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-THE FIRST REVIEW



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VERSIONS

BUGGY BOY



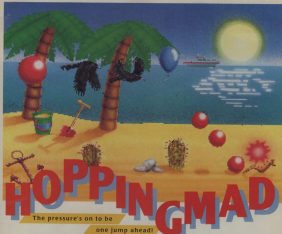
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The pressure's on to be
one jump ahead!



YOUR OPPONENT played first.

Globe-hopping through the world and into space, he's skillfully avoided everything that could cost him a life. And as he's gobbled and popped almost all the apples and balloons on the way he kept his way to a brilliant score. **• HE'S**

PLEASED. You're not! **• NOW IT'S** your go. In the forest, you escape the jaws of an evil set of ball-eating plants, kick the bees and birds, over the hedgehog, under the rising ball. Perfect! **•**



BUT THE snail's no picnic—straight away you land on a lizard. **Point One** life lost. And you're down on score.

Bouncing on, you approach cacti, and approaching you is a balloon, closely followed by rats. You could glide safely over the cacti, or jump for the balloon—risking death at the claws of the birds. **• THREE BALLS,** three lives, left. Lose them and there's no bouncing back. But you need those points. **•**



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Blackburn is just a short hop and skip
eastward to the next station, **Weymouth**.



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And the Winner Is...

Outline

John Wilkins (1) got to work with John Ford (after hours in Baltimore and others got into trouble to get a signed copy of one of his recent books).

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THE NIGHT CLUB

TERRY
JANET
JOAN
LUCY
LINDA
LUCY
LINDA
LUCY
LINDA
LUCY
LINDA
LUCY
LINDA

THE NIGHT CLUB

Now playing... Tonight's special... the night of the...



Delays: The Big Apple's first game — and its last of all time, for



It's Harsh, It's Healthy, It's Hot.

[illegible]

The Last (7) Minis returns to east-end New York's crowded Puerto Rican ghetto.



Summary

[illegible]

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What caused his drug battle with the government's overboard physician. For it is

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Screen shot from Streets of Rage



Screen shot from Streets of Rage



Screen shot from Streets of Rage



Screen shot from Streets of Rage

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Mick's up!

Of course Michael J. Dundee is the name! — But you can call him "Crocodile".

The superhero from Walkabout Creek is back! Shaken up with glamorous reporter Sue Charlton in a luxury New York apartment, he will go off fishing in the Statue of Liberty's shadow.

"Crocodile Dundee is (PG) keeps all the comedy of the outback moment in New York — then adds a pyrotechnic border plot. But instead of car chases we get snakes, cats and an army of aborigines.



Even we go on we got!



Just in time for the European football championships comes **Peter Dinklage's International Football**. You can choose teams from amongst the European nations, decide the lengths of the matches, and make your way through the qualification games to the final. Launched on ST and Amiga in June, with the C64 to follow soon, and the Spectrum, Amstrad and (gasp!) MSX in July.

Star Ray



Some great Amiga games coming out of Germany these days, and one of the most is **Star Ray** from Logotron, a small 'em up available in last issue. Recently this is the latest 1000 edition, where you fly back and forth over a planet surface wiping out incoming aliens. Code writer programmer Steve Box is putting together an ST version in the country.

Car Wars I

Leadlagames with hi tech armored cars in, these days, and one of the most looks to be **Fire and Forget** from Titus, French **Onary Cars**. This game features possibly the craziest car of the lot, what with "triple turbo V16, thermonuclear missiles, blah, blah, blah, on a mission to bring peace to six separate wars — by what odd means available! Lots of enemy mines, including helicopters and other nasties to face. Nice 3D-screen effect on the 16 bit versions (ST and Amiga £24.99), though what they'll look like on the soon to be released Spectrum (£18.99), C64 (£9.99), or Amstrad (costs £9.99, disk £14.99) is anybody's guess.





Nearly as trendy as Luau-side and these new bottles of New York solera, apparently the USA's number one soft drink, though I's bet Coca-Cola have something to say about that. Around \$6 a bottle.



Fighting your way out of a hellish fantasy world through battle and bribery is the order of the day in *Warcraft's* news, **Matheworld**, programmed by some strange-guy called as Charlie T. the Flying Fawn. Out in August.

The PC Plots

What will the PC Engine do there shores? That is the question on everyone's lips judging from the number of phone calls we and visitors NHC's London office, can.

"You are the cause of all our troubles..." said their Mr. Tater, going on to explain that the long-term purpose of the PC Engine is to provide the base for numerous sophisticated home entertainment systems, rather than as a games machine. You'll have to wait.



Long wet summer

Wildcat waterguns we've seen this summer are these wicked weapons from Everblaze. Motorized, with ranges up to thirty feet, no caps, dogs or U + W staffs we're safe on their school at the office.

The 48 Centimeter (around 19 3/8") has been reliably used since, as while the others failed, this reliably held! The

Master Hand (\$3,999) is a high-powered weapon in trendy green tiger skin, while the Saboteur (\$7,999) sprays huge bursts of water without the aid of batteries.

Hardier to carry with you at all times for surprise blasting is the Bushmaster (24.99, available in green or orange) but instead of all have to be The Gasoper (25.99) which shoots globs of green goo up to 25 feet — lucky safe, non-toxic and washable. And, of course,

The scary thing is there are plenty more where they came from, meaning that even if it stops, this'll be the worst summer on record.



Charts

For more info, call 1-800-451-7273.

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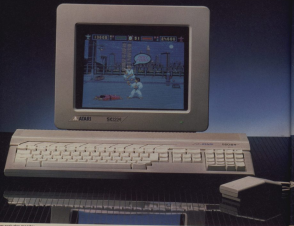
For those, however, it is not enough to say, "I'm sorry." You have to show that you are sorry. You have to show that you are taking steps to make sure that it won't happen again. You have to show that you are taking steps to make sure that you are a better person than you were before.

1999

1	1. What is the purpose of the study?
2	2. What is the research question?
3	3. What is the hypothesis?
4	4. What is the independent variable?
5	5. What is the dependent variable?
6	6. What is the control group?
7	7. What is the experimental group?
8	8. What is the treatment?
9	9. What is the outcome?
10	10. What is the conclusion?

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 186. **THE INTELLECTUAL PROPERTY MATTERS**
 187. **THE LEGAL MATTERS**
 188. **THE TAX MATTERS**
 189. **THE EMPLOYMENT MATTERS**
 190. **THE LABOR RELATIONS**
 191. **THE ENVIRONMENTAL MATTERS**
 192. **THE SOCIAL MATTERS**
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 204. **THE LABOR RELATIONS**
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Mario
Miffed

Computer and Video Games
are available anytime for
the prices of Super Mario Bros.
Images in a few hand-crank
books (see our News items).

The magazine accepts that Harwood Company Ltd should be acknowledged as the holder of the trade mark and says that, for those who know, the answer is obvious.

Comic of the Month



1. **Identify and define** the greatest works from various early periods of American literature. You may find the **“Big Names of American Literature”** on American Literature 101 a handy reference. You may also find the **Timeline of American Literature** helpful. You may also find the **Timeline of American Literature** helpful.

One of the most involved scenarios with its companion US Gold's *Dragon Warrior*, a game of action and strategy against Emerald Dragons that have imprisoned famous scientists. What if all Golds claim to be running around stealing other things and collecting others, original or what? Available for C64 £29.99/£1.999, Amstrad £24.99/£1.999, Atari £24.99/£1.999, BBC £24.99/£1.999.



Fax Box

Abstract

Plasma Cell Company, 1001 Chapel
Arlington, Virginia 22204
1990, Medford, Birmingham, NJ
7200

Contact: Phone 621 355 1346 and ask for the PR department.
Personnel: Geoff Brown (Managing Director and founder), Tim Conway (Operations director), Richard Todd (Marketing Manager).
Founded: Cornwall (parent company and distributors) 1982; UK South York 1984.
First in: Southampton.
Biggest ever hit: Culture (Over 300,000 units sold and climbing).

C2: Wers Truck

Miss Sadler, 2007-08 Sadlerian
guitar, played on *From Heaven on June 26*.
Taken on flying saucers, as well as other stars for CD and
DVD. Reported 2007-08 stars, and the CD and
DVD are 2007-08 stars. 2 1/2-3 min.



Charts

SPECTRUM TOP 50

1. **Wiederholungsfragen (Reinhalte):**
2. **Wiederholungsfragen (Anwendung):**
3. **Frage (Wiederholungsfragen) (Anwendung):**
4. **Frage (Wiederholungsfragen) (Anwendung):**
5. **Wiederholungsfragen (Anwendung):**
6. **Wiederholungsfragen (Anwendung):**
7. **Frage (Wiederholungsfragen) (Anwendung):**
8. **Wiederholungsfragen (Anwendung):**
9. **Wiederholungsfragen (Anwendung):**
10. **Wiederholungsfragen (Anwendung):**

1. **Identify the main topic of the text.**
 2. **Summarize the main points of the text.**
 3. **Identify the author's purpose.**
 4. **Identify the author's tone.**
 5. **Identify the author's bias.**
 6. **Identify the author's audience.**
 7. **Identify the author's style.**
 8. **Identify the author's structure.**
 9. **Identify the author's language.**
 10. **Identify the author's organization.**

CONCLUSIONS

1. **STRENGTHENING** (SUSTAINING) AND **REPAIRING**
2. **REPAIRING** (SUSTAINING) AND **REPAIRING**
3. **REPAIRING** (SUSTAINING) AND **REPAIRING**
4. **REPAIRING** (SUSTAINING) AND **REPAIRING**
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10. **REPAIRING** (SUSTAINING) AND **REPAIRING**

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Introduction

AFRICA TOP 5	
1	SAUDIA ARABIA
2	EGYPT
3	LIBYA
4	ALGERIA
5	TUNISIA

5. **How do you think a company can be a good environmental citizen in the long term?** In the short-term, companies can do things like plant trees, donate money to environmental groups, and so on. But in the long term, companies can do things like plant trees, donate money to environmental groups, and so on. But in the long term, companies can do things like plant trees, donate money to environmental groups, and so on.

Gary Linekers

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Fax

Speedy strategy



The Battle for Middle-earth is a new slow-motion strategy game for the Amiga and PC. It depicts the confrontation of the human armies of the Alliance against the forces of the Enemy in the year 1940.



Warrior Women

Paint of fantasy artwork will be the new glitziest front page of the month. The work of the artist's top magazine artist. The Battle for Middle-earth is a new slow-motion strategy game for the Amiga and PC. It depicts the confrontation of the human armies of the Alliance against the forces of the Enemy in the year 1940.

This is the first collection, but the series cannot be said to be the first. The artist's top magazine artist. The Battle for Middle-earth is a new slow-motion strategy game for the Amiga and PC. It depicts the confrontation of the human armies of the Alliance against the forces of the Enemy in the year 1940.

Normally £19.95, paperback £14.95, hardback £24.95. We've got prices to give away. First five postcards of the first 1000 copies. What was featured on this and G - 100 copies. What was featured on this and G - 100 copies. What was featured on this and G - 100 copies.

Virusbusters!

In Paris, France, Loricel has broken what amounts to a conspiracy of silence on their newest of 80s bogeymen, the computer virus. By setting up an "isolation ward" for all incoming software to the company, they successfully identified and neutralised a Trojan game sent in to them that was simply bugging with a destructive virus before it was allowed anywhere near their sensitive computer systems.

Once a contaminated disk of this sort is inserted in a computer drive, it would transfer a hard to detect microprogram which would subsequently be written onto any other inserted disks, and each disk itself would then infect all fresh systems it came into contact with. Thus, comparing it with a biological virus is a fairly accurate way of understanding how it works.

While the spreading of any particular virus is a very frightening prospect - last Autumn the whole of Iraq was apparently infected in an short period of two months - being aware of the problem is a major step towards combating it.

Phantastic

It won't be a new shoot 'em up, Phantastic, does you in command of the space craft Phantastic, on a mission to destroy eight targets on an alien moon.



Chubby William look-a-like

Granddaddy has built **Chubby Gracie** - the adventures of a fat, greedy cat park attendant based without doubt on a certain C + 102 ad manager - and **Power Pyramids**, a sophisticated version of itself, but in August. Based on the second prize winner in Dublin's Air Lingus Young Designer's compo. **Pyramids** is more of an intellectual challenge than old **Chubby**, whose immoral catch phrase "You can't park there!" is set to go down in history.

Power Pyramids is on the Spectrum (£7.95) and C64 (£8.95/12.95), while **Chubby** is available across all popular 8 and 16 bit machines.

Meanwhile, Granddaddy is releasing the first of his new budget range using the Domark and Bascom back catalogues as well as their own, and in another slightly questionable move, are supporting the Amstrad computer by releasing their popular **Testamare** on it, with other hits to follow.

On perhaps more interest are their new **Thunderbirds** games (based on the TV show) but mostly different from the old **Fordson** games and **Explozaga**, a spin-off from the toyline board game.



The Empire Strikes!



Following the success of their first Star Wars game, Comark is following it up with **The Empire Strikes Back** in July. You play through four levels based heavily on sequences from the film, including snowspeeder battles against Imperial Robos and Walkers, tying the Millennium Falcon against TIE fighters and through an asteroid belt, and winning your way through to the safety of the rebel asteroid Base.

George Lucas returns

■ **Willow**, the forthcoming fantasy film from the makers of Star Wars and Raiders of the Lost Ark, is to become a computer game, using digitised scenes from actual film footage.

Mindscapex releases the game on the IBM during this month. No date has yet been fixed for a UK release.

Willow, written by George Lucas, features an unlikely hero who leaves the peace of his village and ventures into a world filled with giant Dabkins (whatever they are) little brownies (presumably not female sub-vocal-types) and mythical fairies.

Union men

Overworked, exploited, ripped off and generally unappreciated, programmers are getting together to form their own "union". It's called the **League of Software Authors** and aims to "protect and help them achieve a more reliable method of conducting business affairs. Those interested in joining - including designers, graphic artists and authors - should write to Jon Dean, Secretary of Software Authors, c/o 1 Bakers House, Colina Park, Abingdon, Berkshire RG7 4DY.

Car Wars 3

More bleeding cars-with-guns in **The Fury** from Mantic, where you play Earth's champion in a **Mad Max** style auto battle. Facing hoids, deadmen's curses and other drivers is a race to the death has been done before (witness last month's cover game amongst others), but it's still more original than space ship shoot 'em ups. Spectrum £14.99 disk, £9.99 cassette, C64 £9.99/£12.99, Amstrad £9.99/£14.99.



Comics

- 1 **The Vendetta**. Anything by comics superstar Alan Moore just has to be in our number one.
- 2 **The Comics** - **Marvel's Best**, starting **Billy the Fish**, **Spider-Man** and so on, you'll never look at the **Batman** in the same way again.
- 3 **Marvel's Law** - **Deadman** teamed with **Star Wars** top comic writer.



- 4 **Samurai: The Last** - **Joe Shuster** and **Boris Waisman** are the latest big names to handle the **Samurai Detective**.
- 5 **1 Men** - **Harry** mutants remain pretty dire, but the kids love it!
- 6 **Wish Fury vs. Shit** - **High** tech **USA** stuff with our edge-chomping hero.
- 7 **1 Factor** - **See 1 Men**, with bells on.
- 8 **Marvel Comics Presents** - **First** fortnightly American **Marvel** comic, eye, to the best of our knowledge, starting **Wolverine** - **bound** to sell well.
- 9 **Jaka** - **Currently** trendy Japanese comic, translated into English.
- 10 **Golden Comics Weekly** - **Superman** at it in a weekly comic for the first time ever.

Thanks to Comic Showcase, a popular London Comics shop, for these figures. Remember, these are what sells in terms of a national press, not figures for the nation as a whole.





L A S T NINJA

Back with a Vengeance!



Born in a time of peace, lived in the time of war,
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Reviews



LAST

■ **MACHINE:** COMMODORE 44, SMD TRAK, AMSTRAD, ATARI II
 ■ **PRICE:** SPECTRUM COMMODORE 44, AMSTRAD 44HS - £12.99, DSK £14.95.
 ■ **VERSION TESTED:** SPECTRUM.
 ■ **REVIEWER:** SUSAN LACEY.

The Ninja is back. It is not surprising really that the game which was designed to be the Ninja game to end all Ninja games - literally the last Ninja - should lead to a sequel. System 3 hit on a unique blend of arcade entertainment and adventure style puzzles in Ninja Base! Here are fun and problem solving with the two vital ingredients - but very moderate doses of both.

After you've had played Ninja for a while, you soon tire of beating up the guards and want to get down to the serious business of solving the adventure, getting through all the levels, and seeing the end game screen.

Ninja II takes the same

basic game design system - but improves on it. In fact it improves on it a great deal in every department - from graphics to game puzzles the whole thing has been improved upon.

As Paul Hogan said recently, "The trouble with

A Brookside-like cul-de-sac is the most unlikely of locations to find a team of crack programmers beaver away on what is probably the sequel of the summer - Ninja II. The exceptionally super cool lid made several visits to System 3 Glen Close in Watford - playing each individual level to bring you the first review of Ninja II.



1 Fight from the ledge of this city sniper.

2 There is no saving the enemy on these giant pots - you have to turn up to progress to a further side.



3 Jeremy graphics - the Gutter Punk juggle.

4 It's clearly going to be hid under the mattress.

NINJA 2

doing secretly to find they have to be 130 times better. System 3 has copiously taken Chivaldile Dundie's words to heart as they have examined numerous innovations into this sequel.

Six levels of game play chart a tale in which the Ninja must seek out the evil Shogun and destroy him once and for all.

Level One - sees the Ninja commence his quest from the island stand in the middle of Central Park.

One of the first puzzles to work out is how far can get underneath the band stand to progress through the game.

The park is full of its famous pitfalls - muggers, vagrants, and even a bent copper on beat.

The corrupt police force is something you discover very early in the game. Ronkun has the force under his influence - which is another reason why you, the Ninja, must defeat him - to restore the force to the proper authorities.

From this opening level it is clear that programmers, Max Dine, John Twiddy, and Chris Hughes, have done System 3 proud.

The detail in the park is excellent. My favourite screen is the one with the supplier, a slightly menacing character with knives rather than clubs - and who knows he may decide to throw one of them at you.

The Spectrum version is only two colour due to the 3D scrolling nature of the game design. It is not possible to achieve this effect on the Speccy in full colour, it does not look that much though - all of the detail is there.

Level Two takes out hero on to the streets of New York with drug stores, big yellow taxis, more muggers and some mad motorcyclists who don't have a great deal of respect for Ninjas.

Again the streets are patrolled by policemen who may have a go at you. By winning three punch ups in a row you can effectively kill a policeman. This is not



Is that fellow not out to get you.



Oh no - a mugger on the loose.



Why is that Ninja poking his snail at the beer?



CAN YOU TACKLE THE HIGHER STRATEGY?

FOOTBALL MANAGER 2



Kevin Toms, inventor of the world's best selling football game says, "It beats my best seller *Nando's Down*!"



New improved features include: Spectacular graphics and tactics with unlimited action, more fun and excitement.



The press says "It's fantastic" - another all time great!"



The campaign panel says "We were looking for improvements on *Football Manager* to be assured of a good game. We were surprised - it's outstanding! It's gold class!"

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Amiga Disk	£19.99
Amiga 3 1/2 Disk	£19.99
IBM PC Disk	£19.99

"Football Manager 2 is not just an improvement on Football Manager - it's the next generation!"



GO FOR GOLD!

Kevin Toms

From other Addictive games:



IT'S TOTALY **Addictive**

*Addictive games is a division of...
...from London...
...that is...
...London...
...London...

Street Date: 10 November 1994

LAST NINJA 2



advisable. As John Terriady put it "cops killers are not popular". In other words, if you're the next of the loose pursue a shoot to kill policy.

The hamburger joints come in handy here — providing you with vital energy. Be careful not to shoot one in the sandy part of town though — or you might get laid poisoning.

Level Three takes you down to the sewers where you encounter the rats. (Ever since I read James Herbert's book about these vicious rodents I have been petrified by rats. They scuffle horribly towards you in the darkness of the city and your Ninja has to be fleet of foot to avoid them. As in all other levels there is a puzzle to be solved.

Level Four. You are now in the basement of the Snogun's office. The office level forces you into combat with one of the

best policemen.

Not giving anything away but this level features the Access Card and is an which places you in the heart of the Snogun's office — which is really an opium den. Your aim here is to find a secret passageway that will lead you to the roof where a helicopter is about to take off to the Snogun's island fortress — otherwise known as the next level.

Ninja II is one of the best sequels I have seen. It works because the designers were brave enough to stick to the same basic concept.

- GRAPHICS 9
- SOUND 8
- VALUE 8
- PLAYABILITY 9
- OVERALL 9



So how does Mr Cole justify £12.99 for Last Ninja II on cassette?

"It's much more than just a cassette. The game is beautifully packaged in a top quality box. You get a 30 page booklet, a Ninja mask, and soft rubber shuriken which might, just might, be a clue to winning the game."



System 3 boss Mark Cole sniggers as he relates a tale about how "some kid" got through to him on his car phone to complain about Last Ninja II selling at three pounds above the normal price for games.

"The software people are all a bunch of b*stards," the aggrieved teenager is reputed to have told the red Ferrari encased Cole.

Yep, selling software has certainly made Mark a pretty penny.

WIN A PC ENGINE

The prestigious Last Ninja — otherwise known as Q+ Ninja's editorial assistant — needs the fastest PC engines.

