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COMPUTER + VIDEO GAMES

BRAVE ALIEN SYNDROME

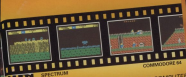
FREE BADGE

WIN: PINK PANTHER GAMES
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BECOME A TV STAR/FRIGHTMARE MAPPED
PC ENGINE EXCLUSIVE/JOYSTICK RESULTS

REVIEWED: MAGNETRON/PINK PANTHER/GOthic/FLINTSTONES/RIM RUNNER

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SPECTRUM

COMMODORE 64



SCREENSHOTS TAKEN FROM VARIOUS COMPUTER FORMATS



COMMODORE 64

COMMODORE 64



COMMODORE 64

SPECTRUM



THE ELITE AMONGST SIX PACKS

THE ULTIMATE 6-GAME COMPILATION

ENDURO RACER

Well done Activision! At last someone's come up with a very realistic arcade conversion. The graphics are amazing. I've seen nothing else that compares with its graphic realism or playability. CRASH

DRAGON'S LAIR

The sensation from 1988 that spent 3 weeks at No. 1!

ESCAPE FROM SINGE'S CASTLE

All in all I'd strongly recommend this - it's playable and extremely compelling. Don't miss it. ZIP 64 (NOT AVAILABLE ON AMSTRAD DISC.)

THE ULTIMATE 6-GAME COMPILATION

PAPERBOY

Game of the Year 1987. More than a year in the U.K. Chart!

(Source: GALLOP)

THE LIVING DAYLIGHTS

The officially licensed version of the hit James Bond movie.

GHOSTS 'N' GOBLINS

I love Ghosts 'n' Goblins. It's brilliant. I've played it and played it and completed it and completed it, and I still play it. Ghosts 'n' Goblins is a brilliant translation of the arcade game, and well worth a tanner. ZIP 64. This game is compelling beyond belief. CRASH



System	Format	Price
Spectrum	Cassette	£9.99
Spectrum	Disc	£14.99
Commodore 64	Cassette	£9.99
Commodore 64	Disc	£14.99
Amstrad	Cassette	£9.99
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C+VG term

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• WIN A DRAGON FANTASY ROLE-PLAYING



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FLYING P90



- PINK PANTHER/REVIEWS/P92
- SAMURAI WARRIOR/REVIEWS/P98



- MEAN MACHINES/P122
- SAPIENS/ADVENTURE/P72



Inside Story



IF 34

Yes, I tell you that like you've been hit by a star god that only have me given you a free C-10 badge this issue but a giant put out poster. All at no extra cost. And that's not all that will have you reading this issue. We're up to our necks in alien droppings the latest in Alien Syndrome, the cult-up conversations with some of the hottest, hottest, hottest alien going. You'll just love it. This game will be a monster. PlayStation also has an exclusive Arctura map and the second part of Devos. Miss it at your peril. And read what you see the PC Engine, the mean machine that blows the Sega and Nintendo away. Plus: millions of reviews, previews, news and competitions. And a chance to win a golden dragon. Too good to be true. Never!



- PLINTSTONES/REVIEWS/P92



- FRAME UP/P98



- WALL STREET/BIG SCREEN/P90

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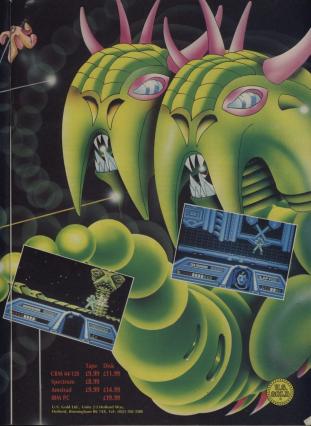
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Screen shot from
DREAM WARRIOR



Dream Warrior
© 1991 Taito Ltd.



	Tape	Disk
Commodore 64	£9.99	£11.99
Spectrum	£9.99	
Amstrad	£9.99	£14.99
IBM PC		£19.99

U.S. Gold Ltd., Units 21 Redriff Way,
Hullford, Birmingham B4 7BB. Tel: (0214) 554 538



Rumble!

Arcade and 8-bit tapester **Shogun** is available on ST and Amstrad PC on April 21, from Maxis Software. Travel through over 500 screens to rehabilitate the players' core for a mere £19.95.

Stone Me.

Newton is releasing Gargyle's old full-price game — **Dan Darek, Marsport and Tin Ho Nig** — on their budget Release! label at £1.99 a throw. They should be in the shops now.

SORRY!

Newton's CD calls for £9.99 and £12.99 on Commodore Cassettes and disk not as reported in last month's C+VG. Sorry and all that.

Hello Bobo

The latest from Infogrames is **Bobo**, a crazy or limited character making fun of attempts to escape from prison. In one part of the game he rather craves trying



▲ Bobo.

to feed the other inmates, in another he tries to become a freedom as a trampoliner. There are six different tasks for him to mark up in this ST game, out late April at £19.95. PC version to follow.

Batman's New flap.

In case you haven't noticed, Batman is really back in vogue these days, and The Killing Joke by comic publishers Allen Moore and Brian Bolland looks set to

keep him that way. Concerning on the Joker, the maddest, baddest baddie in the history of the world, it looks set to top the charts forever.

Somew. The Killing Joke by Allen Moore and Brian Bolland, published in Great Britain by Titan Books Ltd. Batman and all related characters, the distinctive likenesses thereof and all related indicia are trademarks of DC Comics, Inc., New York. Copyright © Comics Inc. Used with permission.

▼ Joker's Revenge!



▲ Max Headroom

Max Fax.

The original Max Headroom TV film has been gloriously remade as six fifty minute television episodes, available on video in April. Jump as our reporter Eileen Carter comes across adverts that make you gaggle! Shudder as he drives his bike into the infamous "Maximum Headroom!" sign! Only as you realise it isn't as good as the original.

Struggles

Power Struggle is a one player game of super power rivalry, where as either the United States or the Soviet Union, you must try to gain political, economic and military influence in as many countries as possible.

Already available on CIBASE, it is now out on Atari ST at £14.99, with IBM PC and Amiga to follow, from PSL.

Cheap Trills

Three new cheapies from Newson at £2.99 a throw are **Battle Valley**, an old-fashioned shoot-'em-up for the Spectrum, **Subterranea**, a mini-Duke for the C64 and **Ocean Conqueror**, a submarine battle simulator for the Amstrad.

Vampires Delight

Not sure how it plays as yet, but **Vampires Empire** from Magic Bytes features some of the most appalling animation and sound effects in many a month. Dr Von Helzing, a smiley old vampire hunter, must conquer 'round Count Dracula's lair, searching for the "divine light that will destroy him." 16-bit versions are out on 23 March with 8-bit to follow mid April. ST/Amiga £19.99 disk, Spectrum £8.99 cassette, C64 and Amiga £9.99 cassette, slightly more on disk.



▲ Search for divine light.



▲ Search for divine light.



▲ Vampire's Empire.

NEWS

Behind the Mask

■ Dragon's fellow up to bat year's AAA-B game is **Venom: Sinister Strike**, due for multi-format release on March 28. This time around, Black Trucker must rescue his kidnapped son, and to do so he must stand as monster-slayer!

Spectrum £7.99,
C64/Amstrad £9.99 (incl.),
C14.99 (incl.).

► **VENOM 3** returns.



Phony Fun.

■ Alongside horoscopes and problem lines you can now play role-playing games by phone, courtesy of Computer Dial (see ad in this iss).

Apparently this is rather like playing Play-by-Mail, except you give them a ball to get your turn. We haven't tried it yet, but we're promised wizard sound effects. Ask whoever pays your phone bill first though, or you could be in for a shock when it pops onto the next bill.

The Axeman Cometh

■ Barbarian II: The Dungeon of Drax will be released by Palace within the next few weeks. This time instead of battling ogre humans, you fight monsters. The game will again feature the curvy charms of Page 3 girl Blair Winkler.

► **Barbarian II.**



DUNGEON DATE

■SSI and US Gold have got together to bring out a couple of games for the Amiga based on Advanced Dungeons & Dragons.

Dragons.

Release won't be until September, US Gold will be producing a more action

orientated game, while SSI are putting together something more faithful to fantasy role playing.



▲ **Whisperer** from AD & D.



▲ **AD & D** leading screen.

FOR KICKS

■ Possibly the best football simulation ever released for your home computer is Commodore's **International Soccer**, previously available only on a plug in cartridge. Now C64 has released it for the £4 on normal cassette or disc or a cheap £60 £9.99, and despite its relative age, as far as sports sims go, it's still the one to beat.

Running against Time

■ The Race Against Time is set to raise millions of pounds to fight hunger, poverty and disease and to turn YOU into a TV star. Intrigued?

Sports Aid UK's global campaign to raise money through sponsored events is now underway and will culminate in a worldwide charity race on the 11th of September.

► **Sports Aid runners.**



In the meantime there will be literally thousands of fund raising events taking place.

And Commodore are producing a special **Race Against Time** computer game on Spectrum, Amstrad and Commodore 64. All the profits and royalties will go to Sports Aid UK.

The game will be seen for the first time on the ITV Saturday morning programme **Get Fresh** on May 2nd. And we want you to



▲ **Race Against Time** game looks like...

be on that show.

Here's how you can join the team game. Send in your top score in your favourite arcade adventure game. And get your name or club to witness it. The four best scores will be invited onto the **Get Fresh Show** for a play off.

After the **Race Against Time** computer game has been launched, we want you to tell us how far you have progressed in the game.

Send the printed coupon **NOT** to the normal C+VG



▲ ... **Arcade**.

address but to the following:
Race Against Time: C+VG High Score Competition,
Lyons Franks PR,
6-10 Frederick Court,
Stapleford Place, London W1 2HD. And we're sorry but the competition is only open to those 14 and under.

RACE AGAINST TIME HIGH SCORE.

NAME AGE

ADDRESS

.....

GAME

HIGH SCORE

WITNESS

TELEPHONE NUMBER

Remember time is short. Send your score in as soon as possible. And don't forget to buy the game when it's in the shops.

NEWS

THE LATEST AND



ARCHON - ROM - \$14.99 Atari
A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



BALLBLAZER - ROM - \$14.99 Atari
Can you shoot the Pacmans through the moving goalposts while playing your football? For one or two players.



RESCUE ON FRACTALUS - ROM - \$14.99 Atari
You have to rescue your friends from Fractalus - but the evil gags aren't going to make it easy.



TWILIGHT WORLD - CASSETTE, ROM - \$9.99 Atari
Battle your way through eleven dungeons and caverns, with and master gods and fiends.

Atari have always had the greatest arcade games in the galaxy, now they're adding even more winners to the collection. From the high speed skills of handling a WWI biplane, to the brain-aching Archon battle of wits. Whether

you're landing the punches with Fight Night or using the awesome power of Thunderfox to blast the enemy, Atari give you the best combination of graphics speed and skill this side of Alpha Centauri.

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FIGHT NIGHT - ROM - £14.99 1 player (two more slots)
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ATARI

NEWS

Funky Gibbon

• "For the man who has everything." Illustrated by Dave Gibbons, this story has everything — politics, passion, anger, all wrapped up in the humor of Dave to celebrate Superman's birthday. A landmark — perhaps the most mature portrayal of Superman ever.

Slime Time

Swamp Thing and Luther Arkwright are hot news on the comics front again. Philip Morton reports.

Swamp Thing eggs continues... With a new volume every couple of months, *Titan Books'* ambitious reprinting of the complete Alan Moore *Swamp Thing* stories has reached volume four.

This particular one is my favorite so far, mainly because of the sheer variety of scary and art it offers. From the whimsical "Pog" (a tribute to the late Walt Kelly and his complicated comic strip *Pogo*), via the almost erotic "Rite of Spring" to the just-plain-horrifying "HatefesterPapers", it is, as you've probably guessed if you've stuck with me

▼ *Swamp Thing*



through this venture this far, highly recommended. Nice introduction by Neil Gaiman, too (*Titan Books*, \$8.98).

The return of *Luther Arkwright* — for good, this time... "Is the world finally ready for *Luther Arkwright*?" I asked, rather foolishly last October. The world may have been, but this time *Arkwright* himself wasn't ready. The promised volume two of Bryan Talbot's *Adventures of Luther Arkwright* didn't materialize.

In fact, the delay in publication has probably helped drum up a larger readership for the new book, as — meanwhile — four issues of the beautifully packaged comic-book series (the first volume have appeared).

And now that book two is with us, I have to say it's been worth the wait. Inside the bizarre and beautiful cover you'll find the new obligatory introduction by Alan Moore, exquisitely detailed rendering (the world's first published sketch comic book?), the most intense death-rebirth sequence I've ever found of my age (I've seen a few) and an exciting cliff-hanger ending.



It's obvious from the sheer intensity (horror word again!) of the book that Bryan Talbot had been looking to tell this story since he completed volume one in 1982. What makes the wait worthwhile is that not only has the comic-reading public caught up with him, but so has his own technique. The last couple of years spent churning out *Memetic* episodes for *2000AD* seem to have sharpened both his drawing and his storytelling. "Mature readers" (see *C + VG*, March 88) should seek out a copy. (Valley Press, \$4.95)

More on *Moths*... Last you think I'm going to go completely over the top in praising *Moths*, this month, let me introduce a slight note of dissent in discussing the fifth volume of *Moths*: the collected fantasies of Jean Giraud.

Not that it's not delightfully put together, a fine addition to any bookshelf, etc. etc. War is Giraud's technique in question. But I'm no longer convinced, as I was when the first two books in this six-volume edition appeared, that now is the time for *Moths* to take the world by storm. And why?

I suppose it all comes down to this: in his ideals, in the childlike innocence of some of his characters, and in the sheer... er... comicality of his stories, he comes across as no more than a glorified — and sometimes self-glorified — old hippy, and as anyone with an ounce of cool will tell you, the next hippy revival isn't due until 1990 or thereabouts.

I'm being harsh, of course. *Moths 5* is a fine addition to the series, containing as it does the further adventures of *Real* and *Atom* from volume one, and especially new that *Titan* in the U.K. are co-publishing with *Epic* in the U.S. This arrangement brings down the price of a copy by about a penny, to \$5.95.

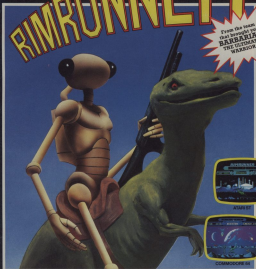
In any case, if you've bought the other four, this one is essential!

NEWS

Beyond the farthest
reaches of the
Galaxy...

RIMRUNNER

From the team
that brought you
BARBARIAN
THE ULTIMATE
WARZONE



ATARI ST



COMMODORE 64

PALACE



AMSTRAD CPC

Available from all good computer game stockists, or by mail order from: Palace, The Old Forge, 7 Colchester Road, London E1 6DE.
Send cheque or postal order for £8.99 (C64, Amstrad versions), £12.99 (C64 disk), £14.99 (ST, Amstrad disk) plus 60p P&H.
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street

3000

The Ring Worlds are coming, devouring everything in their path, sucking planets dry... needing their resources...and our solar system is in their path. You must find these Ring Worlds and destroy them. This is the plot of Cascade's *Ring Wars*. You have the entire solar system to explore to track these Worlds down. And then is running out. *Ring Wars* will be out on all major formats.



Electronic Arts releases *Deluxe Productions*, its video production and business package for the Amiga this month - costing just £149.

It uses 16-colour, high-resolution graphics (512x448 pixels) with a wide variety of editing techniques and special effects to create compelling presentations.

The program allows users to string together a series of high-resolution images, including a background and the objects, in a "slide-show" format manipulating each image with the built-in paint tools, and over 40 fonts and wipes. Meanwhile, check out EA's *Deluxe Paint*.



SEX! Right. That's got your attention, hasn't it? And now forward Amiga for another exercise in exploitation at the female form. You it's time to take your clothes off with *Strip Poker 2 (Plus)*. The game has 32 colour 16 colour graphics, a choice of two opponents, and speech on the Amiga version. The game will sell for around £14.95.



Wargame expert **R.T. Smith** - the man behind *Polish*, winner of a 2-4-64 Golden Joystick for the Best Strategy Game - has written his first arcade game. It's called *Cyberkombat* and will be released by CML. The game is for one or two players, features two programs, using the first program you fight battles against other players in previous underground battle arena, who and your reward is financial. With this money you can

Freemaster's Black Pearl release in the new fiscal year, sounds like it has a lot to do with release strategy. But not too close the part is a prisoner of the Federation with a burning desire to escape. You take a submarine and head for the light end, so the way, you must try and destroy as much of the planet as possible. You must not be over the invisible arena and that into the underwater arena, because it is not visible. Extra lives, weapons and credits are available to help you survive.





access the power of your Cyber Knight or use the amount of Cyber Knight you wish (none at your disposal). The second, edit program allows you to create and control your own robots, using the edit program, you can give your warrior select either another player's design or select computer controlled opponent. Cyber Knight will be available for the Spectrum in April, cassette £7.95, disc £9.95.



These game packs Britain are popping up everywhere these days, how we've got - wait for it - **Just Skat** from Alternative Software. The game claims to be the 'ultimate BMX contest' where you must use your cycle knife to fight skateboarders.



BMX riders and knife wielders. Moves include bunny hops, wheelies and back flips. **Just Skat** should be out in April on Spectrum and Amstrad with the COM 64 version following in May or June. Bet you can't wait...



And another skateboarding game hits the street. This time it's Players Software's **Skatboard Construction System**. The game allows you to create your own skate park or back alley. SDI will be skidding onto a Spectrum near you soon.

Just in time to ride the Winter Olympics completely comes the **Winter - Winter** collection from SDI Hard Days. It should be arriving in your shops in May just in time for the start of the winter season. Anyway you get the chance to take part in seven events, including, cross-country skiing, speed skating, ice skating, bobsled racing and the ski jump.



Alternative World Games should now be available on the Spectrum and Amstrad by the time you read this. This Genesis game



features odd sports set against exotic backgrounds. So get set for really throwing or greater pole climbing.





COMMANDOS

ALIEN WARS



Magnetron

■ MACHINE: CIBI
 ■ DEVELOPER: CIBI
 ■ PUBLISHER: JANSSEN
 ■ PRICE: £19.95 (R129994/17) IN
 SPECTRUM
 ■ VERSION TESTED: DEMO
 ■ REVIEWER: CHRIS JOHNSON

The long wait is over. Magnetron, the new title from the Graftgold team of Andrew Graftgold and Steve Turner, is out.

So what's the verdict? Well... mixed. The trouble is that while

➤ Approaching a vital computer console.



the game is well up to the team's usual high standards of programming, you may find that the scenario is a little too familiar.

Magnetron has a peculiar history. It's a follow-up to Steve Turner's Outstation, which was itself a sequel to Andrew Graftgold's Paraglide. You could be forgiven for thinking

that it might be time for a fresh new idea.

The game takes place on a series of eight space platforms, each one of which consists of sixteen screens laid out in a four-by-four grid. You control the robot about RUP-2, less his little metal socks, whose job is to

➤ Preparing to grapple with a fully-army



1 MAGNETRON

2 PACLAND

3 DEMON STALKER

4 SOPHISTRY

5 GOTHIC

6 ARKANOID II

7 CHERNOBYL

8 RIM RUNNER

9 IKARI WARRIORS

10 PINK PANTHER

11 BLOOD VALLEY

12 SIDEWINDER

13 TELADOH

14 OKINAWA

15 FLINTSTONES

16 SHANGHAI KARATE

17 SAMURAI WARRIOR

18 BARBARIAN

19 NORTHSTAR

20 ALIEN SYNDROME

21 HEROBOTIX

22 SLAP FIGHT

23 ROAD WARRIOR

24 PROJECT STEALTH

25 FIGHTER

Pacland

■ MACHINE: COMMODORE 64
 ■ DEVELOPER: GRAFTGOLD
 ■ PUBLISHER: JANSSEN
 ■ PRICE: £19.95
 ■ VERSION TESTED: DEMO
 ■ REVIEWER: CHRIS JOHNSON

Get either a clone of "Asshole..." or "Beebeagle!" — the original euro computer hero, Pacman, is back, and he's as sickly sweet as ever.

Do you believe a game where your task is to hog a fast lane home to Fairyland? No matter, but even the most feckless alien Master could be persuaded

to bring up the best long enough to give Pacman's hand in his last quest.

Pacland is a conversion of the popular coin-up, and can be thought of as a 3-D version of the original 2-D Pacman game. All the elements are there, the cute yellow Pacman (now dressed with fangs, feet and a bouncing hat), the ghosts (Blinky, Pinky and Clyde, the power pills, and the fruit to collect).

The difference is that this is a horizontally-scrolling game featuring some pretty weirdly

backgrounds showing the houses of Pacland, mountains, ravines and deserts. There's so little detail on the backgrounds that the game ends up looking like an instant school fingerpainting, but perhaps it's aimed at younger players anyway.

The action isn't exactly fast and furious. Pac scuttles along at a choice of two speeds, leaping over obstacles, collecting fruit, and avoiding the ghosts who chase him. Find a pill and you can turn the tables on the

on

deactivate the four reactors on each platform and clear the area first.

The good thing about the game is that there's an immense amount of variation. The main body of *Magnatron* consists of moving around the ramps, landmines, slopes and planes of



Loggia the blocks before you're blown to bits.

the space platforms, gunning down enemy drools and searching for the reactors. To pep it up, though, there are several sub-plots which involve even more challenging bits of skill and timing.

For instance, you can attempt to upgrade the power and weapons of your drool by grappling with and taking over another machine. First you should find a computer terminal and log on to obtain information about the level you're on. This will give you the position of the reactors, and the type and strength of the drools. Then choose a likely drool — there's number coded according to power — and centre the joystick, pushing the fire button until the display tells you that you are in "grapple mode". Run your

target, and you'll move into a kind of sliding block puzzle game which you have to complete against an all-time-high fast-moving timer. Fail, and you'll be blown to bits.

If you grapple a superior drool successfully, you'll obtain more advanced weapons — these include flying bombs, mortars, flamethrowers, and the dreaded bounding bombs.

Once you've found a reactor, you move into another sub-game in which you must balance the negatively-charged inhibitors and the positively-charged fuel rods in the core. This isn't at all difficult if you can count; the drool is that the changes you make carry with you will affect your subsequent movement in the platform's magnetic field — hence the name of the game.

REVIEWS

C+VG

2

Speeding up a steep ramp carrying a heavy charge proves increasingly difficult. You'll also find positively- and negatively-charged pipes in the floor which will push you in unexpected directions — like all the edges of ramps. If you can manage to destroy all the drools and power down all the reactors on one level, the lights go off and you can search for a transporter to take you through to the next.

Magnatron is an enormous challenge and should provide many hours — no, many, many hours of involving gameplay. But it must be said that if you have already played *Parasol* and *Quasarp*, you might find it a little familiar.

- CHARMING
- SOUND
- PLAYABILITY
- VALUE

T
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Fosson makes his way through fairyland.

ghosts, catching their tails and watching their eyes fly off so be reincarnated. Watch out, though, for the ghosts driving cars and landing you from air systems.

Completing each stage and letting the fairy out for a moment

gets you into the bonus level, where you can collect extra fruit for bonus points. At later stages you must negotiate sliding platforms, flying drools and tumbling logs.

Complete all four levels and you win a pair of magic shoes



Get the fruit and watch out for the air.

from the fairy queen (see art), and these will speed your journey forward.

While the music, effects and gameplay are pretty good imitations of the coin-op original, I found *Parasol* rather challenging nor graphically

interesting. You may want it if you want a fun of the coin-op, but otherwise I think it will leave you pretty unmoved.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

T
E
S
T

TAKE 'EM ALL ON...

IT'S THE ONLY WAY TO LIVE!

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CASSETTE

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SPECTRUM

COMMODORE

Every move you make, every step you take, they're watching you. Fight your way through the precinct — the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, sticky night in New York this is just the tip of the iceberg on your chilling quest to confront "wall, BIG". A spectacular arcade style brawl with many hoodlums and hellboids to encounter — this is Target Renegade — it's moves, it's hard!

...the name
of the game

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- MACHINE: C64
- SUPPLIER: ELECTRONIC ARTS
- PRICE: £39.95 (TAP), £39.95 (DISC)
- REVIEWED: ILM MACHINE

Demon Stalkers . . . sounds almost as if it should have been the title to a fantasy/horror movie, but it is instead the nearest to a series of claustrophobic rooms released by Electronic Arts.

Demon Stalkers's gameplay is not all that unlike the original *Guattlet* and offers the player or players, the same tedious and long lasting playability of play without the bugs.

