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COMPUTER +video GAMES

FREE SPECC^{TV} &
64 DEMOS

R-TYPE
Master Blaster!

WIN AN R-TYPE COIN-OP.
NINJA II — THE OFFICIAL MAP.
REVIEWED: ST ELITE, PACMANIA,
MICROPROSE SOCCER AND BLOOD BOWL FRP.
WINNER STAYS ON ROUND II: MISSION MICROPROSE.

PLUS: MONEY OFF ST & AMIGA VERSIONS

THE GREATEST ACTION PACKED JAMES BOND 007 GAME EVER!

Goddam it boy! That darned Mister Bond bin at it agin'. He done and wrecked twelve o' my bran' noo po-lice cars, broke all da speed laws o' tha' county an' now he's causin' mayhem in that boat a' his! If ah ketch any o' yoo boy's or gals a' followin' his exam-ple now, you'se better be watchin' yo' ar@★.

Shee-ooot!

Available
from
20 October
1988

Spectrum
CBM 64
Amstrad
Amiga
Atari ST

An
elite
Production

SOURCE CODE AND GAME FORMAT

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IAN FLEMING'S

JAMES BOND 007

LIVE AND LET DIE THE COMPUTER GAME



D1

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Microprose's latest — a game that's not for the faint of heart... — P. 20

Thunderblade — another C & E hit from Microprose

Don't miss...

You are holding the best computer games magazines published in the UK this year.

Don't miss part 1 of the official Midge II map, Winner Stays On, and stacks of red hot exclusives — including 32 Elite, Power Drive, Speedball, and Live and Let Die.

Make sure your map has a free zone with a playable demo of 3-Type for the 64 and Spectrum. When you have played these you may decide that you would like to win the coin-op. We are proud to offer you this opportunity.

We regret that 3-Type has to go on by 10p this month but we think you will agree that we are still ten times better value than all our imitators.



3-Type — £1.00



Winner Stays On — £1.00

3-Type is really hot — 3-Type has it mapped — £1.00.



Thunderbirds — first round on the 64 — £1.00.



Win the Winner Stays On? £1.00.



Midge II Mapped with Winner Stays On — £1.00.



3-Type is really hot — 3-Type has it mapped — £1.00.



Screen Shot in Fun — £1.00.

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SCREEN SHOTS FROM ARCADE VERSION

An ancient tale from ancient China... land of mystery and intrigue, birthplace of martial arts disciplines. Ruthless Ryu Ken Oh is laying waste the countryside, enslaving children as brainwashed footsoldiers in his army of barbarians. It's you, Lee Wong—supreme student of the Oh Shi Temple—that has been selected to put a stop to this savagery.

Your mission is beset by countless enemies—flying naga, warriors, massive dragons, acrobatic naga warriors, plants and jokers, to name but a few. Your journey through endless levels is hampered by many hidden dangers, the rolling stones being but one. You'll need all your martial arts training and skill with the spear, chains and sickle and special snake weapon to even out, let alone defeat Ryu Ken Oh. And if you attain the final confrontation then pause and savorish your karma in preparation for a furious and bloody battle with the scourge of the Orient.





Tiger Road

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\$9.99 cassette
\$14.99 disk
Amstrad
\$9.99 cassette
\$14.99 disk
Spectrum
\$9.99 cassette
\$12.99 disk
Atari ST
\$19.99 disk
Amiga
\$19.99 disk

CAPCOM™

GIANTS OF THE VIDEO GAME INDUSTRY

The Circus
Comes to
Town

After years of neglect in the computer games world, John's Circus Games came out of the shadows in force this summer. Look for a strong Circus

[illegible]

Coin-q06
Converts for '88

[illegible]

Packet Car-905

... well, nearly. Lucky Japanese gamers may be able to play the PC Engine amongst a pair of wires and mini-TV monitors on the bus to work, but you'll have to put up with the next best thing: these mini-LCD pocket games. Well, at least they're cheaper.

Chosen between Formula One, Soccer, Tennis, driving and the imaginatively named Space Adventure in match, clock and rolling double-scrained form. Okay, so they're simple, but they're handy and come with sound effects, two levels of play and two player options in many games. All from Systems, and for only a few quid too.

Forget the PC Engine



Can You Stop The Russian Bear?