Q+ MD and System 3 have put together to offer you a specially imported model, complete with Japanese TV set and a selection of free games — including J-Japan.

Two winners up will receive a free colour shuriken and Ninja mask.

All you have to do to receive the following simple questions.



1) Name the Ninja TV series starring Lee Van Cleef.

Answer:

2) Name the star of the two American Ninja films sometimes known as American Ninja 2.

Answer:

3) List in the last names of these Ninja TV stars.

Jackie

Brian

Chris

4) Q+ MD: There have been loads and loads of Tokyo imports. We want you to make up with a name for Q new one, the most outrageous the better.

PC) Name a Q+ MD title.

Name:

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Send your answers to PC Engine-Competition, Computer + Video Games, Penny Court, 26-28 Cornhill Lane, London EC3N 3AN. The closing date is July 1st 1989. The Editor's decision is final.

Reviews

CHARLIE CHAPLIN

► **MAC/MILL SPECTRUM, AMSTRAD, IBM PC, G44 AND 11 TO FOLLOW**

► **SUPPLIER: US GOLD**
 ► **PRICE: SPEG AM (5.99 G44, AMSTRAD 9.99 G44, CALCOMP, G44 9.99) 14.99 ST AND PC G44, 19.99 PC G44-16 CDS.**

► **VERSION TESTED: SPECTRUM**

► **REVIEWER: MATT BELL**

In my short life time here at C+ M I've seen some great games, some great games, and some less impressive ones from Britain's biggest software publishers.

Never, however, has a US Gold product made me laugh quite as much as *Charlie Chaplin*. Hah, it was that bad!

It is a "unique game concept". Indeed, the idea is that you are the director of one of our Charlie's black and white classics, and have a choice between making Modern times, The Tramp, Married Life and a bunch of others based to varying degrees on his movies.

So far, so good. You choose your script, you flick past the screen which tells the cost of each scene, the actors and props involved and so on and then... the comedy begins!

Yep, it's funny alright. Funny that there should be so little to do. Each background, be it a ship

deck, a country garden or a pub is laid out in exactly the same way: empty, with some steps to a balcony or the back.

Each is populated by a couple of characters who walk about, back and forth, across the screen. Every time you have to move around this rather basic set in the manner most likely to amuse an audience and so make your film a success. It depends on you that an audience would have to be pretty stupid of



It's fun and paper as Charlie gets into a ship, roaming around the set instead, climbing ladders and suchlike.

It's black and white game is surprising on the Spectrum, then it is surely unimpressive on a 44 or G44 (or G44) on ST, however atmospheric it may be. The game obviously looks a lot better on the ST, but the game play is just so it thought and limited. I can't imagine anyone sitting down and playing it more than twice.

► GRAPHICS	4
► SOUND	4
► VALUE	4
► PLAYABILITY	4
► OVERALL	4



It's fun and paper as Charlie walks along the landing, entertainment to be looked by any of this.

The first time I attempted to make was the Juggler, a role of Charlie's arrival in America and inevitable falling in love with the woman of his dreams. The instructions advise you to perform "wacky stunts" on the other actors, but since the only wacky stunt my particular Charlie seemed to know how to perform was knocking people in the face with a good right jab, this speed began to fall, and I can't rule



It's fun and paper as Charlie goes to the empty job premises.

UPDATE...

If they each had more potential for movement, the sets were more varied, there were more props to use, if you could control them at all, not just Charlie... It, it, it. The game is equally dodgy on the ST and Amstrad, and there is no reason to believe the 44 is any better, now is there?

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Reviews

- **MACHINE:** SPECTRUM/AMSTRAD/CBM/ATARI/SHARP.
- **PRICE:** £ 8.95 CASSETTE/ £ 14.95 DISK/ £ 14.95 ATARI/ £ 19.95 SHARP.
- **SUPPLIER:** PONS.
- **VERSION:** 1985/20/21/22/23.
- **DEVELOPER:** JULIAN HENNELL.

Half a decade ago Football Manager appeared on the ZX81

it asked whether or not he'd like to manage it. Choose 'NO' and another is displayed, and so on. Could this be tedious, but I found this annoying, especially as the team I wanted to manage was right at the end of the £2 club list. Just to make things worse, if you double click on the mouse button by mistake and join your team, you have to go around all 60 again.

Once the team is selected, sponsorship is offered (you can refuse, but it's not wise) to increase the £500,000 club funds; then

the game begins.

The objective is the same as the original Football Manager - to become as successful as possible. Life begins at the bottom of the fourth division, and it's entirely up to the player's managerial skills to guide his team to success.

The decision-making starts with the first league game, where a team is selected from the 18-strong league. Each team member has three vital statistics: skill, fitness and position. Obviously the higher the skill and fitness, the better the player. Skill never changes, but fitness diminishes on consecutive games, so it's advisable to leave players out of the team occasionally to give them time to recover.

Selecting a league is very

straightforward. There are three screens representing defence, midfield and attack, with eight selection slots on each. The four slots on the left hand side represent the opponents' selection, and show where players are placed. The ones on the right are for the player. Each slot is the equivalent of a position on the field, so that you can decide to play down the middle, or go for wide play for example.

Having four slots per screen also allows different formations to be chosen, ie 4-2-4, 3-3-4, 4-4-2. It's useful seeing where the opponent has put his players, so you can choose to mark the placing your players in the opposite slot, or let your players run free. On the defence



▲ Things - the stellar drops one home in this exciting 3D title screen.

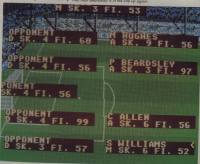
► The next screen is in the line up again.

under the auspices of Addictive Games, it was a test only game at which the player took a managerial role and attempted to guide his team from division four to the top of the first.

A few months later a Spectrum version was released, which boasted graphical 'match highlights'. Since then Football Manager has been converted to all popular (and some not-so-popular) home computer formats, and has gone on to become one of the all-time best-selling computer games.

Five years later, Kevin Toms (programmer of the original) has produced a sequel which has many new features, but still manages to keep the flavour of the original game.

The first item on the agenda is choosing a football team, which for me turned out to be a pain. A team is displayed on-screen, and the player



FOOTBALL MANAGER II

screen, there's a little slot for a goalie.

By the way, a player's position is important here — for example, if you put an attacker into the midfield screen, he plays with a skill factor of two!

Once the team is chosen and positioned, two substitutes are nominated and the game begins — and this is where *Football Manager* incomes into its own. The "match highlights" are shown as a three-screen-long tick-screen pitch. Being a manager, you have to sit on the touchline taking your notes while you watch your team play.

The graphics aren't brilliant, but the essence of a tense football match has been captured perfectly, and you get completely

wrapped up in the action. Goal movement, passing and shots are all thoroughly convincing, and at one point I began shouting and cursing at my team as they repeatedly failed to finish off a passing move. When a goal is scored, the build-up move and finish are shown again in a behind the net replay.

The duration of a match varies — but it's never long enough to get boring, and at half time you're allowed to make substitutions, and even change around the team's formation.

When the match is over, all the week's statistics are displayed. First of all the league results are shown, followed by the league tables. Next comes the injuries screen, which shows game replays,

wages, overheads, profits and current bank balance. Any transfer transactions are also displayed.

After that comes the transfer screen which allows players to be bought or sold. The player is to be sold, he's first selected, and then an offer is made by another club, which is either accepted or rejected. Replies are bought on the next screen; offers are made for one of the three players displayed, but it's only accepted if the selling team thinks the offer is headline enough.

Passing training is the final option, and allows the player to modify the team's playing style. There are two selectable options: passing height and passing length, both of which may be increased or decreased. High passing is best used with a weak midfield, while short passes are useful for a team of players with high skill levels. What is particularly appealing is that if you watch the match highlights closely enough, you can actually see the type of playing style your team has adopted, and whether or not you should



Commodore United get two down in this Spacy shot



change their passing style! Indeed, a change of tactics can make a significant difference in the team's performance.

Football Manager II is simply a football fan's dream come true. It's a beautifully structured and presented game and is engaging, challenging and very, very addictive — it had me burning the midnight oil several nights running.

▶ GRAPHICS	6
▶ SOUND	1
▶ PLAYABILITY	9
▶ VALUE	8
▶ OVERALL	9

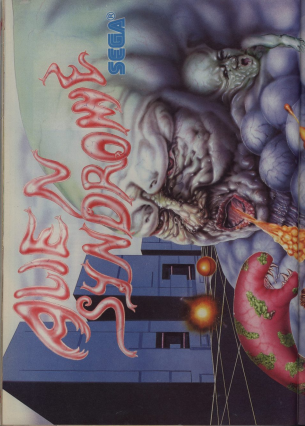
UPDATE . . .

All versions of *Football Manager II* are planned to be in the shops by June 17th according to Prism spokesman Moll Thomas: "We now have all the masters apart from the Commodore 64 and duplication is about to start."

▶ "Commodore" shows C + M's captain writing

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ACE: The new name for the best in coin-op!

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Unlock the myste

Endless are the original games of the Ultima chronicles. It is a dark area. The real Wizard, Minstrel, has some kind of magic to manipulate the time (and space) of the game. There are the ones of whom the people speak. They disappear into the darkness of the world, in the darkest reaches of space and time, to complete the immortal film.

Prepare for the Third Dark Age. The appearance of a few islands has revealed the secrets of past times and future adventures. It is a moment that one and every mind will play. There is nothing of the long (and short) Minstrel and Minstrel. The only clue to its story is a word recorded in the book of the immortal ship.

It has again the old for better to be. Command a party of four adventures in searching the dark of the world.



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Beyond the threshold lies the challenge of the greatest epic adventure of all time.

Award-winning Ultima is a five-part saga of unprecedented magnitude and imagination. Your quest is always to track evil to its darkest reaches, but in each successive game you'll experience an entirely new and unique role-playing journey.

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dangerous combat and conversing with hundreds of characters.

Enter this legendary kingdom at any point in its history. The door is always open for heroes.



THE START OF SOMETHING NEW.

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Ultima



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belonging Ultima have finally been
conquered from the hands of
Brianna. Please provide, for a perfect
mortal - an Avatar - the right to
conquer evil and lead the nation into a
golden age of prosperity.

With a party of adventurers
explore the cities and towns of
Brianna, now under your larger
than ever before. Dragons, dragons
and legendary weapons must be
destroyed.

Only those who achieve the status
of Avatar reach the final goal where
the ultimate challenge - the self -
must.

The dramatic discovery of the new
underworld system (not details from
Brianna to explore the vast regions of
the unknown. Moreover, all content
will be good king and his companions
is lost. In Brianna, four years to
learn when the people who were
never will be the same of the
expedition team.

In a dramatic call to arms you are
summoned back to Brianna to
discover the fate of Lord British and to
define the self-righteous mystery that is
founded in magical events.

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Reviews

► MACHINES: STARS 51, AMIGA 4, SPECTRUM COMMODORE 34, SAMTAND.
► TITLES: GRAND SLAM.
► PRICES: ST AND AMIGA £19.95, BEST PRICE TO FOLLOW.
► VERSION TESTED: STARS 51.
► REVIEWER: JESSIE LACEY.

PETER BEARDSLEY'S FOOTBALL

After putting four past mighty Aylesbury and getting off to a lightning start in the European championships it looked as if Liverpool ace Peter Beardsley could do no wrong.

It looked that way — until he lost his name to Grand Slam's International.

► The graphics show Peter Beardsley has stolen the ball home.

Football title.

The last version to be finished and the only one to be out in time to coincide with the final event in the European soccer calendar was the ST version — and despite the amazing power of this leading 16-bit machine the game is still as slick as a

pancake.

So what's up with it? Quite simply lack of control over the players.

It really doesn't matter how amazingly powerful the computer is — if the software does not react responsively to the joystick football games fail. From Spectrum soccer games



► Show us your rock list — check the net for Panasonic on the burning behind!

again through to coin-op attempts like Kick and Run — without responsiveness they are null.

The graphics are excellent — which is all the more frustrating as you can't help thinking what might have been. They employ the common animation technique with a block line around each player to add to the definition.

Other nice touches — like the commentators that appear in games whenever every time a goal is scored are fun but again they fail to rescue what is basically an unplayable game.

It there is one thing that really gets me about soccer (apart from Walsall beating Bristol City 4-0 in the play offs) is people singing "are we go, are we go, are we go". Why don't they just go that's what I want to know.

Positive: Still 'steeped' — a decent body game for 16-bit machines.



► GRAPHICS	8
► SOUND	4
► VALUE	3
► PLAYABILITY	3
► OVERALL	4

UPDATE . . .

Though the ST and Amiga versions are out now, work has yet to seriously start on the promised C64 and Spectrum ones, so don't expect the 'til next season, Saint. There will be no big differences between the versions we are told.

CORRUPTION



Atari ST screen shots.

Can you cope with Corruption?

The City of London. Deals and discovery. Power and profit, wild ambition, handsome men. And you.

Are you a winner? Or a doomsday?

Rapacious money machines, double the FT index, and take as you wish Corruption, the latest mindbender from Rainbird. It's a war.

It's different. It's not everyone's moral. But most these people are rich. Villains. And they run the country.

Corruption is written by Margaret Keefe, hostess of classics like *The Plague* and *The Guild of*

Thieves. It's a fast-paced thriller, like nothing else you've ever played. Your only weapons are cunning and wit in an underground. There's nobody you can't try. And it can't stop. But then, neither will.

Just remember in the real world, the good guys rarely win.

For mail order please send name to the publishers (cheques payable to Rainbird) stating price and where delivery. From Acorn/Amiga send to the publishers and supply latest issue. The Marketing Group, Rainbird Limited, First Floor, 200 New Oxford Street, London WC2A 1PL.

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Reviews

- (1) BRACCONI, STEVE D.
- (2) TRUFFLE, ANDREW
- (3) FRONZ, DAVID
- (4) DEYER, JULIAN

Allen's counterpart appeared in 1986 and quickly became one of the most top-grossing arcade machines of all time. Last year's *Counterforce* was released, boasting similar gameplay, but plenty of new features.

For those who were born yesterday, Gauntlet is an expression game in which each player takes control of either a Wizard, Elf, Valkyrie or Warrior (each character has his or her own special abilities) and enter a multi-directionally scrolling dungeon to find treasure and do battle with the creatures that dwell within. Progress is made by



finding the exit, whereupon the next level of the dungeon is entered. Food and apparel portions are found scattered around and are picked up to help prolong a character's life.

US Steel converted the original document to the AIAA 17 form used:

understanding the graphical graphics and sound were clearly let down by juddering scrolling, sluggish joystick response and infrequent bugs.

The first thing to make you dislike the graphics, vibrant colour schemes have been used to make the game almost leap out of the screen. The box-arted backdrops are fabulous, and the beguiling detailed spots neatly match their coin-op counterparts. Scrolling is smooth, and fast – and the

Chloroform's use was quick to respond to the joys of. I think the no bugs, and even in the midst of the most famous (often the action does I visibly slow

If that isn't enough, the judge demands Foster also divest all of the assets

machine's vocal effects, and speech and somehow squeezed them into the game. The speech is a little scratchy at times, but the overall effect is great — there's nothing quite like *Sega Total* that was a heroic effort" offers a mouth-watering, hearty finale.



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LEATHER

- MACHINE: STAN 6T
- SUPPLIER: HANNOBAL
- PRICE: €100K
- DELIVERY: 12 WEEKS

If you know three people who enjoy doing mindless math – and let's face it, most gamers do – you're going to enjoy *Unravelled*.

In April, if you don't have three suicide friends, you'd better find some, because the game is practically unplayable in one-player mode.

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

■ *Following research on what the country needs*

Commander, you've seen *Iron Warrior*, isn't this a basically the same thing, a vertically-scrolling arcade game in which the aim is to knock off as many headless enemy soldiers

That's right. It's that by buying a smaller, local publisher, you

you don't plug in two extra joysticks, and any number of players from one to four can fight simultaneously.

It's fun to co-operate, but it's quite possible to shoot one of your colleagues if you get fed up with him.

The scrolling, animation and isometric design are all excellent. The four stages of the game - you can start at any stage depending on who chooses their life button - each start with a spending credit depositing you in the jungle.

The backgrounds are littered with crashed helicopters, ruined huts, sandbags, boulders and flakels, from which spring gun-toting soldiers, flinging grenades and trying to run you down.

Now Add More
Selectable Weapons. A
light machine gun, heavy
machine gun and

grammies (which you'll need to take old pictures) down to the beach.

© 2000 Blackwell Science Ltd

17. *How well do you understand the following concepts?*



GAUNTLET



This is possibly the most fun we've had in the office since the wargamelets came in for F&E, and THAT'S saying something!

▶ GRAPHICS	9
▶ SOUND	8
▶ PLAYABILITY	7
▶ VALUE	9
▶ OVERALL	9

FOOTNOTE . . .

There are no plans on the US Gold schedule to release Gauntlet II on the Amiga, but December '87 saw the eight-bit variants first released upon the market.

The Spectrum version was criticised for being too close to Gauntlet I for those buying them both worthwhile, and was equipped with particularly weedy sound effects.

On the other hand the C64 had sound graphics, good fire sprites and was extremely playable and addictive. Amstrad was good too.

and the guilty party responsible for shooting dead is obviously named! By now you might be thinking that to cram in all the visual and aural effects, the programmers have had to cut corners. Well, I'm happy to say that all the features of the

arcade machine have been faithfully reproduced in this conversion. Everything has been included, from 11 monsters, the dragon and gold pools to moving walls, the trigger and radar's chest. On yes, all the extra weaponry is present, so

you won't miss out on heaps like reflective and super shots, regeneration, invisibility and teleportability.

The gameplay is superb, and again it's fairly faithful to the original. I've spent many hours fighting through Gauntlet II's 100 levels, and can honestly say that it's one of the finest arcade conversions I've ever seen - don't miss it.

Gauntlet II might be interesting to know that there is an extra player interface available from US Gold for £5.99. It's a neat little widget that plugs into the user port and allows another two players to muscle in on the action - giving four-player intermission, just like the arcade machine!

This four player still really got even the lead to please C + VG ad department clustered round their monitor.



▶ Superb gameplay . . . no in-game bugs.

WINECK

the way, but of course you'll have to fight your buddies for the chance to pick it up.

On the right hand side of the game is displayed your score, lives remaining, and ammunition level. The three weapons start off with equal ammunition levels, and you must select the right one to go through each area; the light machine gun fires faster, but the heavy gun has a longer range and the grenades, well, great for clearing out large concentrations of enemy troops, really should be kept for fortifications.

You can change weapons by wiggling the joystick, but it's more reliable to press control keys, which are grouped in a quarter of the keyboard for each player.

The sound effects, of digitised screams, gunfire, and explosions, are excellent, as is the David Whitaker music.

In fact, the only possible

objection to the game is that it gets so frantic - with hordes of soldiers, pillboxes, mortars and machine firing at you - that there is no way a single player could complete even the first level.

Excellent fun, but it would have been better if the difficulty level varied according to the number of players.

And by the way, if you're playing with a pal and you're not getting on with him, you can always shoot him!

▶ Wonderful fun for two players.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7
▶ OVERALL	7

UPDATE . . .

Leatherstock - from the mind of Steve Ward, creator of Gridrunner, is also out for the Amiga, and at £99.98.

No 8-bit conversions, are planned.



Abstract—The purpose of this study was to determine the effect of a 10-week, 100-hr, 100-mile, 100-lb. weight loss program on the body composition of 100 obese women. The program was designed to reduce body weight and body fat percentage. The program was designed to reduce body weight and body fat percentage. The program was designed to reduce body weight and body fat percentage.

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



AMERICAN PSYCHOLOGICAL ASSOCIATION



CAPCOM

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1. **PLANNING** **CONCEPTS** **AND** **TOOLS** **FOR** **THE** **21ST** **CENTURY**
 2. **PLANNING** **CONCEPTS** **AND** **TOOLS** **FOR** **THE** **21ST** **CENTURY**

1. **THEORY** 2. **QUESTIONS** 3. **ANSWERS**

Keywords: child sexual abuse; disclosure; disclosure strategies; disclosure barriers

[illegible]

Abstract The purpose of this study was to determine whether there were differences in the prevalence of self-reported depression between men and women who had been exposed to violence during childhood and adulthood. Data from the National Longitudinal Study of Adolescent Health (*N = 9,800*) were used to examine the association between exposure to violence and self-reported depression among adolescents. Results showed that exposure to violence during childhood and adulthood was associated with higher rates of self-reported depression. Furthermore, the association between exposure to violence and self-reported depression was stronger for women than for men.

GIANTS OF THE VIDEO GAMES INDUSTRY

The state has passed into the American past, and the nation's new Congress is now passing the American past.

Recently large numbers of young men have been sent to the United States to receive technical training. This includes a considerable number of young men from Communist and Soviet Russia. They have been given a considerable amount of technical training in the United States. They are now being sent back to their own countries to help in the development of their own countries. They are being sent back to their own countries to help in the development of their own countries.



PANDORA *Reviews*

► **MACHINE:** STAN
TEARDROP/CM 44
► **SUPPLIER:** FRODO
► **PRICE:** \$74.95
CIB/SLAMBA, ST/PC/CM 44
CIB 44, CIB 44 44
► **DESIGNER:** CHRIS JENSEN

Not many games have combined the object-collecting, puzzle-solving, monster-fighting aspects of adventures with the animations, sound effects and graphics of arcade games. At least, not successfully. Pandora, though, may be the breakthrough, a joystick-driven arcade-adventure which should appeal to absolutely everyone.