This version has either you, or you and a partner, battling your way through a tall level designed against the usual cast of rogues, gnomes, ghouls, orcs, orcs, orcs and also (BUT) don't be, no mages, I mean etc. . . . quite like white ones too! All this adds



▲ Rising the ghost of Guattlet.

Although it all sounds rather unattractive and difficult to imagine without actually seeing the disc, but a really a game designer decide to try to present all you potential rucksters! out there!

The game itself is highly addictive and extremely fun to

play, especially when it's being played by two of you. The graphics and sound effects are at a moderate and above average quality, although the scoring levels still must be to be desired. I've never seen a game put so much in all this. I'll not sure what technique their using, but their



definitely doing something wrong somewhere.

I am most certainly not trying to deceive you, the game is good and that's that! *Demon Stalkers* is one of the very few good clones around, and at least deserves your consideration . . . let alone your money!

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

Demon



Stalkers

up to an enjoyable and sometimes rather frustrating game.

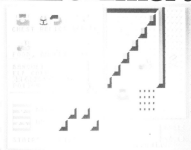
Being killed rather quickly isn't all that uncommon quite as you will discover. I'm tip to help you fast that little bit longer is a collection of items, spells, weapons, amulets, magical balls, chests full of additional objects and of course, the essential keys which will all prove to be highly contributory aid to your quest.

The screen is displayed in the usual way with the playing area to the top of the screen, and the players health, score, attributes and items collected towards the bottom.

All of these are counted when you collect various objects and destroy all monsters.

To enter each level you must progress past the oncoming entities and successfully reach a doorway which will take you to each lower level. The deeper into the dungeons you go, the more difficult the game becomes. Also . . . to travel to the lower levels you must first give a password. This comes in the form of something called 'Arthur's Magical Cipher'.

This is no actual magical procedure, but these small circular pieces of parchment in each a way that when the first wheel on the outer wheel is lined up with the second wheel on the inner wheel, the password is revealed on the third and innermost wheel . . . as if by magic!



▲ Fearful for demons

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The world of Castle Mamon... Lair of the Demon Prince... created by the fertile imagination of gamesmaster Steve Jackson is brought to you through the state-of-the-art computer wizardry of *Computerised Ltd.* The countless and deadly traps which await you in Castle Mamon are brought to life with dramatic sound effects.

and new gaming techniques. You can hear the roar of the Plecto Bats as your sword hits the Skin of the Phoenix burning towards you, the clinking of the many Gold Pieces you will find hidden in the Demon Prince's underground dungeons.

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Enter the **Monthly Competitions**... where the most skillful adventurers will win **REAL-GOLD-PIECES**. Further details in the Free Adventurer's Pack.

THE WORLD OF FLST.

When you dial the FLST number, you will be offered the choice of either starting the adventure immediately or choosing other options. An easy-to-follow system of menus will guide you through the options currently available. Simply follow the instructions and dial your choice. The world of FLST will be in a constant state of development, so not all features will be available from the start. Current plans include:

FLST Rules - A guide to Hints, Strategies and Rules of the game (5 mins).

Background - To the Castle Mamon adventure (5 mins) [NB: The text of both these options are provided free in the Adventurer's Pack].

Monthly Competition - The FLST Challenge! Find the dragons' exit and request your plundered Gold Pieces at the Adventurer's Guild. **REAL-GOLD-PIECES** to be won every month!

The Black Claw Tavern - A group discussion line which will connect you with other adventurers calling at the time.

The Adventurer's Guild - Detailed how to join the FLST Player's Club.

The Adventurer's Academy - A fast-moving 'master class' designed to increase your combat skills.

General Store - The village shop where you may 'buy' magical weapons, armour, potions and charms with your Gold Pieces to help you in the adventure.

COMBAT SYSTEM

You start each adventure with a pre-set level of stamina which enables you to battle when you are hit. You fight monsters by dialling in your combat strategy. Experienced FLST players will be better than novices through the ingenious number pattern which allows players to learn the best ways to tackle different monsters. Can you catch us out?

HINTS ON PLAY

Keep a pencil and paper by the telephone to track your choices. Keep a map! Dial 0 to repeat the previous message (useful for repeating options). Dial 9 to hear your Character Status (inventory, possessions, stamina and options) enter your character on the computer for your next visit. Dial 0 again options during battle skip out through familiar areas of the dungeon into uncharted regions (not all phones can use this facility). Send for the Adventurer's Pack (see below) today!

Characters in limbo

Want to save your character? Send him into LIMBO before you hang up. If you call again within four weeks you can retrieve him from the FLST computer and continue where you left off. No frustration "forced restart". Limbo saves time. And money!

ADVENTURER'S PACK

One free FLST starter pack contains all sort of goodies, including:

- A description of the background to Castle Mamon, the first FLST adventure.
- The game rules (as much as we'll let you know!) with hints and strategies.
- A membership form for The Adventurer's Guild, The FLST Player's Club.
- How to get yourself a Time Shifter (only speed up the adventure) if your phone is not DTMF compatible.
- News of latest FLST developments.

• **Just send your name and address on an A4-sized stamped, addressed envelope to:**

**FLST: c/o Computerised Ltd, P.O. Box 530,
c/o Kensington Sorting Office,
24 Earls Court Road, London W8 6DA.**

FLST. ADVENTURE 1: CASTLE MAMON

Lair of the Demon Prince

Written and Directed by STEVE JACKSON

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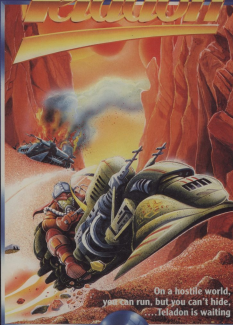
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[illegible]

WE WANT YOU

WE WANT YOU!
PLAYERS



THE PLAYERS TEAM ARE OUT LOOKING FOR YOU!!

**CAN YOU WRITE COMMERCIAL QUALITY
GAMES IN MACHINE CODE?**

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1. The first step in the process of creating a new product is to identify a market need. This involves conducting market research to understand the target audience and their requirements. Once a need is identified, the next step is to develop a concept that addresses this need. This concept should be innovative and differentiated from existing products in the market. The third step is to create a prototype, which allows the company to test the feasibility of the concept and make necessary adjustments. Finally, the product is launched into the market, and the company monitors its performance and customer feedback to ensure long-term success.

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TIME SAVING TIPS: HOW TO MANAGE

[illegible]

Category	Value	Category	Value	Category	Value
1. General	1.00	1.00	1.00	1.00	1.00
2. General	1.00	1.00	1.00	1.00	1.00
3. General	1.00	1.00	1.00	1.00	1.00
4. General	1.00	1.00	1.00	1.00	1.00
5. General	1.00	1.00	1.00	1.00	1.00
6. General	1.00	1.00	1.00	1.00	1.00
7. General	1.00	1.00	1.00	1.00	1.00
8. General	1.00	1.00	1.00	1.00	1.00
9. General	1.00	1.00	1.00	1.00	1.00
10. General	1.00	1.00	1.00	1.00	1.00
11. General	1.00	1.00	1.00	1.00	1.00
12. General	1.00	1.00	1.00	1.00	1.00
13. General	1.00	1.00	1.00	1.00	1.00
14. General	1.00	1.00	1.00	1.00	1.00
15. General	1.00	1.00	1.00	1.00	1.00
16. General	1.00	1.00	1.00	1.00	1.00
17. General	1.00	1.00	1.00	1.00	1.00
18. General	1.00	1.00	1.00	1.00	1.00
19. General	1.00	1.00	1.00	1.00	1.00
20. General	1.00	1.00	1.00	1.00	1.00
21. General	1.00	1.00	1.00	1.00	1.00
22. General	1.00	1.00	1.00	1.00	1.00
23. General	1.00	1.00	1.00	1.00	1.00
24. General	1.00	1.00	1.00	1.00	1.00
25. General	1.00	1.00	1.00	1.00	1.00
26. General	1.00	1.00	1.00	1.00	1.00
27. General	1.00	1.00	1.00	1.00	1.00
28. General	1.00	1.00	1.00	1.00	1.00
29. General	1.00	1.00	1.00	1.00	1.00
30. General	1.00	1.00	1.00	1.00	1.00
31. General	1.00	1.00	1.00	1.00	1.00
32. General	1.00	1.00	1.00	1.00	1.00
33. General	1.00	1.00	1.00	1.00	1.00
34. General	1.00	1.00	1.00	1.00	1.00
35. General	1.00	1.00	1.00	1.00	1.00
36. General	1.00	1.00	1.00	1.00	1.00
37. General	1.00	1.00	1.00	1.00	1.00
38. General	1.00	1.00	1.00	1.00	1.00
39. General	1.00	1.00	1.00	1.00	1.00
40. General	1.00	1.00	1.00	1.00	1.00
41. General	1.00	1.00	1.00	1.00	1.00
42. General	1.00	1.00	1.00	1.00	1.00
43. General	1.00	1.00	1.00	1.00	1.00
44. General	1.00	1.00	1.00	1.00	1.00
45. General	1.00	1.00	1.00	1.00	1.00
46. General	1.00	1.00	1.00	1.00	1.00
47. General	1.00	1.00	1.00	1.00	1.00
48. General	1.00	1.00	1.00	1.00	1.00
49. General	1.00	1.00	1.00	1.00	1.00
50. General	1.00	1.00	1.00	1.00	1.00

PRINT SOFTWARE

Year	Country	Population (millions)	Population (millions)	Population (millions)
1990	China	1,190	1,190	1,190
1991	China	1,200	1,200	1,200
1992	China	1,210	1,210	1,210
1993	China	1,220	1,220	1,220
1994	China	1,230	1,230	1,230
1995	China	1,240	1,240	1,240
1996	China	1,250	1,250	1,250
1997	China	1,260	1,260	1,260
1998	China	1,270	1,270	1,270
1999	China	1,280	1,280	1,280
2000	China	1,290	1,290	1,290
2001	China	1,300	1,300	1,300
2002	China	1,310	1,310	1,310
2003	China	1,320	1,320	1,320
2004	China	1,330	1,330	1,330
2005	China	1,340	1,340	1,340
2006	China	1,350	1,350	1,350
2007	China	1,360	1,360	1,360
2008	China	1,370	1,370	1,370
2009	China	1,380	1,380	1,380
2010	China	1,390	1,390	1,390
2011	China	1,400	1,400	1,400
2012	China	1,410	1,410	1,410
2013	China	1,420	1,420	1,420
2014	China	1,430	1,430	1,430
2015	China	1,440	1,440	1,440
2016	China	1,450	1,450	1,450
2017	China	1,460	1,460	1,460
2018	China	1,470	1,470	1,470
2019	China	1,480	1,480	1,480
2020	China	1,490	1,490	1,490
2021	China	1,500	1,500	1,500
2022	China	1,510	1,510	1,510
2023	China	1,520	1,520	1,520
2024	China	1,530	1,530	1,530
2025	China	1,540	1,540	1,540
2026	China	1,550	1,550	1,550
2027	China	1,560	1,560	1,560
2028	China	1,570	1,570	1,570
2029	China	1,580	1,580	1,580
2030	China	1,590	1,590	1,590
2031	China	1,600	1,600	1,600
2032	China	1,610	1,610	1,610
2033	China	1,620	1,620	1,620
2034	China	1,630	1,630	1,630
2035	China	1,640	1,640	1,640
2036	China	1,650	1,650	1,650
2037	China	1,660	1,660	1,660
2038	China	1,670	1,670	1,670
2039	China	1,680	1,680	1,680
2040	China	1,690	1,690	1,690
2041	China	1,700	1,700	1,700
2042	China	1,710	1,710	1,710
2043	China	1,720	1,720	1,720
2044	China	1,730	1,730	1,730
2045	China	1,740	1,740	1,740
2046	China	1,750	1,750	1,750
2047	China	1,760	1,760	1,760
2048	China	1,770	1,770	1,770
2049	China	1,780	1,780	1,780
2050	China	1,790	1,790	1,790
2051	China	1,800	1,800	1,800
2052	China	1,810	1,810	1,810
2053	China	1,820	1,820	1,820
2054	China	1,830	1,830	1,830
2055	China	1,840	1,840	1,840
2056	China	1,850	1,850	1,850
2057	China	1,860	1,860	1,860
2058	China	1,870	1,870	1,870
2059	China	1,880	1,880	1,880
2060	China	1,890	1,890	1,890

APPENDICES

Category	Item	Unit	Price	Quantity	Total
Food	Chicken	kg	12.00	2.00	24.00
Food	Beef	kg	15.00	1.50	22.50
Food	Pork	kg	10.00	1.00	10.00
Food	Fish	kg	8.00	1.00	8.00
Food	Eggs	dozen	4.00	1.00	4.00
Food	Milk	l	1.00	1.00	1.00
Food	Yogurt	l	1.00	1.00	1.00
Food	Cheese	kg	12.00	1.00	12.00
Food	Butter	kg	10.00	1.00	10.00
Food	Oil	l	5.00	1.00	5.00
Food	Flour	kg	3.00	1.00	3.00
Food	Sugar	kg	4.00	1.00	4.00
Food	Tea	kg	1.00	1.00	1.00
Food	Coffee	kg	1.00	1.00	1.00
Food	Spices	kg	1.00	1.00	1.00
Food	Fruits	kg	1.00	1.00	1.00
Food	Vegetables	kg	1.00	1.00	1.00
Food	Herbs	kg	1.00	1.00	1.00
Food	Nuts	kg	1.00	1.00	1.00
Food	Seeds	kg	1.00	1.00	1.00
Food	Grains	kg	1.00	1.00	1.00
Food	Legumes	kg	1.00	1.00	1.00
Food	Starches	kg	1.00	1.00	1.00
Food	Alcohol	l	1.00	1.00	1.00
Food	Beverages	l	1.00	1.00	1.00
Food	Condiments	l	1.00	1.00	1.00
Food	Preservatives	l	1.00	1.00	1.00
Food	Flavors	l	1.00	1.00	1.00
Food	Colorings	l	1.00	1.00	1.00
Food	Emulsifiers	l	1.00	1.00	1.00
Food	Stabilizers	l	1.00	1.00	1.00
Food	Thickeners	l	1.00	1.00	1.00
Food	Acids	l	1.00	1.00	1.00
Food	Alkalies	l	1.00	1.00	1.00
Food	Enzymes	l	1.00	1.00	1.00
Food	Antioxidants	l	1.00	1.00	1.00
Food	Preservatives	l	1.00	1.00	1.00
Food	Flavors	l	1.00	1.00	1.00
Food	Colorings	l	1.00	1.00	1.00
Food	Emulsifiers	l	1.00	1.00	1.00
Food	Stabilizers	l	1.00	1.00	1.00
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Food	Enzymes	l	1.00	1.00	1.00
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Food	Flavors	l	1.00	1.00	1.00
Food	Colorings	l	1.00	1.00	1.00
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Food	Stabilizers	l	1.00	1.00	1.00
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Food	Acids	l	1.00	1.00	1.00
Food	Alkalies	l	1.00	1.00	1.00
Food	Enzymes	l	1.00	1.00	1.00
Food	Antioxidants	l	1.00	1.00	1.00
Food	Preservatives	l	1.00	1.00	1.00
Food	Flavors	l	1.00	1.00	1.00
Food	Colorings	l	1.00	1.00	1.00
Food	Emulsifiers	l	1.00	1.00	1.00
Food	Stabilizers	l	1.00	1.00	1.00
Food	Thickeners	l	1.00	1.00	1.00
Food	Acids	l	1.00	1.00	1.00
Food	Alkalies	l	1.00	1.00	1.00
Food	Enzymes	l	1.00	1.00	1.00
Food	Antioxidants	l	1.00	1.00	1.00
Food	Preservatives	l	1.00	1.00	1.00
Food	Flavors	l	1.00	1.00	1.0

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LA BUREAU ROAD
MATHGATE
WEST LOTHIAN
EH48 1TH

RECENT NOTABLE AT-BAYERS

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RECEIVED: 11/11/2009; REVISED: 01/11/2010; ACCEPTED: 02/11/2010

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G+VG REVIEWS 4

■ MACHINE: SPECTRUM
■ PRICE: £1.95
■ RATED: 4/5
■ REVIEWER: MATT BILEY

Billed as "the board game of the future", *Sophistry* is like nothing so much as a more sophisticated and intellectual variant on that old favourite, *Warble Mathies*.

It also has to be said that it is a much slower game too, the idea not being a crash bang chase around the screen, but a steady collection of bays and ponds which you can make for bays. Get enough of those and you'll be able to reach your objectives, the 2nd level, though when it anything you find that is anybody's guess. Fap, I'm afraid the slow gameplay and minimalist graphics mean that my interest flagged long before the halfway point. That's not to say that you'll still though - it's just depends upon your taste in games. The advertising claim that it's so far off, as it does in fact bear more resemblance to something you'll play with a square of cardboard and little plastic counters than anything you'll find down the local arcade.

You play a little sort of, well... shape that *Sophistry* around the various levels like a frog on *Wiggles*, collecting the bays as they appear, and shooting down transmitters and coordinates when you want a change of scene. Parts of the levels are pretty straightforward, but there are also some sections where the *Wiggles* disappear as you go past them, or where you have a time limit to cross the board, for instance. There are also things called snakes that you have to be avoid, and - unlike most frogs - you can't swim, so shooting in the water is definitely not to be recommended.

One of the more off-putting aspects of *Sophistry* is that despite the relative simplicity of most of the bays play, there are actually quite a lot of rules to be learnt. It is like when in fact if you have someone to teach you who knows it well there should be no problem, but try and learn the relevant thing from the instructions, and you'll be here 'til kingdom come. Quite possibly there are a whole load of tactics waiting to be discovered that will make it a challenge for the best strategy-games players amongst us, but then I was never very good at chess either...

Let's go into some of the instructions just to give you an idea of what it means. You can only see level by the rules indicated on the screen, and also by the direction indicated on the cross like display at top left. However this may change while you are playing a board. If the tracking mode is on you have to land on a target block indicated by a ring to release the blocks in your track before you can land on them again. There are various types of snakes, with varying degrees of dangerosity, and it's type determines how when it will appear on the board, and how easy it will be to kill. Confused? You will be...

How about this quote: "If you are on a disconnected board in a scenario such as No entry, No entry, No entry, No entry, No entry and you thing you



Whatever you do, don't fall in the pond

Sophistry

may have to use LFFING to get out of it, it is best to use them as early as possible.

WARRANTY it is not as if the content of the game is any easy.

I'm afraid what this appears to me to be is a very simple collecting idea with a great number of extra, and not especially logical, rules added to make it more challenging

and interesting. It is the complete opposite of a game like *Adventure* where the basic gameplay is very plausible anyway and all the additional bits and pieces just serve to add spice. Here the original game is really too dull to make it on it's own, and the added extra only serve to complicate and frustrate.

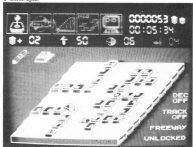
A Ford *Sophistry* will never be as good as a Jaguar, no matter how

many extra's you add.

Sophistry isn't a bad string like plenty of games are, but it just does it fast enough to make it very good. Write in and tell me I'm wrong if you like, but I don't think many of you will.

■ GRAPHICS
■ SOUND
■ VALUE
■ PLAYABILITY

Rules not logical



DENTON DESIGNS

TROLL

Fast...Furious...Deadly!



MORE ACTION AND EXCITEMENT
THAN HUMANLY POSSIBLE!



E+VG

REVIEWS

5

▼ Moves for money.



► MACHINE: SPECTRUM/
EMULATOR 32
► SUPPLIER: GIGAWATT
► PRICE: \$5.95 IN US/\$6.47
/ £3.99 SPECTRUM
► VERSION: FINAL SPECTRUM
► REVIEWER: CHRIS JOHNSON

What with all this talk of hostile space forces, hastily assembled space fighters and fearful energy weapons, you'd think that GIGAWATT was peddling yet another *Breakout* variant. Well, it's nothing to be ashamed of. In fact, it's nothing to be ashamed of. In fact, it's nothing to be ashamed of. In fact, it's nothing to be ashamed of.

Arkano's Revenge

and after all, *Arkano's Revenge* is much more playable despite its modest derivation.

Moves of *Dafni* exactly what you'd expect from a follow-up: it's tougher, has more gimmicks, and is bigger. But basically it's more of the same old formula: move your bat from left to right along the bottom of the screen, bouncing the ball into rows of bricks until you have cleared each psychedelic screen.

This time the screen captures which drop from the shattered bricks come two or three at a time, rather than singly. They also feature a wider range of enhancements to your bat. Apart from expanded size, beam, glue, and slow ball, there are some nifty new ones, a really fun volcano, a flouider which gives you two bats at a time, and a ball multiplier which seems to fill the screen with velocity. Bouncing spheres, the favourite new weapon is the "ghost bat", a sort of shadow following you along the screen. More useful



► GAME: GOTHIK
► MACHINE: SPECTRUM,
► SUPPLIER: MAGNET
► PRICE: £ 9.95

Just when you thought you were safe from disaster comes. At well, that's software.

Gothik is the usual gulf, evil wizard, tyrannical ruler, and mission (saving the world). You play the hero who must rescue the good wizard — who's rather gone to pieces all over the place.

Finishing the little bits and putting him back together will return light and enlightenment to all and sundry.

The player takes the part of big barmy Gert or tricky little Gips who has more brains but less brains.

In the best traditions of these things, you get a plain view of enemies and obstacles. There are four movement directions and five actions. There are various objects: in the pocket up which fall into your main sequence: potions and items. The items are food which replenishes life energy; gold can be converted into food; magic

strength replenishes your ability to use magic; Quivers replenish your arrow stocks and flames replenish your stock of firestorms.

By pressing the "space" bar, you bring up the status screen. This is a neat way of keeping the main action screen clear of all the usual clutter showing you what things you have collected and shows the five springs affected by the collection of the items I just mentioned. It also shows progress through the game and

also allows you to select weapons and magic items.

There are three essential items: lightning bolts and fireballs. Arrows simply fire in the direction you are facing. Depending on the monster, coping a few of those will soon have it puffing up the daisies. Lightning bolts use a little magic strength and keep bouncing around till they find their target. Fireballs are impressive. On the status screen, you can vary their strength — the more powerful,

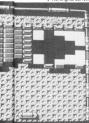
the more magic strength they lose. The effect when they hit is ▼ Plenty of ideas.



Gothik

oid of Doh

▼ Not original but fun.



are the almost playing balls which shoot through anything, and the frenetic which creates an enormous explosion.

However, to make life more difficult there are new types of bricks to cope with too. The moving ones, which are particularly annoying, are a bit hard to see against some of the backgrounds — but then, so is the cat. Last thing you see is the bridge which releases a few seconds after you see them. Another gimmick is that while there are 16 screens to play, you can choose to some extent which you encounter.

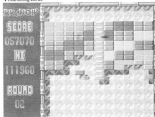
Once each screen is cleared, you can exit either to the right or the left, so if you fail to cope with an obstacle you can avoid them on subsequent plays. Inevitably, though, you'll end up fighting the alien on the last level, where there are no capsules to help you.

Oh, so *Revenge of Doom* isn't a new high in originality, but it's good fun and offers some

entertaining extras. It has to be said, though, that unless you've mastered *Automat*, you may find *Revenge of Doom* a bit tedious. It's definitely designed to make you use your hair out, and will certainly take many hours of concentration to complete.

- GRAPHICS
- SOUND
- GAME
- PLAYABILITY

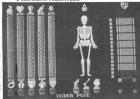
▼ Entertaining extras.



quite dramatic. It can blow out walls and launch fireballs.

There are five magic relics which can be picked up. Once picked up, they can be selected and have various strange effects. The ring of invisibility is self-explanatory. *Chameleon* makes

▼ Jack's Grounder's addictive pace.



the warrior look, like an object — five except that some creatures will try and pick you up.

Doppelgänger makes you look like a creature — invisible to some creatures, visible to others. *Invulnerability* makes you invulnerable as much as they dislike you. *Green Hooper* kills creatures



■ Warm charring out.

and *Melrose's Head* makes creatures stop in their tracks. *Barrow* does the little bit measure up to *Countdown* game. To be sure, it is not been played in here and there are plenty of good ideas and touches. It lacks the addictive pace of *Countdown*.

there's no feeling of saving the clock.

If you've already got *Dandy, Dandy* or *Countdown* you should probably give this a miss.

- GRAPHICS
- SOUND
- GAME
- PLAYABILITY

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■ **AMSTRAD, IBM G4, IBM XT, AMSTRAD**
 ■ **REVIEWER: PAUL BOURGEOIS**
 ■ **PRICE: £49 (AMSTRAD), £59 (IBM)**
 ■ **SCORE: 7/10 (AMSTRAD AND XT), 8/10 (IBM)**

Style merchant Pitco pack another knockout punch with their latest offering, *Alienware*. Perhaps not so complex as previous offerings such as *Chameleon* 1 and 2 and *The Sacred Journey* of Amstrad, *Alienware* does, however, have the immediate playability of the magnificent *Starblaster*. So let's head out beyond the furthest reaches of the galaxy

and prepare for a super-fast blast 'em up. And Pitco, renowned for strong streaks of originality of their games, have come with something new to tempt us up what could have been a jaded tale.