Red Storm Rising

Based on the MD 3 book, written by Larry Bond and Larry Bond, with illustrations by Larry Bond and Larry Bond. Copyright 1988 by MicroProse Ltd. and Larry Bond. All rights reserved.

AVAILABLE
NOW!

The game has been, MicroProse's latest title is here. This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare - Red Storm Rising, the international best seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

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to an astonishing variety of onscreen environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128, Cassettes, £19.95, Disk £19.95.

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SIMULATION & SOFTWARE

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Fax

Appletisers

You could have been forgiven for ignoring The Big Apple, a new software label that first surfaced months ago promising big things, but released only one game. They're better than you think, though, with *Lamborghini* the sale of an alien crash on an alien world. *Hammer Strike* is a new, fast action game. *The End* is a novel story for immediate release, and *Steel Riders* is a new fight out with *Crusader* lighting. This has not been racing, waiting in the wings, but *Hammer* is (and all of them properly so), but it will be interesting to see what develops.

Fighting Falcon

If the world needs another a flight sim, then a plane worthy of such treatment would have to be the US F16 - a fighter and a hell an air force type are always telling us. Good job that that Digital Integration has decided to give ST, IBM (£24.95) and C64 (£18.95) disk (14.95 each) members with one such sim, *F16 Combat Pilot* which they claim US Airforce experts had a hand in designing, will later be available on Amiga, Amstrad and Spectrum.



Racing Hoppers Comic

More fun by far than *Real GT Road Racing* (see review) are these *Racing Hopper* comic from Action GT. These slot racing sets feature boulders to dodge, forests and lakes to negotiate and mountains to avoid making things tough along the shortest race track. They're fun, but they aren't exactly cheap (£19.99) so it's just as well we have a couple of sets to give away. Let's ST Answer the questions below, and you could be yours. Send entries to *Racing Hoppers* (Comp. 8 + v.c), Priory Court, 20-22 Harrington Road, London E2 9JH. ASD.



Munster Mash

It's not unusual to see games based on big box office movie stories, such as *Queen* singing *Radio City*, or even sports but not *IT* doesn't. Again *Agony* (Bismillah) a new full price label, have produced a game based around the horrible family of maniacs, vampires and monsters currently showing on C4. Available on 8 bit or C64 £9.99 £15.99 and Amiga (£24.99) it's the scariest way to spend a month.

Name _____

Address _____

Phone _____

Question 1) What Formula One team will Nigel Mansell be driving for next season

Question 2) What famous British car manufacturers returned to motor racing recently and won the last Le Mans 24 hour race?

Charts

ISSUED WEEKLY

1	Steel Riders - Warner
2	Hammer Strike - Warner
3	Hammer Strike - Warner
4	Hammer Strike - Warner
5	Hammer Strike - Warner
6	Hammer Strike - Warner
7	Hammer Strike - Warner
8	Hammer Strike - Warner
9	Hammer Strike - Warner
10	Hammer Strike - Warner

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ONLY ON THE
ORIGINALLY
DESIGNED FOR
THE SEVENTH
GENERATION

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and Disk £14.99

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+ Cassette £12.99

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Born in a time of peace, lived in the time of war,
the shadow warrior returns. Leaping the abyss of
time he comes to fulfil his destiny!

DATELINE: 1918 Manhattan THE TIME: Now
THE QUEST: to destroy the eternal evil... KUNITOKI!

I'll take Manhattan

Focus of focus 'em up! Like *Target Rango* and so on will have cause to make note of the first UK release from French software house Edmark, *Manhattan*. Dealer's take a peculiarly gaudy angle to it's story of New York drug business and one man's fight to bring them down. Bikers, muggers, gangs



and assorted psychos give you the twisted scenes reminiscent screens you saw enough to destroy the drug supply. ST, Amiga and PC owners should be able to purchase it in November (£19.99 ST, £24.99 others), while Spectrum, C64 and Amstrad versions will be out in the new year.

This Sporting Life

Tired of Soccer Management games? Then how about a slight variation, as we enter the world of "money and coverage" in *Football League Manager*. It's your decision to buy or sell players, switch clubs and read the books [1] to try and win the cup, but there are plenty of hard men out to stop you. Your ST may never be so gritty again (£14.95).