For a start, the graphics are lovely, obviously more so on the faithful versions. The game is set on a complex space station, shown in a cut-away top-down view. The details are fascinating, sliding doors, panelled corridors, computer terminals, furniture and fittings of all kinds. Even more impressive are the characters, including yourself (an intergalactic salvage expert), and the surviving inhabitants of the station (the Pandors).

Sometimes, most of the crew of the station have been killed, it's your job to make contact with the survivors, trade with them to obtain alien artefacts from Pandora's 300-year mission, and finally to shut down the computer and escape the ship.

The first thing you discover is the importance of ID cards: the first character you meet on beginning aboard the ship disintegrates into a pile of bones, and unless you pick up her ID card, you'll go the same way.

One represents the contents of your backpack, one your

pockets, and one the object you are holding. Objects such as ID cards, weapons, alien artefacts and holding objects can be transferred from one to the other by pressing the space bar to activate the inventory window.

Moving around the ship and encountering various characters, you will soon

discover the use of many of the objects. The Database, for instance, will give you a valuable artefact if you can give him a syringe. The Scientist will help you in return for a book, and so on.

Combat sequences (which are brilliantly animated) are played by watching an increasing

bar graph, then hitting the fire button just as it reaches its peak.

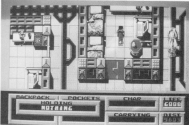
Force barriers which normally block you can be deactivated if you carry the correct ID card. Similarly, computer terminals will give you vital clues if you log on with the right card. Some areas of the ship are inaccessible unless you have a security pass. Any objects you do not wish to use can be put in a chute which transfers them to your ship, increasing your score.

Certainly not a game you can expect to finish quickly, then. Fortunately, there's so much to see that there's not a chance of getting bored.

► GRAPHICS	9
► SOUND	9
► PLAYABILITY	9
► VALUE	9
► OVERALL	9



▲ Lovely graphics.



▲ Kill or be killed!

Reviews

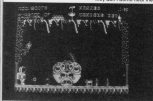
METROPOLIS

► **MACHINE:** SPECTRUM/
AMSTRADIC-64
► **SUPPLIER:**
POWERHOUSE
► **PRICE:** £1.99
► **VERSION NOTED:** C64/
SPECTRUM
► **REVIEWER:** CHRIS
JENKS

The backgrounds aren't bad, though there's precious little explanation of what chandeliers, suits of armour and Gothic pillars are doing in an alien metropolis. What lets the game down are the sprites, which are pixelated and very poorly designed, they don't dance near the

BOOM BOOM from some of the bouncing piles, here's precious little in the way of dual excitement. Fortunately, the gameplay isn't that bad. Above the playing area is your "Pyramid of Strength", which decreases on each contact with an alien. To the right is your inventory,

juggling objects in this way you should be able to find which will open the locked door which lets you away. Each time you lose a life you turn into a flying jelly (I didn't quite understand that bit) and at the end of the game you're told what percentage of the adventure you've



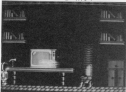
1. Bold! Intriguing alien.



2. Sleazy graphics.

People sometimes go to lovely lengths to conceal the fact that they've pinched an idea for a game. This one, for instance, is supposedly all about stranded astronauts searching for fuel for their spaceship. Well I know a rip-off of Magic Knight when I see one!

In truth, genre leader Metropolis is thought but a spiced version of David Jones' excellent trilogy for Mastertronic. Here, like pull-up hero Moonboots, wears a spacesuit instead of armour, and is attacked by aliens instead of demons, but the idea's the same: make your way through dozens of chambers, avoiding attack and searching out the objects which will open locked doors and help you return to your home.



4. A Magic Knight clone standard you'd expect, even from a budget game. At some stages the white astronaut disappears in front of the white background details.

The sound effects stink too, apart from an irritating

which never starts (beyond two-objects. Each time you find a new object — an oil-can, hammer, key or whatever — it is automatically added to your inventory, and the lost object dropped. If

completed. An amiable little game, then, probably entertaining for a good few hours but let down by some sleazy graphics and sound design.

► GRAPHICS	6
► SOUND	3
► PLAYABILITY	7
► VALUE	6
► OVERALL	5

UPDATE...

Well, you'll be pleased to know that Powerhouse plans to release Magic Knight... er, sorry, that was a most unfortunate slip of the typewriter. Powerhouse will also be releasing Metropolis for the Amstrad.

That's better. Or rather we hope it will be.

INTERCITY 125.



ABC125: Road Sports. Some 125's 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. Its Performance Bike magazine wrote when comparing all the 125's: "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 ABC125 is as nippy 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 Bike summed it up as a "perfect learner two-stroke... handles... brilliantly... brakes top the bike as a slingshot... unconditionally recommended."

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

When a crowd of first-timers tread all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

Get. Bike Rider magazine rated the KMX "the easiest 125 on street or road". 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 learner-legal Kawasaki, maintain it correctly, and ensure it is 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 jacket.

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. 151, Kawasaki Motors UK Ltd, 740 Deal Avenue, Slough, Berkshire, SL1 4BC.

OUTER LIMITS 125.



WHO CAN CATCH A KAWASAKI?

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Based on Sega's superb Halls of Kairos coin up game, you must free those held captive by the great Satan, KAIROS, himself. Punch down the doors and explore the maze of halls and passageways that hold the key to extra energy and speed. Release those held captive behind vast mirrors and see yourself transform into an invincible fighting warrior. Watch out for the deadly henchmen, avoid the fireball hurling witches, punch the fire breathing deer's head off when your enemies disappear. Alone in battle, you must enter the mysterious and supernatural world of Kairos. DETERMINATION. DIBBICE. DESTRUCTION... THAT'S...

DISCULATOR

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AAARGH!

MACHINE: AMIGA
DEVELOPER: MELBOURNE
PRICE:
 • PC: \$19.99
 • REVIEWER'S PRICE:
 BOUND ON

Hey, let's do the monster slash and romp, stomp and thump our way through the world. Cry "AAARGH!" and let slip the bits of fury.

This is, believe it or not, a coin-op conversion of the Amosia game. But it doubt if too many of you will have seen it. As far as I can judge, the arcade machines are few and far between which is a pity because it's a neat little game.

And Melbourne House's game is just as fun. So it should be considering both the coin-op and the home version use the same Amiga-based technology.

Right on with the mayhem. You have a choice of two monsters to play — the ogre, a gigantic brute, 20 feet high, and ays and a huge team shock in the middle of his forehead; and the dragon, 18 feet of green scaly fire-breathing nastiness.

The idea of the game is to ultimately collect a golden egg. To get there you must trample, smash,

gruantee the buildings on each of the 12 cities, which range from straw huts, wooden forest Indian temples and Chinese pagodas.

Hidden in each of these screens are five eggs. When you get one you have to take it back to your cave. This is a sub-game where you are challenged by the other monster for the egg. If you win, you keep the egg, lose and it's back to more trampling. If you successfully manage to get five eggs to your cave, you can progress further into the game towards the golden egg.

But the monster don't

have things all their own way. Quite understandably, the inhabitants don't take too kindly to being stomped on, eaten and having their homes destroyed. They fight back with what appears to be a huge catapult-type weapon. And there are big flying hammers with a sting in their tail which can prove deadly, even to monsters.

In fact when a monster dies it's quite gruesome. He falls to bits in a welter of blood and dismembered limbs.

The only niggle I had was that control of the monster was not particularly sensitive. Sometimes I was

punching when I wanted to stomp.

The screens are rather nice, highly detailed and the music adds considerably to the jollity of the game.

The game is very similar to *Amosia* in its total destruction approach, but no less playable for that.

If you spot the spelling mistake in the game write in and tell us and we'll give you *Amosia* game as a prize. Amosia, Melbourne and Melbourne House employees are banned. But then again, they have noticed in the first place.

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

BOB-7-10-90

UPDATE...

The only conversions planned for *AAARGH!* at the moment are for the Apple and IBM and they won't be appearing for sometime. As for it, Amosia, Spectrum, and Commodore, a Melbourne House spokeswoman said: "You never know."



1. Chinese village



2. Dragon monster's snack — a giant hamburger.



3. Dismembered ogre takes the dust

WALT DISNEY Mickey Mouse

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► **MACHINE:** SPECTRUM, COMMODORE 64, AMSTRAD.
 ► **SUPPLIER:** TV GAMES (DOMARK).
 ► **PRICE:** £7.95 CASSETTE, £10.95 C64 DISK, £13.95 AMSTRAD DISK.
 ► **VERSION TESTED:** C64 CASSETTE.
 ► **REVIEWED BY:** MATT BELLIN.

EVERY

SECOND

COUNTS

All right, you're down the pub, or you're in the arcade, or you're wherever you reprobates go on a night, and it's getting around that time when there's nothing else for it: you just have to have a game of Tris.

So you wack your ten paws in, gather your mates around, and start to mull that cash. And what do you get out of it? No adrenalin rush like in *Defiant* that's for sure, just to prove that perhaps you know a bit more useless information than everyone around you.

What basically we have here, just and girls, is a computerised Tris game for the home, and as such it seems to be a massive success not just now but in a year or two's time because, of this has taken over the country since *Brigitte Fauriol* machines in pubs etc. b) Paul Daniels is the *Granny's* favourite, and they are bound to stay around Christmas time "oh, little Johnny's into computer games, I'll buy him one", and then purchase the license they know. So how does it fare as a Tris game? Well for a start, you can forget Paul Daniels. How many computerised pictures do you get of him? Answer, not a lot.

Not even at the end when you've won the contest. Instead you do get a rough (read: very rough) approximation of a TV studio, populated by just the sort of people you get in these game shows. Considering that they don't have to do very much — just blink occasionally — they could be better animated, though they very gainless stiffness helps capture the true character of the show.

First thing you have to do is choose your players from the vast range of worthies on offer. Should you

choose the stiffly looking one with a beard, and perhaps pointer run with the lissid floozie or what? You can play up to three heats, so you can fight with your mate about which character to play.

After this bit, the game begins. You whip through a number of sounds answering true or false questions, or choosing which of three categories various things fall into.

When you get tired of a certain block of questions, it's quite a relief having to restate the hope to get to another block. If like me, you've made the mistake of playing the cassette version.

Throughout the game, your correct answers are darning you extra seconds which are of vital importance in the final round when the clock really is against you, and we'll "every second counts". How much you like it just depends on how much you like Tris, I guess.

► GRAPHICS	5
► SOUND	4
► VALUE	7
► PLAYABILITY	7
► OVERALL	6

UPDATE

On the Spectrum version the blinking eyes on the contestants are now less near or well animated as on the others, and the *Every Second Counts* clock is far less impressive... Nah, just kidding. This isn't a game that relies on graphics a great deal, so you get basically the same package whatever computer you've got. The questions are the same, anyway.

► *Little to do with TV show*





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[illegible]

1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.



1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.



*The 1999-2000 fiscal year was considered the current fiscal year. Current fiscal year data represents the period from 1999-2000. Fiscal year 1999-2000 data is shown in parentheses.



From January 1988, to the summer of 1991, the author spent extensive time with the author of the book, and learned a great deal about the author's life and work. The author's work was a significant contribution to the field of organizational behavior, and the author's book was a significant contribution to the field of organizational behavior.



Continuing the challenges across Africa, the UN is set to launch a new strategy for the continent, with a focus on the Sustainable Development Goals (SDGs) and the African Union's Agenda 2063.



ALSO AVAILABLE
ON TAPE



The name



CONFIDENTIAL - JUNE 1982
C O S E



Researcher in psychology, University of California, San Diego, and author of *Emotions in Organizations and Emotions in Organizations* (Cambridge University Press, 1994) and *Emotions in Organizations* (Cambridge University Press, 1994).

ALSO AVAILABLE
CONCRETE

...the name
of the game

100

f995

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BEYOND THE ICE PALACE



► MACHINES: SPECTRUM/
AMSTRAD/CBM SAMARI ST.
► SUPPORTING CAST:
► BIRTH: 12-88
► GENRE: Platform
► C4: 14 (AMSTRAD) C455 AND
(SAMI)
► VERSIONS TESTED:
SPE (AMSTRAD),
► REVIEWER: PAUL
BOUGHFON.

Take a healthy helping of *Ghost 'n' Goblins*, add the essence of *Castan Saga* and *Thunderbolt*, stir vigorously, add a dash of programming talent and simmer for a few months before serving frozen. The result — *Beyond the Ice Palace*.

Is this a royal dish to eat before the public? Is it mouth-wateringly tempting, juice-soaking and sizzling-stimulating? Well, it leaves you asking: "More, please."

Well, first impressions are that this is a tough old dish, handily tough on the Amstrad, less so on the Spectrum.

And like have colored for this by giving you nine lives.

The plot is pure *King's Quest*, all about goblins and ghosts, and evil creatures. The evil forces have been burning

down the forests, destroying homes and generally making life very miserable for all concerned.

A single person has been chosen to put everything back in order, banish evil and make sure everything is hunky-dory.

So it's off to explore the *Austin* *Gargoyles* screens, slay the *Ghost 'n' Goblins* type creatures. And you control the hero/ine or hero/ine — I think it's heroine but you never can be really sure these days — with the long, flowing blonde hair, cut in the very best *Thunderbolt* style.

► Standby for an axe attack.



► When Chet's Spirit of the Woods is the score.

It's one life gone very quickly.

And from then it's hard slog, the creature come at you thick and fast, living fast — like things are flowing quickly and other names that materialise from nowhere to which have.

One of the problems in coping with the onslaught is that when moving right you're almost at the edge of the screen. Creatures appear singly or in clusters so suddenly that it's hard to cope.



► Check the game but watch out for the...

There are weapons to choose from all the time, stones and gems to collect. If things are getting tough you can, twice summon the Spirit of the Woods to wipe out the screen baddies.

The weapons you can pick from are knives, sword and something which appears not to have a name but is very effective.

You start off by leaping down a hole, leaving left. And here's where your problems start. When you sit the bottom you're attacked from the right. It's very difficult to turn round in time to fend them off, so

	AMSTRAD	SP
► GRAPHICS	8	7
► SOUND	7	7
► VALUE	7	8
► PLAYABILITY	7	8

UPDATE...

The Amstrad and Spectrum *Beyond the Ice Palace* should be on sale now. The Amstrad ST version has been completed but, at the time of writing, we haven't seen it yet.

Work on the Commodore version is nearing completion.

Always ahead of their time



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- **IMAGINES:** PROTECTOR/STRIDER
- **DEVELOPER:** PROTECTOR
- **SUPPLIER:** PROTECTOR
- **PRICE:** £19.95
- **VERSION TESTED:** AMSTRAD/PROTECTOR
- **REVIEWER:** CHRIS JENKINS

Imagine an entire world in solid 3-D, through which you can wander freely. Imagine a menacing threat, an implacable enemy, and a challenging mission. Imagine a series of baffling puzzles, and the heart-stopping excitement of trying to solve them under enemy attack. Imagine no more... *Dark Side* is here.

If you take *Incognito's* first FreeSpace 3-D game, *Strider*, you'll know how the Major Development team has brought solid graphics to a new high point. You can move around and into buildings and structures, view them from any angle, even look off and see them from above.

In *Dark Side*, the system is refined to an even greater degree, and the gameplay is pushed to amazing heights. It's the same old story: modernised alien race (the *Evil*) build giant weapons (*Zepp*) One and threaten the home planet of the peace-loving goodies (the *Evil*). Only one man can invade the moon of *Tricup*, knock out the *Zepp* weapon and save *Evil*. It's you, muggins.

The surface of *Tricup* is dotted with *Zepp* structures. Some serve no function, some can help you and some will attack you. Learning to recognise which is which becomes pretty crucial.

As you move through the 3-D landscape, your first aim is to locate *ICBs* - Energy Collection Devices. These solar energy units are feeding power into the *Zepp* One weapons. Unless you disable them and slow down the charging rate, the weapons will fire and blast your home.

Many of the *ICBs* are hidden inside buildings, which you can only enter by boosting upwards and shooting out the door. This all takes energy, and of



▲ Inside one of the buildings.

DARKSIDE



▲ In the *Zepp* sector.



▲ Blast away.

course you will stuff it if your power rating falls to zero. There are also more immediate ways of meeting a sticky end. *Flexor* defence tanks patrol the moon, and will open fire as soon as you are within range. Go into weapons mode, aim for the head and blow them away before they get you. To knock out all the *ICBs* before the *Zepp* One fires, you need to learn to use the *Zepp* weapons, the location co-ordinates displayed on your instrument panel, and the teleporter pads, to cover the huge game area.

Your final weapon is your jet pack. Supplied with a limited amount of fuel, it allows you to soar over the landscape, spot *ICBs* and taking out *Flexors* as you go. Energy collector pads allow you to transfer fuel to your *ICB*, and there are control keys to alter your orientation and make *U-turns*. You can also save a game pretty easily through.

If it isn't already clear from this really inadequate review, *Dark Side* is absolutely stunning.

The colourful interior scenes on the Amstrad and 64 versions, together with the impressive designs of the *Zepp* installations, make it a pleasure just to wander through the many zones of the moon. But in addition, the gameplay is absolutely absorbing.

Miss out on *Dark Side* and you might as well throw your mind out of the window.

► GRAPHICS	9
► SOUND	7
► PLAYABILITY	10
► VALUE	10

BLOOD BROTHERS

► **MACHINE:** SPECTRUM/AMSTRAD/CPC 48.
► **PRICE:** £7.99 (SPECTRUM/48), £9.99 (AMSTRAD).
► **SUPPLIER:** GEMINI GRAPHICS.
► **VERSIONS:** SPECTRUM/AMSTRAD.
► **DEVELOPER:** PAUL BOUGHTON.

Tut, tut, tut. In these super-health-conscious days, Gemini Graphics certainly hasn't been needing its inter-galactic government health warnings. *Blood Brothers* (Gemi).

It's not that many weeks ago that one of the television companies was criticised for showing an old film which included two films featuring blood brothers. Unsurprisingly, the company, irresponsible, cried the critics.

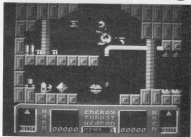
So it comes as some surprise to find our heroes "draw blood from their wrists and press them together, mixing the blood, and containing their companionship."

Now even with added health dangers, it's not a great idea to go around cutting your wrists. It's liable to hurt and be very, very messy.

And just why two brothers — who after all are blood brothers to begin with — should want to indulge in this dangerous and totally ridiculous ritual, is never explained.

Here enacts the health warning. Back to the game.

This is a space tale of slaughter and revenge, the ingenuity of a thousand Westerns. Brothers Hart and Keen — green! they two of the bests from A and — have been screaming around testing out their new Syntronic laser blasters. They return home to their village on the planet Sytonia and find the place in ruins, the



► On Brother! Our for revenge.

homes destroyed and their families slaughtered.

The thugs responsible for this heinous crime are a band of trained space scientists known as the Scorpions, who roam the galaxy preying on the innocent, plundering, looting and wiping the swag in an underground city of tunnels and mines on Sytonia.

Understandably it took time and Keen are a little miffed at finding their home and loved ones (and no more, so called) by this tragedy are their brains that they indulge in the blood brothers ritual and swear revenge on the Scorpions.

Now Hart and Keen are, apart for a predilection for

self-mutilation, completely non-violent. However, in their attempts to pass exams the brothers have built a range of sophisticated weapons. These technical weapons, built as part of their A-level A-level biological and

Annihilation, are strapped to their sky blues and the brothers set off for revenge. The game opens with the two of the mine entrance. Two people can play, one using the joystick, the other keyboard. You can choose to drop into the mine, start exploring, collecting gems, extra fuel etc (and) finding the aliens. On the left side — much more fun, I found — you fly towards a mine entrance, avoiding

blocks, blasting away others. It's a part of mine and dodge 'em.

But basically, the game is much-of-a-messiness, playable but not addictive, entertaining but not memorable.

	GPC	48
► GRAPHICS	7	8
► SOUND	5	5
► VALUE	7	7
► PLAYABILITY	7	7
► OVERALL	7	7

UPDATE...

The Commodore 64 version of BB is out now. No news of any 16-bit conversions.

Reviews

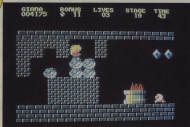
GREAT GIANT

- MACHINE: AMIGA/CD32.
- SUPPLIER: RAINBOW ARTISTS WORLD.
- PRICE: AMIGA £34.99/CD32 £34.99, DISC £14.99/£19.99.
- VERSION TESTED: AMIGA.
- REVIEWER: MATT BILEY.

Oh dearie, dearie me, it hardly seems worth writing a review of this little beauty. We all know what it's a rip-off of, we all know what a work of genius the original game is. The only pertinent question should seem to be "Is it a good copy or not?" The answer is, I'm pleased to say, a very decisive yes.

There you go, end of review.

Oh, what more? Well! Oh then, as you asked so nicely. What we are talking about here, guys and gals, is the definitive ladder and ramp game. There



1. Super Mario Brothers Clone.

can be few of us who haven't played Super Mario Brothers to death in the arcade or on Nintendo consoles, but up

until now it has never been available for any home computers. The fact is that Iain's changed one job, Nintendo is still guarding

its license jealously. However, Gianni Saters is now available, and that's the next best thing. Basically Gianni Saters

VIXEN

- MACHINE: SPECTRUM/AMIGA/CD32/CD32/CD32.
- SUPPLIER: MARRION.
- PRICE: £14.99.
- VERSION TESTED: SPECTRUM/AMIGA/CD32.
- REVIEWER: PAUL BOURNEMAN.