In *Alienware*'s case it's the hero, a bug-eyed insect-like creature, and his reptilian foe—most known as a *Bum*. Both these creatures are different and conceived not without humour.

Your job is to protect the insectoid colonies against constant attack from their enemies the *Bum*s. The insectoids have built large force shields to keep out the *Applahoids*. But these shields

Rim

use up a tremendous amount of energy and the generators require constant supervision and recharging.

The job to protect these generators, situated at the edge of the colonies, has fallen to an elite body of insectoid warriors known as the *Alienware*. Their job is to patrol around the generators so their rubbery cute *Bum*s, battle against the *Bum*s and recharge the generators.

Alienware face all sorts of alien onslaught, from a myriad of roaches, flying bugs and insects. It isn't as quick enough you can blast 'em to bits. If not, well... you'll soon learn to appeal up your reactions.

The ultimate idea is to cover up the five generators as fast and progress through to the next one. There are nine levels in all.

The trouble is that besides the problems of the alien attacks, the generators run down at slightly different rates and to succeed you have to watch out the best sequence to visit them. The sequence becomes more complex the further you progress into the game.

There is also a time limit in which you must complete the level. This can prove left or right on each level and will eventually complete a loop.

The graphics are almost surreal in colour and the insectoid and the *Bum* are really nice. If it's honest, the



■ **The cracked plane**
 ■ **AMSTRAD, IBM G4/XT/AT, AMSTRAD**
 ■ **REVIEWER: TONY**
 ■ **PRICE: £49 (AMSTRAD), £59 (IBM)**
 ■ **SCORE: 7/10 (AMSTRAD), 8/10 (IBM)**

If I wasn't holding it in my hands right now, I wouldn't have believed it. Karateka on the Commodore-64. I can hear you all gasping.

Before that, it was very hard to get. The January 1987 issue of C+VG that we first reviewed it on the Amstrad. Slightly less excited latter conversions of

this are join-up. And then nothing. Just a vague silence. Well, more than a year has passed and now the conversions are beginning to arrive.

I must admit I have very fond memories of *Karateka* on the Amstrad. It was brilliant, graphically very nice the cut-up with excellent playability. I still rate it as one of the best Amstrad games.

Sadly, the Commodore version won't make the top ten of 64 games. In fact, that's a pity of class, that spark of quality to lift it out of the run of the mill. Having said that, if you haven't played even on the Amstrad version or coin-operated I still find it worth with a fair game. *Karateka* is a remarkably good game. I am up in the air of Commodore-64 mode only here.

This is my opinion, then. George Alexander Borne, top dog of US Forces in Central



Now up the building.



A bridge too far...

Barbarian Runner

whole game feels a little *Metroid*-esque.

The display at the top of the screen shows the position of the shield generators and your position. (The shield generator marker changes from green to red when it's running out of fuel); bonus and time indicators; score; the statistics of the *Barbarian* and *Runner* and the

amount of runners left.

The *Runner* can take a few hits but will eventually be a goner. He'll collapse on the floor, turn to bones and fade away. (He doesn't disappear too much.)

The *Barbarian*, if hit, falls off his mount, rids his head and gets back into the saddle as fast as possible.

Palace has also come up with a

nice idea of the high score table. The *Barbarian* loads his gun and loads the letters of the alphabet. It's very cute.

Barbarian was designed by Barbarian-wedged Steve Brown and programmed by Barry Brown and the end result is a very nice game.

Please very rarely disappoint with this game and *Barbarian* games in the fine tradition. Meanwhile I'm looking forward to *Barbarian II: The Dungeon of Doom*.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

REVIEWS

C+VG



1. Barbarian Runner (start)



2. Run, Barbarian, Run



3. Another Barbarian

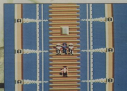


4. GT's out there

Warriors

America has been kidnapped by a band of revolutionaries. He is being held captive in his own headquarters to add insult to injury.

You and your buddy - this can be a two-player game - pick up a May Day message and rush to the rescue. But first there is a lot of work to do. You must first disarm the enemy's defenses by destroying the power stations with a few well-placed bombs. There seems to be a million enemies running round at once and you're only got limited supplies of bullets and grenades. However, it's a



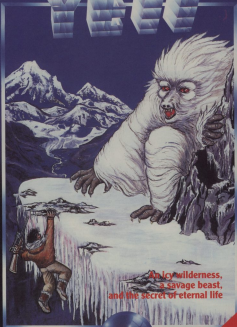
1. Destroy the enemy



2. Find A Bomb. You can capture, all kinds of things to blow up, bridges to cross, items to make through and enemy arrangements to destroy. Along the way there's a lot of work. For an idea of the scale of the game check out the way we found back in January 87. This could be a very interesting game. Please the game made you feel to play the *Warriors* version again. The *Warriors* is, I can't find it any more.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

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GOLDEN JOYSTICK AWARDS 1988

Wednesday 9th March was the day, the Roof Gardens in Kensington the place, and the event? Why, the 5th birthday of Britain's premier computer games awards, of course: C+VG's very own Golden Joysticks.

With a record six thousand entries this year, gamers all over the UK — and plenty from abroad as well — voted for their favourite games. As you can see from the list of winners, there were plenty of votes in the US Gold camp, but there were some surprises

too, not least of which was **Vulcan** winning away with strategy game of the year. "What?" went the critics. "What?" said the software people. Just goes to show how little we know.

Chris Farrant of TV and

radio infamy, who hosted the do this time round, kept things bounding along jovially with barely a hitch — quite a feat considering the maelstrom of incompetents he was asked to share a stage with. Yes, for the first time ever, C+VG staffers were required to make little speeches describing the strengths and weaknesses of the winning games. Highlight for many was the complete character assassination of "rubbish" ad person **Garry Williams**, though this was

closely rivalled by staff writer **Mom Bailey** being stopped ground the force by Mr Farrant, and Artful Craig Kennedy's inventive description of **Nebula**.

Despite the serious rivalry for awards, it was basically a fun event. The food was good, the weather did it's very best for us and, most importantly, all the big wigs of the software industry had a chance to get drunk together. Roll on next year! Oh yes, and you can stop sending in those voting slips now.

GAMES OF THE YEAR

Winner: *Quaker* (US Gold).
Runner Up: *Last Ninja* (System Multimedia).
Commended: *Rampage* (Imagine).

US Gold has every reason to feel proud. **Richard Noble** and **Jim Chisley** gave us a lot of awards. The good looking chap on the right is C+VG Ed Eugene Leroy.



BEST ORIGINAL GAME

Winner: *Nebula* (Bannock).
Runner Up: *Wizball* (Ozon).
Commended: *Drafter* (Incentive).

Andrew Newman got his first original game award for *Nebula*.



ADVENTURE GAME OF THE YEAR

Winner: *Gold of Thrones* (Magnetic Scrolls/Bolton).
Runner Up: *Knights Of Levi* (Williamson).
Commended: *Shadows of Moor* (Malibu Interactive).

John Sinclair votes for *Adventure* award for *Gold of Thrones* from **Kathie Campbell**.



ARCADE GAME OF THE YEAR

Winner: *Contra* (US Gold).
Runner Up: *Rampage* (Imagine).
Commended: *Stella* (Atari).

STRATEGY GAME OF THE YEAR

Winner: *Vulcan* (CCS).
Runner Up: *Defender of the Crown* (Chaosware/Wireframe).
Commended: *Annals of Rome* (PSS).

SOFTWARE HOUSE OF THE YEAR

Winner: US Gold.
Runner Up: Ozon.
Commended: Elite.



Super games can be a ticket to the Joysticks.



Chris Farrant can scarcely believe it as C+VG Ad Manager **Garry Williams** votes for his support.

PROGRAMMER OF THE YEAR

Winner: Jon Evans.
Runner Up: Andrew Boyfield.

Jon Evans displays the personal elegance that has made programming legends.



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Pink Panther

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► **WEEKEND TEETH:** ANATOLI ST. AMBROS, JAMES RALD. A few years back an insect-tune that went something like this "Dum, dum dum, — dum dum, dum dum, dum dum" would send scores of Pink Panther fans rushing for the TV set and the best smasher in the front room.

The theme tune would ring in your head for the rest of the weekend. It's one of those jingles that just gets inside your brain and won't get away.

The odder more phrases totally jabs — featuring the bumbling Inspector Clouseau and the Panther in an ever more ridiculous series of situations.

The formal routines don't make any difference to the show's popularity. When people turned in to work to see that wacky pant comedian and his marvellous cat, it was the characters rather than the

► Risk-taking in the bedroom.

► **Panther on the ground.**



plots that made the show. Other ways, Clouseau and Magic styles will be hoping that the launch of the computer game will bring hordes of Panther fans out of the woodwork with funds in their hands.

The plot of the game is very much in the tradition of the TV show. The gentleman catches his

finger on hard times due to living the high life without any income. He is forced to take a job as a Butler in a millionaire's mansion. Just the thing for our light-fingered hero. "It's to be able to nick all the valuables and set my self up in an elegant apartment" thinks the only old Panther.

What he hasn't reckoned on is

► **The Butlers' Agency.**



that his boss has a serious sleep walking habit. This makes the job of stealing him all his valuables all the more difficult as, if you are not careful, he is likely to bring into everything, make himself up, and catch you red-handed — or your hand off sleep.

There is a reward for this though. You can gently guide your boss around obstacles or keep him walking up and down in straight lines where he will come to no harm.

The instructions actually suggest that you guide him around the house with you. I found this extremely hard to do, but soon turning him in right corners and guiding him appears to be easier.

Before the Panther gets anywhere near a mission, he must go to the Butlers' Agency. They will ask him if he has a job for him the job and if he doesn't he'll be disappointed in the shop he lives in.

The part of the game is decidedly tedious. I would have been better if you could just start off in the mansion and get straight on with the business of nicking all the valuables.

It is particularly annoying to have to go through the rigorous every time the old dodgy butler goes to sleep.

To avoid this happening the Panther does have a number of items at his disposal that he can use to guide his boss. There is a board that can be used to make him jump over obstacles, a ball which you can throw to make



Pink Panther

C+VG
REVIEWS
11



new change directions, and a number of interludes. These blow-up pictures (also appearing as the built-inset) - in the shape of a bumper to act as a decoy and another blow-up Panther that can be passed by walls to give the old fellow a shove in the right direction if he looks like crashing into

► Great graphics, shame about playability.

something.

The clever way to play *Pink Panther* is to place these items around the room as quickly as possible. But you really will have to be clever to do this as selecting them and activating the objects involves a number of convoluted key pressing manoeuvres. As in a complex test, ten are given - in fact it's easy.

A money bag fills up like an egg. Once it's full the Panther needs something. When the money bag is completely full you can tackle the next mission. There are four missions in total before the Pink Panther can get to the island of his dreams. Things ticked and tick displayed in points for the right of the money bag.

There are a couple of serious design faults that let the Pink Panther game down. The first and worst of these is the 'start new game' sequence. There is about a 40-second wait between losing one challenge in the mission and starting your next.

Grade number two is with the music. It can suffer a huge drop

in music, should reach featured the famous 'dum, dee dum' piece. This was sadly missing from the ST version that I tested.

On the plus side, Magic Bytes made an excellent job of the two characters themselves. The Pink Panther's characteristics (slipping with his feet) were nicely reproduced - and Clouson is also convincing right down to his hunched back and shabby haircut.

Magic Bytes is a German company relatively new to the UK scene. Some games may remember them for the excellent *Masters of Doom* with its astonishing graphics.

Two nice pleasures with *Clouson* include how they introduce a degree of extra playability into the game. Pink Panther would certainly have benefited from this. A game for ardent Pink Panther fans only.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



COMPETITION

Dozens of TV Fags, films, and cartoon characters have been turned into computer games now. We at C+VG think that the Pink Panther's arrival on the scene is a little special and ought to be marked by a mega contest.

In association with Clouson, we are pleased to be able to offer thirty top quality Pink Panther sweat-shirts.

Winning is easy. All we want you to do is answer these simple questions about the Panther.

(1) The Pink Panther game cut off an early association with the Inspector Clouson film. Was the original Pink Panther:

- (a) A cat?
- (b) A precious jewel?
- (c) A padel?

(2) Who played the part of Inspector Clouson?

(3) In the Clouson film a great Clouson is always attempting to kill the hero. His name is:

- (a) Kooloff
- (b) Mico the Tumbler
- (c) Sam Wang Wedget

Name:

Address:

Answers:

Send to Pink Panther Company, C+VG, Wray's Court, 30-32 Farnham Lane, London, EC7 3JG. Entries must reach us by May 15th and the editor's decision is final.



Really the instruction book is to blame here in that it fails to make it clear just what you are meant to do with everything, and you are unlikely to take a second long enough to find out.

To your right there is a panel with various displays, but the one you're most likely to look at is in its own energy level, indicated suitably by a sword. As this is really a sword over your head, since your sword dies at an alarming rate. Really, you have to get something right two minutes or less, which goes to help you gain quite rapidly. What this also tends to mean is that the game is biased towards the purists, enough to make the whole thing a bit of a fiasco.

I can't pretend I spent very long playing this, the whole thing was just too frustrating. It's closer to something when the most predictable thing about a game is its mood, which in this case is atmospheric and not at all bad.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Blood Valley

► DEVELOPER: ANIMATEC
► SPECTRUM ROM
► GRAPHICS: GEMULUS
► PRICE: £9.95
► VERSION: ENTER: ANIMATEC
► REVIEWER: MATT BILEY

There always was that the film isn't as good as the book. Well, now meet the game that isn't as good as the book either... *Blood Valley*. Yes, the very same *Blood Valley* as the Dismalwater fantasy adventure book, only without the playability.

In its favour it has the fact that it is a real-time action game — the greatest fun you're going to get to shooting to your mark how bad it is.

The idea itself isn't such a bad one. You can play either really mysterious bedouin-type the Archivist, whose job of fun is to hunt down the odd alien being so-

others, or the Hagfish (your person has some bones as quarry).

Should you have got the plum job as a hunter, moved to place your grubby allies at suitable

strategy locations around the place, which has to rate as the highlight of the game. If you dare the short answer, you can choose whether you want to be a medieval barbarian, a elf, that, or a slightly dodgy looking gnomish. Each have a series of tasks that they have to perform — kill the evil Kriss Bloodbeast, steal the Golden Idol etc. — as well as getting out of the valley in one piece, of course.

So far, so good. It is only when the perfectly successful establishing screens are dealt with that the severe limitations of the game become apparent. For one

1. A land ripe for exploration

Being, the split-screen effect that allows you to see what both characters are doing makes the game rather fun, but this is compromised by the fact that the animation and scrolling is outrageously jerky and limited. The stop-jumping to play the recorded gets to clash regularly at its regions, and makes gold and other less desirable items when they collapse as skeletons at its feet.

Valley



► Place or Kill? — it's your choice.



► Facing loss.



► Don't rely on the instruction book.

INTERCITY 125.



ABCs: Road Sports. Some 125s are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As *Performance Bikes* magazine wrote when comparing all the 125s: "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125."

With its superbly sweet engine, the **MX125** is an muggy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. *Super Bikes* summed it up as a "perfect burner two-stroke... handles brilliantly... brakes up the hills on a slippage... second to none recommended."

KMX125: Country Sports. The KMX is developed directly from Kawasaki's racing mean engines. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of five-timers tested all the new 125s, including riding them around a Fast One Driving Test Course, they voted the KMX top of the lot.

Hot Bike Rider magazine rated the KMX "the trickiest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

The Kawasaki Launch Pad Package. If you buy any new (street-legal) Kawasaki, maintain it correctly, and return it in good condition in a year, you'll get your money back (plus taxes) against the cost of your next new Kawasaki. To qualify, you have to agree to take proper training. And, if you do, you'll get special discount vouchers on safe riding gear like gloves, boots and jackets.

If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address to Dept 121, Kawasaki Motors UK Ltd, 178 Oval Road, Slough, Berkshire, SL1 1RE.

OUTER LIMITS 125.



WHO CAN CATCH A KAWASAKI?



■ A game fit for heroes

sound effects. When flight bumps are going on, enemy fighters are swarming in, you're dodging around fire while planning everything that doesn't move - and as much of the moving stuff as possible - the usual impression is that WWIII has broken out. Rip roaring explosions mount a big dash either to form an ear splitting cacophony of noise. The effect excites the player up in the heat of the moment and carries them along on a wave of excitement.

But it's not all like that. There are quieter, more reflective moments, like when a letter within a file floats gently down the screen. It's necessary to groom the rest of the proceedings in order to guarantee picking up what could turn into rapid fire, power shots, limited time invulnerability, or, strangely, something which stops the scrolling temporarily.

The letter enables you to assess those hard-to-get-at targets. A feature that only really comes into its own when on the control level when total destruction is the order of the day.

Were you one of the people who could never get beyond the second or third major rally in Xenos? Sidewinder caters for all skill levels from the incompetent to those who day play in their sleep. There are five difficulty levels in total, and you decide when to play on.

The question is, do you have the stomach for a pure arcade experience than Xenos. A game that will, inevitably, only set you back a measly tenner, and one that continues fine rate graphics and sound-effects treatment.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Sidewinder

- IMAGINE: AMIGA
- GUNFIRE: MASTERTRONIC
- FIRST TRY
- VERSION TESTED: AMIGA
- REVIEWER: MARK LUCHMAN

Postcards, Xenos, Assault and Sidewinder. All are products of Mastertronic's Assault coin op machines turned home computer games. The concept of developing titles on an Amiga based laser-aim-up system and then downgrading them for home computers, has worked to varying degrees so far. Sidewinder stays true to the arcade tradition of endless blasting.

It's like this you see: the war has reached a stalemate, giant fleets of opposing spaceys are face each others, neither able to win a decisive battle. Suddenly, foot-out of the alien tents unfolds a ship the size of planet The Bear killer has arrived. This impressive piece of Lego makes its money by sliding into the heart of a system's sun, creating a supernova and making a right mess of the surrounding real estate.

Real means for the good guys. But wait, a solo fighter can penetrate the shielding system and enter through a waste water vent. Free to run's attack inside, the drive, Harco, shot can blast its way through the various levels, used. Finally, the control level is reached and related.

So you've heard it all before, the important point to note is that the action takes place over various levels, each of which has appropriate scenery and targets. Starting with water distribution the scrolling through reactor that fight deck, command and finally

to the control level you can savour the full screen scrolling and nicely designed graphics. Yep, there's a lot of this partial screen scrolling letters here. On Sidewinder not only does the whole screen move smoothly along, there is also some lateral movement, just like in Flying Shark.

So we're talking all points for originality here, but as this is

■ The boom spells doom.

really the best out and out annihilation experience on the Amiga, so what?

Besides the obligatory routine of flying beam - which can get thick and thicket at times - there's an almost unlimited number of ground based targets to zap. Some of them shoot back, but not if you're quick.

Which leads to one of Sidewinder's other features, the



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ATARI
GAMES

Okinawa

- MACHINES: SPECTRUM, QUADRA 650, PC
- PRICE: £14.95
- REVIEWER: PAUL BOURGAIN

Okinawa has already appeared as part of a games competition from P&B. Confined 2, so putting it out by itself, even at so low a price, is a bit of a mystery.

This is the same "ambitious forces invade an island" formula as the more identical Fallando

Grand Two-Line. Only this time the island is the gateway to Japan. Okinawa captured the United States Marines and Army forces in April 1945. The player takes the American side against the computer, using a joystick to select simple options for his troops to land, move and fire against a virtually static enemy.

Like its cousin, Okinawa is for young children who like simple

games with lots of sound-effects and screen flashing, and aren't worried about the quality of the graphics. Anyone else will find it too simple-minded to give much enjoyment. And any serious wargamer who has read the earlier, related games would never buy it anyway.

P&B now put out with a wide range of wargames, including games which are a lot better than

this.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE



- MACHINES: SPECTRUM, SUMMIT, BESTARY
- PRICE: £14.95
- REVIEWER: PAUL BOURGAIN

Smash the side or zoom to your doom, there's nothing Teladon here, a literally lasty laser from new-bays Destiny.

Starting out on your space like you do, off down a tunnel, ultimately trapping it, penetrates the laser levels. But this isn't so tunnel of love. These pesky gobs in their space crafts have hate in their hearts.

As you race down the tunnel you must avoid the edges and the boulders that litter your path. So stay close and stay sharp. Don't forget to grab the keys, lasers, to replenish supplies, and once through oxygen bubbles to get all insights.

And you'll need those lasers to

- Tunnel to the lower levels.

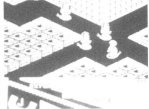
teach those alien warheads what's what and what to get off. Watch out for the ones that zig-zag from side to side. They too have cooking missiles. But you can knock these out with your laser beam. The other type of alien craft lurking around is one shaped like a spinning top. These move at high speed in straight lines. Your only tactic is to dodge these demons.

The zig-zagging craft can also generate laser beam fences between them and boulders. Destroy the craft and the beam vanishes.

There are also gates to be negotiated and this is where you need laser.

Exit to lower levels are through holes. But these can be very difficult to enter. I kept shooting straight pass.

Teladon



▲ Stop the mouse.

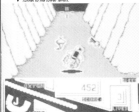
Speed is the vital factor to master for success in the tunnels. Go too fast and you can get into trouble without being able to react quick enough. Too slowly and you just bump into things.

Hopefully once through the hole you're down to a lower level. If you're unlucky you could find yourself going up or down to the level you've just left. The next section of the game is known as the complex.

This is basically a maze problem, with the bad guys nipping at you as you try to solve it. Complete this and it's onto another tunnel and so forth.

Teladon is one of the first releases Destiny and a good start it is. Let's hope the standard keeps up.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



mother is coming to stay and the living room of the new flat to be painted. Darn! (But with the paint pot, splash, splash, splash - Fred's got to finish before Wilma gets back from the Bedrock Women's Institute.)

So for the first stage of the game you have to move Fred around the room, filling up from the polypotter shifting the ladder to reach the top of the wall, and picking up baby Pebbles who escapes from his cot and scribbles graffiti on the painted sections. Here's a hint: paint the top half of the wall first, so that Pebbles' vandalism to the lower half is easier to deal with.

If you finish in time, it's off to the game in the old-fashioned Fred and Barney slot the car along the rocky road to the supermarket, jumping up to avoid boulders. Not now, and you'll lose valuable time as Fred has to jack up the car, change the wheel then jump back in.

The painted section of the game is the bowling restaurant itself. You tell the curve and speed of the shot, and for the top



▲ Pebbles dabbles dood! It's funnier in *Amiga* building one.

Fred and Barney compete to keep up the top of the building, collecting protective clothing on the way. Falling giraffes and bats, gusts of wind and other building workers threaten to topple you from your precarious perches on the girders.

So what we have here is basically four variations of old favourites - *Pebbles*, *Mean Duggy*, *Blunk* and *Platformer* - combined together into one game. The graphics and sound are

The

- **GRAPHICS:** SPECTRUM
- **METADATA:** DRAGON 16 BIT
- **GRAPHICS:** SPECTRUM
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- **METADATA:** DRAGON 16 BIT
- **GRAPHICS:** SPECTRUM
- **METADATA:** DRAGON 16 BIT

It's "Yabba dabba doo!" time again. Fred and Barney are back in the second computer adventure of The Flintstones, and this one is even better than the first game, which, as you'll remember, appeared on *MSX* under the title "Yabba dabba doo!" (helpful historical note).

All the features of the cartoon are there: the catchy music, the cute animations, even some of the rarer comedy. The plot's pretty familiar too: Fred and Barney want to go in the Bedrock Bowling Championship, but Wilma's

Flintstones

butler is too busy currently, but on the display of the game on the right hand side of the screen is poorly animated, in fact, when the ball hits all you see is **BLAM!**, then some of the pins disappear. Compare the excellent animations in *The Flintstones*, a proper bowling game.

If Fred wins the match - Barney is the automatic opponent - you get through to the next round, where Pebbles, escaped from the care, has to be rescued from a dangerous

good, and the cartoon quotient very high. I particularly like Fred's parrot - it's a squirrel which scampers away every time he picks up Pebbles to return her to his pen.

I don't think the cartoon is enough to sell a game at £19.95, but this is a polished and professional product which deserves to be seen.

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

100
100
100
100

► *Bridge the boulders to reach the Super Bowl* - Spectrum version.