Future Shocker

Along the most shocking thing about *Dark Future* is that it looks to be the only semi-realistic game of recent months not to be under the shadow of a monstrous law suit. In fact, it could be a great introduction to fantasy role playing, being one of the simpler games it will come with a working great mind-boggling thought and leaving a track and little playing cards you can point up. Based unanimously on Mad Max, it's a £14.95 for the starting box, though we would suggest that the fun would come from outgunning told de-car models to add to the car wars.



Queer Name

Maybe it's because they're French and they just don't know... Ubi-Soft features strongly in their *Crimo* line up a game "rejoicing" in the unlikely name of *Puffy's Saga*. As Puffy you must lead your girlfriend Puffyfry out of an alien maze of death traps and hidden passages.

Companion titles include medieval adventure from Lord and Skateball on all popular formats, with ST/Amiga/C64 space adventure, which sounds not unlike *Captain Blood*.

AMIGA TOP TEN

1	Dark Side Arena
2	Manhattan - Edmark
3	Knights - Edmark
4	ST Manager - Edmark
5	ST Manager - Edmark
6	ST Manager - Edmark
7	ST Manager - Edmark
8	ST Manager - Edmark
9	ST Manager - Edmark
10	ST Manager - Edmark

ST TOP TEN

1	Dark Side Arena - Edmark
2	Manhattan - Edmark
3	Knights - Edmark
4	ST Manager - Edmark
5	ST Manager - Edmark
6	ST Manager - Edmark
7	ST Manager - Edmark
8	ST Manager - Edmark
9	ST Manager - Edmark
10	ST Manager - Edmark

AMIGA TOP TEN

1	Dark Side Arena - Edmark
2	Manhattan - Edmark
3	Knights - Edmark
4	ST Manager - Edmark
5	ST Manager - Edmark
6	ST Manager - Edmark
7	ST Manager - Edmark
8	ST Manager - Edmark
9	ST Manager - Edmark
10	ST Manager - Edmark

These lists are based on the sales of the games in the UK. The sales figures are based on the sales of the games in the UK. The sales figures are based on the sales of the games in the UK.



Weapons expert, grenade expert, mechanic.
To handle the weapons alone, today's infantryman needs a lot more up top.



There are 1500 grenades to choose from. We take the time to find out which one is exactly right for you.



This instrument technology is responsive for 12 million words of technology and the safety of 8 soldiers.



Yes it's taking your brain cells as well as your time.
We work with some of the world's most
complex equipment.



Every soldier can take a paid holiday to do with as
he pleases.
Like popping home
to see mom.



When you're back inside. If we really look at moving
1,000 meters away, you can stop it in the tracks.



How to build up confidence, teamwork, determination, as well as muscles.



I'VE
NEVER
SEEN
THIS!

We want to transform your identity
to places as far off as Hong Kong, Gibraltar,
Belize, Norway, Cyprus...



Map making is a skill in its own right.
You've got to find your way around.
And you can't ask a policeman.



Our revolutionary night-vision. Designed by Ocular
systems, it offers pinpoint accuracy
to a distance of 1000 meters.



The light. Twin Bolt-Strike missiles. One
missile. The war!



Let her mocking go
intelligent young men remember
how to translate foreign radio
transmissions in the heat of war.

Can you make sense of the above? If you can the
three signals would be a start.



What do your folks think about the Army?
If they're interested bring them in for a chat.



The Army Catering Corps.
One hundred and fifty thousand sweaters.
Up in three times a day.



Pay is
Excellent, starting way before tax in a handsome
\$173.00 per week.



Marketed in the Parachute Drop in just one day.



Your decorated
Emblem Wagon. The back is wider than his belt.



speed 120 knots. It will guide and look
back in its class.

The enemy is directly in front of you.
Your service is
moving across open country.
Do you move in.

A. Acquire B. Evade C. Recharge

improving army's D. victory



In the Army, makes you more than a bunch of letters
you have a tough unit. Makes you the people you
live with your life.



Your best career effort in the service field.



My mate Marmite.
Right, where's that assault course now?



Marmite. Powerful, aptly, reliable.
There's less fuel slopping in today's Army.

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you do and actually builds up your
confidence?

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THE PROFESSIONALS

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THE ARMY TO YOU AND YOUR FUTURE.

Reviews

guardian who is defeated to progress to the next level.

