, the stars running along appear and you're given even less chance to pick up crystals and extras.

Here ends the first stage which is made up from a couple of segments resembling an intricate background tapestry. Whereas, both played rising from the ground as well as expanded from the ceiling. On this stage you're mainly flying from left to right. Dodging the volcanoes is tricky as they are placed close together and give great gusts of fire in synchronous time. The only way to get past them is to shoot the top of the rock columns in an instant, temporarily plugging the mountains.

Mr. Heli is full of surprises and each new stage offers a fresh supply of puzzles, brilliant graphics.

HEAVY BARRELL

All the games I've seen this month have been greeted with their large armies, and *Heavy Barrel* is no exception.

As can be expected though, this storyline is paved with one or two necessary twists taking on an army unknown strength and size. However, they've decided to go for it and at least that's how they turned this game into a convoluted story challenge which is more than helped by the fabulous play facility.

Prepared by an armada in a galaxy-wide war, the enemy, the two forces immediately get out their guns and make their presence felt and heard. The same drugs the standard army to the scene and immediately show



Your first mission.



Surrounded and defeated.

ATTACK

raiges as bullets fly and men fall to ground. Actually, *Attack* borrows great fun and highly playable.

It's different too. As soon as the bullets have decimated the immediate enemy they move onto a platform which hovers just above ground level. This enemy moves slowly and forth, according to large numbers of enemy troops hiding beneath it. As they are uncovered they let loose with heavy gun fire and try to plant bombs on the platform. The only way to stay alive at this point, once you are on the platform, is to blast the individuals as they climb aboard. Let too many onto the platform and you don't stand a fighting chance.

The platform eventually returns to its low altitude and you and your mate off onto solid ground. Lots more enemies to attack and it's a good idea to make use of the



4 The enemy always keeps coming. It will be recorded like shields. A quick tip: If you have a flame thrower, or some other weapon of equal power, make sure not to run over it before weapons lying on the ground or on the way will be swapped and make sure that, you'll find yourself with something useful.

Another platform is reached but this time it's a bit tricky. It's trapped. As soon as it's reached, and just before you can't get off, two huge hydraulic claws descend moving up and down to quarter the small platform. You must decide just where you want to stand to avoid being crushed. Lying conveniently on the floor will eventually save them up, but this takes a while and the whole weapon is brought with change.

As soon as you've been let off you'll see an opponent in small units must be destroyed if you're to get to the next section. This is a railway station, with men in trucks, carrying round the concrete mass at ready, firing at you. This level is particularly tricky, as apart from dodging bullets make sure you don't stumble into an oncoming truck and lose momentum.

Large numbers attack on this level and to make matters worse as numerous stationary tanks turn their cannons on you. Dodging bullets, dodging grenades and blowing the buildings across the center is one-up. If you can push it a little on this point, you'll be rewarded by a circle of spots which form an attractive barrier to anything thrown at you. Unfortunately, neither the shields nor the anti-weapon bars for long, and you constantly have to keep collecting new ones up.

TWIN COBRA

Total's *Twin Cobra* is a helicopter shoot 'em up over war torn cities and its look could be compared to *Flying Fortress*. The game is more in the hands of experts, but before this, you'll need some practice and so much level of skill to get anywhere in this fast and difficult shoot 'em up.

The more you play, the more like *Twin Cobra* is to keep more of an eye on the whereabouts of enemy bullets than on your chopper. Lucky or unlucky you could fly into the enemy if you don't pay enough attention.

As the start of the game your chopper takes off from the flight deck at the top, the bullets whizzing under and above for almost immediately you're facing high waves of threats with change of things interspersed with enemy cannons and the like. All you take equivalent of two choppers into one attack formations, tanks appear and fill the air above with anti-aircraft fire.

Even the desert gives way to a town of some. Tanks patrol the roads and enemy choppers rise to test your progress. Just keep pushing the buttons and hope you can collect each attack long enough to get up some extra firepower. 'B', 'S' and 'I' symbols soon appear together with warning that while you go through a range of colors - blue, green, red, orange and so on.