► Barney bowls a beauty - ST version.

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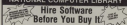
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Bogie's picks are available on Spectrum, Commodore 64 and Amstrad and don't forget my Bogie's badge is a collectable item so if you don't get one this month you've missed it forever.



UNEXPLICABLE IS GOING TO HAPPEN.....

ATORTM

ACTIVISION

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- MACHINE: CEM-16
- SYSTEM: ARCADE
- PRICE: \$1.95
- REVIEWER: CHRIS JENNIS

With art by Ariga Shabaraie, Animated Shanghai-Karate

► *Funny funny punch a punch*



- MACHINE: ARCADE
- SYSTEM: PLAYERS
- PRICE: \$1.95
- REVIEWER: CHRIS JENNIS

This isn't the best martial arts combat game on the Amiga, it isn't even the second best. But it is probably the cheapest, so it's worth a look if your appetite for cheap trash games hasn't been cooled by Exploding Fish, Hie-Lo Kung Fu, Kung-Fu Master characters and so on and so on...

As usual, it's you against the hordes of scheming fanatics as you fight the son of Lo Tin La (sound like mad?), sworn to

the martial arts offering for the CEM-16 all over the month, it being said that the combat game isn't played out as everyone seemed to assume.

Of those three, *Samurai Warrior* is perhaps the most interesting, because it's the first member game to successfully incorporate elements of arcade adventure. It's also the first to use a funny robot.

Samurai Warrior is based on the comic character Usagi Yojimbo. You won't find his adventures in the *Samurai*, so far as I remember, the comic is by a Japanese American and is available only through comic operators. If the game catches on, though, maybe the comic will too.

It's the seventeenth century in good old Japan, and the land is torn by the petty squabbles of rival shoguns. Usagi Yojimbo is a samurai, a wandering warrior, sworn to rescue his friend Lord

Samurai Warrior

Nobusaki from the evil Lord Hagi. He must for the spring rail - on to the ship's crew.

Samurai Warrior takes place against a scrolling background of forests and pathways. The characters are cleverly animated in a cartoon style, and the fighting sequences are smoothly done and require considerable skill to master.

Your battling bunny operates in two modes, *Peaceful* and *Fighting*, according to whether or not his sword is drawn. Thus, with two modes each with sixteen actions, control of the character is pretty complex. In *Peaceful* mode you can jump, turn, walk, hand over money, draw your sword, take and so on, since you have drawn your sword, you can run, jump, charge, jump, cut, kick, and since your opponent is almost too stupid, shake the sword again. It is important to be in the right

mode, because some of the characters are peaceful and will help you with clues if you show the proper respect by bowing to them.

Offered them by approaching with your sword drawn, and you risk a nasty fight and the loss of Kama points.

Complemented by great oriental music and some skillful graphics, *Samurai Warrior* is a very confusing game, confusing in the sense that it's the game that Part 2 should have been, but wasn't.

It's clever, funny and challenging all at once, and certainly new life into the martial arts genre as well as appearing to lovers of more complex arcade adventures.

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

Shanghai Karate

defused the sacred scrolls of the Changchun Karate Academy from the evil Wang Chen and his army.

The battle takes place against four impressive landscapes; the landscape is off a forest, a magic forest, a haunted cave and finally the Dragon Temple, where you can find the scrolls past to your old friend Shen from *Shanghai* (well, that's what it was called).

On each level you have to defeat four opponents. You have the usual assortment of offensive and defensive moves, including a flying kick, but

some, various punches, and a useful high jump which takes you over your enemy's head and clear over to the other side of the screen. This is pretty important, because if you are forced off the side of the screen you will fall to your death. You can practice fighting in two power modes, though as far as I can see this only gives you one level to play on. In one player mode, the subsequent levels are loaded from tape.

While the backgrounds are very nice, and there are some good sound effects and flashes and bangs, the characters aren't particularly well designed or animated. For a start, both look the same except for the colour of

their belts and headbands, which are blue and white, so it's easy to lose track of whose character is yours in a clinch. The animations don't have enough frames to make them smooth, so, for instance, if you try a high kick you suddenly find yourself moving straight from a standing start into a flying leap. It's this sort of lack of smoothness which keeps *Shanghai Karate* firmly in the realm of "OK budget game" rather than "high level cracker".

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



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DARK BLADES

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A LIVING PIONEER

C+VG REVIEWS

Barbarian

- MACHINE: SPECTRUM/AMSTRAD/CBM64/486 AND 386/AMIGA
- SUPPLIER: PALACE SOFTWARE
- PRICE: £19.95 (SPECTRUM)
- SPECTRUM/AMSTRAD/CBM64/486/386/AMIGA: £19.95 (AMSTRAD)
- VERSIONS: TITANIC, JAGGED
- REVIEWED: DAVID JENKINS

Just when you thought it was safe to go back into the denser of controversy... Oh yes! Barbarian! It's Barbarian - the bloodiest and roughest combat game in the world, now out on the shelves.

► Stunning sound effects



dancing Aringo. Everyone must have seen at least one version of this fantasy swordfighting epic, which topped the charts in both eight-bit and 486/586 versions last year. Now the inexplicably delayed Aringo version is here, and although it may not make full use of the Amiga's graphic potential, it's certainly one of the most enjoyable games ever for the machine.

Your task is to defeat a series of hard-bitten barbarian warriors, then their evil sorcerer master. Do this and you win the hard land probably all the more interesting bits of the beauty represented on the packaging by Mike Whistler.

The two versions face each other across a series of beautifully detailed backgrounds, including a forest

glade, an icy waste, a fighting pit, and the wizard's lair. The sprites are admirably fast and smoothly animated, but the fat object is that they have barely more colour in detail than those of the eight-bit versions of the game. It doesn't spoil your enjoyment of the game, but it gives you the impression that it's been a bit rushed.

As usual with this type of game, you have sixteen offensive and defensive moves, selected with the joystick and fire button. Because you are armed with a sword, some of these moves are spectacular: the spinning 'web of death', the overhead chop and the headbutt for instance. Each step a blow lands, a splash of blood and a cry of pain informs you of the fact. At the side of the screen, the

- MACHINE: AMSTRAD/ SPECTRUM/IBM/AMIGA/486/386/AMIGA
- SUPPLIER: GIGALOM
- PRICE: £19.95 (AMSTRAD, SPECTRUM) £24.95 (IBM/AMIGA)
- VERSIONS: TITANIC, JAGGED
- REVIEWED: PAUL BOURGHOINE

A good few seconds of intense thought must have gone into the game plan of Northstar. It's about as thoughtful as the office carpet. It does not inspire. It does not shine. Get me off!

However, the resulting game survives the paucity of thought and manages to provide playable but unmemorable entertainment.

So for those of you who like a good plot with original ideas and looks had better skip the next paragraph or so and just read about the game play.

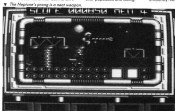
For the rest of you, here goes: In the year 2485 the Earth is over-populated and facing

starvation. Nations war over food. The Earth Lords, who ever they may be, call a meeting and throw out a plan of action to date the crisis, resulting in the Planetoid Project.

They decide to construct a vast space station capable of holding thousands of people. And there, in the quietness of space, they would grow foods. Fight in traditional value very efficiently. And very quickly.



▲ Meeting the alien invaders.



Northstar



Barbarian

injured party's life force ebb, and his opponent hears its head in pain.

The sound effects are absolutely stunning: sampled chops, the clang of steel, grunts of pain, and, if you ever sever your opponent's head in a shower of gore, the squeal and thump of the decaying bones. You'll kill yourself laughing as the giggling monster jaws kicks the severed head off screen and chugs off the corpse. Other samples include snippets of dialogue — "Pleasure to die!" — "aw, a'www!" which are probably the best samples I've heard.

In one-player mode, you must fight warrior after warrior until you get through to the wizard. Tactics change as the opponents become more skilled: the first

couple, you can often get with an early head chop. Later on, your best bet is to loop roll forward to knock your opponent over, pin him in a corner, then alternate rolls and chops until he's a puddle of gore. The wizard is another progression enemy; he throws magic fire and you must leap and duck to avoid it and give him the chop.

In two-player mode, each round has a time limit, and the game continues until one warrior is finished off. With two reasonably skilled or hopeful players, this can go on for ages! There's a tricky-deadly high-score table, but this is the kind of game you play for fun rather than to rack up points. It's the little things that make Barbarian great: the way the victor kicks the loser's corpse

and flounders his sword, the grotesque music, the gorgeous sound samples. All that's missing is music, but who cares? Unless you have a weak stomach, you should be on your tin-clash, sharpen-your-sword, and dash out to the nearest bazaar for a copy of Barbarian right now.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



T Number one on the game score



Things went well until one day there was no answer from Norstar. And that's where you come in. You're sent on a mission to find out what's going on. Well, I bet you're guessed already. After all, you have over-run Norstar. The people have all disappeared and life-support systems are not functioning.

Your mission, surprise, is to destroy all the

aliens and reactivate the life support systems.

So it's off on a bath 'n' thrash through the levels, collecting weapons and weapons. I guess like this weapon you start off with. It's a reliable .44m rather like an extendable Neptune's miter. Other weapons you can collect — five in all — include smart bombs.

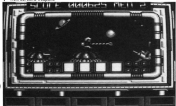
Norstar's nice, programmed, colourful with nice

sound and quite playable, but then as are hundreds of other games.

However, this is probably the best game I've seen on the Atari2 this month.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

T Most out extra weapons.



thstar



Alien Syndrome

C+VG

REVIEWS

19

► MATHIEU VERMILION
SPECTRUM AMSTRAD
RYM 87
► SUPPLIES: AGE
► DESIGN: THE NEW B
KAMAL: KATRAID
► IN SPECTRUM (GAME)
► IN SPECTRUM (GAME)
► IN SPECTRUM (GAME)
► IN SPECTRUM (GAME)

Alien Syndrome is one of the strangest horrors of the Sega stable. Every year this kind of and played. But they must people at least have heard of *Atari* and *Thunderblade*—but somewhere *Alien Syndrome* never quite made it into the super-game leagues.

The game introduces two space travellers with the rather mundane names of Rick and Mary. They would have thought *Sega* could have dreamed up something slightly more exotic. I mean Rick and Mary, it's like something you'd see taped above the entrance of a terrorist cell location.

The game pitches the dynamic duo against a nasty bunch of aliens who have imprisoned several hostages on a massive floating prison fortress.

The games plays in the *Counterforce* style, in scrolls in all directions and you get an overhead view of the entire as your players explore the space ship searching for hostages and extra weapons.

Just as in *Counterforce* the game is at its best in two player mode — meaning that you have to talk to each other to decide which direction you want to go in.

Unlike *Counterforce* there is no need to squabble about the direction selected as several maps are available on the walls for you to plan your route.

The hostages look sort of cute and helpless — noting that arms around to try and attract your attention. They don't need to really — as you have to collect them all otherwise you cannot proceed to the next level.

On the walls of the prison are various letters and question



▲ Rick and Mary in peril.



▲ Copied with a scroll.



▲ Question marks mean bonus points.

marks. The question marks are bonus points and the letters represent weapons. If you are going to have any real chance of completing a level you will have to bag a powerful laser or flame thrower. Certain of the weapons

are not quite as good as others. Take a tip from us and avoid the 'V' gun. My fellow gamers later suggested that I would be better off firing the aliens with the handbag they carry the old 'V' on them.



▲ Something nasty comes this way.



▲ Watch for enemy on the wall.

Just as in the coin-up, there are enemies; levels in the 88 version. It will take a mean games player to beat the final level — with its huge alien following you around the scrolling terrain.

Should you manage to get the better of this alien horde with having rescued the hostages then you will be treated to a picture of all the game's hostages moving all you in appreciation of your heroism.

That is really all there is to *Alien Syndrome*. It is a frantic rush and blast style game. Just a little bit of strategy in the way you tackle each level.

Syndrome



If you don't rescue all the hostages and escape before the time runs out, the whole ship will blow. A most impressive blow it is too — filling the whole screen with exploding orange fireballs.

One of the best features of the arcade version was the screens — especially from Mars.

The 34 has impressive sound effects with a good thumping bass sound and believable explosions — also to screens though.

Ace is promising that the 16-bit versions of the game will have near identical sound effects to the coin-op.



▲ *Frantic game play.*



▲ *Find the hostages.*



▲ *Complete conversion of coin-op.*

Alice Syndrome is at its best as a two player game. The team work aspects and opportunities in previous for races to grab the good hostages and to see who can rescue more hostages adds greatly to the basic design.

Your companion is most helpful when you ask a level. There is an unpleasant surprise waiting for you, at the end of each level — in the shape of one vest, ugly alien who is determined to stop you.

REVIEWS

C+VG

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progressing further.

One of those aliens is featured on the front cover of *C+VG*, drawn by artist Simon Roberts. This slimy mass of eyeballs is called a 'Taaplo' and resides at the end of the fifth level. Another huge alien that has to be confronted is the 'Wugger' — a skull on a mass of slimy tentacles and the 'Aaplo' — a reptilian alien that jumps around the screen at great speed.

You have to have a good few lives left when you approach these big aliens. It also helps to tackle them as a team — with two lives shared on them giving them both.

As you progress through the levels the layout of the ship becomes more complex — with narrow bridges, swamps, electric lakes, and gates that need to be blasted to remove the hostages. All the time the aliens are swimming around you — constant firing is a necessity as you walk.

Alice Syndrome is already available on the Mega system and was favourably reviewed in *Mega* magazine couple of issues back.

Ace will be publishing the home versions of the game for the 34, Spectrum, Amstrad, and 512. This version has been mainly based on the 16-bit version.

The seven levels of game play are based on a multi-load principle but — Ace can be forgiven for this. As Ace boss Tim Langford puts it: "Even on the coin-op itself the game is basically seven different levels. The load system will be smooth and won't interfere with game play."

By anyone's standards this has to be judged a very competent conversion. In my opinion, Ace has done a better job than Sega managed themselves when they converted it for the Mega games console.

As much as possible has been crammed into the game — right from the title screens onward. If Ace can maintain the standard in their conversions then gamers are in for a treat. Ace game.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY

8
8
7
7

DREADNOUGHT



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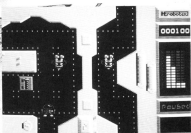
16-18 Paul Street, London EC2A 4PB Telephone 01-377 8161 Telex 011 377 5569

C+VG

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REVIEWS

Herobotix II



▲ Facing the guardians, a door switch to the left

- **MANAGES:** COMMAND, SPECIFICITY
- **SUNRISE:** MESSY
- **MOOD:** TIDY
- **VERSION:** TILLY'S CUBE 4
- **REVISION:** 1.000.000.000

Herobotix's budget talent, Back II, hasn't come up with any classics yet. Herobotix isn't going to change things — it's a competent but unexciting arcade adventure with all the usual attention to backgrounds and sound effects, but not much in the way of innovative gameplay.

Forget the plot — it's the usual stuff about space pirates, captured laboratories and, would you believe it, a "2-Ray Particle Generator". Your task as an heroic droid is to move around the lab, switching out the parts of the weapon, tapping into the master computer then making your escape on a rocket shuttle.

The corridors, machinery and equipment of the lab are shown in the realistic graphics style,

which has become so popular since it's boring. The series of the droid and enemy guardians are even less inspiring, floating around with little attempt to give the movement any sense of realism.

Your main challenge is to blast the guardians as you move from screen to screen. This isn't too challenging, so to make things more complex you have to find switches, stand on them, and flip them to deactivate the electronic barriers which block off parts of the computer.

You will also find computer terminals which can activate two helpful functions: a map showing the area around your current position, and a faster facility which will turn off the conveyor belts for a short time.

These belts operate in one direction only, and so block your access to some areas. At one stage a couple of belts will let you into the centre of the screen, but not let you out again, leading to your inevitable death by energy

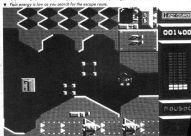
drift.

Other functions include energy points where you can refuel, teleports each of which has its own identity code, and an energy draining "reset board" which will clear the screen of all guardians.

If this all sounds terrible familiar, you'll get the idea that Herobotix doesn't do much to make the screen flow. It would be different if the action took place as an isometric plan, but it's all rather tedious and easy to lose track of what you want to put your feet up and take a nap.

Not much incentive to buy unless you are the sort who enjoys slogging through a complex game merely for the pleasure of finishing it, and doesn't expect too much excitement along the way.

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



■ Your energy is low as you search for the escape route

Gothik



The Spell Is Cast...

Argoth, the supreme Ness warrior is in a spot of bother. The Arch-Mage has stolen his body and a powerful wizard's body, soul and limbs of power and control master the dark and dingy Castle of Raps.

As that's Oops, your task is to battle through the treacherous corridors in search of your master's body, piece by piece until finally, you bring him back to life.

Magical patterns and spells protect you against ferocious trolls and hideous monsters lying in wait in the eerie darkness.

Gothik — Throw Down the Gauntlet

Spectrum cassette £7.95, Amstrad cassette £8.95 and Amstrad disc £14.95, Commodore 64 cassette £9.95 and Commodore 64 disc £12.95.

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A LEGEND IN GAMES SOFTWARE

FRAME UP

Welcome to another selection of artistic endeavours by C+VG readers. This month we put in the picture J.M. Wood, of Wednesbury, West Midlands (Atari ST); PowerGraphics, of Holland (Amiga); Ian Chandler, Northolt, Middx (Amstrad); Alan Sheriff, South Godstone, Surrey (Atari ST); and Martin Stevenson, of Worsley, near Manchester (Spectrum). If you want to try your hand at computer art, send the results to Frame-Up, Computer + Video Games, Priority Court, 35-32 Farnington Lane, London EC1R 3AU. And please don't forget to tell us which computer you have used and the loading instructions.



■ *Shells and Snails* - from J.M. Wood



■ *Into space with PowerGraphics*



■ *Landscape by PowerGraphics*



■ *Darkening by J.M. Wood*



■ *Animal Mages* - again by Alan

FRAME



▲ Jon Cheedler's mask



▲ Mike Marshall's cartoon vapor



▲ Pencil by Martin Stevens



▲ Dragon on demand, steam him



▲ Mike's disjointed stick



▲ Eyes, later by Alan



▲ J. M. Wood's Grim Reaper



▲ PowerOrtega's knight and more



SOLDIERS OF FORTUNE



GRIZZOR

The coin-op smash hit from Konami now for your home-micro. This fantastic conversion with all the original play features takes you into a thrilling alien world negotiate force fields and take on fanatical guerillas as you infiltrate their headquarters.

Split second timing and nerves of steel are a must for this fun packed program where addiction will always bring you back for more!

WORLDS APART,

Survive to become a captain through the toughest training academy. Konami's arcade blockbuster has already reached No 1 in the Gallup charts with this superb conversion for your home-micro.

Featuring all the gameplay of the arcade original, Combat School offers a real challenge to the toughest thoroughbred gamer.

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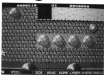


Slap Fight

- **GRAPHICS:** SLAP FIGHT.
- **PLAYABLE:** 31.
- **CONTROL:** 10/10.
- **PRICE:** £15.95.
- **ADVERTISING:** 100.

In a world of rapidly changing fads and fashions, it's nice to see some things never change. The vertically scrolling shooter — yes — up has been around since the 20-40 era and will probably still be going strong when other genres are long forgotten.

So what does *Slap Fighter* have to offer the die-hard enthusiast? Anyone who has seen the earlier night-tilt versions will feel right at home here. The *Slap Fighter* moves around the screen



■ *Keep moving and watch for the ships.*

enhances the fire power of the ship. "Slaps" gives the ship the ability to fire bombs. "Beam" fires a beam out the front. "Homing Missiles" are very effective; just hit the fire button and missiles home in on all enemies on the screen. "Shield" protects the ship from a number of hits.

So how does it all hang together in practical playability? Well it's efficient. Basically, dispose the fire supply, hit a one hit

game. If you get destroyed, you lose any special powers you have accumulated up to that.

The backdrop is very colourful although consistently it means that alien ships are lost against the backdrop. The fighter itself is well drawn, although the shadow underneath flickered in a rather distracting fashion.

Extra lives are awarded at 50,000 points and once 70,000

there after. There are countless screens it won't going to count them anyway if blasting — all very much the same. There are even some instant score raises every twenty screens or so.

There are plenty of bonus shoot-em-ups in the 31.

- **GRAPHICS:** 3
- **PLAYABLE:** 10
- **CONTROL:** 10
- **PRICE:** 10

Road Warrior

- **GRAPHICS:** 10/10.
- **PLAYABLE:** 10.
- **PRICE:** £15.95.
- **ADVERTISING:** 10/10.

Sometimes you see a game, and it makes you think "These guys really know what they're doing. This is stylish, up-to-the-minute, imaginative, outrageous and challenging". Other times, you see a game and you think "These guys must be a few sandwiches short of a pizza. This is primitive, boring derivative and old-fashioned". Guess which category *Road Warrior* falls into, huh?

If you can imagine a horrendously scrolling version of the arcade classic *Day Hunter*, with large, unidentifiable objects and unimaginative graphics, you're halfway to imagining the terror that is *Road Warrior*.

It is the tenth anniversary of the *Quint* Race, each year since 1980, crazy bikers have gone on a rampage of destruction.

You have four cars to choose from — God knows why, they all appear to perform in much the same way. You can also select the colour of the car — single

colour sprites, mind you.

Having done that, you launch into the game. At the top left of the roadway appears your speedometer, at the top right your remaining lives, bottom left your score and bottom right your fuel and the number of bikers you have to see to complete the level.

The bikers and cars come from behind you — and, on later levels, ahead of you too. If you crash into a biker, you lose fuel, and if you crash into a parked car or a boulder you lose a life.

If you are running short of fuel, you can press the space bar to move to a garage time. Here, you hold down the fire button to load points for fuel.

■ *Beat a motorcycle to score.*



If you are hit a number of times in the front or rear you will lose your weapons. All you can do then is speed along, avoiding obstacles and looking for new weapons which mysteriously appear on the road in front of you. You can also pick up special up weapons, but some of the objects are tricky to drop.

The sprites for the extra weapons are so badly designed that you can't tell what they're supposed to be, and some of the

■ *Avoid the cars to survive.*



bikers are so badly designed that they look like weapons, hence the confusion.

This could have been a good game. With a perspective view of the road, slower more manoeuvrable sprites, better graphic design and some more exciting weapons features, it would have made an excellent budget title. In the absence of any of these, *Road Warrior* is the most bafflingly disappointing full price game I've seen for months. The fact that you get a free poster with it is little consolation.

- **GRAPHICS:** 10
- **PLAYABLE:** 10
- **PRICE:** 10
- **ADVERTISING:** 10

G+VG REVIEW 23

- MAINS: IBM PS/2, 486
- DISPLAY: MICROPHONE
- PRICE: \$19.95 (incl. tax)
- VERSION: TESTED: CD-ROM
- REVIEWER: STEVE

The remarkable thing about Microphone is that their flight simulations, already the best on the market, get better every time. The F-16 "Stealth", which will come into service with the US Air Force in about 1990, is no secret that very little is known about it. Microphone have used information that has already been published to produce this simulation.

The Stealth fighter is not a secret plane. It is a small one-man subsonic jet which can be flown from land or aircraft carrier, and which satisfies just about everything in flying terms.

▼ Learn to drive the enemy.



3 Celebrating a successful mission.

Project Stealth Fighter

In return for presenting a very small sector return, it is not "invisible" to radar, just very hard to see! This allows it to penetrate deep into enemy airspace on photographic, bombing or air superiority missions.

You are offered four theaters of war: Libya, the Gulf, the North Cape and Central Europe, and three levels of conflict: cold war, in which you are most likely to fly photographic missions, limited war, in which you may have to shoot, and conventional war in which anything goes. Enemy response can also be adjusted.

There is quite a difference between penetrating Libyan airspace on a reconnaissance mission against green and badly equipped opponents and a bombing run into East Germany in the middle of World War Three.

Unlike some other Microphone simulations, this aircraft has to be landed safely. This is, I am told, made even harder than the real thing by the wire frame graphics. Fortunately when practicing you can set the program to accept less than perfect landings. Perhaps the best feature is the ability to save a successful plot and go to another mission when you've recovered.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

▼ Your top secret fighter.

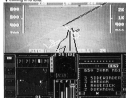


1. F-16 Stealth
2. F-16 Stealth
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16. F-16 Stealth
17. F-16 Stealth
18. F-16 Stealth
19. F-16 Stealth
20. F-16 Stealth



▼ Coming in hot!



▼ Select your mission.

You'll be flying from bases in the Red Army, Japan, against Libya, a moderate third world nation ruled by a revolutionary military officer.