The scenario is basically an excuse for a subtle pilot to take on a mighty enemy force single-handedly, in this case the evil Bydo Empire, which is wreaking havoc across the universe. Flying a unique B-2 type aircraft

- **MACHINED SPECTRUM.** AMSTRAD, C64, ATARI ST, AMIGA
- **PRICE.** £9.99
- **RECOMMENDED AGE.** 16+ (9)
- **CASUALTY RATE.** £34.99
- **TECHNICAL.**
- **TOPPLED ELECTRIC DESKTOP.**
- **TRISHON TESTED SIGHT.**
- **REVIEWER.** JAMES BIGNALL

Swan's B-2 type has been a major talking point of the arcade fraternity for the past year. It's easy to see why. With its combination of superb playability and amazingly persistent alien graphics, it's one of the best arcade shoot 'em ups around.

Being Bignall strapped up the conversion rights at the beginning of the year in a deal that was similar to an Egyptian diet they shed pounds and pounds in a very short space of time, and since then have been working on home computer versions. Now the fruits of their labours are about to be released.

If you're unfamiliar with the game (where on Earth have you been?), B-2 type is a horizontally scrolling shooter in the traditional mould. There are eight different levels, and at the end of each is a giant



▲ The start of an 87 mission.



▲ Making through the 60th level.



▲ Making through spinning obstacles.

R-T

burst of low-charge laser fire. Keeping the fire button depressed 'beams up' the charge, indicated by a bar at the bottom of the screen, and when the fire button is released a powerful laser bolt shoots across the screen, destroying all in its wake. The only problem with this is while the charge beams up, the B-2 can't fire, and is therefore defenceless.

The first level pits the B-2 against the Bydo mechanical defence system. Attack waves of Bydo craft pose little problem, but soon ground walkers appear which require repeated shots to kill. Better on and the first of the highly useful POWs fly on. When these grey, round craft are destroyed they leave behind an icon

• **Fighting a beautifully drawn 31 alien.**



that can be picked up during the mission, it's the player's task to penetrate all eight levels of Bydo's home planet and confront and destroy him on the final screen.

The B-2's laser cannons are capable of rapid

R-T

TYPE

which is picked up to add an extra feature to the S-9, the first and most important is the pod, a spherical object which can be attached to the front or back of the craft, or left floating free to blast oncoming craft. If it's attached to the craft it provides protection from enemy bullets, and also destroys anything it touches — although for tougher craft it takes a few seconds for the destruction process to take place. If the S-9's hullage is touched by another craft, bullet or the scenery, however, it's destroyed.

Other extra weapons take the form of homing missiles that launch automatically every few seconds and hunt down and destroy an enemy

extra weapons and last when the S-9 is hit.

Halfway through the first level is a spinning circular barrier of gun emplacements, blast this and there's a myriad of pistons, walkers, missile-firing robots and laser towers to defeat before the guardian is encountered. This

screen-high horror looks similar to the Alien in the eponymous film, and has a decidedly indestructible feel which switches around in a very threatening manner. After a few seconds a hard green laser bursts out of the alien's stomach and spits glowing discs of the shot, dodge these and shoot the face with a couple of full-beam shots to kill it.

The next level takes the S-9 through a biological alien garden populated by huge scorpions, plants that spit pulsating organisms and, at the end, a huge snake that slithers through the dunes and ventricles of a giant beating heart. At the top of the heart is a growth covered by a protective skin. Occasionally the skin peels back, exposing the growth so that it can be blasted — several accurate hits destroy the organ and the snake.

A massive mother ship makes up the third level, and the player guides the S-9 around it shooting out the trailing gun emplacements and laser cannons. The plant ship's weak spot lies in its piston-like organ situated at the top. It slides in and out and is vulnerable when fully extended — but it's well defended so some pretty silly ploys are needed to get in the fatal shot.

Level four pits the S-9 against hordes of flying alien craft, some of which release trails of toxic which have to be cleaned out of the way before the ship can continue safely. Just

continued on page 11



▲ Spots on the Spectrum.



▲ First level guardian — ST

larger, spiky, helix laser, reflective laser, vertically-firing power bolts and discs which float above and below the S-9 adding extra width to its firepower. A

fully-equipped craft is an awesome fighting machine — but it takes time to build up that kind of arsenal, especially as all



TYPE



▲ Another Spectrum guardian

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LEFT IN
THE DARK...



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Amstrad cassette £8.99, disc £14.99

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64-70 New Oxford Street, London WC1A 1PL.