Okay, so my mate Matt Saters gets to meet Vixen now. Continue Russell in the flesh, and I'll get to play the game. Life can be very cruel. Still I'm used to getting the tough end of the principle.

I suspected the game would turn out to be a half offering with a super-skin clad cleavage on the cassette cover as its main selling point. Actually it isn't bad.

The animation of the main figure is really very good, slickly smooth with a wiggle in her walk. The ST animation is especially good. When Vixen runs watch out for the way her

hair bounces. I wonder what she's got in the case?

The game play, however, is a little suspect, looking variation.

The setting is the planet Zandria, populated by hordes of rampaging reptilian creatures.

Stalking through this world, armed only with a whip is the striking figure of Vixen. Abandoned as a child and raised by foxes, Vixen has somehow gained magical powers which, under certain circumstances, enable her to transform



2. Vixen - Run with the fox.

MINI SISTERS



▲ Definitive ramp and ladder game.

as straight a rip-off as they come, and as likely a candidate for a court case as any of the many rip-offs that litter our industry. However, for all that, it is a bloody good game, and it is the rare games player who would stand on principle enough to ignore it. Considering the temptation we must all feel to have it in our collections,

it's certainly good news for us all here of G + VG, since Mario remains the most played game in the office despite the length of time since it came out, and we can now have a version of it up and running on two different computers.

Probably the most obvious and important difference to playing Gianni over the original is



▲ Super play.

that instead of the Nintendo palette, you now control your little bouncing sprite with a joystick. The axes slightly different skills, but it's nothing much and after the initial shock of the new fop worn off it makes no real difference.

Instead of playing a shumpy little fat clown man type who grows to twice the size on contact with the "maggy" mushrooms that litter the various worlds he must fight through in order to rescue some princess, you now control a cutesy little girl in pig tails and bobble socks. This time around contact with hidden footpads,

electric shocks, fruit etc. give extra powers, time etc. including her becoming a much more acceptable hard punk type woman who thankfully takes the rather painful cure element down a level or two. Your boss is to rescue your twin sister from some sort of trouble.

That's it really, a bloody good game, and if it does't get Game of the Month, it's only because we were loath to give it to such an obvious fash.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY
- OVERALL



UPDATE . . .

Gameplay on both the Old and the New ST versions of Gianni are identical to that on the Amiga; in other words you get a pretty nice game whatever machine you're on.

The ST version is marred by tip screen rather than horizontal scrolling.

into a fox.
Each level of the game must be completed within the set time limit. On the way Vixen must collect gems, extra time, lives, mystery bonuses and battle against the



▲ Vixen chase the fox trap.

monsters, lashing them with her whip.

She also has to accumulate Fox Time which allows her to transform into a fox and try out the underground levels.

Because of the gems, bonuses etc. etc. on the floor, and also that the monsters are fairly small, most of the first levels are played with Vixen in a crouching position. This I found a little tedious.

Apart from the increasing difficulty of the levels, there doesn't seem to be much more to Vixen above ground.

The underground levels are really just for bonus points against the clock, no real battles with death.

Good graphics, nice sound, but a little mundane in the playability stakes - that's Vixen.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY
- OVERALL



UPDATE . . .

By the time you read this Vixen should be doing a fox trot across all the major home computers.

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If you have never played chess before, Sargon III's manual will take you from the fundamentals, in a specially-commissioned section from the US Chess Federation.

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Sargon III will be available at £19.99 for Commodore 64, Atari 486 on disk, and £24.99 on PC, Amiga and PC.

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INTERCEPTOR

Reviews

- MACHINE: AMIGA.
- SUPPLIER: ELECTRONIC ARTS.
- PRICE: £24.95.
- VERSION TESTED: AMIGA.
- REVIEWER: DAVID BRADSHAW.

Amiga flight sim? Tracks have certainly been flowing a field day lately. And there was Sub Logic's Jetland now Electronic Arts' has entered the fray with *Interceptor*, an F18 versus F-16 Falcon combat simulator set in and around the San Francisco bay area of the States.

Before you can attempt one of the many varied missions in *Interceptor*, you must first prove your aerial

of stolen aircraft and the annihilation of their enemy exports.

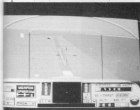
Sometimes you'll be asked to fly search and rescue missions which involve the location of a friendly pilot, shot down somewhere in the bay. Not only must you display a rescue pod within range of the unfortunate pilot, but you will also have to deal with a number of enemy pilots loitering menacingly around the rescue area.

The most taxing mission of all involves the protection of Airforce One which is on its way to San Francisco Airport. Hostile

comprehensive package. The graphics and sounds are superb, smoother and more detailed than either *Jetland* or *Flight Simulator II*. *Interceptor* is destined to become a benchmark against which future products of the type will be

UPDATE . . .

Now here is the bad news. Electronic Arts in their wisdom have absolutely no plans to convert



► Survey tandemron proves to be successfully completing an initial qualification flight.

All you have to do is take off from the deck of your aircraft carrier (the USS Enterprise), fly around the bay for a bit and then land safely back on the carrier again — not an easy task. During your flight, you may get harassed by enemy 'bogies', and these must be dealt with as you see fit, shooting them out of the skies with a well aimed Schweitzer is particularly satisfying!

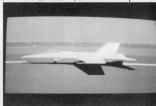
Missions come in all shapes and sizes. From simply locating and identifying an aircraft which is 'lost

somewhere', to the interception of a couple

aircraft have been detected in the area and it's your job to intercept and eliminate the aggressor planes, enabling the president's jet to land safely.

Interceptor is packed with all the features one has come to expect from a top class combat and flight sim. Updater plane and tower views with zoom controls, multiple head up displays, various defensive and offensive weapon systems, target selection and identification computers and much, much, more.

A well laid out manual and a number of training missions and manoeuvre tutorials provide easy access to this



► Your jet.



► The ultimate flight sim on the market.

judged, if you like this kind of game and very own an Amiga then buy it at your first opportunity.

Interceptor is any other format. And even if they do change their minds other formats wouldn't be available for a long, long time.

So an Amiga owner has two choices. You can either buy an Amiga or learn to live with the fact that you won't get your hands on the best flight sim around.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	8
► OVERALL	8

RACE AGAINST TIME

CARRYING



▲ Conquer the world.

CARRYING



▲ New York — heading to the airport.

CARRYING



▲ Carrying a sack for Paris.

- MAGNETIC SPECTRUM (JANUARY)
- SUPERIOR CODEMAGNET
- PRICE: \$4.95
- SYSTEM TESTED: SPECTRUM AMSTRAD
- REVIEWER: PAUL SOUGHTON

How dare you really expect to criticize a game which it is hoped will raise loads of money for UNICEF? Well, the charity fighting hunger, poverty and disease among children worldwide? To say anything against it would be childish to say the least. Even if this game is bad, it's good. Right?

And, in fact, what we have here is a really decent arcade adventure for a low price.

However, most of the praise for this game comes from Codemasters themselves. Just get a load of the blurb.

"Another great game by the Oliver Twins. Well, it's another game by the Oliver Twins, but great!"

An excellent example of how compulsive and addictive a game can really be!" That depends on what other games you've ever played.

Absolutely brilliant — this is one of the best computer games ever written." Have already said that really is going too far.

In *Race Against Time* you play the part of Sudanese runner Omar Khalifa. He's the athlete who took in 1988 lit a torch from the campfire in an African village and ran with it through Europe and the United States to launch Sports Aid.

Nicely programmed and playable, *Race Against Time* has to be a recommended buy. I've even got Peter Gabriel's album *Without Frontiers* as a soundtrack.

	IGF
► GRAPHICS	8 7
► SOUND	8 6
► VALUE	8 8
► PLAYABILITY	8 8
► OVERALL	8 7

The Commodore 64 version should be out by the time you read this.

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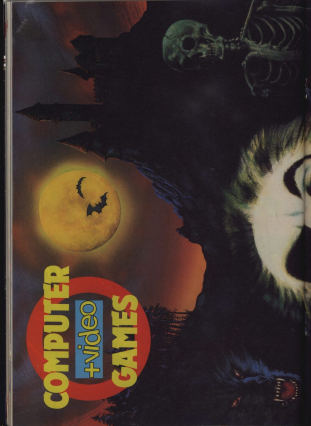
SPECTRUM 484/128

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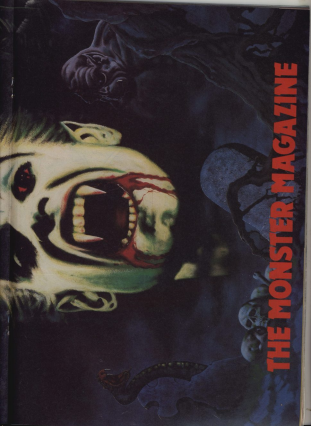
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WOOLWORTHS

A dark, atmospheric illustration for a Halloween-themed magazine. In the upper right, a large, pale, grinning face with dark hair and a wide, toothy mouth looms. Below it, a full, bright yellow moon is set against a dark, cloudy sky. A small, dark silhouette of a bat is flying across the moon. In the lower right, a large, dark, gnarled tree trunk is visible. In the upper left, a dark, jagged silhouette of a castle or fortress is perched on a hill. A large, glowing red circle is positioned in the lower left, containing the text 'COMPUTER +video GAMES'.

COMPUTER +video GAMES



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Zoom	110.00	Corp	114.00	GC	1.90	FE	1220.00	Zoom	9.00
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Microsoft OneDrive	60.00	Gov	114.00	SI	2.40	JP	1320.00	Microsoft OneDrive	4.00
Apple iCloud	50.00	Corp	120.00	SI	2.50	MG	1340.00	Apple iCloud	3.00
Amazon Drive	40.00	Gov	116.00	SI	2.60	PL	1360.00	Amazon Drive	2.00
Facebook Drive	30.00	Corp	122.00	SI	2.70	SI	1380.00	Facebook Drive	1.00
Twitter Drive	20.00	Gov	118.00	SI	2.80	SI	1400.00	Twitter Drive	0.50
LinkedIn Drive	10.00	Corp	124.00	SI	2.90	SI	1420.00	LinkedIn Drive	0.25
Slack Drive	5.00	Gov	120.00	SI	3.00	SI	1440.00	Slack Drive	0.10
Zoom Drive	2.50	Corp	126.00	SI	3.10	SI	1460.00	Zoom Drive	0.05
Dropbox Drive	1.25	Gov	122.00	SI	3.20	SI	1480.00	Dropbox Drive	0.02
Box Drive	0.625	Corp	128.00	SI	3.30	SI	1500.00	Box Drive	0.01
OneDrive Drive	0.3125	Gov	124.00	SI	3.40	SI	1520.00	OneDrive Drive	0.005
Google Drive Drive	0.15625	Corp	130.00	SI	3.50	SI	1540.00	Google Drive Drive	0.002
Microsoft OneDrive Drive	0.078125	Gov	126.00	SI	3.60	SI	1560.00	Microsoft OneDrive Drive	0.001
Apple iCloud Drive	0.0390625	Corp	132.00	SI	3.70	SI	1580.00	Apple iCloud Drive	0.0005
Amazon Drive Drive	0.01953125	Gov	128.00	SI	3.80	SI	1600.00	Amazon Drive Drive	0.0002
Facebook Drive Drive	0.009765625	Corp	134.00	SI	3.90	SI	1620.00	Facebook Drive Drive	0.0001
Twitter Drive Drive	0.0048828125	Gov	130.00	SI	4.00	SI	1640.00	Twitter Drive Drive	0.00005
LinkedIn Drive Drive	0.00244140625	Corp	136.00	SI	4.10	SI	1660.00	LinkedIn Drive Drive	0.00002
Slack Drive Drive	0.001220703125	Gov	132.00	SI	4.20	SI	1680.00	Slack Drive Drive	0.00001
Zoom Drive Drive	0.0006103515625	Corp	138.00	SI	4.30	SI	1700.00	Zoom Drive Drive	0.000005
Dropbox Drive Drive	0.00030517578125	Gov	134.00	SI	4.40	SI	1720.00	Dropbox Drive Drive	0.000002
Box Drive Drive	0.000152587890625	Corp	140.00	SI	4.50	SI	1740.00	Box Drive Drive	0.000001
OneDrive Drive Drive	7.62939453125E-05	Gov	136.00	SI	4.60	SI	1760.00	OneDrive Drive Drive	0.0000005
Google Drive Drive Drive	3.814697265625E-05	Corp	142.00	SI	4.70	SI	1780.00	Google Drive Drive Drive	0.0000002
Microsoft OneDrive Drive Drive	1.9073486328125E-05	Gov	138.00	SI	4.80	SI	1800.00	Microsoft OneDrive Drive Drive	0.0000001
Apple iCloud Drive Drive	9.5367431640625E-06	Corp	144.00	SI	4.90	SI	1820.00	Apple iCloud Drive Drive	0.00000005
Amazon Drive Drive Drive	4.76837158203125E-06	Gov	140.00	SI	5.00	SI	1840.00	Amazon Drive Drive Drive	0.00000002
Facebook Drive Drive Drive	2.384185791015625E-06	Corp	146.00	SI	5.10	SI	1860.00	Facebook Drive Drive Drive	0.00000001
Twitter Drive Drive Drive	1.1920928955078125E-06	Gov	142.00	SI	5.20	SI	1880.00	Twitter Drive Drive Drive	0.000000005
LinkedIn Drive Drive Drive	5.9604644775390625E-07	Corp	148.00	SI	5.30	SI	1900.00	LinkedIn Drive Drive Drive	0.000000002
Slack Drive Drive Drive	2.9802322387695312E-07	Gov	144.00	SI	5.40	SI	1920.00	Slack Drive Drive Drive	0.000000001
Zoom Drive Drive Drive	1.4901161193847656E-07	Corp	150.00	SI	5.50	SI	1940.00	Zoom Drive Drive Drive	0.0000000005
Dropbox Drive Drive Drive	7.450580596923828E-08	Gov	146.00	SI	5.60	SI	1960.00	Dropbox Drive Drive Drive	0.0000000002
Box Drive Drive Drive	3.725290298461914E-08	Corp	152.00	SI	5.70	SI	1980.00	Box Drive Drive Drive	0.0000000001
OneDrive Drive Drive Drive	1.862645149230957E-08	Gov	148.00	SI	5.80	SI	2000.00	OneDrive Drive Drive Drive	0.00000000005
Google Drive Drive Drive Drive	9.313225746154785E-09	Corp	154.00	SI	5.90	SI	2020.00	Google Drive Drive Drive Drive	0.00000000002
Microsoft OneDrive Drive Drive Drive	4.656612873077392E-09	Gov	150.00	SI	6.00	SI	2040.00	Microsoft OneDrive Drive Drive Drive	0.00000000001
Apple iCloud Drive Drive Drive	2.328306436538696E-09	Corp	156.00	SI	6.10	SI	2060.00	Apple iCloud Drive Drive Drive	0.000000000005
Amazon Drive Drive Drive Drive	1.164153218269348E-09	Gov	152.00	SI	6.20	SI	2080.00	Amazon Drive Drive Drive Drive	0.000000000002
Facebook Drive Drive Drive Drive	5.82076609134674E-10	Corp	158.00	SI	6.30	SI	2100.00	Facebook Drive Drive Drive Drive	0.000000000001
Twitter Drive Drive Drive Drive	2.91038304567337E-10	Gov	154.00	SI	6.40	SI	2120.00	Twitter Drive Drive Drive Drive	0.0000000000005
LinkedIn Drive Drive Drive Drive	1.455191522836685E-10	Corp	160.00	SI	6.50	SI	2140.00	LinkedIn Drive Drive Drive Drive	0.0000000000002
Slack Drive Drive Drive Drive	7.275957614183425E-11	Gov	156.00	SI	6.60	SI	2160.00	Slack Drive Drive Drive Drive	0.0000000000001
Zoom Drive Drive Drive Drive	3.637978807091712E-11	Corp	162.00	SI	6.70	SI	2180.00	Zoom Drive Drive Drive Drive	0.00000000000005
Dropbox Drive Drive Drive Drive	1.818989403545856E-11	Gov	158.00	SI	6.80	SI	2200.00	Dropbox Drive Drive Drive Drive	0.00000000000002
Box Drive Drive Drive Drive	9.09494701772928E-12	Corp	164.00	SI	6.90	SI	2220.00	Box Drive Drive Drive Drive	0.00000000000001
OneDrive Drive Drive Drive Drive	4.54747350886464E-12	Gov	160.00	SI	7.00	SI	2240.00	OneDrive Drive Drive Drive Drive	0.000000000000005
Google Drive Drive Drive Drive Drive	2.27373675443232E-12	Corp	166.00	SI	7.10	SI	2260.00	Google Drive Drive Drive Drive Drive	0.000000000000002
Microsoft OneDrive Drive Drive Drive Drive	1.13686837721616E-12	Gov	162.00	SI	7.20	SI	2280.00	Microsoft OneDrive Drive Drive Drive Drive	0.000000000000001
Apple iCloud Drive Drive Drive Drive	5.6843418860808E-13	Corp	168.00	SI	7.30	SI	2300.00	Apple iCloud Drive Drive Drive Drive	0.0000000000000005
Amazon Drive Drive Drive Drive Drive	2.8421709430404E-13	Gov	164.00	SI	7.40	SI	2320.00	Amazon Drive Drive Drive Drive Drive	0.0000000000000002
Facebook Drive Drive Drive Drive Drive	1.4210854715202E-13	Corp	170.00	SI	7.50	SI	2340.00	Facebook Drive Drive Drive Drive Drive	0.0000000000000001
Twitter Drive Drive Drive Drive Drive	7.105427357601E-14	Gov	166.00	SI	7.60	SI	2360.00	Twitter Drive Drive Drive Drive Drive	0.00000000000000005
LinkedIn Drive Drive Drive Drive Drive	3.5527136788005E-14	Corp	172.00	SI	7.70	SI	2380.00	LinkedIn Drive Drive Drive Drive Drive	0.00000000000000002
Slack Drive Drive Drive Drive Drive	1.77635683940025E-14	Gov	168.00	SI	7.80	SI	2400.00	Slack Drive Drive Drive Drive Drive	0.00000000000000001
Zoom Drive Drive Drive Drive Drive	8.88178419700125E-15	Corp	174.00	SI	7.90	SI	2420.00	Zoom Drive Drive Drive Drive Drive	0.000000000000000005
Dropbox Drive Drive Drive Drive Drive	4.440892098500625E-15	Gov	170.00	SI	8.00	SI	2440.00	Dropbox Drive Drive Drive Drive Drive	0.000000000000000002
Box Drive Drive Drive Drive Drive	2.2204460492503125E-15	Corp	176.00	SI	8.10	SI	2460.00	Box Drive Drive Drive Drive Drive	0.000000000000000001
OneDrive Drive Drive Drive Drive Drive	1.1102230246251562E-15	Gov	172.00	SI	8.20	SI	2480.00	OneDrive Drive Drive Drive Drive Drive	0.0000000000000000005
Google Drive Drive Drive Drive Drive Drive	5.551115123125781E-16	Corp	178.00	SI	8.30	SI	2500.00	Google Drive Drive Drive Drive Drive Drive	0.0000000000000000002
Microsoft OneDrive Drive Drive Drive Drive Drive	2.7755575615628905E-16	Gov	174.00	SI	8.40	SI	2520.00	Microsoft OneDrive Drive Drive Drive Drive Drive	0.0000000000000000001
Apple iCloud Drive Drive Drive Drive Drive Drive	1.3877787807814452E-16	Corp	180.00	SI	8.50	SI	2540.00	Apple iCloud Drive Drive Drive Drive Drive Drive	0.00000000000000000005
Amazon Drive Drive Drive Drive Drive Drive	6.938893903907226E-17	Gov	176.00	SI	8.60	SI	2560.00	Amazon Drive Drive Drive Drive Drive Drive	0.00000000000000000002
Facebook Drive Drive Drive Drive Drive Drive	3.469446951953613E-17	Corp	182.00	SI	8.70	SI	2580.00	Facebook Drive Drive Drive Drive Drive Drive	0.00000000000000000001
Twitter Drive Drive Drive Drive Drive Drive	1.7347234759768065E-17	Gov	178.00	SI	8.80	SI	2600.00	Twitter Drive Drive Drive Drive Drive Drive	0.000000000000000000005
LinkedIn Drive Drive Drive Drive Drive Drive	8.673617379884032E-18	Corp	184.00	SI	8.90	SI	2620.00	LinkedIn Drive Drive Drive Drive Drive Drive	0.000000000000000000002
Slack Drive Drive Drive Drive Drive Drive	4.336808689942016E-18	Gov	180.00	SI	9.00	SI	2640.00	Slack Drive Drive Drive Drive Drive Drive	0.000000000000000000001
Zoom Drive Drive Drive Drive Drive Drive	2.168404344971008E-18	Corp	186.00	SI	9.10	SI	2660.00	Zoom Drive Drive Drive Drive Drive Drive	0.0000000000000000000005
Dropbox Drive Drive Drive Drive Drive Drive	1.084202172485504E-18	Gov	182.00	SI	9.20	SI	2680.00	Dropbox Drive Drive Drive Drive Drive Drive	0.0000000000000000000002
Box Drive Drive Drive Drive Drive Drive	5.42101086242752E-19	Corp	188.00	SI	9.30	SI	2700.00	Box Drive Drive Drive Drive Drive Drive	0.0000000000000000000001
OneDrive Drive Drive Drive Drive Drive Drive	2.71050543121376E-19	Gov	184.00	SI	9.40	SI	2720.00	OneDrive Drive Drive Drive Drive Drive Drive	0.00000000000000000000005
Google Drive Drive Drive Drive Drive Drive Drive	1.35525271560688E-19	Corp	190.00	SI	9.50	SI	2740.00	Google Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000002
Microsoft OneDrive Drive Drive Drive Drive Drive Drive	6.7762635780344E-20	Gov	186.00	SI	9.60	SI	2760.00	Microsoft OneDrive Drive Drive Drive Drive Drive Drive	0.00000000000000000000001
Apple iCloud Drive Drive Drive Drive Drive Drive Drive	3.3881317890172E-20	Corp	192.00	SI	9.70	SI	2780.00	Apple iCloud Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000005
Amazon Drive Drive Drive Drive Drive Drive Drive	1.6940658945086E-20	Gov	188.00	SI	9.80	SI	2800.00	Amazon Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000002
Facebook Drive Drive Drive Drive Drive Drive Drive	8.470329472543E-21	Corp	194.00	SI	9.90	SI	2820.00	Facebook Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000001
Twitter Drive Drive Drive Drive Drive Drive Drive	4.2351647362715E-21	Gov	190.00	SI	10.00	SI	2840.00	Twitter Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000005
LinkedIn Drive Drive Drive Drive Drive Drive Drive	2.11758236813575E-21	Corp	196.00	SI	10.10	SI	2860.00	LinkedIn Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000002
Slack Drive Drive Drive Drive Drive Drive Drive	1.058791184067875E-21	Gov	192.00	SI	10.20	SI	2880.00	Slack Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000001
Zoom Drive Drive Drive Drive Drive Drive Drive	5.293955920339375E-22	Corp	198.00	SI	10.30	SI	2900.00	Zoom Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000005
Dropbox Drive Drive Drive Drive Drive Drive Drive	2.6469779601696875E-22	Gov	194.00	SI	10.40	SI	2920.00	Dropbox Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000002
Box Drive Drive Drive Drive Drive Drive Drive	1.3234889800848437E-22	Corp	200.00	SI	10.50	SI	2940.00	Box Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000001
OneDrive Drive Drive Drive Drive Drive Drive Drive	6.617444900424219E-23	Gov	196.00	SI	10.60	SI	2960.00	OneDrive Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000000005
Google Drive Drive Drive Drive Drive Drive Drive Drive	3.3087224502121095E-23	Corp	202.00	SI	10.70	SI	2980.00	Google Drive Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000000002
Microsoft OneDrive Drive Drive Drive Drive Drive Drive Drive	1.6543612251060547E-23	Gov	198.00	SI	10.80	SI	3000.00	Microsoft OneDrive Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000000001
Apple iCloud Drive Drive Drive Drive Drive Drive Drive Drive	8.271806125530273E-24	Corp	204.00	SI	10.90	SI	3020.00	Apple iCloud Drive Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000000005
Amazon Drive Drive Drive Drive Drive Drive Drive Drive	4.1359030627651365E-24	Gov	200.00	SI	11.00	SI	3040.00	Amazon Drive Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000000002
Facebook Drive Drive Drive Drive Drive Drive Drive Drive	2.0679515313825682E-24	Corp	206.00	SI	11.10	SI	3060.00	Facebook Drive Drive Drive Drive Drive Drive Drive Drive	0.0000000000000000000000000001
Twitter Drive Drive Drive Drive Drive Drive Drive Drive	1.0339757656912841E-24	Gov	202.00	SI	11.20	SI	3080.00	Twitter Drive Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000000005
LinkedIn Drive Drive Drive Drive Drive Drive Drive Drive	5.1698788284564205E-25	Corp	208.00	SI	11.30	SI	3100.00	LinkedIn Drive Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000000002
Slack Drive Drive Drive Drive Drive Drive Drive Drive	2.5849394142282102E-25	Gov	204.00	SI	11.40	SI	3120.00	Slack Drive Drive Drive Drive Drive Drive Drive Drive	0.00000000000000000000000000001
Zoom Drive Drive Drive Drive Drive Drive Drive Drive	1.2924697071141051E-25	Corp	210.00	SI	11.50	SI	3140.00	Zoom Drive Drive Drive Drive Drive Drive Drive Drive	0.000000000000000000000000000