North Cape
Persian Gulf
Central Europe
Sea of Japan
Other Regions

Risk: Moderate

Select an option, press trigger.

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Regions of members will have their own Ministers, they're not your only opponents in this special hot land, treasure and magic! potions – the other players are also on the trail of the same, small treasure.

ATAI
SOLUTIONS

[illegible]

Castro's most obvious character has finally been trapped in this comic as Jackson Macgreggan. He recaptures those maddening obsessions and the bad-mouthing, mind-numbing, downer-all-the-time tricks while if Cayote can throw at you with ease, agility and grace and a thoughtless "Heep Heep," whatever it's easy, goodnight and Sweet Sleep!

QAR



INDIANA JONES &
THE TEMPLE OF DOOM

Pick up your rifle and trudge into the trap and then the month of the legendary Indians' hunt! Prepare yourself for your most dangerous adventure yet. You will call on all your resources of courage, strength and skill to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of South America.

FOUR INCREDIBLE
ARCADE CONVERSIONS

[illegible]

How many different kinds of a million values are there in a million? (a) How many different kinds of a million values are there in a million? (b) How many different kinds of a million values are there in a million?



Abstract

particular, a barrage of obstacles that hinder your progress and no-go areas that bring you to a standstill make this race against time increasingly impossible.

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► SUPPORT:
ACTIVISION/AT&T
► PLATFORMS: IBM PC, AT&T
ST, AMIGA, C-486
► PRICE: \$49.95 (PC),
\$39.95 (IBM, ST, AMIGA),
► Developer: Atari.

With three worthy predecessors sharing its name, *Beyond Zork* should be a no-brainer success. But it is an entirely different game from any one of these former ones, written not by Letting and Blank, but by Brian Moriarty, who brought us *Wastwinger* and *Trinity*.

Beyond Zork combines many of the features of role-playing type adventures, with the

will put up with them, for what follows is, to my mind, a whole lot more interesting than a mere role-playing game. Charged with recovering the fabled Coconut of Quendor, you set out empty-handed, save for a sole lantern.



lady will impart advice on all sorts of deadly weaponry.

Down at the Rusty Lantern, not a mile from where a sailor sits pointing a pistol at bygone days, there lie torments. Something very strange is being plotted around the blazing fire, and the loads are not of all kinds, as your presence. One false move, and you could find a

It has a very different screen layout. A window at the top normally carries the text description of the current location, and to the right of this is a block map, showing locations in the vicinity that have already been visited, and all obvious exits.

How addictive is the game to play? I found it to be one of those rare games that I just kept on and on



orthodox text adventure is a way that eliminates many of the features of the former that I find tedious. A role-playing game tends to consist of a series of rather drab dungeon-like locations, inhabited by fierce monsters, and much of the game revolves around doing battle with them, rather than solving problems heightened by descriptive text.

In *Beyond Zork*, before play can commence, a character must be set up, choosing from a list of such attributes, and only time will tell whether there is a "correct" balance of these for success. Meanwhile, I

You may journey to nearby Mizzia, take a ride on a skyway gondola and witness at first hand the incredibly dangerous jungle. Perhaps a visit to the Magic Shop would not be out of place, for the little old woman who runs it, has a wealth of information about all things magical. Strange, I could swear I've seen her before, somewhere...

On the other hand, you might take a trip in the other direction, to the famous resort of Accorabryssa. There is another specialist shop here, where another knowledgeable little old



slagger towards you.

And there be monsters. Apart from the inevitable gnomes, you will find or-ants, crocodiles, a monkey-grinder, and a host of other natives, including the incredibly resistant Great Puppet, who can annoy you to death with a mere hail of his teeth. When you come up against a monster, you are drawn into battle with it, first wielding a weapon, and then attacking with it.

Beyond Zork is not only a different kind of adventure,

playing, completely ignoring the deadline for this review until the eleventh hour! After a few "dodgy" titles from Infocom recently, it is nice to see them back on course, with what is bound to be among their top-selling titles. Or will it? Being written in intensive Proton Plus, it requires a machine with at least 128k of memory - tough luck, Goliath owner!

► VOCABULARY
► A PROCESSION
► PERSONAL
► SALE



► SUPPLIES:
ACTIVISION/INFOCOM.
► MACHINES: C-64/128, IBM
PC, AT/AMI ST, AMIGA.
► PRICES: C64 £9.99 (C64), C64 128
£11.99 (128), AMIGA £1.
► 01454 615151.

The Tower of London has been closed without apparent reason, and the great detective deduces that the Crown Jewels have been stolen before even his important visitor from H.M. Government informs him. Sherlock's task is to find the jewels before 7 o'clock on Monday, for the Coronation festivities today is Friday, June 13th, 1880, according to your copy of the Times.

The only clue left behind by the thief is a sheet of paper on which has been written a number of verses. Not missing a trick, Holmes is certain that the thief knows the way that he thinks, and has deliberately told a host for him to follow. He therefore suggests that you, Watson, should decide what to do, in order to test the thief.

It is not long past when as you step out into Baker Street, the thick London fog swirling around you, and the great detective - following. After reading the cryptic verses carefully, a quick look at the map of London supplied with the package, gives you a few ideas, and it seems wherever you are headed you have a fair walk ahead - so perhaps a cab...?

HAIL CABS is an expression that comes to mind, but it is not the correct one. Not only that, King's Cross Road is NOT your destination, and, frankly, the game does not understand the word CABBIE - although the cabbie does say WHERE TO GO? NOW. However, it seems cabs driven in the nineteenth century were not very well up on London's geography, for they seem to take you to anywhere but the place you want to go. Mind you, you don't have to yell!

Companions with that well-heeled disaster of clever programming, the Melbourne House (Sherlock of some years back), and, of course, inevitable, Thonaballs. Infocom's Sherlock is not played in real time, although the time and day are

Sherlock

The Riddle of the Crown Jewels



displayed on the screen, and time morphs on, move by move. The standard Infocom parser and input system are infinitely more user-friendly than that of Sherlock's predecessor, with its tortuous SQR 18-15TRAD: "WE'RE ARE YOU SO DAMN STUPID!" form of speech.

But perhaps the most outstanding difference between the two games, is the research that has gone into Crown Jewels. Philip Mitchell's Sherlock was set in a laughably imaginary London, where the truth is

omitted detail is Watson walks around examining the tomb, that the player begins to forget he is playing a complex detective adventure.

Written by an author new to Infocom, Bob Bates, these are plenty of these much-loved tales back to previous games. Watson's pill bottle is pocked out with cotton balls, whilst there is a crowd of Nineties ranging through Kensington Gardens with their prams.

Sherlock is now the third Infocom game to come with built-in hints, and, hard as I tried, I found them impossible to resist on a couple of occasions. Again, they give witty ideas on what you must do, even before you start slipping into the answers. And once in HINT mode, the list of questions presented virtually covers the player to have a look at a few, rather than the particular hint he required.

I played Sherlock on a C64, and class Infocom for supporting the machine - they have even added windows, as seen in Ninety, which display signs and suchlike superimposed over the screen text. But on the lot things are deadly slow! There is no doubt that if you are a frequent player of Infocom or Magellan's Sherlock adventures, you should be seriously thinking of a 16-bit machine if you haven't already got one. The difference is like making a complicated journey by a series of buses, compared with having a car of your disposal.

Sherlock has all the puzzles and test that go to make a moderately difficult Infocom adventure of the expected standard. The trouble is, it is all made frustratingly easy by the presence of those individual

► VOGUE/ART
► ACTIVISION
► PERSONAL
► VALLI



Adventure Reviews

VIXXEN



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you thought
it was safe to
go back in
the jungle...*

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Wolfman

■ MACHINE: COMMODORE
SAPPHIRE/MULTI-
GATE.
■ SUPPLIER: CGL.
■ PRICE: £19.95.
■ SCREENS: 25TH.

There's a lot of nonsense being put around by the pundits about CGL's line in horror adventures. It seems to be all part of a crusade against sex and violence in computer games — but the criticism tends to treat adventures in the same vein as arcade games of the KILL variety, and the ignorance of the opinion writers shows.

Many classic novels contain their share of sex and violence, but it is the way in which it occurs, and how it is presented, that makes one book a classic, and the rest, mere porn. Violence, horror, and sex in an adventure, must be taken within the context of the overall story, and the words in which it is presented. Yet already one national monthly has strongly urged retailers to refuse to stock CGL's latest, *Wolfman* — before their editorial staff has even seen the game!

Wolfman is written with a



great deal of sensitivity, and involves the player in solving problems with the aim of enabling the central character to overcome his uncontrollable desire to rip people apart from time to time, when he assumes the form of a wolf.

To be true, there are the inevitable CGL digitised pictures, and whilst I would have preferred to see the game without these, that is

not because I am shocked by them. I just don't think they add anything to the game. They tend to be rather scary — blocky little pictures forming rather ghoulish faces with crimson mouths.

The adventure, beautifully written by Rod Pike comes in three parts. Awakening, after a heavy sleep, you are perplexed when you discover your clothes are ripped and

bloody, and you cannot find any cuts on your person. Things suddenly fall into place when, through the window, you see a group of villagers around the dead body of a girl, who has had her throat ripped out. You shudder as you realise that you were responsible. You determine, once having escaped from this place (if you dare) to try to find a cure for the terrible blood nature has dealt you. In making you *Wolfman*.

Your journey takes you far away, and along the way you must find ways to resist your urge to kill — or the game ends in your own watched death. At one stage, you play the part of a girl, Madzia, who bewitches *Wolfman*, and before long, the pair fall in love. Once *Wolfman*'s bestial habits have been controlled, the game can continue. Soon, however, Madzia is kidnapped, and *Wolfman*'s kiss becomes twisted, to rescue the one he loves so tenderly, and to find a cure for his own condition. The game itself is certainly worth playing, and the many people who have enjoyed Rod's previous games, should not be put off for one moment by the anti-horror hysteria being worked up over this, and CGL's earlier Jack the Ripper.

■ VIOLENCE
■ SEX
■ LANGUAGE
■ PERSONAL
■ NAUGHTY

Competition

If you'd like to win our Commodore 64 copy of *Wolfman* then read on. All you have to do is send in a winning job.

Send your job to *Wolfman Competition*, Computer & Video Games, Priority Court, 34-35, Farnington Lane, London EC3B 3AG. The closing date is 15th of May and the editor's sense of humour will have the final decision.

WOLFMAN 25TH COMPETITION

Name
Age
Address

Job

ntrigue

■ SUPPLIER: MICROSOFT
 ■ SPO: FROM MICROSOFT
 ■ MACHINES: PC/AT (DOS),
 ■ PRICE: £19.95
 ■ INTERVIEW: KEITH

International terrorists are expected to be behind the threat to spread a mystery virus, code named PH13, a crippling offspring of polo and influenza.

Your job, as a private eye, is to find out who's behind it, locate the source, and defuse the bomb that is set to release the virus. But before you can do this, you must have the key of the hideout, and a diagram to disable the timing mechanism. And then there's your partner and brother, Jim. He's been kidnapped, and a phone call warns that you won't see him again, alive, unless you take your people out the side.

There are plenty of suspects, among them FBI

Almost all input can be carried out by joystick, or arrow keys plus RETURN. A cartoon view of the discussion in which you are facing is displayed as a narrow strip across the centre of the screen, and can be rotated. As it moves, available commands are displayed above each feature of the



▲ Hanging on the telephone.

▲ Play it again...?

long you will come across the PH13 hideout — but it takes more than mere searching to get in.

Talking to other characters can be helpful. After selecting TALK, the disk starts whirring, and a large digitised mugshot appears on the screen. Below it, are four courses of action to choose from. These tend to guide your actions a little, but don't be fooled by them. They make the game look deceptively easy, which it is not — even when you have chosen the easiest of the three difficulty levels.

If you are chatting to the barmaid, for example, you may perhaps have a choice of buttering her up, asking her about PH13, buying a drink, or smiling at her. Often, a simple action like a smile, will produce more results than something more definite. While you are chatting, do watch the picture on the screen, it reacts in an unreasonably life-like way to your approaches. As the interaction with the

character continues, so the options available change, until, usually, your acquaintance terminates the discussion.

As well as being able to choose between playing a male or female role, you can choose to control the game either by arrow keys or joystick. I would recommend that keyboard input is used rather, since moving the option selection highlight prior to selecting, is much more accurate with an arrow key. With the joystick, it is too easy to overshoot. As well as playing solo, the game provides for up to four players to participate, each controlling his or her own 'ec.

The package includes a card for keeping track of suspects, which it recommends is photocopied for continued use. Strange, then, that the game is protected by information within 'The Little Black Book' that is required during play. Well, while photocopying the card, why not copy the book as well?

Turn the colour down and the sound up, to enjoy a mystery in black and white. Here is a completely novel game system, with a mixture of cartoon style graphics and digitised pictures, plus some catchy music, that has taken over a year to reach the UK. What a shame I couldn't write!

■ VOCABULARY
 ■ ATMOSPHERE
 ■ PERSONAL
 ■ VALUE



THE LITTLE BLACK BOOK
 A MYSTERY IN BLACK AND WHITE
 FROM MICROSOFT
 THE LITTLE BLACK BOOK
 THE LITTLE BLACK BOOK



▲ Here's looking at you kid. Agent Mike Kruger, Ambassador Bahajan, and Nurse (Diane Hunter), and the various combinations that can go to make up the full solution to the mystery, number over 2000. So each time you play you get a different game.

After some preliminaries checking out the world news, and updating the program that you have the whole package, you start out on the investigation.

picture, and the relevant detail is shown below. Thus you may be viewing the full & bear bar, with a choice to ENTER, a monument that is possible to SEARCH, and a path down which you see WALK.

Each movement and selection is accompanied by a few musical notes, which when strung together, go to make up a catchy and addictive tune. By moving around and searching, before



TEST DRIVE

Test Drive is different — a new standard of driving simulation game. You're probably thinking "that's what they all say". So don't listen to us. Read what Commodore User and Popular Computing Weekly said —

"never have I encountered a game where the introductory screens make me want to play the game as much as this one". C.U. "...the graphics are out of this world. For any car enthusiast the game is essential. PCW.



ACCOLADE

R I N G : 0 7 5 3 4 6 4 6 5



► SUPPLIES: LOGOSOL,
► MACHINES: AMSTRAD,
AGARI ST, IBM PC,
► VERSION: FRENCH AGARI ST,
► REVIEWED: RYAN.

Since I first set eyes on an Infogrames game, I've always been extremely wary of French adventures. The exception is the wacky, wacky, wacky *Les Aventures Du Héros* (which I liked a lot with them for good, but here's a game that is not quite *Les Aventures Du Héros*, not quite *Les Aventures Du Héros*, not quite *Les Aventures Du Héros*, and in some respects, not

Tengen, and gave him orders to go forth and bring back food.

You see Tengen. You can also be another character, which can be set up from the keyboards, with a name, attributes, and a shape - flat or curvy. And off you go, mopping it out of high speed, across the countryside, with barely a smidge on level over the curvy bird in search of tulipberries, apples, meat, and anything else edible. As you move, controlling

fractal, eh? Well, there had to be a catch somewhere, I suppose.

All this scenery appears in 'wide view' perspective (see, I'm at it now!) at the top, whilst below, suitably edged windows contain word icons that control the action. A hand with an extended finger is used to select an option, such as SAY, PUT DOWN, IT SEEMS THE FRENCH haven't discovered the use of DROP yet! CONSUME, and this speeds up a window to the

times when the hand, positioned at the top of bottom of the window, depicts an upward or downward pointing finger.

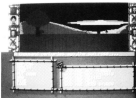
The pictorial display depends on what is selected after the action LOOK, LANDSCAPE will show a long distance view of the surrounding terrain, whilst RAMBLING will commence with the same view, and then sweep slowly round through 360 degrees. LAISSEZ, gives a picture of your character moving against a much

Sapiens

unlike *Land Of Midnight* that's not to say it is exactly playable, for play' does seem to be quite the word. Let's take it, it's French and it's a bit... well... different. I played *Sapiens* on the ST, and its facilities and mode of play varies considerably between different machine versions.

your character by mouse, the scenery scrolls by until you meet up with someone.

In your quest, you will have to befriend people, and this can be done by giving them things. However, what might seem of great value to you, may well be worthless to



▲ Wide view... but what about playability?

close background, and is the mode used for all the action. There is also a MAP option, which opens up a relief map window below the main picture. The mouse can be used to zoom in and out of the map.

There is a tactical background, which is not too bad, but it is recommended that if you have a MIDI system, you attach it, to save the workload on the ST, and thus speed things up.

Play, as in game play, did not raise itself apparent. If there is a 'winning' strategy, or if there are real problems to be solved, I couldn't tell. Things happen infrequently, and the action taken has no immediate effect on progress. It is more a wait through, chatting to people, making a weapon or two, feeding your face, and having a kip. It can go on forever!

► VOCABULARY
► ATMOSPHERE
► PERSONAL
► VALUE

▲ Friend or foe...

About 100,000 years ago, there was Tengen. His tribe was finding food increasingly scarce, and its children, constantly hungry, were becoming diseased. Hognor, the tribal chief, called young

members of other tribes. There is that much scenery. It is claimed there are over three million different locations 'obtained by developing six-figure codes of fractal vision in perspective'. Amen.

right, with a list of castings, an inventory, or a menu (food type) respectively, for the actions mentioned. Again, the hand is used to select the object.

The list within the windows are scrollable at

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...TO
THE FIGHT
FOR THIS WORLD!"



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BAD CAT



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



In 1990, 1991 and 1992, Rainbow Arts prepared the first three games in the BAD CAT series. The graphics and sound were of a high standard, and the game was well received by all. The information can be found in the following table. The information can be found in the following table. The information can be found in the following table.

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GO!

Rainbow Arts

Bob Winner



Initiating his internal computer, Bob Winner, android No. 9, could at last breathe again... New York... the Docks were deserted... or were they? No! The OTHER ONE was there... one of the men sent to destroy him...

He had a mission to complete, but first he needed to find the weapons to defeat his opponents. A gun-fight, a boxing bout, a kick-fight. But that was not all. He knew he would have to overcome many other obstacles. The quicksand and marshes, the giant wasps he knew would attack him.

Strength alone would not suffice. He needed intelligence and wit if he was ever to reach the secret temple....



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ocean

SHATTERSLURY AVENUE: 1.20AM

CHARGED WITH AGGRAVATED
ASSAULT AND OBSTRUCTION OF
PEACEFUL PASSAGE, THEY WERE
LAST SEEN FLEEING LEICESTER
SQUARE ON A BIKENI BROTHER-
HOOD SUBJECTS ALSO CON-
SIDERED AS ENDANGERED CHILDREN
INTERFACING WITH CALIBURN
SUBJECTS ARE CONSIDERED
DANGEROUS. ALL UNITS BEHOLD
DANGER.

LEICESTER SQUARE!
WHAT'S NOT FOR FROM US

IT'S DISMANTLING
THESE ARE CONCEPTS,
NO RESPECT.

WHAT THE HELL!
THAT'S OUTRAGEOUS! NOBODY
DOES A HUNDRED AND TWENTY
IN CENTRAL LONDON AND
GOES UNPUNISHED! NOBODY!

RRROOOOOO

CHARGED
THEY FOR WILLING ON
THE ROAD THEY'RE
DOING ON THE ROAD
MIGHT. WHAT IF THEY
ARE SCORPION?

WHAT IF THEY
HIT A VOLANT?

PHOTO CAFE

GIVE
WAY

SCREEECH! FOOO

SCREEECH!

THEY'VE CLAIMED SHATTERSLURY
AVENUE. NOW HEADING TOWARDS
CHURCH CROSS ROAD. GET ME
SOME BACK-UP, GET ME A
MONOLOCK!

THANK YOU
MR POLLOCKMAN,
YOU'VE BEEN
MOST HELPFUL.

WHAT THE HELL WAS THAT?

I THINK
MAYBE SOME
FOLLOWING

THESE WHY

FOLLOWING
MAY BE THAT

SOMEONE WAS LISTENING
IN SOMEONE HEAT HAVE
STOLEN A POLICE ARMO-
RY.....

FORGET THAT!
PAUL COVER, POLA
KUTLER BODY!

STREET

Vir Gira

CLIP

BUT HOW
DID THEY KNOW
IT WERE LOG?

WOW! I'LL TELL
YOU WHY IT'S BECAUSE
ALL SHAPES ARE 7-8
INCHES? IT'S BECAUSE
YOU GET 7-8 INCHES
DID OFF

NOTHING NOT
THE ROAD GODDAMNITY
THEY'RE DASHING ON
THEIR OWNERS! GET OUT!
GET OUT! HOLD THE
PULSE!

WE HAVE DEALER
OFF THE ROAD
V-80000 ONE
WE HAVE.....

FEEOOOOOOEEEOOOO

THEY'RE SHAKING THE
ROAD BLOCK! SUPERSTOCKY PROCEEDURE
PROCEEDURE! POLA KUTLER!

WOOMP!

THEY COMPARE
BUT PROCEEDED
ON THE ROAD
OFF A TIRE GRAB
PULLED
PROCEEDURE!

BUT THERE
ON THE
MOVEMENT!

LOOK! THEY
SHAKED
THE ROAD!

THAT'S BLOCKED
BUT WHAT
SHALL I DO?

DO A
HARDWARE
BUT GIVE

THEY HAVE
THEY'VE PLAYED
THEY'VE LUCK
TOO ARE

22 INCHES OFFICERS, 2 INCHES
SUSPECTS - DON'T HAVE A GUN. THE
COMPANION IS RUNNING. CALL BRONX!
CALL INSPECTOR BASH! (SOMEONE'S RUNNING!)

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Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And have I got some goodies for you this month, including the latest offerings from TSR and Standard Games, a look at live role-playing and your letters.

Viking Raiders

- SUPPLIER: STANDARD GAMES
- PRICE: £11.98
- REVIEWED: WUSNEL
- COMPLEXITY: NONE TO EXPERIENCED GAMER

Every hand depicts a shoenell, which includes bars full of shingle, evatook points and maade buildings. One map is totally set aside for those many

definitions of the Vikings and their adventures, the Anglo-Saxons. You not only get info on their lifestyles, tactics and attitudes but you get a breakdown of their warrior types, from the Viking Berserker to the Saxon Housecarl. It is obvious that a lot of time and effort has gone into creating and marketing this

- SUPPLIER: T.S.R. INC.
- PRICE: £8.95
- REVIEWED: WUSNEL

T.S.R. has tried to distance themselves from the publication of *Sagas* over the last few years and with the release of "Forbidden Skies", they have finally severed all their old ties and gone off in a new, exciting direction. However, it has not been easy.

Over the years which T.S.R. has traded, it has released a mixed bag of scenarios covering everything from basic D + D to Conan The Barbarian. Some of them were great and some of them were awful, but they all had one thing in common - there was a complete adventure ready, and at hand. The enthusiastic D.M. would pop in their local hobby shop, have a good thought round and spend a few pounds on an entertaining looking scenario. Then they would take it home, read it thoroughly so they knew it backwards, and then play it with their R.P.G. group, only to find that some of the time, for an unexplained reason, it went down like a beef sandwich at a vegetarian supper! The reasons for this were many but most

other than the main problem was that the scenario did not fit in with the overall gaming campaign. T.S.R. has obviously thought about this problem in great depth and decided to tackle it from a new angle. They have come up with the solution in the form of a "Campaign Set" and I am pleased to report that the solution works!

Knight's contains everything you need as a D.M. to run a high quality AD + D or D + D campaign. For a start there is the 46 page "D.M. & Scenario Set" which covers such areas as setting up campaigns, running adventures, introducing unique situations, the use of



Over the years Standard Games has built up its well respected and desired reputation by releasing high quality, easy to play and entertaining board games for the beginner. By releasing *Viking Raiders*, I feel that the company will only add to it.

The game has quality stamped all over it. For your money you receive two large, high quality, full colour playing pieces, a well illustrated ten-sided die, six highly detailed large ship counters, a rulebook, two reference sheets and a counter tray.

The maps are up to Standard's usual standard

as battles you will no doubt want to play. The playing pieces are colourful and each one has an individual role. They show the four stages of health your characters can be in, namely: healthy, wounded, stunned or dead. The counters also represent various classes of characters; mounted nobles, berserkers, peasants, archers, as well as animals like pigs and goats.

However, the one item that caught my eye was the rulebook. It explains in straight forward English the historical background on which the game was based, giving highly detailed

product. Beginners will find it highly enjoyable and the more experienced gamers may there will be able to enjoy the swiftness and speed of the game, as the longer the game will take to play in one session if just over an hour.

If you and your friends like the game is designed for two people but more can play if required over fancied getting involved in the frenetic but between the Vikings and the Anglo-Saxons, then this is the perfect chance to do it at a price you can afford!