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A LEGEND IN GAMES SOFTWARE

before the question appears, a whole screen of these dots has to be cleared — even if you've got a pad; tricky if you haven't. The question is a big red ship that splits into five and moves slowly around the screen. Each section is destroyed by repeatedly shooting its blue docking port.

Level five is where the going starts to get very tough, with huge snakes crawling from dense vegetation. At the end sits the evil alien ship which breaks up under repeated fire, deadly boulders flying at all angles.

Subsequent levels take the ship through two alien colonies, tortuous mazes densely populated by deadly combat craft, gun emplacements and

R-TYPE



▲ Seconds have slipped on the ST

Reviews

result is an excellent shoot 'em up that's both challenging and addictive. An absolute must for Spectrum blasting fans!

The ST version looks almost identical to the



▲ Colourful C&D explosions

three mechanised tanks of machinery. The final level is an all-out attack from the redoubtable Flyde forces, and the evil one himself lies in wait on the ultimate screen — destroy him to complete the mission.

I still have my doubts about the Spectrum version of R-Type, but Spectra Dreams has paid attention, and the end result is fantastic! The graphics are obviously a pale imitation of the original, but nevertheless they still capture the spirit nicely, and what is left visually is made up by the gameplay. To date a well-used cliché, all the features of the arcade machine have been included, and the end



▲ The bonus begins — C&D

- GRAPHICS 7
- SOUND 4
- VALUE 8
- PLAYABILITY 9
- OVERALL 93%

SPEC	ST
7	8
4	6
8	7
9	9
93%	85%

UPDATE...

As usual, the Amiga version should be the most impressive of the lot — although it doesn't look as though it'll be around until Christmas.

The C&D incarnation looks alright, but looks the polish of other games such as *Alamo*. Still, it's a reasonable enough rendition of the arcade game to warrant looking out for.

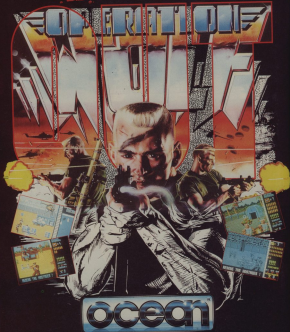
There is less underplay for the Amstrad version, which should be more colourful than the Spectrum version, and play just as well.

arcade version, although the effect is undermined slightly by visible strobing and jerky sprites. However, if it's the gameplay that's important, and this is where it excels. The balls and spits of the coin-op have been successfully reproduced, and consequently the game is tendentiously addictive — there are huge rips in the other clasp where I was dragged away to write this review. It goes without saying that if you enjoy a good shoot 'em up, you should shoot about the shop immediately and purchase a copy, or you can use my magic money-off voucher and buy it for £11 — surely the bargain of the year?

R-TYPE

LOOK

OPERATION ONE



COMPETITION

Because C + VG is the biggest and best computer games mag around, we always have the biggest and best prizes. In two weeks time, two lucky readers are jetting off to Disneyland for a week. We'll bring you a full report on that in due course. But if you didn't win that one, don't despair, as there are stacks more mega prizes in the pipeline - including the chance to win your very own R-Type coin-op.



Be the envy of all your mates when this master blaster moves into your bedroom. Imagine it - the PC Engine version may be cool but nothing beats the coin-op itself.

Full details of how to enter will be in next month's C + VG, but you must cut out and keep this coupon - as you will need both coupon No. 1 and coupon No. 2 to enter the comps. Be lucky.

R-Type is definitely the hottest shoot 'em up game of the last couple of years. It has stood the test of time - passing through the phase of being the 'hit coin-op' of the moment to real, lasting cult status.

Blame a coin-op fan - including a few who work on this magazine - will tell you that they are happy to put a few bob in the latest machines but they don't leave the arcade without having one last go on R-Type, or two, or three.

Electric Dreams has made a more than competent job of the conversions. Whether it be the ST, Commodore 64, or Spectrum or R-Type, aficionados won't be disappointed with the home version.

Don't take our word for it, load up the free demo that we've supplied with this month's issue and see

for yourself.

As we could not run to the cost of an Amiga and ST demo (Julian Rignall spent all our cash on Brighton Pier) we can offer a unique, exclusive cash saving offer instead. C + VG and Electric Dreams have put their heads together to offer an amazing £10 off the ST and Amiga versions of R-Type.

All you have to do is complete the coupon below and send off to us without delay.