At first I didn't make much notice of these colorful days which we usually see in the sky. However, in the middle of a particularly intense attack I occasionally saw over the air, when it was blue and immediately spaces of blue missiles scattered from the chopper's cannons, devastating everything in their path. This was a temporary it's huge bonus and the color of the air denotes different weapons of varying ferocity.

These extra weapons will be needed when you fly over a heavily fortified enemy base. When the fighters and more symbols appear for extra points and bonus.

The price questions, more enemy aircraft to be seen you reaching your refueling target. This offers only a brief



4 *Twin Cobra* is a clear, well presented game.



4 It's a well planned and exciting game.

maps, but long enough to get your heading back into your cockpit longer.

One aspect about *Twin Cobra* which like me the large screen. Everything is a clear and easy to use with no many graphics cluttering the view. The game is incredible that and judging by the scores waiting to play it, very popular. I thoroughly enjoyed it, even though it is so like dozens of others before. At least it has been well planned with a lot of thought going into gameplay, but not look.



4 Creating the bridge design for this more efficient action sequence lying around at this stage. Unlike most games there are extra weapons of all sorts and varying strategies. The best seem to be flame throwers which make me feel good of this exciting strategy they have. This is probably why this game is so satisfying. Once you've got up one of these weapons, the rest is easy and gives you a great feeling of power and invincibility.

The enemy all seem equal, in fact they look and sound like grey-wielding tanks. Though they're not so far yet against a flame chopper. When they get hit, they turn white, black and fall over backwards. They're killed and get in a queue.

Enemy tanks, run around and if you blast them, other bonuses

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Tony Takashi goes into overdrive this month as he rants and raves about the delights of *Stinger* on the Nintendo and three ace Sega sensations. Hang on to your seats, the action starts... NOW.

• STINGER

How do you fancy a shoot 'em up that throws absolutely everything at you? Is that calling coming from your mouth?

Stinger is a name that'll set up hair fluffies for the Nintendo console. It packs a mean mean punch and is going to have you begging for more.

The scenario is jolly spiffy with you out to rescue a professor (he looks like a reject from *Back to the Future* who has been kidnapped by the dreaded Aliens). Your craft is called a *Stinger* and

has, red and white (single fire power with three shot), blue and white (force field).

On the ground are targets which be shot and collected to boost fire power.

If your ship gets hurt an antebomb appears which you must make contact with to return you to normal (you can only use this once per life).

The first scene is a horizontal scroll across the Pacific Ocean. Scene two is in an underwater kingdom which has you shooting against a vertical scroll. The third scene has you flying across the desert with swirling, clanking hangars trying to run you (this is straight out of *Revenge*



• *Stinger* — jolly mean punch, you have to battle through seven stages to rescue the prof.

There is a choice of one or two players (two players is simultaneous play and you can join up for a ripple level) and the action takes place against horizontal and vertical scrolling backdrops.

Your ship starts with basic firepower of bullets and bombs and these can be enhanced by shooting and collecting different coloured balls which can be shot out of clouds floating across the screen. Yellow ball (300-10,000 points), Blue Ball (sped up), Red Ball (laser), White Ball (double



• *Stinger* — mean mission of the mutant canals, and is a horizontal scroll. It is a stunning game with some truly staggering power ups and fast, twisted zap the mother action. Go get it!

■ GRAPHICS	■■■
■ SOUND	■■■
■ PLAYABILITY	■■■
■ OVERALL	■■■

REVIEWS

• SEGA SPECIALS

Three of the best offerings for the Sega console are *SDI*, *Alien Syndrome* and *Contra 2*.

They are all 128K games and are scheduled for release in March, prices



• *Alien Syndrome* — alien... ..



should all be around £20.

You are probably familiar with *SDI* from the arcade, it is a classic Commando derivative with a fast almost competitive feel to it. The scenario has you sitting in a Global Defense Satellite high above the Earth you have to shoot down missiles, satellites and Crab Ships which are trying to blow up Earth.

To stop them you control the Satellite and a sensor sight, button 1 and the joystick moves the satellite while joystick and button two light and fire interceptor missiles.