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Category	Item	Value	Unit
1. General Information	1.1. Name of the Project	1.1.1. Project Name	1.1.2. Project Number
2. Project Description	2.1. Objectives of the Project	2.1.1. Objective 1	2.1.2. Objective 2
3. Budget	3.1. Total Budget	3.1.1. Budget Item 1	3.1.2. Budget Item 2
4. Schedule	4.1. Start Date	4.1.1. Start Date	4.1.2. End Date
5. Risk Assessment	5.1. Risk Level	5.1.1. Risk Level	5.1.2. Risk Level
6. Conclusion	6.1. Summary	6.1.1. Summary	6.1.2. Summary

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680,

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ATTACHMENTS

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Figure 1

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FRAME UP

Fame again beckons for those who play the frame game, the superb computer article who submit to C-4-VR's frame-up.

Those who feature this month are Stuart Macdonald, of Bradford, who produced *Karnes and Nightmares* on the Amstrad; Paul Jorgant, of Garvey Island, Essex, came with a version of Stephen King's *It* (and the *Roger Dorn* inspired *Vertigo*) on the Atari ST; Trapper and Peppole on the ST write about by Laurent Bore, 55, from France. Barry Hingle, of Haverley, shows us what he thinks *Golden* should be off the stage and his version of *Demigod*, and thanks to Bob Matthews, from Wokingham, Middlesex, for *Freddy*, *Madness*, *Manic* and *Super Bear*. Finally the Amstrad *Mel* and *Kim* is from Anthony Wilson, who lives somewhere on Planet Earth.



▲ *It* from Paul Jorgant.



▲ *Out Run* from Barry Hingle.



▲ *Paul's Venice*.



▲ *Freddy* by Bob Matthews.



▲ *Mel and Kim* by Anthony Wilson.



• Steven's Frightmare



• Madonna by Rob



• Perry's Wampage



• Pinocchio by Rob



• Rob's Super



• Karnov - again from Paul



• Karnov by Stuart Shockleson



• Another from Louisa



BIG Screen

Question: what do you call a dirty, smelly tramp with a knife, who's found near the body of a woman, and who won't talk to the police?

Answer: "Monsieur!" That is unless you're a consulting attorney like Kathleen Riley (Cher), who believes that a *Serpent* who is innocent must prove his guilt.

That doesn't count for much if he is a penniless bum in Washington, though. It's one law for the Whitehouse and another for the homeless. Luckily, the workaholic lawyer hires and sets out to prove her client's innocence, starting with the minor detail that he's a deaf and dumb — hence his non-cooperation.

Meanwhile smoothie, self-serving political lobbyist Edw. Senger (Dennis Quaid) is summoned for jury service and hampered with this case.

What everyone else has overlooked — but what has *Katie* exclaimed "Elementary!", just like Sherlock Holmes — suggests that the tramp is innocent after all. But jury members aren't supposed to talk to the attorneys, let alone turn into private detectives and do their jobs for them!

Serpent isn't the most convincing thriller you'll ever see, but it's directed with considerable nerve by Englishman Peter Yates, who shows a rich contrast between the corridors of power and the holes in the ground that are home to the destitute.

There's more murder in *Three Monkeys From The Train* (11) but it's not a whodunit. It's actually a how-will-they-do-it — the 'it' being the disposal of Monna, a similar, ham-fisted murder who makes her son Owen's life a misery.

Larry also has problems. His ex-wife walked off with the plot of his latest book and became an overnight success, leaving him with a terminal case of writer's block. And aggravating it all is Owen, who attends his creative writing evening classes and submits murder mysteries with only two characters.

In desperation, Larry sends Owen to see Hitchcock's *Sanger* (as a *Twain*, the tale of two men who both hate people they must deal, so decide to snap murders. But Dave takes it personally and

thinks that Larry is suggesting a similar exchange — and before you can say "Monsieur!" he's killing Larry's wife.

New Owen insists that Larry holds his part of a bargain that he never made. Will he kill Monna? Can Monna be killed? She not only looks like the *Black* — she shares his temper and she's just about about as intelligent as that!

While Three Monkeys doesn't quite live up to its tasteless premise, it is still a lot funnier than most Hollywood comedies. Danny DeVito (filmmaking the *Blond* director and teaming up with Billy Crystal (filmmaking *Scenes*) providing excellent support. And don't mistake Anne Ramsey as Monna, the best argument for evilism I've seen!

With all these deaths occurring it's incredible that eventually a *Cape* (18) would show up. He's James Woods, the tragedy actor from last year's *Best Seller*, where he was on the other side of the law, playing a self-publicizing hit man.

Not that he's much better with a badge. He throws away the rule book immediately he leaves the station. His vigilante act makes *Dirty Harry* look like a liberal as he tracks down a serial killer who does many things to call girls — and in this case of life from the ready side, we're not spared a thing.

Especially for such an unorthodox law man, he runs into trouble with his superiors, not to say his wife who evokes that telling *True Detective* bedtime stories to their daughter is talking obscenity a bit too far. But pretty soon he's probing a leader in a manner he was definitely not taught as part of routine interrogation.

Naturally I like James Woods' performance, and there's no denying that this is another powerful part. But the convoluted nonlinearities of the film proved a little too much.

There's only one film that can follow it and that's *Prison* (18). What next, I ask? *Parole*? For the inmates of this particular institution, the only way out is in a box — and that goes for guards as well as their charges.

This is yet another roller-coaster ride from

Death by misadventure or murder most foul?
Celluloid coroner Ward R. Street passes judgement on this month's movies and discovers a few stiffs...



▲ *Monsieur*: I'm sure he's cheating!



▲ *Aspect*: Cher tops above the law



▲ *Prison*: Jonathan Demme



▲ *Cape*: Higher moment among the seediness

Empire Pictures, the company behind *Critters* and *Re-animator*, who can usually be depended on to deliver the exploitation goods. This time they do it in double quantities by combining the tough jailhouse movie with supernatural nastiness.

Years after the state prison was closed, it's due to be re-opened on account of overcrowding elsewhere. The warden is none other than the guard who ripped a cross from the neck of the last man to be executed there - just before he went to the chair. No prizes for guessing which spirit is responsible when one escapee has a metal pole driven through his head and a guard is trapped up with barbed wire, then.

Prison is quick enough to satisfy the most voracious gore-hounds but witty enough to escape the gaudiness of *Critters*. Spread a spell in the penitentiary.

Having a kid is another kind of life sentence, as the parents in *Melvin White* (115) discover ... but only hardened Melly Kingwald here need subject themselves to the trauma of teenage parent-hood. This is the best argument I've seen for contraception - it should never have been conceived!

Darcy and *Stan* are the young lovers whose moment of carelessness leads to a lifetime of misery - at least it seems like a lifetime as the movie wavers between broad comedy and the harsh realities of being kicked out of home and having to live in a slummy lot.

I suspect that the idea was to produce a serious, moral movie, enlivened with moments of humor, but director John G. Avildsen, better known for the slightly more mature *Rocky*, is so OTT that the result makes *Nightmare* look subtle.

It's a Johnson's Baby Soap Opera as *Stan* gives up his scholarship to college and *Darcy* gets piled!

A movie called *Skip* *People* may not sound gripping entertainment for the average viewer, but it's really a melodramatic brew set in the Louisiana Bayou. A classy New York Journalist goes to interview a distant straggler of her family for an article for a glossy magazine and ends up living enough

BIG Screen



▲ *Wings of Desire*: Swirling fantasy.



▲ *My People*: Backward.



▲ *Man on Fire*: Cruel and stark.



▲ *Melvin White*: Bundle of joy.

skeletons out of the cupboard to keep a gravedigger busy for a year.

Her kids and his are every bit as strange as the mutant breed in that classic of family life, *The 10th Man*. *Eye*. Ma is a tough talking, voluble chewing matriarch who rules the roost with a rod of iron. Her sons include the inevitable simpleton, another who's about to become a father, and a third kept locked up in a diseased chicken-coop. And nobody talks about their father!

Not to take the journalist's word, cynical, cake-eating teenage daughter, in sex things moving, when she plays the sophisticated temptress. The film has virtues, including some nice performances and some atmospheric camerawork.

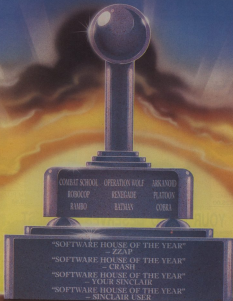
The film is never dull - but with such a collection of brats it's never really convincing either.

Every bit as hysterical, though with fewer referencing features, is *Man on Fire* (118), a bizarre European production, set in Italy and starring American Brent Gunn as an ex-CIA man hired to protect a child from kidnappers. After the criminals finally get to her, shooting him in the attack, he decides to wage a private war against them.

There's slow motion photography; long sequences when nobody does more than grant a little designer violence ... and one of the most barbaric stunts I've ever seen.

There's such an excess of silliness that in the end, *Man on Fire* simply burns itself out!

The director should take a lesson from *Wing* *Wonder's* too key *Wings of Desire* (110). This two-hour, moodily black and white fantasy, set in Berlin and won't be for everyone. But if you don't mind making a mental effort and reading sub-titles, prepare to be entranced by a tale of two angels, gazing unseen amongst the mortals and easing their suffering, and find out what happens when one decides that he'd give up immortality for a few years.



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Taking the Mickey?

COMPETITION

COMPETITION



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- One way transfers from Orlando Airport to the hotel.
- Four days admission and unlimited use of all Magic Kingdom and EPCOT Centre attractions and the Walt Disney transportation system.
- One admission to Discovery Island or one lunch in the Magic Kingdom.

- One day's admission to Walt Disney's World River Country or one lunch at the EPCOT Center.
- A choice of two admissions from the following: Sea World/Cypress Gardens/Kennedy Space Center/Busch Gardens.
- A choice of one lunch at the Crystal Palace in the Magic Kingdom or lunch at the EPCOT Center.
- Fully comprehensive insurance is included.

Great isn't it. All you will have to pay for is transport too and from Seelick Airport, food and spending money.

All you have to do is draw a picture of Mickey Mouse and answer three easy questions.

The competition will be split into two age groups, up to 14 and 15 and over.

The entry form will be inserted in copies of Bromie's Mickey Mouse game and must be sent with your entry in Computer+Video Games. The address will be on the form.

The closing date for the competition will be September 19th and will be winners will be picked by a representative of Bromie Graphics and C+VG's Art Editor, Craig Kennedy.

And a diary of the winner's time in Disneyland will appear in C+VG at a future date.

So don't delay, Mickey Mouse should be on sale round about now.

COMPUTER +video GAMES

Next Month



C+VG is starting into Summer with a red hot scoop on the launch of the year so far – the stunning *Barbarian II – the Dungeons of Drax*. It will be launched on all systems and C+VG will have the full story with an exclusive £1.00 off deal for C+VG readers. All the latest reviews, a

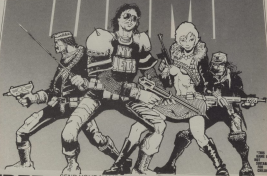
guide to the best rides and arcades in the UK, the latest challenger in *Winner Stays On*, and the best maps, hints, tips and pokes in *Playmatters*. On sale July 15th. Essential holiday reading at the completely unbeatable, value-packed price of £1.10.

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Play By Mail

The hottest news on the scene is that "The Great Northern P.B.M. Convention" will take place in Sheffield in early October.

Cheap tickets will be on offer to C + VG readers to keep your eyes glued to the page for the latest news...

Once again I am running short of play letters and require your assistance. I have too many games to cope with at the moment and not enough

There is still a lot going on out there in the P.B.M. world, with another P.B.M. convention on the cards, the C + VG game of *D's a Crime* drawing to a close, N.A.B. software giving loads of P.B.M. material away and lots of news and gossip on the gripping, so get ready.

In a rival family.

The whole game is, in fact, easy to play, but if you are looking for continued

violence - look elsewhere. The people who win this game - it can be won by more than one person - will be diplomatic, clever, sly and downright dangerous.

NAB software has come up with a great offer. Start up and rule book are usually £3.99, but anyone interested in a rule book just has to send a large SASE to me at C + VG and they will get one free.

Furthermore, if you wish to join straightaway, it will only cost you £2.50 for a rulebook, naming and TWO P.B.M. turns. This also applies to people who just want to receive the rulebook as well.

Purchase costs vary in price depending on the type of game you play with regard to turns around. If you play a game with a one week turn around the price is £1.99 per turn. If you play a game with two or

around in and about the time when Ancient Egypt was in its glory. Start up in the game costs £3.99, which includes rulebook, and three free turns. However further turns now cost anything between £1.00 and £2.00.

C + VG's *D's a Crime* C + VG's game of *D's a Crime* is reaching its final stages. The most boxes have been chosen and the most powerful gangs are still jostling for their prestigious pole position. In one you haven't noticed KAC has changed to different turns sheets the are now separated into individual sheets.

At the moment, the leaders of the game are Rictious. Assembly with notoriety of 1140. They have a small cushion as the second placed Lamps of Green Pulp are on 1119 points, closely followed by Solstice Tridactyls at 1108. Other notable are The Hammer 97th on 1050, the Chairman Gunslinders 97th on 774 and The Hedgehog Hovers 24th on 752.

Down of Anarchy
KAC has released a new game called *Down of the Anarchy*, a computer moderated strategic



players, as I am looking for readers to help me out by playing the various new P.B.M. games that have arrived on the market. All you have to do to get involved is write in giving your name, address, age, P.B.M. experience, type of preferred game and reason why you think you should be allocated a player. I will then compile a list and allocate player positions on the order of suitability to the game available.

I have been playing Family Warch for over a year now and am enjoying it immensely. As the name suggests it is a game based on organized crime in America around about 1930. You play one of the 16 higgles in with a small criminal family and you have to finally gain control of the city's underworld. You do this by paying backhanders to the police and the mayor, controlling a illegal business organization and increasing your family's area of influence.

You create your family by giving it a name and then picking the type of leader your higgles is going to be.

Orders are very easy and simple to perform. You have a

Income Agents

The recruitment of new agents into your tanks. This may only be covered once a turn and the maximum income is 50 agents per turn.

Infiltrate

An attempt to insert your agents into the ranks of another family. You target a rival family and, if they are recruiting agents, you infiltrate agents into their tanks in proportion to the number of other points expended.

Security Check

The process of checking the loyalty and integrity of personnel and discovering if there are any spies. Any agents found will be "disposed of".

Infiltrate City Hall

If you are successful you can use the Probe City Hall order, which means you can find out what officials being paid off and what they are paying.

There is a full range of offensive and defensive orders, but I have concentrated on the more costly orders. You can pay off all kinds of people, from the police force to the mayor and his staff, to gain information or "official help" if you are being attacked



short with running funds, it will cost you £1.50. This game would be ideal for contract players and I strongly advise them to write in asking for the overview game to set up. All charges made payable to the company.

Finally, NAB has slashed prices for its other game *Agony* by 50 per cent. The game is a tribal economic, computerized, wargame for

game for 12 players, each of which is the ruler of an ancient empire. The aim is to expand the empire to the mightiest civilization ever known.

I will be reviewing the game in due time, but if you want to join the mind in a cheaper for either £100 for the rules and map or £3.99 for the rulebook, a map, the listing rules, the first rounds sheet, the rulebook and three free turns.

TAKE 'EM ALL ON...

IT'S THE ONLY WAY TO LIVE!

Screen
Star

Target Renegade is hugely entertaining and simple justification for its sequel... it develops the theme and develops the game play no end on the original... Look out! a four footer... will frequently drawn with great comic touches. The story is quite wonderful. Commodore User

PCW
GAME
OF THE
WEEK

Target Renegade has the added essence of variety, which is not to be found in other games of this kind. Fear not, this is well worth the trouble. PCW Game of the week

TARGET: RENEGADE



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the name
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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 Boppers. On a hot, stuffy night in New York this is just the tip of the iceberg on your chilling quest to confront "MIL. BIG". A spectacular arcade style brawl with many hoodlums and henchmen to encounter - this is Target Renegade - if it moves, it hurts!

Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And here 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 on page three.

OUTREAGER

- SUPPLIER: STANDARD GAMES.
- GENRE: WARNE.
- COMPLEXITY: EASILY EXPERT/EXPERIENCED.
- PRICE: \$10.

I have always loved the era of the crusades and for a long time it has been of great interest to both wargamers and roleplayers alike. The more mention of the word Crusade

— as if anyone would do the game (until they would).

As usual, Standard supply the following: two large, full color, interesting maps, a large transparent counter tray to hold the two decks of character counters, which contain over 100 knights, orferrans and specialist sub-classes, a well illustrated 30 sided die, two play sheets for

could happen and how you could modify it. Encounters can be determined by the roll of a die and quick consultation with the "Chance Encounter" Table. The result could be anything from a meeting with a group of determined trobairons to a confrontation with a bunch of hostile dwarves.

With the system advancement table, your characters can advance or regress in strength and status depending on how they act. For example if you play your characters bravely and they defeat or capture a superior opponent in combat, you will receive a certain number of points, depending on the actual act performed. Once you have a certain number of points your character can progress in it's attacking and defensive strength and this makes your character a better fighter. However, if you play your characters so they run away or surrender to the opposing force, you can lose attack and defense strengths, and if they go lower than what is required for a person of your character status, you will be reduced in status to the next level down.