The 16 bit versions would cost you £24.99 in the shops. We can offer them to you for just £15.00, plus a £1 for postage and packing.

You have the Editor's assurance that no cheques will be cashed until we are ready to dispatch the game.

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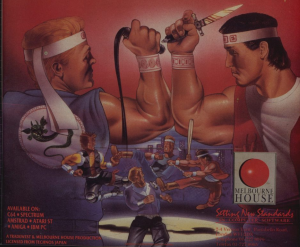
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Reviews

- **SUPPLIER:** MICROPROSS.
- **MACHINES:** CPM, XT/AT.
- **PRICE:** £49.95 (incl. £19.95 P&H).
- **DEVELOPER:** GARY WHITEL.

Up until now quality soccer simulations off the shelf have been few and far between. Apart from *Donkey Kong* they found the liveliest old international soccer there's been precious little for old owing footy fans to shoot at. All that, however, is about to change. Programmed by Jon Hale, Chris Yates and Martin Galloway, collectively known as Sensible Software, creators of *Football Manager*, *The Shoot 'em up* construction kit and the initially ill-fated *Base Soccer*, *Microprose Soccer* looks set to become the definitive sport simulation on any computer.

Unlike most other games in the genre, *Microprose Soccer* allows you to play football at every imaginable level, from friendly two-side matches played on an indoor pitch right up to the tournament that forms the main part of the game, the World Cup itself.

Conversions of *Microprose Soccer* are currently underway to all

■ You can even play Arsenal style! ■ The control bank.

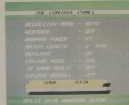
popular formats, and the PC version is looking particularly tasty. Being on the original is such a great game, we should expect to see some damn good 16-bit versions. Here's hoping.

Up to sixteen human players can enter into the World Cup, and each must choose which country they wish to represent from a list of 26 before play can begin in earnest. Once teams have been selected, the remaining ones are put under computer control and the first round begins. Matches between two computer-controlled teams don't actually take place on screen. Instead the final score is calculated at random and displayed automatically by a click of the fire button. This goes on until a players' team is



■ A feeble attempt to fool the keeper.

MICROPROSE SOCCER



section is shown at any one time. This, plus the bird's-eye viewpoint gives an impression remarkably similar to *Telex's* World Cup series.

The control method couldn't be simpler or more effective. Out of the sixteen players in your team, you can only directly control one at a time: the one nearest the ball. Orbiting the ball becomes automatic as soon as it is in possession, while the fire button will kick the ball in the direction you're facing. The length of time that the button is depressed determines the power of the kick. There are several different types of kick, each one accessed by certain joystick routines executed immediately before clicking the ball. For instance, holding the joystick before the kick results in a high lob, while a diagonal movement executes a spectacular banana kick. There's even a bicycle kick that sends the ball flying back over your head and landing on any defender.

'called up' for a match. When it is, it's time to take joystick in hand and kick off against whoever you've been drawn against. Be it a computer team or one represented by another player (if it is, both take the field in a two-player match).

When the match begins it becomes apparent exactly why *Microprose Soccer* is different. Instead of the usual (and tired-out) method of displaying the game side-on, with the pitch scrolling horizontally, *Microprose Soccer* gives you a direct bird's-eye view of the match, while the pitch scrolls in all four directions, so only a small





that scrolls in just two directions, and there's also an international soccer challenge that pits you against 16 foreign teams metaphorically, from the wilderness such as New Zealand and Oman to the real world, such as Italy and Brazil. Beat both of them, and you've really got something to boast about!

I was immediately by Microprose Soccer. It's undoubtedly the best football game ever produced and even puts the superlative Iqoo series of sims to shame for sheer playability! It's also one of the most user-friendly programs I've encountered. The duration of the matches can be changed, as can the strength of the players' kicks and the colour of the players' strips. The attention to detail is

flowless. The players jump for joy when a goal is scored and the dimensional action replays are just brilliant. Martin Gwynne has provided some excellent tunes and effects to accompany the action and the graphics role as some of the best delivered the 64 has ever seen. All in all, Microprose Soccer is without doubt one of the greatest 64 games to date, and I don't expect we'll see anything as good as quite some time to come. Miss it at your peril!

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	8
▶ PLAYABILITY	9
▶ OVERALL	95%

UPDATE...