The game has two stages, five offensive and five defensive (Earth, Moon, Asteroid Belt, Saturn and Hudson Planet). You have three lives with a life being lost if you are shot by the enemy.

You are forced with an Offensive ball to start with, if any missiles pass you have to play a defensive ball destroying the missiles before they enter the atmosphere and hit the planet (the damage meter is reset over).

You start against a smooth scrolling backdrop of space (left to right) and enemies fly in from the right side of the screen. 3-D is a quality game with a good feel and enough action to keep you away from the TV. Pitting into a career takes a little getting used to but when you do...

Alien Syndrôme is another game from the arcade. It is a classic I and R job with the usual high prices of play and presentation expected from Sega. You take the role of Billy in Mary and have to rescue hostages from seven different ships before a bomb goes off.



• I-CY quality



• Alien 2



• Alien 2—computer

Each ship has several rooms to investigate, and is populated by two different aliens. Ordinary aliens are

fatal to the touch, while Defenders are in every room in the ship and can be shot, rendered useless for a limited time (they fly off you while aliens just roam around).

To rescue the hostages you simply walk over them and when they have all been collected you can go to an exit where you have to battle the Alien Boss of that ship (a super-duper baddy who is just begging for a good zap). He has to be beaten to progress to the next ship. You can upgrade your weapons by picking out weapons from the walls throughout the ship (Fireball, Laser, Warp and Mystery).

The last goody is *Illion 2*. If my recollection is anything to go by there are a lot of fans of the original. You have to battle your way through eight stages, the emphasis being more on fast intuitive arcade action than brain puzzles.

You finish rules from a bike rider (sorry BIG sports) who has to leap over gaps in the road while popping everything that moves, to flying rabbit (another bugged blooming his way (both seemers require a fair amount of skill).

Recently playable and slick to the bone this is a must if you enjoyed the original. In case you should have any problems playing it try using

the continue function by holding the joystick up and pressing button one when Game Over comes up.

• ZAXXON 3D

Zaxxon covered quite a bit when it was released with its diagonal scroll and perspective gameplay. Well it has been a long time coming but a 3-D version is here compliments of Sega.

The scenario and gameplay closely follows the original BUT it is a 3-D!

You start play out in space where fighters come at you from the horizon slowly getting bigger as they get closer. You can move in all eight directions firing as you go. If your ship is on the same horizontal level as the enemy a light appears in front of the ship and you can spray bullets at it.

Some enemy ships release a pool when they are destroyed, these give extra points and can increase your speed and firepower.

After the space battle you use the fortress come at you from the horizon slowly filling up the screen. This is a very strong effect, as with the arcade version you have to fly through a gap in the top level of the entrance.

When you fly in you then have to ramp down to the floor of the fortress and shoot the fast dungs (increase your fuel gauge) and zap the



• *Zaxxon 3D* many hours for points (and cash). Keep on top of the gauge for 3 it lets you lose one of your three lives.

Overall *Zaxxon 3D* is the best 3-D game yet, although it is a bit slow to start with. The 3-D glasses are not cheap at around £20 and I would suggest you try them in the shop before forking out your hard earned cash.

NEWS

• **Sega** is set to release a graphics tablet for its Master System. You plug it into the console in the same way as a cartridge but a card leads out of the cart to a drawing tablet. The basic functions on the unit are, change background colour, draw symmetry, clear display, clear all graphics and use cursor on screen. A UK release date has not been set.



• Manual

• Twelve titles are planned for release for the quarter to March 1988, so most of these should be in the shops now! *King Of Kid*, *Fantasy Zone 2*, *After Burner*, *Global Defense* (SD), *Zaxxon 3-D*, *Alien Syndrôme*, *Brave Mission*, *Illion 2*, *Alien Kid* and the *Lost Stars*, *Super Wonder*



• King of Kid

Boy in *Master Land*, *Cole Zone*, *Master Hunter 3-D*.

Other titles in the pipeline are *Great Baseball*, *Football*, *Basketball*, *Space Harrier 3-D*, *Blade Eagle 3-D*, *Monopoly* (even a demo and it looks good). Further games, *Rainbow*, *Achievement* and *Penguin Land*.