- VALUE
- PLAYABILITY
- PRODUCTION
- DEPTH

ROLEPLAYING

new magic user spells (which are quite good!), creating a campaign for new players and one-off special encounters. There is also a large chapter dedicated to selected N.P.C.s of the Realm and what a chapter it is. There is approximately 70 N.P.C.s of a wide ranging variety, who are described in such a depth that the information even covers their nicknames and dates of birth. Add all this to a load of recent news and rumour in the realm plus a couple of high gradeable free source design-it-yourself adventures and you can see that you are in

including three different alphabets! Currency details, gods, special regions of interest, details of the races they are likely to meet, descriptions of major cities and... well the list is nearly endless.

There are also four superbly drawn and printed maps which are huge! Two of them combine to give you an overview of the Realm, while the other two give you an enlarged view of the initial campaign area. From the second round in the inner war.

Designer Ed Greenwood and Jeff Grubb must have built this

Live Role Playing

Last month I explained The Labyrinth's combat system and how it works. In response to this, I have received quite a bit of mail asking me to explain the use of armour class in their system and what this entails. So here are the answers to all the enquiries that were made.

The main reason for wearing armour is because it reduces the damage your character takes when it is hit by swords/masters. The armour class (see below) is subtracted from the striking weapon damage when the referee tallies up your position in the "Time Out" phase. Therefore the higher the Armour Class, the better the defence!

All blows will do at least one point of damage though, regardless of what type of armour your character wears, so this represents the bruising damage a character receives in combat.

Below is a table of types of armour that is available and the respective armour class rating it carries.

Therefore you can see that if your character is hit with a sword that does a damage of six hits per blow and you are wearing Hard Leather Armour of armour class two, then your character will only take four hit damage per blow.

A first level character starts with no armour, but if it progresses and manages to earn enough money to buy some, there are a few things the intrepid adventurer should bear in mind! First of all, the first three classes of armour (AC1 to AC3) are not actually worn by the character, it is just assumed that you do so. However, armour that is AC4 and above, (AC4 TO ALL WORKS!) This is called "Physical representation", and it basically means that you have to actually wear the armour you obtain. As you can imagine, mastercrafted armour requires really genuine (and often very expensive) and real metal physical representation and you have to sacrifice your speed and agility for your ability to absorb punishment.

Furthermore a new suit of ordinary armour is considered to be worn out after ten adventures. Mastercrafted armour has 20 such uses before wearing out, but it should be noted that if mastercrafted Physical top is now worn for some reason, it suffers two uses per adventure.

Armour class can also be raised by the use of certain magic items, spells, miracles and even by certain magical skills that enhance or duplicate physical magical class.

That's all for this month I hope to have some reports from a different type of adventure and some poems, too!



for a great read, let alone a great campaign.

While you are reading your D.M. sourcebook, the players are going to sit around riddling their doubts right? "What?" You can give them the "W" page "Compendium of the realm" to get into it. This is a book that mostly contains general and basic information that the players can have access to. It is rich in rumours, gossip, classy descriptions and knowledge common to the players' characters. Amongst its contents are details of the year's calendar, the various languages spoken in the realm

project out of a labour of love. No detail, no matter how small, has been overlooked. And this is where my only criticism lay. The actual volume of knowledge is overwhelming.

Apart from this minor gripe, I can wholeheartedly recommend this product. It is an essential purchase if you play D & D or AD & D and even if you don't you will find it easily adaptable to any other system that you may play.

- PLAYABILITY 5
- VALUE 5
- ROLEPLAYING 5
- PRESENTATION 10

ARMOUR TYPE

- Soft Leather Armour
- Hard Leather Armour
- Studded Leather Armour
- Chainmail
- Mastercrafted Chainmail or Plate Armour
- Mastercrafted Plate
- Mastercrafted plate over mastercrafted chain

ARMOUR CLASS

- 1
- 2
- 3
- 4
- 5
- 6
- 7

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FANTASY ROLE-PLAYING

Talisman

► TALISMAN: THE FIRST EXPANSION SET
► SUPPORTING GAMES WORKSHOP
► PRICE: £24.95

This is the fourth expansion set G.W. has issued for its best selling boardgame, *Talisman*, and it is also their worst!

For those of you who are not familiar with the original game, *Talisman* is a solo playing boardgame of sorts, which is good but to play, I have had some very enjoyable games of *Talisman* in the past and there have included games which have used the earlier expansion kits. However, with this latest release you are left

with an amazing resemblance to Harrison Ford, an idea that looks like the most famous cinema alien most and you will have 99% of the tokens.

I liked the original game because of the originality of the idea and the concept behind it. However, now we are getting repeated and related ideas from G.W.'s other of *Talisman* all mixed together in a substantial proportion of G.W.'s games. It is clear that the designers, I think because, didn't exactly use the old grey matter when they designed this product, as it has all been done many times before. Given a little space time, I could have designed this expansion kit and I have no doubts that you the reader, could do.

The *Talisman*'s new redeeming feature is the board.



with nothing if G.W. has run out of ideas.

The reason for this is that when you actually look at what the box contains, you find that there is very little original material. Most of the characters have been copied from G.W.'s other games, while a few film favourites have been added in for "Variety". Those have then been combined with a few games that have been used before in various comics and to add to this we are supposed to arrive on a *Talisman*, yet it adds on. For example, take the same space or tower, a space meeting and an Antipath from *Warhammer* #9,000; various or more more games from *Angus Fropster*, the *Chaos* *Warrior* from the game of the same name, an archaeological adventure with a ship that

I intensely dislike (these figure boards and G.W. has issued this game with a solid new piece measure). It is an unusual shape, well illustrated, nicely designed and sturdy. Take a described box, board art by John Blanche, and take a prominent note from G.W. board designers. In fact, while it is an about the positive side of the product, and I won't be too long, I cannot fail to mention that the artwork is superb throughout. The other two artists, Peter Milne (with John Blanche) who draw the board artwork and Gary Chalk, who did the cards, have done themselves credit.

- VALUE
- PLAYABILITY
- REPUTATION
- PRESENTATION
- COMPLETION: WORKS
- PRICE

Letters

I bet the position here you lot as he has to deliver the mountains of mail you send in. However, don't have sympathy for the point, I want to see you keep up the good work by continuing to send in stacks of mail. I try to answer all letters personally and the more interesting ones get published here. This means that some lucky persons will have their letters in the next issue of the month and will win the best F.R.P. products reviewed in the column. The other letters will receive all the rest, so you know what to do for writing...!

► What rule playing system is best suited to beginners, in respect of both players and GMs, that has plenty of scope for everyone? I think

Dungeons + Dragons and *Advanced Dungeons and Dragons* are a bit limited for my liking, from what I have seen of them.

Wayne Trickett, Bradford

AD + D limited? To be quite frank, Wayne, most people I know who have got involved in F.R.P. started off with the basic D + D game. It is easy to play, quick and enjoyable, but as you state, after a while it does get very limited. Most people then start with *Advanced D + D*, which is almost a different game altogether, but its limits for *Advent* in D + D. I must admit that *AD + D* does get a bit limited around about tenth or eleventh level, because the games get a bit unbalanced, and also with the long turn on of the combat system.

However, if you play the game correctly you should take at least a couple of years to get to the aforementioned level and the combat system can be appreciated for its speed. As far as other limitations are concerned, *AD + D* is limited only by your imagination. If you will ask other less limited games (or any version of *Rings* or *Warhammer Fantasy* rules, they will suit you out!

► You've decided to make the F.R.P. column monthly? Great, that's just what I wanted. Could you answer a question for me, in *Dragon* the official publication of F.R.P.

one of the U.K.'s and U.S.A.'s biggest games companies will bring and if so how can I subscribe and how much is it? *John Maynard, Dunfermline, Scotland.*

Sorry to be the bringer of bad tidings John, but *Dragon* folded about two to three years ago. The reasons given for the failure weren't overly clear, but I would think that it folded because of poor circulation. For the record, both *Fantasy Chronicle* and *The Adventurer*, have also folded for mainly the same reasons, leaving no independent F.R.P. magazine on the market.

► Wayne, who is your opinion is the best player and overall modeler of both plastic and metal figures? Phil Weston, Glasgow

I tend to get my thinking cap on for this one, Phil, and I tend to be quite a while to work it out. However, with my hand on my heart, I must answer this question in two parts; it is really a question of size!

Without a doubt, the best player and overall modeler of those figures in my mind is a Dutchman called Fransje Verheijen, who runs his own company, he can run his hand from Nagasaki. Upon his Russian tank is the think of an eye and will produce life like models. If I could have a quarter of his skill I would be a happy man. Turning to those models, James Workshop's John Blanche is very good and our own Mark Dalton isn't far behind him.

► I love the F.R.P. and F.R.M. columns and they are the first thing I turn to in the magazine. Can't you expand the column for a few more pages, surely the Ed won't mind? Steve Parkinson, Liverpool

I'm afraid the Ed does mind time and we must bear in mind that we are a computer magazine first and foremost. However, don't get me wrong, I agree with you, a few more F.R.P. pages would be a good thing! However, you and the rest of the F.R.P.ers and F.R.M.ers will have to convince him that the internet is our choice.

Wayne's PLAY BY MAIL.

When the third British P.B.M. convention was over, and I was having a well-earned couple of pints with a huge group of players in a nearby tavern afterwards, the stout commoner commented "Orray, convention wasn't it?" To which I automatically answered "Not!". But, when I actually had a chance to ponder the question in depth, I asked myself: "Was it, that good?"

The convention opened with hundreds of people pouring in and the P.B.M. stalls being busy from the word go. The hall was packed with people, ranging in age from eight to 88, the majority staying right to the very end to watch the P.B.M. results. By checking the ticket stubs I calculated that in 1,500 people turned up which was about a 25 per cent increase on last year.

I met loads of people at the convention, to whom I couldn't really give as much time as I would have liked because I was really busy.

Most of the major P.B.M. companies were there, including Micro Games, Northgate, Spellfinder Games, Jade Games and although K.J.C. didn't have a stand, they sent representatives who were only too eager to chat to people. All the stands were unbelievably busy and it came as no surprise that most companies had their best day ever at a P.B.M. convention.

Lafayette, who were running regular, free, mini dragon adventures in a catcombe of small rooms behind the main stage. Other events that you might have got involved with were the open AD+D competition, or a computerized game of American Football, get involved in a great wargame called *Battle Of The Marston* or just sit and drink in the bar talking to people.

Highlight of the convention was the prestigious P.B.M. awards. For the record, the awards were run as follows:
Best Role Playing Game: 1 *Forced* (Northgate), 2 *A's* (Lafayette), 3 *Paragon* (Avalon Games). Best Sports

Hit Wayne here. There's a lot to get through this month, including the much awaited report on the 3rd British P.B.M. Convention, a preview of *Standard Game's* Dark Blades, plus your chance to win a magnificent gold plated dragon valued at over £1,000.

Simulation: 1 *Gauntlet* (Black Simulations), 2 *Savage Sorcery*, 3 *Kickabout* (Spellfinder Games).
Best New game: 1 *Paragon* (Avalon Games), 2 *Knights of Avalon* (Jade Games), 3 *Type* (Bham Games). **Best G.M.:** 1 Neil Parker (Black Simulations), 2 Dave Cockery (D.M.C. Games), 3 Sean Dillon (Avalon Games). **Race:** 1 *Melior* (Avalon Games). **Best Science Fiction Game:** 1 *Starblaze* (Timequest Games), 2 *Spinal Arm* (Spellfinder Games), 3 *Warrior Wars* (Warren Games). **Best Tribal Game:** 1 *Tribes of Crane* (Mitre Games), 2 *World*

colour box with tremendous artwork on the lid. I have never seen the likes of that before in the P.B.M. world. When you open the lid you are in four another surprise. You get a large map, again in full colour, which is a sheer joy to own. It would make a great addition to a bedroom wall as a poster and if you put your mind to it you could even use it as a basis for your P.B.M. campaign!!

There is also a 34 page rulebook, printed on top quality paper. It is easy to read with straight forward rules.

The game itself is a computer moderated fantasy game, where you can play one of four characters. A warrior, a mage or either the evil ones or the volatile beast masters.

The basis behind *Dark Blades* is role-playing/wargaming/trading, or



Of *Vengeance* (Vengance), 1 *Midgard* (Mitre Games). **Best P.B.M. Campaign:** 1 *Harlequin*, 2 *C + PG*, 3 *Crash*. **Best Company:** 1 Northgate, 2 *Forced* (Avalon Games), 3 K.J.C. Games.

The prestigious Player of the Year award went to Alan Coomb. He won the first game of *Dark Blades* and he is the major player in *Dark Blades*.

STANDARD GAMES OFFER

Once in a while, a P.B.M. game comes to light that you instantly know is going to be massive. *Standard Game's* *Dark Blades* is one of those games. It has quality stamped all over it.

The first thing to catch your eye is way the game is presented. It comes in a full



anything else you'd like to do. The reason behind my saying this is because *Dark Blades* is a brand new concept in P.B.M. which *Standard* calls "a living adventure".

I had words with one of the designers, Dave Pearson, at the P.B.M. convention who told me that the game is based on a real-time concept.

For example, if for some strange reason no-one in the game sits in a game room all the *Non-Playing Characters* would interact with themselves.

Each turn costs £1.25 and

there is no more to pay for your turn as there are no hidden extras.

And what an offer it is! I have for you. *Standard* are going to run a special game for C + PG readers which will be limited to 100 players. Start-up in this game costs the usual £5.00.

But the first 25 players pulled out of the hat get the boxed start-up set for free and the £2.00 they send in will be given as credit for future rounds.

So you have a time in four chance of winning. Furthermore, *Standard* are putting up the gold dragon, pictured on the contents page, as a prize to the eventual winner. This dragon is the biggest on the market and measures 12 inches from nose to tail and the same again in wingspan. It has been specially alloyed to be professionally shipped in 28 cases gold and it is valued at over £1,000!

Finally, *Standard Games* are offering a completely free game of *Dark Blades* to the person that comes up with the most original name for the dragon. That means you could play for a whole game for nothing. Entries are to be sent to me with *Dark Blades* on the top right hand side of the envelope.

European players should note I will be receiving a specific number of plays for them, so they won't miss out. However, due to postage and packing your start up package will cost £7.00 and further items will cost £1.50. All cheques and P.O.s should be made payable to *Standard Games* and sent to me at C + PG.



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—OUR EDITOR

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consistency of the duck.



THE WICKED WOODS

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THE WICKED WOODS

From the way through a
network of tunnels in your
hops, including the impact of
bombs that can be used to
batter the other players, this
game is a real test of
coordination and the
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Money doesn't just talk — it talks dirty according to Oliver Stone, the man who showed us *Norm in Platoon*. Now he turns to the killing fields of *Wall Street* (1987), where the battle-cry of capitalism and here-today-God-is, "Good is good."

This is a dog-eat-everything world and only the fit survive till lunchtime, when they dine on the weak. Why young broker Bud Fox doesn't intend to make anyone fat except himself, so telling all his cunningly persuasive Gekko that he's the guy to manage his millions.

It's the start of a twisted friendship, as Gekko recognizes the ruthlessness that made him rich in Fox, and Fox learns that all's fair in love and war when your first love is money. You don't get rich by playing fair. *Disastrously* money dollars!

There's another side to the story. Fox comes from a working-class family. His father is an engineer with a second-class airline, who has never really communicated with his high-flying son. Gekko becomes a surrogate father to him, but when he tries to take over the airline, tough moral questions are thrown into sharp focus.

Forget that this is a film dealing with high finance — the trading of stocks, the buying of third-world debts and a hundred other transactions too complex for mere mortals like you and me. You'll understand enough to recognize the good and bad guys — and goodness and badness is what it's really all about.

Michael Douglas has moved from *Fatal Attraction* to dominating the Stone with a superb performance as Gekko. Meanwhile Charlie Sheen goes through three stages as Fox, from ambition to success and then disillusion. And here off to his real-life father, Martin Sheen, as his on-screen, blue-collar dad. Gordon Gekko gets his picture in the papers, but there are better ways of being part of the *Broadcast News* (18). Jane, Tom and Aaron are all involved with getting the headlines into the homes of Mr and Mrs America.

She's a pocket-sized procture; a handle of energy

BIG Screen

This is the month of the Yuppie. CNN's very own Downwardly-Mobile Reviewer, Ward E Street, shares the stocks as the Young Urban Professionals get pilloried.



▲ *Wall Street*

who'll probably go on talking for weeks after she's dead. Tom is her reporter, resource and paramour but a consummate professional. Then there's Aaron, the air-head presenter who succeeds in being less than a pretty face.

Director James L. Brooks



▲ *Dave Matthews and a Duke*

has made a wildly entertaining story out of these three people and their hopes and fears as they work out of the Washington bureau of one of the



▲ *Broadcast News*

American news net works. It's often extremely funny, as the two men compete for a woman who's already married to her work! But this romantic comedy also takes some swipes at television news and the way it manipulates, and at times even fabricates, events to create a more entertaining story.

William Hurt is wonderful as Aaron, the talking head with ambitions to be a real reporter, while Albert Brooks is hilarious as insecure Tom, especially when he gets an attack of the nervous events-on-air and has to be doted out with a hair drier during the

advertising breaks! And watch out for an uncredited newcomer as another presenter. His name's Jack Nicholson and he should get that!

But the real acting honours go to Holly (Krisiing Arizona) Hunter, whose performance as the single-minded Jane resembles nothing so much as a terror holding onto a stick. "It must be wonderful to be right all the time," her angry boss sarcastically snarls at her. "So it's not," she replies, without a hint of irony. "It's terrible."

Remember

single-mindedness is a standard yuppie trait, as is orderliness — which means that kids are out until somebody leaves him to make them look proud! Unluckily the pastor of tiny feet, and the public of a big bladder, can't always be planned for and the stock — or at least a deserted mother — turns a tin of cartoon bucklers into *Dave Matthews and a Duke* (19).

Peter is an architect, Michael a successful cartoonist and Jack the actor who marries from woman to woman like he was being paid a dollar a dime. They live in a plush New York apartment and nothing interrupts their lifestyle until one day. Mary is changed on the doorstep — and continues to dump all over their designer past.

Jack is out of the country in Morocco, making a movie in Morocco, leaving his two buddies to cope with the rigours of marriage. But their problems don't stop with what sort of food you need for a six-month old kid. A friend of Jack's has arranged to use the guys' apartment for a design dump, without their knowledge.

Unluckily the package of snark arrives on the same day as the baby and gets forgotten in the cardboard. When the children turn up to collect it, Michael promises they mean Mary and hands her over instead, much to the heads' confusion.

This is all silly stuff but the playing of Tom (Matthew) Solbeck, demonstrating a father's unseen capacity for comedy, and Steve Guttenberg, finally free from the *Police Academy*, plus Ted Danson as the

fly-by-night father, more than makes up for the occasional lapse into sentimentality...tangle with laughter at those childish goings-on.

There are more problems with children in *Flowers* in the *Attie* (11). Cathy, Chris, Carrie and Cary's mother has a rather drastic way of dealing with her brood - she locks them high above their grandparents' house as she tries to persuade her dying father to include her in his will.

Cathie's not content with keeping her kids out of her parents' hair by imprisonment - she decided to poison them as well. Will the phony kids-escape or will mom inherit the family millions and dispose of her offspring into the bargain?

This is a prime cut of schlock Gothic. In one sequence Chris tries to climb down the outside of the mansion. Not only do the searchlights snap on, not only do they loose the dogs, not only does the butter blast away with his shotgun... but also there's a swirling mist and flashes of lightning... and his rope breaks!

I thought melodrama like this went out of style in the forties. But there's obviously a market for badness. The original book has sold over five-million copies and the film made \$10 million in its first three days in the States. As far as I'm concerned, this movie is just like its alliterative family, though - it's all in 'C'.

I prefer movies like *Promised Land* (12), where nothing much may happen, but it happens just like real life. You can believe in these four teenagers adrift in modern America, the 'promised land' which turns out to be built upon lies.

It's an America you don't often see in movies - the America of small towns, inhabited mainly by middle-aged and elderly people, without any opportunities for the young. It's a stanchy middle-class and conforming as a straight-jacket for basket ball star Hancock, who thinks out of going to college and becomes a policeman.

His high school girlfriend, Mary, then broadens her horizons however, and when she returns for

BIG Screen



▲ *Believes and True*



▲ *Promised Land*

Christmas Hancock learns that she has a new boyfriend. Tortured by a sense of failure, he tries hard to win her back and she can't quite shake off her feelings for him. So the movie is not, but it takes a third friend, Swamp, to light the fuse.

Earlier *Believes* played mean characters in *Stand By Me* and *The Lost Dogs*, but this is a total change of pace as he plays a loser, a geek who fled the town two years before to learn around in Arizona. Now he's coming home, complete with pink haired, punkish hair, who is married in an alcoholic quipster's revenge, after knowing her for only three days.

The film interests between their journey towards the frozen north,

and Hancock and Mary's problems. Duffy's fears grow as he nears the home that he deserted one night long ago, while Meg shows herself to be increasingly stable. You feel it in your bones that something terrible will happen - the question is what?

Sutherland's isn't the only great performance here. Meg Ryan as he matches him step for step. She's sexy, crazy and dangerous. Jason Gedrick and Tracy Pollen as their respectable counterparts shouldn't be overlooked either. And the film looks beautiful.

capturing the glory of the barren mid-Western landscapes, terrifying in their emptiness. A slow, sad, haunting film to survive.

No such praise for *The Believers* (15), a story of black magic and bizarre cults from respected director John Schlesinger, who should have known better. Martin Sheen, as good in *Wall Street*, is also mixed up in this mess - I can only think somebody threatened to put a curse on him if he didn't appear.

He plays a police psychologist who moves to New York only to find that the Big Apple is rotten with witchcraft. His small son also happens to be the perfect star for a human sacrifice. The story glides along with a splattering of nasty effects, but even worse is the underlying notion that makes almost every black a primitive, eye-rolling believer in voodoo. Put a bar on this one and avoid at all costs.

Almost as bad is *Death Wish 4* (18). It's only modernising feature is that you don't actually expect much from a sequel to a sequel to a sequel to an original which was pretty awful to the third place. The film doesn't disappoint.

Charles Bronson increases his acting range by smiling, but much from that it's just for the camera. Not content with blowing away bad-guys on the streets, he now takes on LA's drugs underworld.

If you want some real thrills you'll do far better with *Believes* and *True* (15). I've praised this before and finally it's about to get the release it deserves. It's arguably the best British thriller of recent years, made all the more credible by its recognizable locations.

Hiller, brilliantly played by Bernard Hill, is a computer expert who is forced into helping a group of criminals crack the security systems at a busy airport bank. He's not a bad man - just weak, drowning in booze and self-pity.

From Hiller's initial attempts to decode the data tape, through the bungled raid, to the flight and explosive climax on a windowsill East Anglian beach, the film is riveting.

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STICK IT

C+ VG has always kept you up to date with the best games. We pick the winners, tell you about them, keep you informed - so that in the computer games stakes the old phrase: "No C+ VG - no comment" has never been truer.

Well now we are going to take things further. As well as keeping you posted on the hottest games to be launched this year we are also giving away a free badge so you can wear your wisdom on your lapel.

"What's that trendy badge?" your mates will say. "Oh it's the badge of the blash coin-op, coming out later this year blash - read about it in C+ VG."

When they ask where they can get one too, then you come in with your trump card: "You - can't, it was free with this month's C+ VG. You have to have bought the magazine to get

one." No C+ VG - no comment!

There are four badges in total, randomly stuck on the front of this month's issue. One of the four is a C+ VG badge. Here is the badge file information on the three games that have their own badges.

R-Type

- COIN-OP BY DATA
- CONVERSION BY ACTIVISION

R-Type is the shoot 'em up that shoots 'em up. They just don't come much better than this.

When it hits the arcade, last summer it became an overnight success, invading the hearts of the previously inter-planar coin-op fans.

There is nothing startlingly new about R-Type - it's just that what it does it does exceptionally well.

The action takes place beneath the surface of the sea in an alien planet. You fly a tiny fighter, building and weaving along the sea bed armed only with two weapons - a straight ahead, and what to avoid the vast pulsing mine that are other you

waiting for the fire button would release their forest of fire while keeping your finger on fire for longer will release a more powerful mine.

It is the graphics and sound-effects of the credited, that make the game the hit that it is. The quality of the graphics make people stop and stare as mine after mine are released, riddling it through the mine.

Warms of smaller attacking ships and stationary gun platforms, fire at you as you negotiate the graphically stunning world. Interspersed with these mine hazards are larger and more vicious sea creatures, massive fighters who blow fireballs into of lava at you, enormous, segmented sea snakes, and various other odd-looking entities.