The new rules are also compatible to Standard's previous releases, so with a few simple studies of a pon you can make a quick and simple conversion of the advancement system to all their other products giving them a new lease of life. I will stress that this game is not for the beginners, and some experience is necessary. A competent gamer would get hours of fun from this product and find it well worth the money, especially if they are already familiar with the Standard-style of game.

- VALUE 9
- PLAYABILITY 9
- PRESENTATION 10
- LASTABILITY 8
- OVERALL 9

HEROES FOR D

- SUPPLIER: GAMES WORKSHOP
- PRICE: \$10.95
- COMPLEXITY: NOVICE/EXPERIENCED.

Heroes for Dungeons is the first expansion kit for the *Dungeons/Board game* and you need the original product to be able to use this.

Plastic figures and dice are all supplied along with a fantastic amount of full colour tokens. It is a simple, easy, yet



brings to mind romantic notions of Richard the Lionheart and his knights hunting Saladin's reference in the hour and dust of a mysterious desert.

Although I had gone to great lengths to obtain a game covering this period, he is roleplaying or otherwise, I was disappointed to discover that there were hardly any games relating to the crusades in existence. You will now be able to appreciate the job I felt when *Outreager* was placed unceremoniously on my desk.

Outreager was in fact the name of the rules set up by the first crusading forces in what was then called "The Holyland". This game of man to man combat is set in the time of the Third Crusade and gives you the chance to re-write history by playing either the Christian or Moslem forces. I was very pleased to see that this was a Standard Games product

— my reference and a well written rule book. However, in this product they also supply another set sided die plus a tin sided, a full colour wall map of the Holylands plus an extensive rule expansion section that covers character advancement.

It is the latter that excited me. Now, not only can you play the game as a one off, but you can create an ongoing campaign that will last as long as you will. All the rule expansion is included in the new 32 page rulebook and covers such topics as scenario generation, chance encounters and the all important character advancement.

The scenario generation system works extremely well. For example, if you capture a group of pilgrims and are recommended to take them from Tyre to Antioch all kinds of weird and wonderful things can happen. This section gives you hints and tips on what



adding to game. It gives the novice some understanding what role playing is about, as it has a combat system that is slightly more involved than usual and incorporates the player watching several things at once. Designed by a couple of Scandinavian role players and published by Games Workshop.

When the original game was launched, it was clear that many expansions like were on the cards, as, although the game is complex in itself it is quite basic and wouldn't stand

ROLEPLAYING

- SUPPLEMENT: GAMES WORKSHOP
- PRICE: \$44.95
- COMPLEXITY: SERVICE UPRAISED
- ENTERTAINMENT: BY THE WAY...

DUNGEONQUEST

up to regular playing. The main reason for this was that there was only a choice of two adventures to play and although there were a lot of encounters with monsters and traps, there was limited magic in both spells and magic items.

With the release of *Worms Games Workshop* have solved most of the problems and opened up some new avenues of play. In this expansion kit you get twelve new characters

This game has all the makings of a *Game's Workshop* product: stamped all over it: Great artwork, loads of tokens, slim rulebooks, metal figures and a solitary die. "All

CURSE OF THE MUMMY'S TOMB

that your opponents have come across in their explorations and they either have to fight their way out or try to avoid them using their skills. The way this is achieved is by using rolling

a lot of those cards to help you get to the top of the board. That's right, *CCP* of the board. You see *Game's Workshop* have come up with a master of a playing surface, as



also doors, plus the corresponding metal models. The new characters range from a ninja to a sorcerer and take into account such factors as floor or rage, the use of a blowpipe and unarmed combat. There are also eight new magic ring cards and the rules for characters who have inherent magical ability.

- VALUE 8
- PLAYABILITY 8
- PRESENTATION 8
- LASTABILITY 8
- OVERALL 8



well and good", I thought to myself "that is the game itself any good?" After a period of extensive playtesting, I can tell you that the answer to that question is a definite "YES!"

"Tomb" is a simple boardgame for one to four players, in which your main aim is to survive and retrieve the pharaoh's life from the deadly Pyramid of Khosma. To do this you must master the rule of one of the four characters provided. You have the option of playing a mad professor, a misadventurer, Earl, a pompous priest or a private eye.

Movement cards are self-explanatory, but the last two types of card contain details of a special creature or hazard

that you are using the simple but effective combat and results table.

Another way to stop your rivals is to use the dreaded, diabolical Mummy! At the start of each turn you all bid a secret amount of Tana (money) and the person who bids the most controls the mummy. You can then move the undead creature in various directions, the main aim being to get it as close to another player's characters, so that the mummy attacks them!

To help you combat all these nasty encounters, you can obtain discovery cards. These can be anything from a lucky snake ring to an archangel's kiss, but all discovered and you in some manner. You will need

it is shaped in the manner of a three level pyramid! It is easy to assemble and gives the game a great 3D feel. You have to have special cards to get up and down levels and of course the climb is hidden at the top in a secret room.

Overall, I was impressed by the amount of work that Stephen Hand, the game's designer, must have put into creating this game.

Fast, fluid, fun and well worth the asking price.

- VALUE 9
- PLAYABILITY 9
- PRESENTATION 9
- LASTABILITY 4
- OVERALL 8

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LETTERS

Londoners! That's what I've got and that's what I want, so shut your mouth and get writing!! Seriously, if you have a F.R.P. problem or just want to make a good or bad comment about F.R.P. in C + S, feel free to write in and I will do my level best to answer you personally or via the letters page. The letter of the month wins a copy of something reviewed in the column and I try to dig up a few priors for the other letters printed as well. What more can I say except, Get writing!!

■ **Jim Barnett**, from *Blackburn* writes: "I keep on hearing on the grapes or about all these F.R.P. conventions that are going on, but I never seem to hear about them until they are over. Can you tell me what, where and when is the next big F.R.P. get togeth'g?"

Dear Jim - It is not possible to print a list in advance. However, I have written to you enclosing the relevant information. F.R.P. states that I know of and I will do the same to anyone who sends me a different clod. SNAI.

■ **Martin Fowler** of *Colchester* writes: "My opinion on F.R.P. is that it is interesting, but I don't really understand it! Could you write about it, explaining it in more detail, and then I may well understand it and get more involved in the hobby?"

Well Martin, there are a lot of people out there in the same boat as you, so don't feel left out. I am going to review some classic games shortly, and explain the background behind them as well as simply the rules. The article should be printed in a couple of months time, so keep your eyes glued to the page. In the meantime, the game I am sending you as a gift will provide you with a good starting point.

■ **Wynne Francis**, a previous Letter of the Month winner wants to know: "I think a book available that tells you from a beginner's point of view how to paint miniature figures. If there is such a book, what is it called and where can I get it from?"

Believe it or not, there is no book available on the market at the moment that covers this topic. I interviewed the manager of *Games Workshop*, at Oxford Circus, London, and

he said that the best he could do was refer you to a few back issues of *White Dwarf*, their theme magazine, which has a section in which John Blanche, one of my favourite painters, divulges his modelling tips. I contacted B.S.M. and they don't do me and now do Games OH Liverpool. They referred me to previous articles that were found in the now defunct *Adventures*. I can only refer you to some local stores, where you will no doubt find a few general military modelling books, from where you can extract the relevant information you need. These books will give you a sound modelling knowledge, from which to build up your experience.

■ **Finally**, Dave Proctor, from *Brigholton* wants a cloning game! "I've been playing F.R.P. for some time now and I have got a bit fed up with the usual sword and sorcery role playing game. I like horror books so I would be obliged if you can tell me if there are any F.R.P. games you can recommend that are based around horror stories?"

Well Dave, the most famous horror game in date is *Call of Cthulhu* and it is a system that is based upon the ethos of stories written by the horror writer H.P. Lovecraft, who in my mind is much overrated. The game itself is very enjoyable and is based around discovery, research, modelling and investigation in the 1920's. Anyone trying to back and sky themselves out of this game would be in big trouble, as it is a thinking persons domain. "Call" also is another roleplaying game that is based around horror and very enjoyable it is too. Both games should be available from your local F.R.P. shop.

FANTASY ROLE-PLAYING

WHERE TO GET LIVE ROLE PLAYING GEAR

Many of you have written in asking "Where do I get the swords, armour, shields, mauls etc. to go live role playing?"

There are of course a few places to go, but I have discovered a place which I think produces good quality goods and are reasonable in price. "The Crazy Dwarf" is a newish venture put together by Live Role Playing fans Pat and Ian Collins. They have decided that as they have spent over 11 years role playing in general, there was not better business to go into than something they really enjoy doing, so they opened up a roleplaying shop. They have been open for about a year and like many other F.R.P. shops they have a large selection of board games, war games, dice and miniature figures. However, unlike the others they also sell live role playing equipment to!!

They have a wide range of equipment ranging from swords or almost. The swords come for 3 made and in 14 fash. The really made swords come in many styles from short swords onwards, while the kits contain all the instructions needed to construct them, as well as hints on how to customise them to your own individual needs. The prices vary but in general the really made kits range from £1.50 to £10.00 while the really made swords range from £4.00 to £20.00. Other available weapons include throwing daggers, maces, and axes (single and double handed).

The armour ranges from chainmail to full plate. The chain mail comes in many varied sizes of link and like the swords is available in both ready made and kit form. The links can be used to create standard suits, or even pieces, leggings or coats that take the form of a tunic to protect the body. A full set of completed could save you anything in between £100 to £150 and take four weeks to deliver, while the links sell from £1.50 for 1000 chain diameter (black) or



■ C + S's Staff "Monks" Shirley and Kim "Not Lady" Jones show off their *Blackhand* gear.

£9.00 for 1000 chain diameter mauls (black). All as all you need about 1200 links to make a standard suit (excluding mistakes!), so the cost will be around £68.00 in all. Other armour available includes gambesons, foot plate mail, helmets and shields. Other specialist items can be made upon request.

They are also there to going to provide rubberised monster masks, a full range of costumes and even monster masks up!! They are even considering producing fantasy robes and dials. Even better, they are going the whole hog and going to run actual adventures plus a holiday location for over the table roleplayers.

If you are interested please send a large stamp to "The Crazy Dwarf", 18 Broadwater Rd, Weymouth, Dorset DT4 7AG for their latest catalogue.

HOLMESOFT

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1. **THEORY** 2. **EXPERIMENT**
 3. **CONCLUSION** 4. **REFERENCES**

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ARGHHH!

WHERE TIME STOOD STILL



DANGER LURKS EVERYWHERE!



ocean

Play Masters

Something a little bit different this time 'round as David Bishop acts as our guide through the mysteries and dangers of our computerised fantasy role playing game, *Dungeons Master*. This is the game that Keith Campbell called "a must for all role players" when it first came out, and has won legions of devoted fans since. Forgive David for being a bit cryptic sometimes; after all, learning from your own mistakes is half the fun! Thanks to Dillon Nugent and Stephen Oakman for additional hints.

The release of *Dungeons Master* has finally bridged the great divide between these gaming subgroups. Thousands of multi-million gamers (or at least enough the lights of a well-stocked 80 games outlet on several corners of basement B.F. Kiosks) have been forced to admit that it is possible to bring their favourite characters to the small screen.

Level 3

[1] Before you can even get into level three proper, there's a subtle room to solve. Here you'll find your hints in the wall. Inside each one there's a subtle the solution to which will tell you what object you'll need to place in the transporter here.

Some of the required objects you'll logically have found in the previous level.

HINT: If you're having trouble deciphering the objects, here's one extra clue that may help: "In my home no body, but it can still be used to settle a score."

HINT: Some of the objects may sound a little weird.

[2] This is one of the intricate, twisted, most dangerous rooms in any of the dungeons.

When you enter the room, there's an oblique in the far wall, although a trap door prevents you from reaching it. From the side of the trap door, you can see a pressure pad on the floor of the alcove and a gem embedded in the wall.

In the opposite corner of the room is another small alcove containing a key which you need. Every time you move towards the room, you are forced to walk over a pair of pressure pads which send a signal down stretching to floor, preventing you from entering the alcove room and retrieving the key.

On the wall, by the door, is a lever which switches on a transporter which, when you step into it, takes you into the alcove. Immediately you get there, you hear the metal door open again, obviously as a result of the pressure pad you're now standing on. The green gem is a switch which closes the trap door, allowing you to get back out into the room.

HINT: When you enter the room, make sure you're ready with a few friends.

[3] Another of the level's you'll need to complete this level, lies hidden in a secret corridor, somewhere in this room. Only by pressing the right switches in the right order will you succeed.

[4] You shouldn't need any help from me to reach this room! One and all a transporter box, which takes you to another corner of the dungeon. The door can only be opened by a lever at the end of the corridor. Unfortunately, the lever only opens the door for a few seconds, so get your stones on once you're pulled in.

HINT: Don't let anything else

run up or down, or you'll never get through the door.

[5] "Are You There?" says the message etched on the wall of the start of a long straight passage. It's impossible to move away for about the passage as an invisible transporter keeps forcing you back to the start. However, by going down a parallel route, you reach a locked portcullis, through which you can see a PP on the floor of what turns out to be the opposite end of the "straight" passage to where the message was.

The PP is a message that "OK, so you can't go down the 'straight' passage, but now know there's a

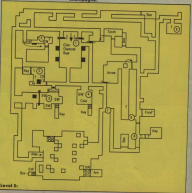
PP at the other end. By now, you should also have realised that stronger characters know things greater distances - need I say more?

[6] The corridor choice. Your strategy will be rewarded by some arrows, a magic box, and a magic keyring. If you're making a map, you'll want to note where the box is hidden.

[7] The problem here is to get past a transporter which flicks on and off regularly. It takes some practice and a lot of luck, but is mostly down to speed and accuracy. This is a problem where when you see a flash you return - there are no hidden tricks here.

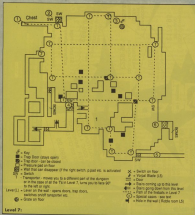


4. Puffin gets his prize, but seems more interested in the champagne.



Level 3:

Dungeon Master



is the big fat spring as Jordan whips him on his behind.

Level 1: The other end of the transporter (in 2). Remember, the first time you switch it on, which can only be done from one end - which end? Well you'll have to find out won't you.

Level 2: By far the most difficult to map, level 2 is basically one gigantic room, full of ghosts, skeletons, trap doors, switches, transporters, and fireballs. Before you get down the stairs to

the start of this level, make sure you're triggered up to the level with your own monster's 'spells' - you'll control most of them!

The first thing you'll notice when you step out into this space is a slide. Look round and you'll see a trap door has appeared behind you, cutting off any retreat. But don't panic, just walk off the PP you're standing on, and step back onto it. The trap door disappears and you

TRAP SELECTION

This is very important. Try to make a good selection from what you need to use, and make sure those (magic-powered). When buying the game choose the required option which gives you back when characters get to the water when they die. In fact you get two experienced, golden monsters. This gives you all the best required skills, but leaves the character's (in water, monster etc.) it will take a while to get back to the same level of skills, but when you do they will be stronger.

MONSTERS

Dungeon Master is really jam packed with monsters, some of which are easy to kill, some hard. A good way to get rid of difficult monsters is to use them to the monster's advantage (don't get me wrong, it can take a while to get them through automatically, you'll see a lot of skill against them). Remember the game only has the first monster, though as with most of the monsters, they can be used over and over.

Woods are a class. Get into the habit of doing this whenever you enter level 2, before you, please, don't wait while you figure out the PP's looking for a way out.

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Play Masters

(1) Here here's a small corridor with a trap in the wall. It can't have escaped your notice that, every so often, a fireball seems to hit past your nose, but from around the wall, although this may look like your standard corridor with a chest at the end, note a closer look at the end wall.



▲ The writing on the wall.

These two tiny holes are the source of the fireballs which keep coming off onto the dungeon. Here get out of these holes can get you for 100 damage points each.

(2) At the start of the "Fireball" corridor, there's a switch on the wall. This opens up an alcove in the wall adjacent to the switch. On one of the walls of the alcove is a green gem.

Still wondering about these transparent? Well perhaps they're not there for your benefit at all. There are objects into one and see what happens. Yep, a gate flows round a corner, and that's precisely what happens to our friends the fireballs.

The dotted line on the map is the path each fireball takes as it travels back and forth across the map, being collected by 100 dragons either to the left or right, each time it hits a transparent.

Here's where the green gem comes in, because it'll switch off all the transparents. Now the fireballs come out the holes and shoot along the corridor but, with no transparent to turn them to the right, they explode helplessly against the wall.



(3) The way out to level 1.

GENERAL NOTE

(a) Whenever one of your party takes a full supply of Mana,



▲ "Challenge me if you dare".

How can you escape spells that you might find useful?

THE "DUNGEON MASTER" SPELLBOOK

Attack Spells	1. Poison Cloud 2. Ghost Killer 3. Fireball 4. Lightning 5. Cast a cloud of poison 6. Poison Bomb 7. Shield Spell	Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10
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Partials	10. Healing 11. Healing 12. Healing 13. Healing 14. Healing 15. Healing 16. Healing 17. Healing 18. Healing 19. Healing 20. Healing	Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10
General	21. Open Door 22. Light Spell 23. Light Spell 24. Light Spell 25. Light Spell 26. Light Spell 27. Light Spell 28. Light Spell 29. Light Spell 30. Light Spell	Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10 Costs 10

NOTE: These spells increase the effect of spells. As a result, you can get a lot of temporary spells.

use some, either to make a potion, or cast a light spell, even if you don't need it.

(b) Still on the subject of potions, always there is a full complement of potions ready made for that old emergency that is inevitably brought round the next corner.

(c) Don't be in a hurry to use weapons with special powers.

(d) Be patient when in combat. Retreat, spell some potions, and try again.

(e) Don't eat or drink when the relevant spell is on the table. Maximum, unless you're standing by a water fountain. Food can get pretty scarce later in the game.

(f) Don't be stopped by closed doors with no keyhole or other message that you cannot pass etc. Please, please, you can simply chop a door or cut an open door spell.

SCREEN BY SCREEN

These screens a time when more life are not good enough, and you need to see exactly what is to do and where. Which is why every screen will be providing handy visual hints for all those sticky spots in the later levels.

These screens a time when more life are not good enough, and you need to see exactly what is to do and where. Which is why every screen will be providing handy visual hints for all those sticky spots in the later levels.



The Marsh Island here, hold down the fire button and simply jump across this and the next screen with ease...



To get back: Stand here, press the fire button and jump across the two screens...



The Stream. Stand here, press the fire button and jump across...



The Dragon. Stand here and throw a smoke bomb to put the beast to sleep...

Play Masters Winner Stays On

The entries were sorted, the challengers selected... it was time for the first ever C + VG Winner Stays On contest! Who won? Who lost? Who did embarrassingly badly? Read on to find out...



▲ *Kevin Matthews, Alex Garrod, Johny Williams and David Adams play their favourite...*

C + VG winners. With everything basic, follow Page 14 for the roll call to the 1987 Street style, and introductions everyone to the games. The final list is Arkadium, Arranger of Debris (64), Target (Spectacular), Sidekick (Amiga) and Super Mario Brothers on the Nintendo.

11.30pm: The practice session begins, giving everyone a chance to get familiar with the games and machines. Justin Forwards immediately racks up a score on Sidekick! It took a while, but he was there, (friends) and (strategies) are formed, and Super Mario Bros. proves a more with the younger.

8.30am: The first of the C + VG crew arrive. Many of the entries, then while doing to reaching the day's events, 10.00am: Neil White, the first of our contestants, arrives all the way from Edinburgh having taken the overnight train. Claiming high scores 'as long as your efforts', he unfortunately had to put up with a boring wait until his rivals arrived. Can't be the first in the games yet to make



▲ *The day had changed in Justin's opinion, but not the other way around.*

SCORE CARD

	Arkadium	Arranger of Debris	Sidekick	Super Mario Bros.	Total
BEN PAGE , 17-year-old Sogo owner from Northampton	5	8	8	8	29
FORWARD WOOD , 17-year-old ST owner from Folkestone, Kent	10	1	10	7	28
BALPY MANSOUR , 18-year-old Spectrum owner from Kidgewell, Middlesex	7	4	4	9	24
AMBERY COLEMAN , 14-year-old ST owner from Peterborough	2	6	8	4	20
ALEX GARROD , 11-year-old Spectrum owner from Bournemouth	5	8	1	2	16
STENT LEE , 17-year-old C&G owner from Cuddford, Surrey	5	7	2	1	15
J. STEIN FOWERS , 16-year-old ST owner from Coventry	8	9	9	8	34
NIR, WHITE , 16-year-old C&G owner from Folkestone	1	10	8	0	21
TERY RICHARD , 17-year-old C&G owner from Leeds	4	3	2	10	19
JOHN GRANT , 12-year-old Arsenal owner from North London	5	8	7	5	25

in as fast as possible they all had to have the same time to practice.

11.00am: It becomes pretty clear that all is not well with our two Atari STs, as which we had been hoping to play one of our favourite racing games, *Double Day*. Reluctantly we scrap it, leaving only the 64, Amiga, Nintendo and Spectrum in the contest. We had already decided the proposed strategy games weren't on, since to give everyone a decent shot on them would take all weekend.