• Nintendo has announced a new joystick controller called the NES Advantage. Price has yet to be confirmed.



• NES Advantage

SDI ALIEN SYNDROME ILLION 2

• GRAPHICS	5	5	5
• SOUND	5	7	5
• PLAYABILITY	5	5	5
• OVERALL	5	5	5

• GRAPHICS	7
• SOUND	6
• PLAYABILITY	6
• OVERALL	6

NINTENDO: The Way Ahead

In the weeks of intense testing the Nintendo distribution rights and a new company being set up (NES), I decided to find out just what the implications are for UK owners.

The boss of the UK operation is Bruce Lowry, who was Vice-President of Sales for Nintendo in the US. Does the formation of the new UK company mean we will be getting new games, fan clubs and now peripherals?

BL: "Nintendo has 3-D glasses but they are expensive, third-party software development is expensive so I do not know how the 3-D will take off. It has been slow in developing. I think it may be a fad and an expensive one at that. We will be watching the Sega situation closely."

"We have two peripherals, but we have not finalised release dates or prices. A baseball is also expensive and we do not have any plans at present in that area."

"We will also be setting up fan clubs over here, and they will interact with others in European countries. Badges, researchers, club magazine and special events will all be happening."

TV: With so many good games coming from the decades will games be converted from Sega to Nintendo and vice versa?

BL: "I do not think it will happen."

TV: Just how big are the catalogues at present?

BL: "Between third party and Nintendo games there are around 85-70 games, and around 30-35 on the Sega."

TV: With such enormous success in the arcade why has Sega failed in the UK?

BL: "Sega was introduced into the UK market around four months (March 1988) after Nintendo was launched, and they managed to get their console in the shops alongside the Nintendo. They also launched a TV campaign and ran other promotions. So the love of them were bottling for the market. The consumer

Nintendo is based in Kyoto, Japan and has been in the entertainment business for more than 95 years. The

Family Computer System (FCS) was released in Japanese in 1983 and Nintendo sold one million consoles

in the US in 1986 and over three million in 1987. Tony Takeuchi

meets Nintendo's head man.



A: Bruce Lowry, Nintendo got to play and see both systems side by side in shops. The quality of the Nintendo and the lineup and promotions proved too much for the Sega and it could not compete. Last year 3.2 million Nintendo units were sold in the US and Sega sold less than 10 percent of that.

"In the arcade business you can be a hero today and be at the bottom tomorrow. Sega is fortunate that it has had two or three big arcade hits in a row. But all it takes is two or three bad ones in a row and you have fallen out of the limelight. Nintendo has shown consistent solid sales."

TV: When are we going to see the latest Nintendo games

in the UK?

BL: "We will bring all the latest stuff as quickly as possible, not only Nintendo titles but also the third-party games."

TV: Isn't the UK small by comparison to the rest of the world and won't we always be third in line behind Japan and the US?

BL: "We have had a tremendous response in the US from European customers, how can we get it and when will it be here?"

"I do not think the UK will be behind, when the console is out and promotions are in full swing we will be accelerating the introduction of software as there will be

almost simultaneous USA/UK launches."

TV: How do you view the UK and will games be developed here?

BL: "Nintendo is already talking to UK software houses, it has been happening for the past two or three years. Games are presented to Nintendo from the UK as well as the US in fact worldwide."

TV: I recently heard of a Nintendo clone being produced in Taiwan and selling at below market price. Is piracy a problem?

BL: "That is of this time, Nintendo is well known for its aggressive enforcement of its copyright."

TV: What games can we expect in 1988?

BL: "There are two areas here. TV which we feel is a strong source to push the console and games. We will be spending around two million pounds on the TV push in the build up to Christmas 1988. Secondly we will be spending over one million pounds on major displays, literature, select consoles similar to arcades where the consumer can choose a game from a 10-15 cartidges stacked in the machine and play it instantly at the price of a token."

TV: Will there be any price reductions on the console or games?