There are also creatures that can help you in this underwater nightmare world, a fairly harmless looking sea creature that

has a glowing green when you shoot it. Pick this up and you will find yourself accompanied by a glowing, mine-firing 'bot.

If you survive long enough you will be able to pick up a second power - giving you still more firepower. This is essential for dealing with the toughest enemies at the end of levels.

Activision is proud to convert one of R-Type for every major system. Unlike some of the games that have recently been licensed for home conversion this time game is one that could be converted extremely well. The excellent, innovative graphics and graphics skills are well practiced by veteran designers. The 16-bit graphics offer a particularly striking prospect of glowing coin-op style 'em up fun at home.



COMPUTER
+ VIDEO
GAMES



Super Mario Brothers

1000

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...the first of these all
...the second of these all
...the third of these all
...the fourth of these all
...the fifth of these all
...the sixth of these all
...the seventh of these all
...the eighth of these all
...the ninth of these all
...the tenth of these all

...the ... to ...
...and ...
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...the ...

to the point of making every inch of game play has been thoroughly planned and carefully executed. Part

of the appeal of the case is
in many instances being
changed, second case
about case

1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

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

has previously granted the copyright on Super Mario to Nintendo, and now to the publisher, Nintendo of America.

If you want to play Super Mario Brothers at home, you will either have to subscribe to one of the online services or visit a public place.

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[illegible]

By a popular vote, Super March directed its call to the C + P staff's all time favorite computer game where our readers arrived last summer week generally dressed in a funk with everyone playing it.



Road Blasters

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...the new life that is the
...the new life that is the
...the new life that is the

...one thing this is a day
...agreed doing some to the
...like of the film. Just
...consider this for a moment -
...there is really nothing more
...in that film than purely
...memory, something with the
...smelling wheel and jumping
...from fact on the floor.
...It's known that the
...there are

...that doesn't make
...any difference to
...other driving games.
...they are about getting
...faster faster than the other
...cars. Road Blasters is very

...can still
...is very

100

The above letters from a
friend of mine, who is
now in the U.S. Navy,
are a good example of
the kind of letter that
you should write.

...of the road
You want one with an
ordinary engine that
doesn't run the front of
your car like a car - and you
don't want your car power
steering if you don't
want it, which means
and, damn for you
usually.

The center is the largest
in the world and is the only
one of its kind in the world.

...the...
...you drive
...Certain industries
...might simply have to be
...included, such as the paper
...rags and steel mills. There

are also a series of short
tunnels connected along the
side of the road that help
keep your car

They can be implemented in green shades which appear after you've dispatched certain other modules. This is a first step.

This latest crop-up was a surprise but in the article, he found the firm doing a little better than he thought. A combination of high levels of innovation and a good management team.

The C-100 conversion will be on sale in May. A new program for the 3000 series will be appearing for the C-100. Spectrum, announced and shipped later in the year for the Atari 87.



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for deadly
combat



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BLOOD BROTHERS
CIBA 40/80
£9.99 Cassette - £14.99 Disk
BRITISH B. CPC
£9.99 Cassette - £14.99 Disk
SPECTRUM 40/78
£7.99 Cassette
SPECTRUM + £12.99 Disk



HERCULES - SLAYER OF THE DAMNED

Son of the Gods, ruler of his fellow men, Hercules is not 12 awesome tasks to overcome the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous, skeleton hordes and ultimately overcome the evil monster. To slay the damned is his only honour in repaying his sin.



BLOOD BROTHERS

"Your blood is mixed.
We are as one.
Let no man or beast come
between us,
And let nothing else us from
our aim.
To avenge the deaths of our
parents.
And destroy the Scorpions.
DEATH TO THE
SCORPIONS"



Next Month

We're serving up squeals on wheels next month as C + VG puts US Gold's latest killer coin-op conversion, *Road Blasters*, through its paces. If you haven't experienced the coin-op, don't worry. This game is 'Yaam! Boom! and Boom! Get the idea? You will.

Gore blimey! We take a trip into the gore zone to see how those gruesome horror film special effects are made. How do they rip someone's head or arm off? I bet you always wanted to know. And we're going to tell you.

At the very moment we're working on some crucial maps for Playmasters. And they'll be no more POKE and hope. We've got the cheats that work.

Talking of spooky things, don't worry if something huge flaps out of C + VG next month. It's another GIANT poster. All yours for nothing.

Big Screen, Street Seen, Mean Machines will also be back. Plus tons of reviews, news and competitions.

Watch out for *Road Blasters* on the cover of June's C + VG — the magazine which will put you in the driving seat.

On Sale May 15th

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

Name _____

Address _____

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



Robert Troughton from *Rightly* sent in these poems for the Commodore 64.

ROCKFORD (MasterTronic)

Load the game, reset the computer, and take your pick:

POKE 88188,166:POKE 88088,166 gives you unlimited lives.
POKE 61873,78:POKE 61878,181:POKE 61877,321 - gives immunity.
POKE 63660,183 gives you unlimited time.
POKE 64011,7:188:POKE 64016,0 makes it possible for you to open the door with only one object.
SYS 52592 enables you to restart the game (leave up/down to select levels.)

On the other side of this tape is a game called *BACK TO REALITY*. Load this up, reset the computer, and enter this for unlimited lives: POKE 20108,173:SYS 18364.

POKING FUN!

Ramon Balanarush from Amsterdam sent us these poems for the C64 all the way from Holland. First load the game, reset the computer and enter each poem separately, then press return and type SYS and the number to restart the game.

DEVIANTS

Load the game, reset the computer and try POKE 19995,0:POKE 20000,0
POKE 64487,0:SYS 18364
For unlimited lives, ammo and bomb priming time!

The codes for the teleporters are: CORRESPUS, DEIDOLUS, EXCELSON, CAGARANI, DEVIANTS, JARRATAR, AMMONUS, TRILLIDOR, ZACARONT, GORDENT, CYBOPRIA, LANTHUS, ELECTRIX, BASILISK, STRATOLA.

SALAMINO, DIESPAZM, LETZBROCK, RADSLACK, JARRATAR, METALDOO, THE THREE, LIVEDONE, CHECKOUT.

The teleporters are the thick tubes that come from the bottom of the screen. Jump on one, pull down, and enter the code by placing the circle over the letters.

YOUI BEAR

Load, reset and enter: POKE 8478,0 for unlimited Yaps.
SYS 6454 to restart game.

CODE HUNTER

Load the game and reset the computer. Now enter this for unlimited lives:
POKE 8758,173: SYS 4708.

TRANTOR

Load game, restart computer and enter:
POKE 6571,382 for unlimited lives.
SYS 8604 to restart game.

MYSTERY OF THE NILE

These are the passwords you will need:
Level one: HD2781 T2Y
Level two: H8276171 V
Level three: H4276170V

QUEDEK

If you type in this listing, B6 is it and press play on tape for an unlimited supply of 1 B6's.
166,250,145,40,3188,2,141,41,3,32,88,248,169
2 0474
3,141,308,1,56,182,181,14,1,88,68,70,233,2
3 FOR L = 520 TO 9548 READ A
4 POKE L,A:NEXT
4 POKE 177,128:SYS 528

Winner Stays On

Playmasters really likes it's stride this month, with two great maps, a reminder of what used to be the greatest challenge in computer games, and page after page of hints and tips and poems. Please read these poems, but try and make 'em for the next all to date games you can, so there'll be of use to the most people. Right, that's it for now. Next month we'll have the start of our long promised series of *Wider Data*. Be there! Cheers.

Entries are flooding in thick and fast for C+64's Winner Stays On Challenge.

Already - and as I write this our April issue has only been on the stands a couple of days - we have 5,182,790 on *Autumn State*, 686,800 on *Summer 201*, 3,145,580 on *Star Wars Spectrums*... Think you can do better? Then we want to hear from you.

What's that you say? What's this about meddling on about real chance on you, you didn't buy the last issue, did you?

What we have here, for the benefit of all those that failed to take, is just about the best games playing challenge in the history of the world. You have to beat in your high scores - and they'd better be impressive, better - and in the end you'll have the best of you are going to come up in C+64's word to prize just how good you are.

April 23 is the date penciled in at the moment, though that could conceivably change. Whenever it is though, those of you will play should 'em up, a least 'em up, an article adventure, a strategy game

and a racing game. To see just whose got it, and who 'em'd.

In addition, you will have our services to, at a game of his choice, 7-chance and free games will be having the water, and the winner of the first heat will also get a £50 UK South voucher and travel back up to the C+64 center featuring their latest minutes of fame.

Yep, this is gonna be a tough one to win, but so much tougher one to keep a hold on.

Each month we will introduce our chance to the three hottest contenders, and see just how long he can last

the pack. It ain't called Winner Stays On for Nothing!

In the unlikely event that our chance can beat down all comers three times in a row, he'll get an Atari 512 as well! April 16 is the closing date for the initial contest so send those high scores in now!

Super Mario Bros

Apparently CodeMasters have been swamped with phone calls recently about a simple problem with *Super Mario Bros*. It seems that once you've collected all the keys - except for the diamond above the starting screen of course - all you need to do is go and stand on the 88 in the final room to activate it.

Any mucking about looking for keys in the final 88 or whatever is a complete waste of time, since you don't actually need one. Now we've got that one sorted out.

Matt

Name	Game	System	Scores
Address			
Age			
Phone			

RASTAN



Watch out for those
gophers!

Keep this right or
you're in the soup!

Look out for falling rocks!



Wait for the rocks to rise
then jump under them.

The chopping stones end
if your finger goes long.



Welcome back to part two of our top Action man, hopefully by now you will have fought your way right through the vicious beasts and crazed demons of the first three

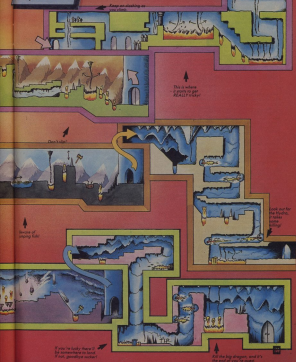
levels, and are ready to take on the further dangers that await you. You'll have to be a pretty hot gamer to get through this one too, that's for sure!

Right at the very end you get to take the whole thing himself in the form of a dream. No worries — it takes the best of Imagine Software a few years to get past this one!

Mapped by Kirk Butler, drawn by Nick Green.

Playmasters Map

LEVELS FOUR,
FIVE, AND SIX.



M I C R O S E L L

MICROSELLS — It costs only £3 to advertise in Microsell!

If you would like to place an advertisement in this section it must be:

- For the sale of **HARDWARE ONLY**
- No more than 25 words long

Send your ad, together with a cheque/PO for £3 to: **CARD Microsell**, Priority Court, 30-32 Farringdale Lane, London EC1R 3AU.

C&A, Disk Drive, MPS 881 guitar, mouse, 1 joystick, C&A tape deck and more than 17,000 worth of software on disk & tape. All in very good condition. Sell for £750-000. Telephone: 0717-344040. (00883).

C&A, 1541-D Disk Drive, C&A cassette deck, joystick, manuals, all in excellent condition, over 100 games, only £280. Tel: 071-675-6064/69 after 5pm for more details.

AMSTRAD CPC 464 for sale. Complete with disk drive, modulator, speech synthesizer, loads of software, 2 joysticks. One year old. Offer only a few weeks old. Reasonable offers only. Telephone: Dorset (0305) 13173.

B&C B, joystick, data recorder, books, and 40+ games. Used and hardly used. Worth £200+. Sell for just £120. Tel: 021-158 6031 even. Can deliver.

CBM 64, Disk drive, Datacassette, joystick, music master keyboard, software, £280-000. Spectrum, software, joystick, 2 months old. Guarantee £100. Telephone: 0795-914905.

• **ALMOCOT NEW Mega system** plus joystick, accessories, £100-000. Telephone: 091-673 8215.

2X SPECTRUM + 2 128K, Disk drive, joystick, games, only 2 months old, boxed and guaranteed, £740. Telephone: 1, Wals (0945) 28354 (10m).

CBM, 1541 Disk Drive, Cassette Unit, Joystick, Lots of software. Mainly strategy war games, may sell other. Ring Bristol (0273) 569449.

SPECTRUM + 2, Outboard B, joystick, over £200 worth of software. Magazines. Excellent condition. Worth over £700. Sell for £210. Telephone: (0645) 2805.

ATARI 800B, computer, 1050 disk drive, tape recorder, joystick, magazines. Over £200 worth of software. Immaculate condition. Boxed. £175. Also, Spectrum 48K, recorder, joystick + interface, loads of games. £70. Tel: 01-581 5066.

ATARI 800B, computer, 1050 disk drive, software, all in very good condition. Quick sale, only £100. Telephone: Barnet (0300) 567100.

SPECTRUM + 48K, Data Recorder, Expansion joystick & interface, new microdrive, lightpen & over £10 worth of mags. Over 1000 worth of books. All worth well over £200. It quickly goes, get for £125. All in 41 condition. Tel: 0730-44815. Weekend (Frog).

C&A (B&C), C&A cassette unit, 2 joysticks, over £200 worth of software. All excellent condition. Worth £200. Sell for £140-000. Tel: Swansea (0782) 642375 (After 5pm).

C&A COMPUTER, 1541 Disk Drive, Cassette Deck, Joystick, 80 Software titles. Total worth over £1,200. Sell for £230. Phone: (0882) 752445.

COMMODORE 128, 1841 Single floppy Disk Drive, 2 joysticks, 1451 data recorder, Citizen 1 Colour Printer, 6 books, 50 original games. £400. Tel: 0604 182712. After 4pm.

CBM 64, Tape deck, 2 joysticks, 8K's freeze frame, disk drive (under guarantee), disk box, blank disks. Games worth £500. All works £200. Sell for £280. Tel: 088454. After 5.30pm.

SPECTRUM 128K, interface 2, joystick data recorder. All in as new condition. Also loads of games all still boxed. Bargain for quick sale. £81-000. Tel: 01-655 5000.

CBM 64, 1541 disk drive, datacassette player, 2 joysticks, Action Replay Mod, Word Processor, many games. Excellent condition (recently serviced). Books + mags. Sell for £285-000. Tel: 01-674 9075.

C&A, ACCELERATOR +, 2 tape decks, modem, freeze frame, 8K's, 120 + disks. £200 worth of software. Mags + joysticks. Tel: (0445) 553225. £295-000. Swap for Atari.

AMSTRAD CPC 464, + (Disk Drive, Music Machine, Light Pen, Speech, 64K ram pack, Multiface II, modulator and over 10 disk games. Worth £1,800. Sell for £250. Tel: 0757 56465.

C&A, 1600 printer/plotter, datacassette, joystick, software, word processor, programming manuals (everything boxed). £140. Telephone: 0129-835578.

C&A, + 2 C&A recorders, £1,000 of games + joystick. Educational software, mags, hardware and input programming course, manuals. (All boxed). Bargain at £220. Telephone: 091-404 2895 between 5pm-7pm.

C&A, DATACASSETTE, joystick, over £500 of original software, boxed in case. Worth £200. Will sell for £100-00. Telephone: Jersey (before 5pm on 01-243 5811).

C&A, C&A joystick, £200 worth of new, original software. Loads of mags, 101's, C + V's, 22ap's, worth £600 +, sell for £140-000. Tel: 0495 47183.

FOR SALE, COMMODORE 64, C&A data cassette deck, joystick, (comp, and 1000 w/s) 1541 disk drive, software, disks, mags + disk cover. Only £220-000. Telephone: Devon/Wolverhampton (0932) 3000.

COMMODORE 64, Cassette recorder, joystick, freeze frame, over £200 worth of software. Sell for £100-000. Telephone: Derby (0333) 618773. Buyer collects.

C&A/C20101 800 synth full midi specification, excellent condition, boxed with manuals and midi leads. Superbly versatile synth. Call Matthew after 11.30pm. Tel: (0832) 455546.

PAY £40 for a multiface 128 and we will throw in trivial pursuit worth £14.99, Cheques to: G. Burridge, 10 Green Lane, Letchworth, Herts SG8 1BS. First come first served.

B&C 'B' computer + two joysticks, over £100 of software, cassette leads. £200-000. Telephone: (0933) 56466, after 5pm.

FOR SALE, 128K Spectrum with interface & cassette deck. £700-000. Also Spectrum + 2 (boxed), used once, cost £140, sell for £110. Also CBM 1541 disk drive with over 15 disk games. Sell for £100. Genuine reason for sale. Telephone: (0208) 445823.

FOR SALE, Spectrum + 2 with games (all original), only 3 months old, still under guarantee. Phone: 0600-403303. After 5pm, (ask for Mike).

CBM + ENHANCER (500) disk drive + freeze frame cartridge + C&A datacassette, + joystick + C&A software. Sell for £280. Will listen to offers. Telephone: Cambridge 248644.

SPECTRUM 48K computer. Good working condition with over £450 of software. Worth £25. 400 games in offers. Telephone: Cambridge 348644.

ATARI HYPER DRIVE for £1. (Disk drive enhancement for 1050. Hardware/software package, enables true double density, faster read/write and back-up protected software similar to Laser/Magpy etc. Another Computer. £40. Tel: 01-568 2671.

SEGA MASTER system, for sale, 2 months old. Includes many software titles, £750-000. Contact Joe on (073) 83340.

100 + 1, Range Mouse, Spectrum, mouse software, loads of mags, bargain £140. Sega games worth £80, sell for £30. Phone Andrew (0925) 58440.

TOXBOBA MSX 80K, with data recorder and manuals, 30 games, two cartridges. All for £50-000. Telephone: (0494) 758664. After 5pm.

CBM FOR SALE, with tape deck, joystick, £170 worth of software. Selling for £100. Phone Craig Copland, 0795 917355.

CBM 64, C&A cassette, 80 + games (including some new 80045 tape back-up) and joystick. Sell for £120. Telephone: Higham (0900) 350004 after 5pm.

We promised you hints and tips and pokes galore and this is where we start to deliver, with a couple of pages jam-packed with the damn things. Expect more in the months to come as Playmasters really starts to take off. We aim not only to feature the best maps you'll find anywhere, but back that up with a tip section that's second to none. As always, it's welcome with open arms any lonely pokes looking for a home, so why not get them backed out – legibly please! – and into that post box?

XINON

You saw the cover, you read the glowing review, now learn how to play the game, courtesy of the Strapp Brothers.

SECTION 1

At first shoot all the domes, and feel free to pick up all the "note" cells or your trip will be too slow. Use the early stages to pick up "batter" and master diagonal shooting, but avoid "wires". Kill the Sentinel by shooting at it until the dome opens and

aliens on fire will maximise your firepower, then shoot the "Laserbirds" to stop them spreading out more. Also be aware of the small aliens on the side, and take them out to reduce the amount of bullets in the air. The "Space Invaders" wave is easy to destroy – just keep shooting – but make sure you do because they reveal a maximum fuel cell. "Pumps" that come out of the side are almost indestructible, so your timing will need working on, and watch

those defending the air-based domes, which it is best to simply dodge. The Sentinel can only be shot when it's mouth is open, but you have to get them in sight, as it's not open long. Keep moving and blasting in the middle last part, if possible spraying the whole area with missiles.

SECTION 4

Get every wave, even if it means crashing into the last two. Make taking out the bunkers and the "Briars" a priority, and get the wave of aliens that come from the back just before the last Sentinel, as this gives an extra fuel cell. Remember all the way through to keep moving and beware of backward firing lasers. Otherwise this is like a tougher version of Sector Two.

JOE BLADE

While you're making your way around the Joe Blade maze, looking for bombs to prime and hostages to rescue, you'll be well advised to keep these hints and tips in mind.

- Try and jump over as many soldiers as possible in the early stages of the

game.

• Ammo – gives you an extra 25 shots.

• Key – allows you to open a locked door.

• Food – replenishes your energy.

• Uniform – allows you to walk through soldiers etc. without losing any energy.

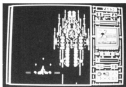
• Hostage – you must free six before making your way out.

• Bomb – when you pass over an explosive the screen slips into priming mode, revealing a five letter display which you must rearrange into alphabetical order before the timer begins to tick away. Use left, right and fire. First rearrange the panel so that A and C are in their correct positions and then moving B, D and E to complete the sequence as fast as possible.

• If you were careful with your ammo early on you should have enough shots left to get out safely before the whole place blows.

ZYBEX

One of the most important things to do in Zybex is to learn your weapons and to know when each is most effective. In most situations



flashes, then aim at its centre. It should flash faster as it nears death.

If you have the following balls then you can align them by moving the ship in a tight circle, thus giving back the firepower. Remember to keep moving at all times to avoid the missiles, and to kill as many aliens as you can in the second half, as they reveal some very useful cells.

SECTION 3

Take out the first wave of

your back – once you are past something you are not responsible for.

To get at the Sentinel you have to shoot out all the existing shields, and then hit its power dome a number of times.

In the second half you must get as many following balls as possible, or you won't finish. Get the first one by going for the three big aliens with long lasers. When the narrow gap appears towards the end of the sector you need to shoot very fast in wide bursts to get all the aliens, and the useful things that lie behind them, including a super napper you need to clear the next lot.

SECTION 3

Similar to Sector One, but take it slowly or you'll activate too many aliens. You need to shoot them as to get past, except for



game, as you will need all the ammunition you can get later on.

• Having cleared the top tree, proceed towards the trees, making sure you pick up any objects you find on these two levels. They

the wall and the orbit will be most useful, but when fought with, for instance, an asteroid or a fireball storm you would do well to use your water weapons – the ball – so that if you get hit you don't lose anything

g un!

more valuable. When confronted by a mother ship (get yourself killed straight off and then you can use your few moments of invulnerability to run right up to the mothership heads using your wall weapons). Below is a list of the various levels of the game in order of difficulty. Go a few easy ones and then a hard one, a few easy ones, etc: Diabolus, Iliacus, Reddick, Idrilus, Titan, Amarus, Procyon, Icarus, Icarus, Centaurus, Icarodius.

NIGEL MANSELL

So you thought Nigel Mansell's *Grand Prix* Mototech's speed race simulation, was pretty accurate? Well it's even more realistic than you think. According to Dave Locker, one of the programmers, there's even more realism than you think.

After a brief visit from Iliacus and Icarus, Dave was prepared to spill the secrets and give us with these hints.

If you are running out of fuel and it's the last lap of the race, do what professional drivers do - weave the car from side to

panic and hit the brake or accelerator.

The turbo boost is heavy on fuel so be careful how you use it. Dave recommends putting on the boost on three or four of the start of the race. Hopefully this should take you into the lead or at least lead the front of the field. Once there, save fuel by turning the boost down to one. This should leave enough gas in the tank to put the boost up full for a final charge towards the conquered flag.

One of the secrets of motor racing is getting your racing line right. To do this you must get to know the circuit well and anticipate the curves. Drivers always try to clip the inside edge of the curve, almost driving in a straight line round the bend. Get this all right and it will gain you valuable seconds and avoid unnecessary braking and gear changing. Driving wide round the bend is very time consuming and leaves you open to overtaking by other drivers. If you go wide you are also more likely to go into a spin.

in, but then you'll be free to modify the game as much as you like.

POKE 40007, 200 - When you enter SPACE with this poke in, the program will stop and let you mess about with it how you want.

POKE 40004, 0000 - Gives you any number of lives. POKE 40004, 0-4 gives mega firepower.

POKE 40410, even "lives" is a multiple of 5, plus 1 ie, 6, 11 etc, up to 46. Now I have to find out what that does yourself!

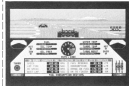
Start the game again with BANGCARTI USR 40000.

HINTS

- There are two types of disappearing blocks that go when timer reaches 70 and 80 seconds respectively. So if you are under a block on 71 or 81 you ought not to be.
- Never knock out falling blocks from above or

that the most important thing in the early parts of the game is to destroy as many of the dangers as possible, but you shouldn't waste time trying to wipe out every last one. If you take all collected objects to ground level, it saves a lot of time.

When you are in the Mega maze, you will find that new routes can be opened up by standing in certain places, so you should try walking to the ends of the corridors to find out. However, it is a waste of time to walk long distances carrying nothing. Finally, there are some diagrams which may be of use, though you are going to have to work out just what they mean yourself. Score limits, Order filled way, Order glass, Budget hole, Thread frog, Maddog laser, Part five maggy bars, Spell field science, The mirror pong.



below - you're dead if you get Always hit them from the side.

• Collect EVERYTHING you find, and try not to waste bombs - both will be vital later on.

• Avoid the places where others materialise, or one might do it on you!

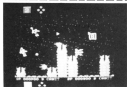
DIET

The Oliver twins have released these hints and tips for their cartoon adventure *Daisy from Complex Software*. For a start, if you have problems with the collapsing hut which is two locations right from the start, try jumping the "H" shape where the turk pen.