11.30am: The challengers begin to arrive, surprisingly only one (HE, Body gets hopefully lost on the way to the notoriously hard to find

contestants. You can tell the ones that really fancy themselves, they've brought their own joystick! 1.00 pm: We break for lunch to the pub next door. Johnathan Wood from Folkestone, just south of London, and Coventry's Justin Forwards sit on opposite sides of the pub and trade insults. The eleven money is beginning to write on their own... but it's anybody's game.

2.45 pm: The challenge proper begins more or less on schedule, with various rules and data taped in to refer down scores and keep things moving. Immediately Justin racks up 128,400 on Sidekick despite it being slightly being much on a higher setting than was intended, but he is soon

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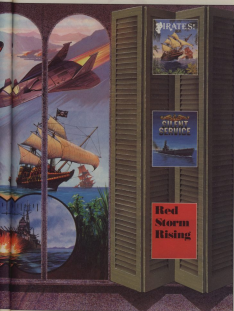
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Handwritten Evidence

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[illegible]

Magnetic Scrolls has broken the mould of its first three adventures, with an entirely different type of scenario. **Keith Campbell** went along to Chapel Court to find out all about it.

Magnetic Scrolls has gone up in the world, as I discovered after plotting all the way to the top of the building. With more staff, and more computers, their previous offices became too small for comfort and efficiency, so they hired bigger premises upstairs.

Equipped with running water! The bloody landlord went on building for a month the day it started raining!! I found Anita Sinclair as we carefully skirted round the burst in the floor cackling the drip, the new offices are extremely spacious, and people no longer have to work in cramped conditions.

One thing that hasn't changed is the coffee. It's obligatory - the visitor, as well as the staff, is never without one. I'll reveal that it is the staff that all **Magnetic Scrolls** games are made of - perhaps one day they will get around to administering it intravenously.

Anita phoned two mourning wags of the staff

on the desk as I sat down, with Bob Rogers to have a first look at his new game.

Bob, you may remember, was the author of *The Jews*, but a story further removed from the land of Enkoma in difficult to imagine. This time, Bob has spun a tale of deceit and intrigue, in the more mundane setting of a doctor's office in the City.

But what goes on there is not so mundane. "There's no way anyone will be able to play through this and complete it on the first time round," explained Bob.

This is because you discover different information according to which way you play things. The more you leave, the better idea you get of how to play it the next time around.

Bob is very pleased with his creation, which posed more problems than usual for Hugh the parser. But he agrees that it may not be everybody's cup of tea. Time will tell. Meanwhile, let's have a look at the game itself. . .

Corruption

■ SUPPLIER:
MAGNETIC SCROLLS
■ BACKGROUND: ATARI (UK)
■ MEDIA: IBM PC, OTHER
■ VERSIONS TO FOLLOW:
■ PRICE: £24.95
■ REVIEWER: KEITH

There is something quite different about *Corruption* from all previous **Magnetic Scrolls'** adventures. It is not humorous (although it is not without humour) and it is set in the real world of high finance. But its main difference stems from the fact that it is a mystery story, and to complete it you must observe and interact with many of the characters in it, rather than solving object-manipulation puzzles.

Recently promoted to the management of Rogers and Rogers, you arrive at your office prompt at nine o'clock on a Monday morning, to be greeted by your senior partner, David Rogers. Somewhat miffed by the sloppiness of your new office, you start to settle in

by finding your way about the place.

In an adjoining office sits Margaret, your secretary, at her typewriter.

Along the corridor is the office of William Hughes, the firm's lawyer, whilst your partner's office is downstairs, directly below your own.

The toilets in the place



1. You need somewhere to spend all night.

OPERATING THEATRE

By LEAM



In progress. The corridor continues southward and your ward is back to the east. There is a bed here. **Examine bed.**

1. Corruption proves how out there the world of high finance is!

hardly comply with the Shops and Offices acts, and the sale of the worst brass fittings might well pay for a complete refurbishment.

With your promotion came a BMW. It's a fine sight, does there is the basement car park - but not as fine as the Porsche parked next to it. Still, after a few years in this job, maybe?

Back at your desk, with little to do on your first day, you are fully thinking of the celebratory lunch you have booked with your wife at the nearby Le Minceur, when out of the blue, a hand is clapped on your shoulder and you're nicked! Before you've had time to think, you're up on a charge of insider dealing, with an incredible amount of evidence against you, and you're set for a lengthy stretch.

Knowing (of course) that you didn't do it, you resist

ption



the game, and set about discovering how you are being framed, in order to prevent it. The best way to do this is to play through a number of times, observing the movements of the characters. There are about thirty characters in all, and you can interact with about fifteen of them.

Where does David go

nothingness? So many times I wanted to ask WHI, and couldn't, that I felt like screaming like **ARE MARGARET WHO SHE WENT FOR A MEAL AT 11.00.** Overall, the game has very much the same feel as the Infocom mysteries, like *Suspect*, although I found this plot to be far more interesting.

Another limitation of a mystery game, is what I can tell you about it! I could mention that I got up to in the Police Station - but I won't! I'd like to tell you what I did after I came out of hospital, but I can't, for I haven't - yet!

Corruption, thankfully, isn't played in real time, but each move takes one minute, and certain things happen at set times, every time you pay. It's quite important to be in the right place when something important is happening, so that it doesn't go on behind you back. And when you have it sorted out, you are

going to have to be really mean and unscrupulous to clear your name - so I'm told!

An adventure set in offices in the city, doesn't sound particularly exciting graphically, yet Magnetic Scrolls has made it so. Since the game revolves around people, it is people who feature heavily in the pictures, and the artists have done a terrific job, producing pictures every bit as good as those in *Nacht*, but quite different.

With the package you will get a map to help you find your way around. Don't be deceived by it - there's more places you can go than you are led to believe! You will also get a cassette. Don't try to insert it into your disk drive, nor load it into your computer with a cassette player! It is an audio tape, containing a conversation relating to the frame up.

If you haven't got a suitable device in which to play it, Scrolls will happily

exchange it for a typed transcript.

Here is a game that Magnetic Scrolls is not asking people to rush out and buy. They recognise that it is a completely different genre from their previous titles, and, whilst they hope their fans will like it, would prefer them to read reviews and think carefully whether or not it is their type of adventure before deciding. They feel some people could end up disappointed, which is the last thing they want.

So there you have it. If you like the sound of *Corruption* it should give you hours of enjoyable frustration. On the other hand, if you prefer more jolly and cryptic puzzles, you'll have to wait for their next title, *Flash*, coming very soon!

► VOCABULARY	8
► ATMOSPHERE	9
► PERSONAL	9
► VALUE	9



Corruption

when he dashes off in his car? What goes on at the meeting behind locked doors in the lawyer's office?

Is the tramp in the park up to no good? And that charming lady - fancy, she goes in and out of offices, and up and down corridors, but never seems to actually do anything. She couldn't be spying on you, could she?

Here is a mystery that is exciting to solve, but, clearly as the interaction with the characters in it is implemented, the limitations of such a format show. It would, of course, be quite impossible to expect a wide range of ordinary conversations to be held with characters in any adventures, and in this one, the usual Magnetic Scrolls format of NAME, OFFICE, is missing. You are limited to ASK or TELL character ABOUT



Corruption

building can be reached by using the lift or going up a flight of stairs. There is a BMW, a Volvo and a Porsche here. Awaiting BMW.

▲ Well... it was only a company car, after all.

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Shadowgate

◆ **SUPPLIER:**
HERZOGSTUHM
SIMULATIONS
◆ **MACHINES:** ATARI ST,
PC/XT, JA, MS
◆ **DEVELOPER:** BETH
GAMMELL

Ever been for a ride on a ghost train? Of course you have! Well Shadowgate in some ways mimicked me - of when I was a kid, and used to be scared silly by all the monsters that suddenly appeared stretching in front of me as my track rattled around in the darkness! Mind you, I never got killed riding a ghost train!

The game is played almost entirely by mouse, in the same way as Delta Vn - in fact it is from the same people. But I played Delta Vn on a bit, and the format is infinitely more playable on an ST, making full use of the window facilities built into the GEM operating system.

Centre screen is a square picture window, displaying the current location. Below is a text window, in which a commentary of the action is displayed. Above is a command verb window, displaying a relatively small number of verbs. To each side is an area of background, upon which are placed a number of smaller windows for inventory, Help, and Exits. The inventory window can be dragged around and placed wherever you like; it can be resized, and scrolled when it contains more than is displayed. If you open a container, another window opens, to display its contents.

To GEM an object, you simply place the cursor arrow over the object in question, and drag it into the inventory window. Dropping something is the reverse. A command is entered by selecting one of the verb icons above the picture, although for the most common of these, there

are short cuts. Double clicking on something will usually EXAMINE it, double clicking on an exit will first open it, and then take you through.

The only time you need to touch the keyboard is when you select the SPEAK icon. At this point, a large window opens with a line in which you can type what you wish to say, and then you can click on the OK icon.

That then is the method of operating the game, and very slick it is too, that what makes the game so highly entertaining is the superb use made of animation

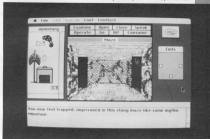
prevention of lighting another. This is done by taking one off the wall in the hallway, and selecting the TORCH icon, then clicking on the lit torch followed by the unlit torch. Hey presto - another lit torch! Not much of a problem, but it forces you to become used to operating the icon system at the outset.

There are two doors in the hall that look inviting - but finding the key to unlock them I will leave for you to

into - and it is essential to check every exit out. Some lead to ordinary pits, which, believe me, are far more painful than the bottomless variety!

As you move around and poke your nose into things, be sure to have the sound turned well up, and be ready for shocks! Try opening the first sarcophagus on the left, in the pillared hall, for example! And stand well back as you try to smash things in the hall of mirrors!

Shadowgate comes on two disks. It will, of course, run on one drive systems, but if you have two, put one disk



▲ Shadowgate - great entertainment if you like graphic adventures.

within the picture area, and the sound effects that go with it.

You start off outside the door of a dungeon, which reveals as you open it. You soon find yourself in an arched hall. A pair of eyes look down on you, and a mocking laugh greets you. The torch you are carrying soon dies - and you wish it, unless you have taken the

figure out. Onward, then, through a passage until you reach a stone corridor with three doors. Where to go next? An adventure of exploration of the unknown, full of danger and excitement, follows.

It pays to look around very carefully, and to save the game at frequent intervals, for there are plenty of sudden death traps to fall

in each and it will save swapping, direct entertainment, with surprises and puzzles all along the way!

► VOCABULARY	N/A
► ATMOSPHERE	9
► PERSONAL	10
► VALUE	9
► OVERALL	9

Time and Magik

► SUPPLIER:
MAGIKS INC., LEVEL 9,
► MACHINES: IBM PC, AMSTRAD 486,
AT&T 486, IBM PC, AMSTRAD 486,
CPC 4.10S, AMSTRAD PCW,
APPLE II, AT&T 386 OR
386XL, IBM MANTON OR
1088, COMMODORE 44, 484,
1085, SPECTRUM 486 AND
1084, COMMODORE 64,
AMSTRAD-CPC, MAX, AT&T
386 OR 386XL.
► PRICES: £24.95.
► DISTRIBUTOR: KITH
CAMBRIDGE.

Time and Magik, at one time under contract to be published by Rainbird, has now been released by the new Mandarin Software, following a reportedly acrimonious parting of the ways between Level 9 and Rainbird.

The package is a revamped version of three of Level 9's earlier games, *Lords of*

Time, *Red Moon*, and *Price of Magik*. Of those, *Lords of Time* is something of a classic, dating back to the days when Level 9 produced level-only adventures. *Red Moon* won the C+ VU Golden Joystick for best adventure of 1985.

Now, all of three games have been given a facelift, with enhanced text and game features. The ST version, for example, has a facility for changing text size, for added legibility when using a TV in feature-1 format almost essential a picture cache, to avoid unnecessary disk loads, and fast command edit.

Unfortunately, with no mention in the manual of how to bring back the previous command into the

input field, I was unable to use this feature, despite experimenting with many combinations of keys.

On the ST, the new features such as text sizing,

ways to remove and polish my specs — they still give the impression they are being viewed through an oblique-glass window. On a 64-pin colour monitor,



▲ *Lords of Time*



▲ *Price of Magik*



▲ *Price of Magik*

can be used with existing copies of *Knights Ore*, by copying bits of both onto one disk.

All three games now have graphics on disk versions, and the old graphics of *Red Moon* and *Price of Magik* have been replaced with 'real' pictures. However, on the ST, I could not help comparing a thatched cottage in *Lords of Time*, with a similar thatched cottage in *Nether* — and *Nether* won hands down.

The Level 9 graphics are far better than they used to be, but I had the constant thought, they are much crisper.

I dug out my original BBC copy of *Lords of Time*, and

during the six or seven minutes it took to load, I nostalgically listened to the music coming from the Heath's speaker, once a feature of Level 9's BBC cassette. I played both versions of the game side by side for a while, and came to the conclusion that since the basic adventure had not been altered, the additional text was irrelevant, and time-wasting, and the multi-word phrase redundant. After all, if the puzzle are two word puzzles, why waste around typing whole sent ences?

Time and Magik comes in a slide-out box, complete with 20 page manual which includes three short stories.



▲ *Lords of Time*

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ATARI 800XL for sale, 2 tape rec's, 1550 Drive, Disk software, disk drive, printer, disk box, all working order. £200. Tel: 0484 715884. After 5pm.

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THE AXE MAN COMETH

There are three levels to explore and conquer before, if you are extremely lucky and skillful, the final confrontation with Drax.

Each level is magical and each contains two objects to be collected which will be needed later on in the game. There are three levels, the wastelands, a fiery, hostile landscape of volcanoes, and circling raucous, the caverns, where peril lurks at every turn, and the dark, dark, deadly dangerous dungeons of Drax. Populating these three levels are 25 of the most unfathomably fantastic, head-biting, teeth-tearing, clawing-killing beasts you never want to meet on a dark night.

For instance, there's a repulsive thing which looks like a mugger with claws, a Roaring cobra-like creature with a flicking spiky tail, and a huge, pot-bellied giant.

Hitting these creatures with axe and sword produces a noxious spray from their bodies and, if you managed to hit the pot-bellied giant in the right place, his heart is ripped gurgling from his chest. Gruesome, eh?

Remember the cute green creature from the first game, who saves the princess and

And once more the brave warrior, mighty of muscle and quick of brain, prepares to do battle with the evil wizard and his monstrous hordes of hideous creatures. So come, brave ones, and steel yourself for *Barbarian II: The Dungeons of Drax*. C+VG's Deputy Editor Paul Boughnien, armed with only pen and notebook, ventures into the dark, dark dungeons.

Without doubt Palace Software's *Barbarian* — the Ultimate Warrior in one of the most brilliantly playable hack and slash games ever released.

It's famous head-chopping action caused a storm of controversy, leading it to being banned in Germany. The use of Page 3 beauty Maria Whittaker on the cassette cover outraged many others.

Well, it's time to be outraged and shocked again. *Barbarian II: The Dungeons of Drax* is coming your way. It features all the same ingredients — and so much

more. So be prepared to be shocked, outraged but, above all, be prepared for a brilliant, addictive and hugely playable game.

Too many sequels to successful games are just a basic rehash of ideas. But not *Barbarian II*. It's bigger and better. It also contains some really funny touches. And, as in common with the vast majority of Palace's games, it's a quality product in all departments — concept, programming, sound and graphics.

Remember in the first *Barbarian* game you had to rescue the beautiful Princess

Marina from the evil wizard Drax? Well in *Barbarian II* the passive Princess has got tough, strapped on a broadsword and joined the big, beefy Barbarian to turn Drax down.

At the start of the game you get the choice of playing the Barbarian character, armed with an axe, all the sword-slaying Princess

or *Can that axe ready?*



or *The Barbarian is back!*



drags the body of the slain barbarian away! Well he's back... Only this time he's got an axe and he knows how to use it.

Watch out for the girls in the dungeons. You have to jump over them but make sure your timing is right. Make a winning move a terrible whipsnout from the depths and circles your lady and drags you into the jaws of a hideous creature. He even spits your skull out afterwards.

Well, if you survive all this, it's onto the confrontation of Deas. I'd love to tell you what happens but I can't. I've been sworn to secrecy. But it's suitably clever and funny.

Know how this marvelous *Barbarian* is created.

STAGE ONE

Palace's Steve Brown, the man behind the *Barbarian* game, came up with the concept. And produced a rough sketch of how he wanted the poster to look.

Commercial artist Lee Goldstein was then brought in to work on the project. He produced another rough for the poster which Palace enjoyed.

STAGE TWO

Lee started work on producing the monster.



Steve Brown - the brains (P) behind *Barbarian*.

Mike lige Wyll.

The fantasy is almost complete.



You'd almost believe it was real... as the smoky breath coming from the monster's nostrils.

THE POSTER

Warren's mutant monster is at least 30 feet long and weighing 25 tons to pose with *Barbarian* Whitman and Page a beauty Maria Whitman.

Now you may think it's impossible to find such a one-of-a-kind monster to promote your sure-fire number-one game. But take a look at last month's C+VG/Palace *Barbarian* II poster. The barbarian and Maria pose defiantly over the slain body of such a monster. Impressive, isn't it? Of Mr. Muscles and Mrs. Whitman are flesh and blood. But what about the monster? Of course, it's a clever photographic trick, combined with a lot of model-making.

And as C+VG will be featuring an even more impressive monster montage on next month's cover, we thought you would like to

Believe it or not, it's made just from plastocine. It's around 18 inches long. It took Lee around 30 hours to make.

STAGE THREE

The photographic session involving the barbarian - Mike Van Wyll - and Maria Whitman took place. Great care is taken to get the models in the correct poses which will appear on the finished poster.

The milk crates and paint pots are used to help get the right positions and, of course, they never appear in the finished work.

STAGE FOUR

The monster model was then photographed with great care and attention being made to perspective and lighting.

STAGE FIVE

The three photographs - that of the barbarian, Maria

and monster are then combined in a photomontage. A large print is then produced of the result.

STAGE SIX

Lee Goldstein then retouches the photograph, hiding joints, painting out any milk crates that can be seen, adding a background and effects such

STAGE SEVEN

The retouched photograph is then photographed again and, as you can see, the finished product is very effective.

From start to finish, there are about four weeks work needed to produce the poster.

Don't miss C+VG next month which features a fantastic *Barbarian* showcase on its cover plus an exclusive review.

BARBARIAN OFFER

Barbarian II: The Dungeons of Doom will be a sure-fire hit. And thanks to our Palace pals, readers can get it off the press of *Barbarian* by keeping the token published on this page together with the one we'll be printing next month.

The full price of *Barbarian* is £16.95 (R 16.95 in paperback, £16.95 in hardcover), £14.95 (R 14.95 in paperback, £14.95 in hardcover). So you'll get it off these prices.

All you have to do is collect the two tokens, worth a total of £1, and send either a cheque or postal order to Palace Software, The Old Forge, 7 Colchester Road, N1 102B.

Palace say no cheques will be cashed and the particular version of the game requested has been officially selected. But be warned: individual tokens may not be released at the same time. So you may have to wait.

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6. 1001 Questions	£4.95	21. 1001 Questions	£4.95	36. 1001 Questions	£4.95
7. 1001 Questions	£4.95	22. 1001 Questions	£4.95	37. 1001 Questions	£4.95
8. 1001 Questions	£4.95	23. 1001 Questions	£4.95	38. 1001 Questions	£4.95
9. 1001 Questions	£4.95	24. 1001 Questions	£4.95	39. 1001 Questions	£4.95
10. 1001 Questions	£4.95	25. 1001 Questions	£4.95	40. 1001 Questions	£4.95
11. 1001 Questions	£4.95	26. 1001 Questions	£4.95	41. 1001 Questions	£4.95
12. 1001 Questions	£4.95	27. 1001 Questions	£4.95	42. 1001 Questions	£4.95
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Graphic: Caplan / Wilson Ltd.

ARCADE

Arcade Action takes to the skies this month with **Chopper 1** — the game we think will make the best conversion to home computer since *Duke Bark*.

Clare Edgley also reports on Data East's new **Dragon Ninja** and Capcom's driving game **F1 Dream** — or is it a nightmare?

CHOPPER 1

If you'd thought you'd seen the last of *Chopper 1* from the disk games, you better get your flying goggles back on again and take off with *Chopper 1*.

It's hard to imagine that a game of this type has much more to offer — but *Chopper 1* is full of surprises and on awful lot of blasting action, too.

The game begins with a display of your airframe from which you are informed that you must take off on an emergency mission (what exactly the emergency is, is not explained in any detail) and that the cities require with several helicopters flying with from the base.

The game is presented by a bird's eye view of your chopper and the incoming helicopters and tanks on the ground. The first offensive involves small groups of helicopters flying formation towards you and this generally doesn't cause too much of a

problem — unless of course they disappear off the bottom of the screen only to reappear back onto the screen right into the back of your gunship.

The tank's tend to be more of a problem to knock out. They are stationed in groups and move along railway tracks in an effort to get you in their sights.

Some tanks fire inside cover or huge boundaries that line the route your chopper is taking. It's not unusual for one to come out while your being blasting some



helicopters and fill your ship full of molten. The boundaries themselves are as much a help as a hindrance. They often provide a place to hide behind when the action gets a little too hot to handle, but it's all too easy to get trapped into a corner and have your ship crushed in place.

As you progress through the game very large helicopters appear from the bottom of the screen. These monsters require quite a few shots to take them out, but once you managed to bring it down you can use up some power on symbols which improve your firepower and add fuel saving shields to your inventory.