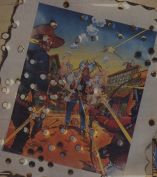
BL: "We will have two basic packages, the console and Super Mario Bros cart and the Deluxe set which includes a robot and light gun. All I can say about price is that when the Deluxe set was launched in 1983 it was selling for between 139 and 159 dollars and today it still sells in the same price range."

TV: What prices will the new games sell for?

BL: "The end user is the real key to this. The questions to be asked are is the consumer satisfied with the game and how long are they satisfied with it? Games sold to the keyword 'play value'."

"Pricing on software will be around £30 to £35".

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MAILBAG

[illegible]

Ballard's reply has been met with praise and scorn, and

■ How come Frank... is in it? David (1997) tell which is why... (under exactly the same as English in 2000) A237 Some ridiculous really good, some badging eyes, some legends (1976) but why... some political behaviour too many people been doing the right thing, so it's there a matter in it... a lot different? We should be told, why can't you have more money, in that way anyone, like the British in the Little Italy. It's not that would be the more possible.

Intervista al presidente della Camera

Editor's reply: Well, you know what they say, "time is great mind's friend."

What I'd like to ask you all at EVO is: why all the other games are so boring to play. There only seems to be an feeling that others I can't just get beyond the first level? That is some game that I have to be someone that two-second or so and I'm getting really interesting. I am beginning to get to feel that I'm being in, that means all such things you have to try again. What I am asking is why do the most interesting games make some games that aren't so good but the more interesting games to play, as well as the really bad ones for the computer? There could be an answer to this, but I'm not sure.

smaller known vertebrate groups in Europe, (2) no fossils, whereas there may be fossils for ages 11-12 not represented, and (3) no fossils.

[illegible][illegible]

Thompson said very small bluebirds had been over-shooted. Plans to get more molasses feeders, at 1/2 lb each, quickly from plastic men at my 10th grade store.

I am glad the paper is giving attention to I hope to have the private equity of men in the May edition which it will be in the newspapers on the 15th or 16th of April.

Editor's reply: Thank you for your very helpful tips, that I trust you think we haven't put a very good answer about the date on up! Wrong! Those sticks do you know about (like those, like maps and $C = 90^\circ$) highly under-estimated (there is really!) Now a lot, I think, the (there's) that a lot of people in

regulating, is there? As for the
other conditions, nothing is more than
conventional wisdom.

ABABABA...Cory Lissner is just hard to happen. The price-earnings ratio was expected to fall from its current level of 18. When it fell, prices soared at Yale might as well go to 10 or 20. What's wrong? Nobody knows.

A few things about the map:
 reviews are perfect, reviews are
 perfect and the final goal are wrong.
 Also are your things in the March 10
 map you said it would be out soon
 about the 10th or so.

And so the U.S. shouting his mouth off about his arms exports and car, that doesn't mean he can't still act strong the world about the problems for his company. What a load of

- Chlorophyll - vital source for photosynthesis
- Chloroplast
- Chlorophyll
- Chlorophyll
- Chlorophyll

Editor's reply: It may not be a lot to you, Aaron, but it could be a lot to other readers. Our aim is to keep the price as low as possible. Don Paul hasn't put me to sleep. That's Gary Williams, our Ad Manager, who is clearly growing larger by the hour. E.E. knows a lot about the future. It's something to do with the reveal staff. I've already explained about the date mix-up.

• If that was your first experience (a review, magazine?) I have been reading *C* (1-4) for about three years now and I feel as though I am learning a lot through your pages. Not just about the latest news-coming-out – I thoroughly enjoyed reading all your features – even making your own film mask – what a lot on the other side of an article!

This was one of C's M's strong suits. It made you stand out from the others (or the masses) and when Gianni designed and sewed something you could see his hand obviously taken a hint out your back and had incorporated style alongside the science.