Feisty fans will be thrilled to hear that Microprose Soccer is currently being converted to all popular formats - both 16 and 32 bit. Obviously work on some of the versions has only just started but the PC version is now at the PC show is looking particularly spiky and colourful. You may have to wait a bit for Microprose Soccer to finally arrive for your computer, but judging by the excellent 64 version, it'll be well worth it.



PROSE SOCCER

If the opposing team gets possession of the ball, it can only be recaptured with a diving tackle. Pressing the reset your player sliding across the pitch is an attempt to win the ball. If you time it right, you can knock the ball away from your opponent and recapture it. If you miss, you simply slide right past, wasting valuable time. Should the opposing team get within close range of your goal area, a better sounds and control is handed over to your goalie. As usual he can move anywhere within his area, and pressing the fire will rotate him to dive for the ball.

Corner, throw-ins and goal kicks all feature in the game, as does the weather! From time to time suddenly when you least expect it there'll be a clap of thunder, a flash of lightning and it'll start to bucket down, accompanied by some excellent sound effects. But it's not just an effect. The rain makes the pitch slippery, and as we're timing a sliding tackle in the rain could well send you



▶ Move at once! Jeff's in goal.

spinning out of control right across the pitch!

A special mention has to be made of the excellent replay feature. When a goal is scored, the last few seconds of play leading up to the goal are replayed in slow motion, and even croaky tape rewinding effects and interlenses have been incorporated to make the whole thing look realistic. It's an excellent idea and one that's extremely entertaining in practice.

As mentioned earlier, there are several other kinds of game to play. Practice and friendly matches can take place on a smaller indoor pitch

▶ Jops it all really.



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1000

machinery, foods, families, instruments, fun and the materials. Other saleable goods include firearms, slaves, narcotics, alien items, computers and radioactives — but these are beyond the budget of a first-time player. Once you've stocked up it's time to choose a destination.

Selecting "local" from the menu brings up a map of all planets within reach of the Droid, allowing the player to plan a route. Details of each planet can be depressed, showing the type of government, tech level, type of industry and race. As the player can choose which location

little, the game that became an overnight sensation when it was released on the BBC back in 1982, and is now widely regarded as one of the all-time classic computer games, has finally made it to the Atari machines.

In a space trading game, if you don't know, and cost the player as a pilot of the future, who travels the universe in search of fortune and fortune. The game is presented in tiled-3D, rather than the vector graphics of earlier versions, and incorporates several new features and even missions.

The Silver Star is a game with 100 credits and a Colibri M-11 trading and combat unit, complete with single forward-firing laser, three homing missiles and seven light years of fuel. Bored "homeless", the objective is to increase your status — by fast means or foul — and become "elite". There are two basic ways of doing this: honest trading, or by

becoming a mercenary and running combat-oriented gangs and attacking innocent cars. Although the latter tactic guarantees faster progression, it also runs the risk of attracting police attention and possible interventions. And in this particular tortuous future, the result of that can be fatal.

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the Cobra on Love. Authorities space station, and there here any of 3,000 planets may be visited. But first, it is a new idea to stay up with gods. There is a wide variety to choose from, but due to restricted credits and space head, what you'd like to carry, and what you can actually carry may be had different things, such as, *Beasties*.

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100



As the Sun would say: COPIA would be best to sell his goods. Careful planning is required here – there's no point trying to trade foods in a rich agricultural system – that would be like selling sand in the Sahara by machinery instead.

you're on your own. On-screen information during space flight includes the Cobra's shield level (depleted through repeated hits), speed, fuel level, cabin and laser temperature, altitude, missiles remaining, compass and radar, which shows everything in the immediate vicinity.

Pressing the H key initializes the hyperdrive, and the Cobra is transported to the destination planet. The ship actually emerges from hyperspace some distance from the planet, and the jump drive can be activated to send the



▲ Six minutes, 50 seconds into the game.

automatic docking sequence, which simulates the risk of crashing into a space station — it does the job automatically. An escape capsule is similarly useful, as it allows you to eject the Cobra if about to be destroyed. Although your cargo is lost, you'll be tracked down and brought into the nearest space station with your bank balance intact.

An ECM is useful against enemy missiles, and a larger cargo hold, more powerful armament, fuel savings (which let you grab extra fuel by flying close to a sun) and energy bombs



▲ A Police Gun starts off.

ship straight towards it. Docking with a space station involves lining the Cobra up with the entry port, so that it can be flown in without scraping the sides. Since the space station rotates, this is far from easy and my first few attempts ended in me going for an unimpaired and fatal space walk through the wreckage of

my own craft. However, practice makes perfect — and since this is such an integral part of the game, you really do have to practice!