When attempting to master the magic mushrooms you should avoid bouncing high by holding the jump key as Daisy leaves the mushrooms. Remember -

Ham on water, Red beef rides, Arctic narano, Tomorrow shurnal, Sultok maze, Hat train too crazy, Colard lemon after, Glow ride fast, Bug does pigeon, Trapped hole.

Well, that's it with *Paymaster* for this ish. Join at text time for more of the same, plus the long-awaited debut of the *Letter Inch* feature, which should finally surface in June! Cheers, Matt



1. BALL 2 (SPECTRUM VERSION)

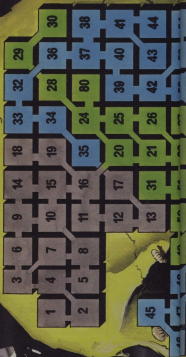
Unfortunately you are going to have to be able to get your hands on a Multiface or similar unit to get the list of these disks

side to side. There's always a few drops of fuel left in the tank after this mission offer gets them used. But it only works once in a race.

Racing at high speeds means that it can be easy to go into a spin. Don't

Paymasters

riactives





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CARPET



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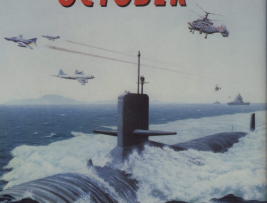
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ARCADE

Shoot-'em-ups are always in good supply and this month's *Arcade Action* has reviews of two of the best — *Galaga '88* and *Vulcan Venture*.

If you're looking for more down to earth action, *Kageki* a game with more than enough punch... kick!

GALAGA '88

A trip down memory lane is to be found at the helm of *Galaga '88* which, as far as it could get, is a technologically superior version of the original *Galaga* first released in 1978.

As opposed to the several similar games were released, namely *Defenders* and *Oxyon*, all filled with swarming formations of aliens which would bomb in clusters at the top of the screen before launching to attack your ship at the bottom.

Well this highly original formula is still hanging around in *Galaga '88* though there are one or two noticeable additions. The first is the speed. The multi-coloured alien swarms around the screen at frightening speeds, far faster than your ship at the bottom can move. The second is a dual ship facility which lets you choose, at the beginning of each game whether to use one ship or dock two together for multiple. This is all very well, but as you have only three ships, you can use them up pretty quickly. However, on dual

is hit, you can still continue on with the other until that too dies.

There's also the addition of a monster alien at the end of each level, and before starting the battle a small picture of this dangerously sized creature is shown to warn your opponent.

Actually *Galaga '88* is quite a difficult shoot 'em up and killing the alien ships is while with some only dodging and being involved. It's certainly a tough one.

And, of course, there's the old Space Invaders element in the



game. The aliens initially arrange into the screen in two sets, one from each side, then gather at the top dropping a whole rainforest of bullets and bullets as you while moving down the screen. These at the bottom row get off to attack first — in ones and twos but whole bunches of them. Your life expectancy is pretty short as times as the bullets rain down. However, I did notice that you can hide in the corner of the screen unless the bullets can't touch you. The only drawback to the cowardly behaviour is that at some point you have to come out and face the music.

And in *Galaga '88* maybe in the operative word, there you ever seen clumps of alien attacking the walls, hangar or random ball, if you play this you will, and it had a piece of an interest up.

The game is divided into stages and dimensions, and after every

this stage or so you get to start a bonus level. Alien ships enter the bonus floor from both sides of the screen and the music starts. It's your chance to blast them out of map and oblivion while they sit and jig around the screen in time to the music. They don't fire at you, but if you are laughing hell



as hard as I was you won't be able to fire at them either.

However, the more you hit the more points you get.

At the height of blasting the bats out of the screen you get the chance to double your firepower by adding another one of your ships, assuming you're still got one ship, to the one on screen. The happens when you shoot a certain level of alien.

At the beginning of the game, the background is of space station in the distance and hundreds of multi-coloured sparks of space dust. Later stages bring you closer to the space ship so that it almost fills the screen. Hyperspace to new levels is also a new feature. As soon as you've killed all the aliens on one level, your ship arrives in the next, the space dust blurring as you speed past.

Asteroid levels appear later on and the screen is filled with huge swirling rocks. Blast these to smithereens to create a clear path through them. Then onto the alien which take a number of hits to kill, at that every alien that they reach, will they are no longer they hunt.

There's no mark for going on and *Galaga '88* will still shoot 'em up, though the game's outdated, it's still fun.

There's a high score to beat. Colin Fudge's *Galaga* scored, in about five minutes, 40,000 points. That's pretty good for 30 years. So why not write in to *Arcade Action* with your mega score!

VULCAN VENTURE

In 1980 there was *Hanaphi*, in 1986 there was *Jetsonoids*, and in 1988 Konami brings you the third of this great trio — *Vulcan Venture*.

I think almost every arcade shooter has played the first two and, to be honest, *Vulcan Venture* won't seem too much of a change from those two arcade hits.

Most of the game features in this first horizontally scrolling shoot-'em-up have been borrowed from *Mammoth* and *Defenders* with only a few original additions. There are two weapons like in which photon beams and rockets which shoot both up and down. A reverse grid at the beginning of the game gives you a choice of four different clusters of weapons and the option to pass all with lasers.



or swirling photon rays.

Some of the graphics, like the long curved ones which sweep the screen in a semi-circle, have been taken straight from *Jetsonoids*, but there are a lot of little new graphics which will add your breath away. The glowing ships is much larger and apart from being straight ahead, the screen goes vertically giving you a much larger fighting area.

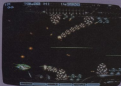
The game starts off the *Mammoth* with strings of alien swarming in to attack. Just point your ship in the right spot and they should fly straight into your stream of lasers. Blast the strange alien and they'll leave



E ACTION

poets behind you which can be picked up for extra weapons. The prize is fast though the game starts off slower than its predecessors. Toss the grid at

and you'll have to throw a path through them. This is really tricky. The dragon heads close in for the kill, and if you don't move down far enough you're likely to get



trapped and frustrated. As soon as you're through this hazard you'll come out on the other side to meet a beautiful flaming phoenix which must be defeated by continuing on to the next level. The bird is aggressive as it flaps its wings and moves its talons to attack.

Spinning green fireballs or you need sending needles of blue flames which fly faster than arrows, and are difficult to dodge, you have to shoot this monstrous bird of prey's head a number of times until it's blown clean off its body.

And then you're off to the next level, flying through a dark and twisting nightmare scenario with a heavy sword of lumina work and sword-like path with a thick sword with glowing through space to guide you. Sublimation again. The playing area is greatly increased and you'll be fighting much up and down as before. Attacking items appear in black and red and energy weapons are a great feature. The end of the level is heralded with a light against a gigantic eyeball! Heavy hits done rapidly to protect the life and pupil and massive claws swing across the burning huge minutes of you.

Antarctic fields, levels filled with huge blocks of ice, making backgrounds of highly coloured spots that, possibly mounted on both the wall of screens and the ground, columns of white rising to attack at high speeds and the skill and speed needed to push the right weapons on the right time all combine to make. Fulong Fulong were a winner in Harem and Sublimation.

KAGEKI

Overcoming rules don't apply in the marvelous boxing ring at Home's Kageki, where the opponents punch the ball out of each other using every dirty trick they can think of.

Victorized by a board of three in the background, keeping their chests in a perfectly chore of respiratory, walking ball and chains you belatedly realize this shiny battle are your opponents. The boxing ring is a courtyard of some sort complete with a covered drive hole in the middle.

And as the fight starts, the first thing strikes you is the ring and the position. The Press left and right buttons for left and right punches and try to dodge the hooks and jabbing at you. It's fairly hard work, but you should be able to come a little more fairly quickly. The set comes out, comes to three and your opponent can get up, the fight continues. Each

this stage as the referee picks up the unconscious fighter and moves him into the hole. Move for the next one.

The second fighter is a bit tougher to get out, but at least he fights with just his fists. It's more a matter of tactics and is purely knock with the few buttons if you're to beat him. You can increase your energy grid by keeping one of his legs for a short while, but get too much the waiting fighter and you're likely to lose energy as things are driven to them. In any case, the fighting area's too small to keep out of anyone's way for long.

The third of the five opponents is a real toughie and you stand a chance of getting in a clean punch as he wails a ball and chain which flies out and comes you on the chin whenever you get in range. That round was probably my absolute failure taking dumped unconsciousness down the drain hole. I still haven't worked out how to get the better of this hoodlum though I gave it a damned good try. Presumably fighters four and five have even dirtier tricks up their sleeves.

The fights are viewed slightly from above giving all the players an unusual slanted look with huge heads and torso and tiny skinny legs. Not a pleasant look too look at. The usual effects are quite good and the groans and moans of pain coming from a motionless opponent are quite realistic.

On the whole, this isn't the most addictive boxing game I've ever played and isn't a game I'd come back to for another hour.



been a focus on the best of three matches before you can go through to the next round.

There are other things to worry about in each match, primarily the referee controls how far by a lateral audience to from things up. If you see one of these coming, duck or you'll lose badly needed energy points. Energy bars for both fighters lie at the bottom of the screen and you can tell at a glance how you are doing. When you're out for the count, groaning and withing on the ground, your opponent gets a hard rest and his energy points creep up slightly. The same happens for you when he's out and can be quite an advantage in the closing stages of a bout.

In your first opponent like the first and says that. The referee counts him out and he's out while you can rest as your health knowing that at least you've beaten one of the thugs. The use of the drain becomes apparent as



the bottom of the screen (fighting in front and you can select Speed Up, Minus, Double, Less and Plus, depending on which is fighting.

High spinning balls of fire appear, filling the screen and being off jets of flame. Using truly Red out with dragon-like heads of coming towards you and can only be put out of action by a direct hit on the head. The laser is much the best weapon for this situation as it's the fastest with one shot. Though the pulse-rays in a larger shot, their firepower isn't as concentrated and more shots are needed.

Seven more fire balls appear

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Eager for action, hot for the thrill, Tony Takoushi this month takes on Double Dragon, Kung Fu Kid, Teddy Boy and Fantasy Zone. How do they rate? Read on.

● DOUBLE DRAGON

Capcom seems pretty on the ball these days: with their range of arcade games and we should be seeing them on the eight-bit machines quite soon. In Japan they have not wasted any time in converting to the Nintendo, the latest conversion is Double Dragon. The game is (quite) striking new, as well as being kidnapped the miss and you have to get to his kidnaper to rescue her. There are three options at game start and three players or two player in a or two player in a head to head but 'em up, in this option you can choose the characters from a list of six (Billy/Kid/ Rival/Kid/Clan and

You have three lives, a timer and an energy gauge to watch. You can move left to right to get through a mission but there are scenes where the screen will run scroll as until you have defeated the enemies on that screen, when you have done this a flourish appears and you can continue on.

Mission one has you on the streets talking to the whipping sisters, and Yan Lingxiang Chinese lookalike (Power). This leads to an exit and you then enter mission two with much of the same, more enemies, walls to climb and but wailing opposition. Mission three starts off in a forest (very nice graphics) which leads to caverns and eventually to a cliff face peppered with ledges you



Four plot. Above). This is fun and you can work off the days aggression by beating up your favourite game character.

There are four missions to work through, each mission having a variety of scenes. You can leap, kick, punch and even run away when trying to outmaneuver the Chinese opposition. They come in a variety of forms, from Chinese sisters trying to whip you to death, hunky musclemen who tower over you, bearded and bald throwing long-haired 70's revolutionists and all (or they could be Chinese!) to bearded wailing.

If you manage to knock over a thug with a weapon he will drop it and you can pick it up and use it.

have to get around. Mission four is THE BIG ONE. Here you have made it to the lair and everything gets thrown at you, to get to your other half you have to beat all the previous enemies in consecutive order without a break (I made it to the big boss but he just pipped me at the post).

All in all Double Dragon has some very tasty graphics and has got a good solid feel to it (although it does flicker in places) sound does tend to grate on a bit but is bearable. Definitely one of the better conversions for the Nintendo that will hopefully not be too long in getting to the shops over here.

REVIEWS

● SEGA REVIEWS

Kung Fu Kid is the first offering this month. It is a Sega style of the art martial arts kick 'em up and follows standard form with you out to get revenge for the killing of your Kung Fu master. The bubble in question is called Mondo who lives in



Kung Fu Kid



Fantasy Zone - a bizarre game
Lion Castle.

To confront him you have to complete seven rounds. The action takes place against a smooth scrolling backdrop (left, right, up and down depending on the round) with lots of lethal enemies flinging themselves at you.

You can walk left and right, leap high (and I mean HIGH), kick and throw. The talisman is a special weapon that knocks out all enemies in the direction thrown. These can be replenished along the way (they appear in mid-air and you have to leap up and grab them). There are also special talismans which boost your power and these can be picked up in level two.

You start with three lives and a life is lost when your energy meter hits zero. The ordinary enemies decrease your energy on contact with you and on reaching the

MEAN MACHINE

Imagine a state of the art games console with a 16-bit processor, dozens of rich, vibrant colours, six channel sound, a dedicated sprite handler that allows huge animated characters to move smoothly around the screen and to top it off it also fits in THE PALM OF YOUR HAND. Its called the PC Engine, Tony Takoushi reports.

The PC Engine is no luxury. It's from the Japanese electronics giant NEC. The console was launched in Japan in late 1987 and to date it has shipped around 300,000 units, selling for around £100 with games costing £20-£25. It currently has 12 games available for it and Namco is due to start producing titles for it.

The games come in real format (like the Sega cards but slightly thicker) and I have yet to find out the cards ROM size (or the very least 128K/256K). The console is four inches square and just over an inch high.

I have three games for it, a car racing game called *Victory Run*, an arcade adventure called *Musoumeiden* and a *Kung Fu* combat game that is titled in Japanese which I cannot translate!

I feel like pulling my hair out in frustration. Forget *Wataraido* and *Seiga*, they are not even a spin in the ocean in terms of power and game play (you know I love these

consoles too!). How can I convey the totally mindblowing graphics, sound and action this console gives!

I have used all the superlatives in the post and yet none of them begin to be adequate when you come up against THE MOST POWERFUL CONSOLE IN THE WORLD, even the Amiga would be VERY hard pushed to emulate the sprite handling and speed of this machine! I feel at least it could equal it but not really surpass it.

NOW THE GAME(S)

I love car racing games and it is no exaggeration to say that I no longer bother after an *Outrun* machine. *Victory Run* is the finest car racing game in the world for a home mere. On pressing the start button you are faced with a some entry table and you can then allocate 30 units of credit among tyres, gearbox, engine, suspension and brakes. These items can be damaged during the game and when you finish one of the eight sections of the course

you can repair the damage by allocating one of your credits.

You then enter the game, the clock counts down and you are waved into the race. Across the top of the screen there is a gauge showing your speed and revs, a gearbox with four gears, your start position and how far you are

and you get skill patches to avoid, the road holes and turns like a snake spinning round and you still have to ease through those bend!

At the end of level one a girl greets you with a message, you then see a map and your car moves down one section where you can repair any damage to the car. Any time

THE PC



from your pool, a timer and five symbols showing the state of your tyres, brakes etc.

You accelerate into second gear (the engine has sound and tyre screech had me clinging to my chair) and you are off! The car rises up in front of you and you just slide up and over, there is a talkie to your side and you hear ping it and then you see the lorry.

This marker is big (no flicker) detailed and smooth! As you get closer the sprite changes to give you a side on perspective view and you have to take your finger off the accelerator or you will go flying over the top of the hill ahead of you with a speed drop from 230 to 160 MPH.

And so it goes to night time



▲ *Kung Fu - Super Sprint*



▲ *The ultimate Kung Fu game*



▲ *Victory Run - best racing game*



INES SPECIAL

left from the first track is carried forward to the next section. Section two gets heavier, starts with morning, noon and night driving-work out for those slud patches.

Section three has you in the desert and new battles come in, you cannot drive in fourth gear (not enough grip) and you slide every which-way.

slud patches are littered all over the place, stones cause you to fly into the air (and lose speed) and you have to be careful oversteering on sandy gaps just love to slide in front of you.

Section four is on a normal track, section five has you back in the desert (this is a toughie), section six is a luxury

drive backed up in the sky just like *Chunin* and the horizon rolls up and down VERY smoothly.

I was getting a little fed up with *Kung Fu* games until the PC Engine came along!

There's absolutely every thing to game you own out of the window, this is not a "version" of *Kung Fu*, this IS an ARCADE KUNG FU game!

Your character is just a little over six foot and inches high and for moves against a smoothly scrolling backdrop (left to right), he has to work his way through various scenes to face the Big Boss.

He can jump and kick, punch high and low and duck. There are four scenes each with three subsections making 12 stages in all. Every new scene there is a bonus round where you beat your *Ninjabato* and have to smash a huge urn (either a 10,000 or 20,000 bonus) and you go to the next level.

You start with three lives and an energy gauge, if it hits zero you lose a life, you can top up your energy bonuses in various scenes.

The enemies you encounter are mean, there are grey clothed monks who try to run you (all characters in the game are at least 6 inches high) or red-clad monks (these need three hits to be destroyed), there are acrobats to be leaped over or punched, fireballs, tumbling rocks, dirt type fans, spears, butterflies, low flying orbs,

sticks and twirling swordska wooden sticks. The backdrop changes on every new scene.

At the end of each subsection you must destroy a big enemy to get to the next level, there are some weird ones, including a head-buttling Yai Bryner, a pinwheeling Japanese girl who cries when you knock her out, a comatose Chinese master in pink or blue and some real dumb dumbs who are just begging to be kicked.

I have reached level 12, the final one, and what a shock I got just before you face the big boss THE BIGGEST SMITH I HAVE EVER SEEN, a detailed brawler taking up a third of the screen rolls in and you have to kickpunch it off, it really takes your breath away. There has never been a fight so big, so screen for so long, so detailed, so solid in the history of home computers and consoles.

Before I forget, the music, it is something out of *Enter the Dragon*, honestly I am NOT exaggerating, it is like taking part in a film, it feels like there is somebody sitting next to you playing the tunes live, I know it sounds over the top BUT IT IS TRUE!

NEC has no plans to release the console in the UK or present because they have been swamped by the demand in Japan. They do intend to release over here and the US as soon as they can enter for the demand.

Let's hope it is soon...

ENGINE



coloured desert, section seven has you back in a normal track with Space Harrier like metallic floors rolling overhead (oh gorgeous!), and that is as far as I have got (I have been playing these games virtually non-stop in the couple of weeks I have had them).

If you should crash, the car flips up and over, everything stops as you are it on the screen, nothing shakes or flutters, well *Chunin* fans will appreciate this. The music, engine and special sound effects make the sound on *Chunin* pale, and that is no mean feat! There are trees, billboards, lamps and rocks which fly past you on the side of the road and there are



1. Nectromancer



2. Brilliant scenes



3. Enter the enemy



4. PC engine - small but powerful



YETI

Competition

Legends about a huge ape-like creature inhabiting remote mountainous areas of the world have been legion since Europeans first began to travel.

Reports of this elusive creature have come from Tibet, the Caucasus, the Himalayas, Mongolia, the eastern tip of Russia and central Asia.

Its name varies from place to place but is best known as the Yeti or Abominable Snowman. And the legend is very much

alive today. A Russian expedition over Christmas was reported as coming within 30 feet of the creature. British mountaineer Chris Bonington is at this very moment leading an expedition to track down the Yeti.

And now Destiny Software has launched a computer game which involves tracking down this strange and awesome beast. The legend lives on...

Descriptions of the Yeti vary. Its height is most frequently given as between 5ft and 6ft. Its skull is football shaped. Some reports say it walks on two legs, others that it sometimes moves on all fours. Its hair - covering the whole body - ranges from reddish-brown to dark brown or black.

It is believed to live in caves high in mountains between 14,000 and 15,000 feet or in impenetrable thickets of about 10,000 feet.

Those who claim to have seen the Yeti say it communicates by roars, yelps, loud meows or high-pitched whistling noises. They also say it has a vile pungent smell.

We can't send you on an expedition to hunt the Yeti but we can offer you the next best thing - the chance to win Destiny's Yeti game and a book called *The World of Unknown Monsters*, published by Usborne, which includes fascinating information about monsters of folklore and fact, including the Yeti. And we've got 20 games and books to give away.

All you have to do to be in with a chance of winning is answer these simple monster questions. Send your answers together with the printed coupon to Yeti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th May and the editor's decision is final.

1 What is the famous Scottish lake-dwelling monster called?
Is it A Nessie, B Bessie, C Jessie.

Answer.....

2 Who fought the dragon? Was it A St Eugene, B St George, C St Garry.

Answer.....

3 What is another name for the Yeti? Is it A Sasquatch, B Bigquatch, C Megsquatch.

Answer.....

Yeti Competition

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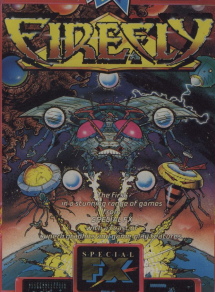


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Spectrum 48K Version



Amstrad Version



ur Imagination



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Shakedown is available for:
Amstrad CPC-Atari ST
CDI 64/128
Spectrum 48K/128K+2
Spectrum+3+MSX

Hot Gossip

Mama Mia! Mario it's here! It's a da Glanai Sisters, quick get da pizza da da oven and waitin da da Anago, prog, prog, fu-maggo! (which roughly translates to thank you, thank you, cheese!).

Now that you have discovered the extent of my use of Italian, I will tell you about the game! *Glanai Sisters* is a game for the Anago from Rainbow Arts in Germany. It will be released on all major formats in the UK by US Gold.

It is lifted from the arcade/console classic *Super Mario Brothers* from Nintendo, which is probably the all time classic ladders and ramp game. I do not really like using such a blatant rip-off of another game but I have to admit they have done it justice!

You are one of the *Glanai Sisters* and have to travel through various lands to find your sister. The scenes closely follow *Mario* with similar play, you walk against a left to right scrolling backdrop and

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.

can jump over or on the inhabitants of the land. If they touch you it means instant death (even the death scene is the same!). You have to reach the end of a scene before the clock hits zero or you lose a life.

You can jump and change direction in mid-air by pressing the stick up, this can be a bit fly in places as the joystick is sometimes sluggish if you are in a tight spot.

Along the way you can pick up bonus game and power ups by boosting blocks and platforms.

If you pick up a rolling fireball you get on fire (which allows you to burn ordinary blocks, you can also pick up firepower and shoot the lurking noies,

there are also fruit and time bonuses to be had).

The lands have some nifty changes and indeed some new elements not seen in *Mario*. There are crumbling platforms, bridges, crevices, water pits, towering pillars and the customary walking across the top of the screen [yuck!].

There is no lack of danger with demons and eyed bugs (which you can squish) (eyebars (beats familiar), bees, bounding red balls which have to be kept over (good timing needed) and a particularly vicious larva at the end of the fourth stage which has to be jumped over.

You are awarded a bonus depending on the amount of time left at the end of a wave.

It is sometimes better to get more power ups and bonus than to go for the time score. If you are killed mid-wave you lose all bonus and powerups and have to start in that wave again (but always at the beginning of the wave).

The backdrops vary from countryside in land one to underground in two, countryside in three, and red brickwork caverns in the fourth. There are dozens of levels to work through and some really food combinations to work out on the higher levels. There is good backing music and some really upbeat rock tempos to bounce along to.

Having been recently added to the original *Mario* it is no mean feat to say that I found *Glanai Sisters* almost as compulsive. It has the same kind of open playability, jungle type tunes, cartoon graphics and simple addictive feel as its master.

Well done Rainbow Arts, you have produced a classic conversion of one of the all time classic arcade coin-ops!

► A great follow-up to *Super Mario*.



It was late one Friday night and I was in reflective mood. I remembered the old independent software houses, the every typed up programmer profiles, adverts and PR launches of the early eighties.

IT WAS VERY EXCITING AND GREAT FUN TO BE A PART OF THAT.

Today it has all changed. Don't get me wrong, growing up is a painful process and the computer industry had a lot of growing up to do and has. Now the market is dominated by the big publishers who have vast resources which are channelled into adverts, marketing and distribution, in

► *Glanai Sisters* is a competitive and addictive game.



the main software houses cannot survive close unless it is on a small scale.

What has been begging me for a long time are the awards given at industry dinners and the like. The industry would NOT exist without programmers and yet outside of OME solitary award (programmer of the year or

suchlike) they are barely recognised.

To say it off-often awards are presented you are guaranteed to have a marketing lead pick up the award for having pleased the vote and get it into various retail chains. But where is the recognition of the programmer?

by Tony Takoushi

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