So, what happened to $C = 100$ and ten features and more than previous. (That I know that if you know you have to take the computer buying habits, look at how other users if it was great buying $C = 100$ and find the magnitude for the price, then, look at the interest

Downloaded from <http://ajphaphysiol.physiology.org/> at UNIV OF CALIF SD DIEGO on May 12, 2015

The company will share small patent awards and other incentives without any more... information, says, will send up living up... apartment. Communications Director

It's your readers who have put you on the number one list time and time again. Doesn't that tell you that you had the right formula, if you can't see like this I wouldn't be surprised to see your answer: dig! George Hanks, Phoenix, London

■ I would appreciate if you would inform your section of the Institute Director of MEdL Link International. We are currently the largest health care group in the UK, with both offices publishing a separate monthly magazine. The Institute office is in the process, and we have at present members from all over the UK, and the world.

The Secretary's office's publications include a monthly magazine, "The Young Marylander," which is filled with news, stories, interviews, facts, tips, and more.

It costs only \$8 per year to join, but this first-year membership is monthly membership, and biweekly address labels required. If you would like further information, then you are invited to send a large "A" to the address below.

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Editor's note: Thanks for the information. Copy sent editor's last issue.

■ **Wine, which** C + V (What the best wine ever? It was brilliant. I ordered out to see the game. It's a pity they didn't use your champagne here.)

Indeed, you, C = M2's scores are usually better than any of the other computer maps. Chalmers is my favorite. (John Krumm as it was really like the game and I love you.)

Why don't you use the word 'is' in its positive in the magazine? I would not think all are my rivals.

Shirley's reply: "I'm all glad you
do not cover Islamophobia,
negot. We will try to keep up the
good work. We don't use cover
Islamic as posters because we
could rather use a more
neutralist but the poster



DISCOVER THE
SECRETS OF THE PAST AND
UNLOCK THE
FUTURE OF
COMPUTER
GAMES



Hot Gossip

You thrilled to the reviews, you drooled over the packaging, you perspired over the keyboard and you may even have enjoyed playing *Garrison* from Digital Dreams, the Quasimodo-inspired offering for the Amiga.

Well, you can look forward to the same again with *Garrison Two*. It runs on a standard Amiga 500, with enhanced graphics and highscore save for

Loud and proud and ready to shock. Yes, C+VG's very own Mr T - Tony Takoushi - is back to rant and rave about computer games. Love or hate him, just read him.

remove magic blocks and act as smart bombs). The enemy comes in many guises, sorcerers, guards, demons, conjurers, ghosts, morphs and deaths (I hate those).

are not all one-shot pushovers, Deaths drain a lot of energy if they touch you.

Presentation is very good, the graphics and sound were made for each other and play is

give you a lot of the same.

The next time you visit your local arcade shop and look around you.

In the not too distant future you may find that arcade companies will tend to shy away from producing coinrops and concentrate their energies on console and computer software.

Think about it, in coming years consoles



a. The playability of *Garrison* is unmatched: those of you with larger memories.

The game plays much like *Shrek* in that you have to travel from section to section collecting keys to open doors and walls, potions, food and (just about anything else to hand before strapping through on foot. The screen scrolls around as you move. The two scores to watch are Health and Time, these both count down continuously and if time hits zero the health score decreases at twice its normal speed.

There are various treasures to collect (300 and 1000 points), food (1000 and 3000 points), teleports, blue patches, these are a DAB, medicine (a real beauty giving 5000 health points), scrolls (these



b. *Ward and Death* may be working round the corner.

and computers will be getting dedicated graphics chips and supremely fast processors and co-processors.

The implication is that what is sitting under the sofa in your front room will have the power of (say) a Space Harrier coin-op. What arcade company in its right mind is going to spend a small fortune developing state-of-the-art machines/games if it can scale them down for home use and ship millions worldwide.

The Nintendo console is a taste and perhaps an indicator. It has a huge worldwide base, the games being written for it are either from the arcades or hit (and I mean HIT) computer titles.



c. Choose between five different characters.

You can use the scrolls collected to kill Deaths and you should watch out for the Conjurers who lob magic orbs at you (photo mothers are mean and fast). You can destroy the enemy by shooting although they

painfully good. The playability and speed of this game is unmatched and indeed it would be hard to emulate on any other machine. If you enjoyed the original *Garrison* then this will

by Tony Takoushi

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