Even the best scoring players are little difference against the category which they set at your chopper's scoring abilities. The only option here is to dodge the tanks and try to get a shot at the

ground based category.

Against all the overwhelming forces that face you, you do have one trick up your sleeve — the alt-fire!

When things are looking very bleak, the airframe is only the path a better story. Yes, that's right, just press the "power" button and a whole episode of lighter planes is up over your chopper.



destroying everything on the screen. The problem is you can only call in your airforce buddies three times, after that it's a solo mission.

At the end of the first level you begin to start flying over water while attempting to avoid the gun emplacements positioned on the top of little islands as well as the deluged choppers that hunt you from all directions.

Once this section is complete you come to a large explosion at the end of the first level. The only way to describe this explosion is that it's like a huge rocket that you're landing and fires huge bolts of flame at you.

This is where all that time on the machine pays off but that it's almost impossible to keep out of the way of the flame.

Unfortunately there was to be as this particular mission result can although I did get some medals in the awards get into the second level. This one requires a lot of skill maneuvering as you must fly down narrow corridors and make almost impossible right angled turns just to keep out the way of the buildings.

Chopper 1 is one of the most interesting shoot 'em ups I've seen in the arcades for some time. It's got loads of action, is challenging and has some excellent graphics and animation.



DRAGON NINJA

Here's your chance to get the best of a real machine with a huge money score and a punch and kick which will annihilate even the most sturdy boss.

Dragon Ninja from Data East is the game you should be playing and, though it's another Street Fighter/Double Dragon/rythmic beatstick, it's something on action packed battle — fast paced with strange sticking from every direction.

You don't relax a minute as you land your punches — it's much more fun on the new given game — while down it mean heading side street. Suddenly the mad mad ninjas keep on to attack. For seconds it looks like you'll be overwhelmed and then the hidden fury fly into action. The



E ACTION



heads collapse in the ground unattended as your fingers fly over the joystick and kick buttons.

There's not much skill called for in *Dragon Fists*—not unlike *Street Fighter* where you have to remember all the corner psychokickers, bottom punches. In a way though, this is just on top of the more, same more from instant and the sound as to punch connects is highly satisfying.

Throughout this horizontally scrolling beat 'em up, you'll notice that much as you're able into two levels. A flick of the joystick and you can collapse onto a wall to take on more stages. With two players you can reach parallel action, and both have the benefit of trading out much quantities of the enemy.

The enemy come mostly dressed in blue, though the odd red coat and grey don't like checking snipe operation. These

should be tagged with accuracy, as should flaming mines. For no apparent reason a perfectly innocent looking blue bubble will burst into flames and run hounding at you, so double hoping in danger you are for being good. The fire can be put out with a well aimed kick and then when he's more vulnerable you can get down to the business of putting him out of action.

Flaming windings and skin tight leotards mark the arrival of the ninjas. These deadly flame bodies always have to jump and do not paralyze when kicked off screen. Other colorful characters make an evening between and mushrooms, and if you're quick you can wipe these out and then against the enemy.

Springs of mine placed underfoot are agony when they start to glow red and quickly put you off your footing. A well aimed ground kick disarms them, though this is not as simple as it sounds. When you're trapped in a mine area and fighting off hordes of evil mutants, the last thing you have time for is to deal with the mines.

The graphics are huge. Fast moving sprites of expanding clarity and reality almost has been incorporated into the colorful background scenery. Sprays of pain, the satisfying thud as bone meets flesh and the body of killer dogs all fit the same in a tremendously exciting game. And, of course, the continue play facility helps no end when it comes to saving 'just another level'.

As a game like this is complete without the big, bad monster falling from the end of each level, and *Dragon Fists* no exception. However, it takes two players and a hell of a lot of 10 punches to defeat each deadly foe, and as the end when arms are lifted high in the universal sign of victory, you really feel as if you've won a major battle.

As a beat 'em up I'd recommend *Dragon Fists* as much for the game play as the quality of graphics. Granted there are lots of them around, but this is one of the better ones.

F1 DREAM

F1 Dream may be Capcom's idea of a dream but it's certainly not mine.

In fact it's more like about's dreamlike Superquint as a 'grand' scale, the track unfolding as you leave round but still retaining the same aerial viewpoint.

To start you're given the option of four Formula 1 circuits to choose from, ranging from

gold and set off up the track in the main hope of catching them. In fact, by the end of third turning I had managed to 'win' just a couple of cars with a huge sigh of relief. It didn't last long though. They fight dirty on the circuit and will bump you off under the wing or into a spin without a second thought as they they can regain their place.

At some point round the circuit — you have to race it twice within a time limit to get to



start way to start a convolution. And then there's a choice of car — with or without turbo charger. Whether it was a turbo machine or not, I found that the car minus turbo hobbled round the track marginally faster than the one with turbo(s).

Mean then you've made those desperate choices, the race begins — or does it? Nope. You've got to qualify for grid position in an initial run. So wait for the light to turn green, gooo, your joystick in one hand and push down on the turbo button with the other. And then you're off, meandering round the track desperately hoping the car will pick up speed. He wants how many times I played this game, I couldn't get a higher grid position than seventh place. And that's out of a total of eight.

First for the race and this time there's no other cars involved on wall. Green goes, the light and they whizz out of sight while you crawl off the



the chequered flag — a little more loops onto the track before all over race. Each time, by sheer luck, I ended him. He'll end, I suppose, nearly as time points are awarded.

One thing I found highly amusing in the list of drivers you're up against, complete with their digitized mug shots — A. Sarno, M. Mansel, H. Pato and Kassarova. Remagine the moment I wonder what Sarno, Piquet and Mansel think!

For AS racing simulation *F1 Dream* leaves me totally cold. It soon turns to racing game with an aerial viewpoint, play Superquint.

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to your power more on and more
power for bobsled you'll
slide speeds of 70 mph
as you travel towards
gold and a place in
the arena (bobsled)



Luge - Having
as much of a winter mountain
Luge, please, but that's a sled for bobsled only
designed to speed slide you'll see every bobsled
in your body to make the most of each straight and
curve (bobsled)



News

• This is not really my area but a little bird has whispered in my ear that a follow up to Afterburner is due for release soon (titled Afterburner 2, surprise! heh!).

• For those of you who love to do games there is a store in town!

Sega is releasing a series of games in Japan. The games featured are *Master Blaster*, *Afterburner*, *Space Warrior*, *Quinn* and *Super Hong On*. They all come in extra large video-style boxes and have 132 pieces.

• Sega owners can look forward to third party support for their machines. A Japanese company called Seta has converted a Taito game to the Sega. It also utilizes the FM sound unit.

Those *Shinobi* fans among you will be pleased to hear that it has been converted to the Sega and looks very good.

• R-Type 2 is due for release this month as is a Taito game



▲ Top shotopper: *Legend of Zelda*

for the PC Engine. I will keep you posted on this mindblowing machine.

• You should soon see the new range of Nintendo games to hit the UK. The new titles are *Punchout*, *Legend of Zelda*, *Pro-Ais*, *Metroid* and *Pro-Wrestling*. Prices are around thirty pounds.

Other Nintendo goodies released in Japan include *Kono Owaru*, *Vigilante* and *Black Tiger*.



▲ Types videos up in shops.

Mean Machines

As Nintendo prepares for its Autumn onslaught, with wider availability of the systems and games, Tony Tokoushi gives his Mean Machines column a Spring clean in readiness. We have better screen shots, captions, and a scoring system for games. Watch out soon for some excellent maps and hints and tips.

Tips

FANTASY ZONE

Buy off the engine parts (big wings, jet engines, rocket engines) and the weapons you have will not run out.

QUARTET

There are secret bonus screens on levels 2, 3 and 4. On level 2 kill the monster, get the key and the vice. Go through the warp door and through it again. Level 3: kill the monster, get the key. Go through the warp door and shoot the part at the top of the screen ten times and go back through the warp door.

Level 4: kill the monster, get the key, then move to the middle of the level and shoot the shell and get the pole-ball. Go back through the warp door at the left side of the level.

MY HERO

At the end of Round One, move slowly until buildings appear, the back, tripping the first three dogs and jimping the last. Turn around to end an and trip it from behind. You get an extra life and can keep doing it (also if you only use high kicks on the boss you get two extra lives instead of one).

Metroid

Metroid - This is an absolute blockbuster of a game. You have to destroy the Metroid which is situated in a planet's control base sector. To get there you have to cross three sections, Roky Zone, Fire Zone and the Control Base itself. Your character moves across scrolling horizons (left, right and vertically) shooting at oranged thirty shooting aliens, collecting energy where only is left after shooting an alien.

The game ends when your energy hits zero but you can collect special tanks which allow you to store more than is displayed on the ordinary energy gauges.

There are plenty of little touches like hidden weapons: you can collect long beams,

power beams, high jumping boots, bombs, missiles and special shielding properties so you are less vulnerable to attack.

You can also roll up into a little ball to get through tight gaps in the walls (nice one).



▲ Metroid - old platform adventures.

There is just so much which has been **ABSOLUTELY PACKED** into this game. You can enter the level you left on

game over by entering a special code at game start and believe me you will need this as you will not be completing this game in one sitting.

Again this game is hugely playable and is very gratifying to play. I really do think Nintendo is a match for Sega if it can continue producing software of such high standards. Watch this space for further Nintendo releases next month.

You can increase your car's performance by collecting turbo, trigger tyres, missiles, bombs and a more powerful engine. The hazards are plentiful: potholes, oil slicks, pop up traps, skulls and shoes etc. One feature I liked was the zipper patches on the car's, these propel your car forward with a short burst of high speed.



Start where you left off.



There are bonus letters littered around the course (try to collect enough to spell NINTENDO). The game plays very fast indeed.

- METROID 7
- GRAPHICS 7
- SOUND 6
- PLAYABILITY 8
- OVERALL 7

Rad Racer

Rad Racer - This is a purebred car racing game, the emphasis is speed, finesse on the brake and gutsy reflex. You have to journey through eight stages to the goal and each terrain offers a different challenge. You can accelerate using the A button but have to use the Turbo-boost to stand any chance of completing the course. There are three lanes to choose from while driving and good spot effects.

As you progress through the stages different cars enter the race and the tracks include San Francisco, Rocky Mountains and Athens as backdrops.

The hazards to watch out for are road dips, steep banks and cars that just love to roll across in front of you! 3-D glasses that come with the package and you can flip

to the 3-D mode by pressing the select button during play. It is fairly convincing but again depends on your perception as to how effective the image is.

I really do love this game, aside of Victory Run on the PC I think THIS IS THE DRIVING GAME TO PLAY. It is mindbogglingly playable and has many stages to complete, the graphics are a bit on the simple side but the races are excellent. There are road dips and very little flicker on the characters, this game will have you coming back for more, it is very exhilarating to play...

- BAD RACER 5
- GRAPHICS 5
- SOUND 6
- PLAYABILITY 5
- OVERALL 7



Rad Racer - Nintendo's answer to OUT RUN.



City skyline lights blaze in the darkness of nightfall.

Pro-Am

Pro-Am is not the greatest fan of Spring-Healy but the quality of this game has won me over. It is by the far the best (as Ultimate to you and me) tennis and just shows that quality in game design and playability.

You have to battle your way through 32 tracks, and to qualify for the next track you have to be in the top three (out of four cars) at the end of each race.

At least the US/Japanese Nintendo games are starting



Pro-Am Race by Rave.



In the steps by August to appear!

I have been keeping a keen eye on the US charts over the last nine months and the titles to hit the UK are the pick of their top ten in that period.

The first titles set for release are Pro Wrestling, Legend of Zelda, Pro-Am, Pinball and Star Wars.

I was amazed to find certain games sitting in the US chart for so long, but having seen the three games reviewed this month I begin to see why.

Some of you may remember my interview with Nintendo boss Bruce Bowry a few months ago and he said that one of the major reasons for the success of the Nintendo is the longevity and playability of the games. He was not kidding!

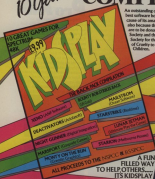
- PRO AM 5
- GRAPHICS 5
- SOUND 5
- PLAYABILITY 5
- OVERALL 5

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Nintendo
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Mailbag

■ Surely I am not the only reader of *Computer + Video Games* to have noticed the total absence of anything on its laughs and memory pages? As a keen and dedicated angler myself, you can imagine my horror when I bought your magazine just last week only to find it completely devoid of articles on what is Britain's number one leisure activity.

Perhaps I'm missing the point but I didn't fight in two world wars and two cup finals for Leeds United to deserve such shabby treatment. So pull yourself together, C + V, don't tell us anglers about, and give the powers what I want.

Justin "Janky Ben" Charlton,
Aldridge Cheshire.

Editor's reply: A-ha! I think I've spotted a speed letter. Well, JC, if you really were the world famous former England and Leeds hero, I'm afraid angler and flat cap expert, you'd know that in the one too dim and distant past there was a game called, if my memory serves me well, Jack Charlton's March Fishing. It was truly awful, possibly the most boring game ever devised. Man needs his regards by the way.

■ Congratulations. I think it's time to give the Golden Turkey award for... well for it... the most useless mag from here to the planet nebula. *Games* is so straightforward and easy you can only get one way. So what is the use of having a mag. *Pointless!*

I love the May pull-out pages. Wow! I never knew Lesley Walker made a motorbike.
Martin Robert Smith,
Tipton,
West Midlands.

Editor's reply: Thanks for the nice things you say about the *Games* mag. Several people have commented that the girl on the motorbike looks a striking resemblance to Lesley, who you may know has left C + V for pastures new. However, just in case she reads this, we officially state it is not Lesley. And in case she doesn't, we also have noticed some resemblance.

■ I would appreciate it very much if you would use this letter to inform the experienced Amiga game programmers out there of a company I have started. T111 software are looking for games programmers that think they can program a game from a professionally designed storyboard.

The company will basically be set into two departments. An IDEAS person, which is me, and two experienced machine code programmers.

So if you'd like to join me, hopefully together we can produce some first-class Amiga software!

Please write to me, enclosing a sample of your work, at the following address:

Richard Cairns
c/o Postnet Mail Centre,
Derham.

Newsletters upon News:
Editor's reply: Okay, Richard, just this once, I hope our Ad manager, Garry Williams doesn't spot it, though, he'll be onto you for full page advert like a flash.

■ My mum hated it, my sister laughed at it, my dad begged me for it and I stuck it on my wall! Thanks for a great *Barbarian* 4 pages.
Craig Fairbridge.

Stockport-on-Tees,
Cheshire.
Editor's reply: Yes we liked it as well. Our thanks go to Pauline Matthews, Maria Whitaker, Mr. Maslin and C + V's Ad manager Garry Williams for posting as the winner.

■ As one of C + V's greatest fans I was thrilled to see the introduction of a regular Fantasy-Role Playing section, to go with the Play-By-Mail. It was great to have a computer mag not dealing totally with computer games like most of the others.

Every issue I have opened the pages of C + V hoping to find my two favourite sections expanded. You can imagine how pleased I was to find the F.R.P. section an extra page in size! But at the expense of one of the P.B.M. pages!

How can Wayne hope to cover everything in enough detail if you shorten his P.B.M. section, which is me, and two experienced machine code programmers on the F.R.P. front, then Wayne runs so much into his few pages is just amazing.

When you read his sections I'm sure you'll find that there is a definite 'stretched' feel to them.

The only cure to this is to expand the sections - I hope you agree.

I know I'm sounding like more F.R.P. and those the computer editors can hear I'm not. I own an Amiga and enjoy trading C + V in its reviews. I just wish there was more F.R.P. Particularly L.V.R.P. as Wayne's write-ups on *Ebenezer* are really hard to read.

Keeping up the great work on *Shah and Doole*, they're great!
Gary Boyke,
Thurston,
Suffolk.

If you've got something to say about the world of computer games, don't keep it to yourself. Write to **Mailbag, Computer + Video Games, Priory Court, 30-32 Farmington Lane, London EC1R 3AA.**

■ **Editor's reply:** We've received quite a few letters asking for the R.P.E. and P.B.M. sections to be expanded - just as we've received letters asking for almost every other section of the magazine to be expanded. Unfortunately, we do not have unlimited space, and we are - and will remain - primarily a computer games magazine.

Sorry, but that's the way it goes.

■ A fair to negative, a letter so small, an R.P. of minor 10, a regular in his own handwriting (in fact, not true). Who could it be? **AMG HHHH!** It's Wayne (Wings and Yobbo National Endowment).

What right has this freak got when his word dictated. His face looks like something out of Lord of the Rings (no offence meant but his word dictated) has no right to be in a computer magazine. Maybe if you put him in a (word dictated) mag, he would go down better. It is rude or maybe? Personally I couldn't tell the difference between it and (word dictated) dictated. Apart from being a pervert, he might be okay. When played does he come from?

I hate Spaceys, computers, STs, Amiga and all other software editors. Personally, I own an Amibrosius. I am also a complete air sales (word dictated).

PS. I also like a bit. David McGibb,
Largo,
Scotland.

Editor's reply: Thanks for your forthright letter, David, and for the charming drawings which accompanied it. The I sense a slight antipathy towards Wayne or do I think you secretly like Play-By-Mail? Anyway, Wayne says he hopes to meet you some. Preferably in a dark alley.

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Out to Lunch

WITH JOHN MINSON & BATMAN

... And this is the story of how I interviewed Batman.

Well, not exactly interviewed him — but for a moment our knees made contact as a photographer snapped us together — Batman smiling the steady smile of the self-confident low-salience — your harassed correspondent wondering if he was ever going to be able to probe the Caped Crusader on topics such as: "How does it feel to be best known for wearing your T-front outside your nightie?"

It was not to be. Like some man-studded Plaza-the-booth, I got later flashes from the camera and had to move on.

But for me, London, I'd first been informed that starry TV superhero Adam West was winging his way east the week before. He was descending Gotham City to promote *Batman* — The Movie, which CBS/Fox video has just released on a budget £9.99 to work in on the Batmania that's sweeping Britain. Holy Publicity Sound!

How I'm all ready to remember the adventures of the Dynamic Duo hitting the bookshelves for the first time, way back in English grammar... Okay, it was 1966 — but I did then watching TV with very early eyes — honest.

Understandably, wasn't the only one. "John, the quiver," said the polite young man from the PR company, "and I'll see if I can be you in..." And so I waited for the Batguy which would mean that I could quiz Adam about his preparation for the part — after all, ten years spent learning how to play Hamlet hardly helps when it comes to uttering lines like "To the Batmobile!"

Meanwhile Adam West revealed married sons, travelling videos.

But the red telephone remained closed, leaving me

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time to wonder about nostalgia. After all, here was half the country going back about the size of a twenty year old TV show which had at last been praised as "camp" when it first appeared. The evasive New Yorker magazine had acknowledged, "a couple of lines that could pass for wit on a foggy night." But Russian state broadcaster Americans Inc. becoming willing murderers in the Vietnam jungle. "Ghosts!"

"Why don't you come down to Batcave at the Empire Leicester Square!" asked the increasingly harassed nice young man.

Now normally big West End disco are cathodes to me. Even from the relative safety of the VIP lounge, where young women who'd apparently come dressed for the beach were waiting on tables, the city air, laser show and music were not my scene.

But were they Batman's about? In the first ever TV episode he'd asked for a table at the What's It? Why? To-Go-Go Disco — so as to remain unapproached — and had only drunk orange juice. I wanted something stronger, for sure.

Working had its compensations though. There were the "look-alikes", including a portly, bearded Batman, a Penguin with a nose which suggested something rather more plastic and a most convincing Joker who seemed to take great joy in Catwoman's whim. And what about the guy in the gold-lamé suit? Was he some super-villain I'd forgotten — or just a nightclubbing promiscuity with no taste?

At last Adam made his entrance — not twirling it on Batropes or sliding down a well-greased Bat-pole, but impressive all the same. He's instantly recognisable,

slightly older looking, but you'd never believe that he was well into his fifties. Was he surprised that Batman was such a hero to all these people who were filling their nappies when he first appeared? Not really. TV/AM has made it all accessible. And? "Well, it's simple. As you become more sophisticated, you see a few more things in it." Yes, but... But that was it and I was ordered away so that somebody else could move in. When asked if he should be in the new movie, it being shot this summer, they went wild. Well, despite rumours of intel Gables dancing the can-can — sort of Bat Dundee — I'd bet the film role goes to a newcomer. But don't be surprised. Adam does make a cameo appearance.

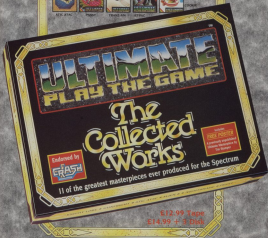
I tried to talk to him again the day after. His flat in London, he was in the Batcave and didn't want to be disturbed.

Even the night I didn't get to really talk to him with Batman — though I'll never wish my right knee again — the nice young man from the PR company begged him to sign five copies of the CBS/Fox video of *Batman* — The Movie, featuring Don Knotts as the Joker, the Roller, The Penguin and Catwoman — all out to kill the Caped Crusader. Now I'm very tempted to keep these collectable items for myself but for one thing... would you try to cheat a superhero? Thought not, but you can win one for and square by answering the following question: The first ever episode of *Batman* went out in the States at 7.30 on 12th January, 1966. Who was the villain who was last turned on that occasion?

Send your answer on the back of a postcard, envelope or bar, to arrive by July 14th to: Holly Barker-Coxon, C+VQ, Penny Court 36-32 Portington Lane, London EC1R 2AG.

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