If you manage to dock successfully, you can trade your goods, buy some more or equip your ship. Trading equipment is sorted into prices, but one of the most important items is an

ECM (Electronic Counter Measures).

When the ship is docked, the current position can be saved, or an old position loaded — saving at regular intervals is a very good habit to get into.

Once you've finished, it's time to search for another potentially lucrative trading area, and blast off into space once again.

During your travels it's inevitable that you'll encounter other traders and ships. Some are passive, and others aggressive — if a ship is the latter, 'red alert' appears on-screen, and a siren sounds to warn of an impending daylight. Here the choice is simple: attempt to run, or stay and fight. If you're a beginner with standard armory, it might be wiser to show a yellow streak and head a hasty retreat. If you're a tougher missile and want to fight, prepare to battle for your life!

As your status increases, so does the frequency of



Cobra zooming towards its destination at high speed. The drive automatically disengages when it's near to the planet, so if there's a ship nearby. When the Cobra flies within range of a space station, an S is displayed on the radar screen and the compass can be used to direct the



▲ An early-day shopping list. Miscellaneous.

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▲ The jump drive is disengaged as a pirate attacks.

ELITE

attacks, and if your displays tend towards the minimal, the intergalactic police may also attack on sight.

Later in the game, you're asked to complete specific missions for a large reward. There are five of these, ranging from a seek-and-destroy game to tracking down a specific alien ship.

The 3.5 version of *Elite* is excellent, and boasts superb presentation, fast and smooth gameplay, great graphics and five new missions. Purists will be pleased to know that none of the basic 8-bit gameplay has been changed, and the action is even more enthralling than the original version.

Feeling and lighting is a highly enjoyable experience, although the going does get occasionally tedious when you don't use the jump drive due to the presence of other craft. This results in

the player having to locate the space station manually, which can take over a quarter of an hour! Another gripe is that the sound is rather feeble - I'm sure the effects could have been a little more lively.

That aside, *Elite* has enough depth to keep budding space traders engrossed for many months.

▶ GRAPHICS	6
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	8
▶ OVERALL	82%

UPDATE...

The Amiga version should be ready by the time you read this, and will feature similar gameplay and graphics and improved sound.

The 8-bit formats have been out for some time now, and are all very good.



▲ The drive is disengaged just before it hits.

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- **SUPPLIER:** EPIC.
- **VERSIONS TESTED:** C&G DOS.
- **REVIEWER:** MATT BULLY.

Quite how many folk are into off-road racing is a bit of a mystery to me, so it is possible that 4x4 Off-Road Racing will disappear down that same dumpster of discarded as the fairly Multithings drag racing game of a few months ago.

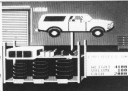
I've always been of the mind that anything that conspicuously fails to show any screenshots on the packaging has to have a thing or two to hide already.

In the event, however, it's not too much of a horror story, just a bit uninspired. Taking its cue from those scoreboarding games, it allows you first to customise your truck with tyres, wheels, extra fuel and other odd bits before setting out on the "toughest, roughest, roughest" in the world. This picking and choosing specifications is all very well, and makes for a nice entry to a game, but to be bothered doing it, something really has to be special in the first place.

Right, then, picked, and difficulty level selected (you get to choose from four) and it's time to chase your truck. Each comes with horsepower, weight, and durability specifications, but it must be said, looks remarkably like the rest (especially from the rear) and performs not too dissimilarly.

All is well and good so far, unless you get annoyed at the painfully slow selection process which involves some dull pointer countering up and down outside the shop front. Then — you're guinea'd! — it's already time to turn the disk over and load the race itself. Quite how possible games could ever stand if I don't know.

As you can see from the screenshots, the idea that it is not at all dissimilar to an interior Buggy Boy. There are sticks, piles of mud and dropped spare tyres to avoid or jump over, and though it costs time, going up on two wheels is both wise and fun. Big trucks wipe you out whether you



▲ Choosing your truck.

4x4 RACING

drive a little Kobalt or a heady Highlander, and various items bounce out of the wreckage including the driver and a little dog.

The main difference from other driving games is that every so often big patches of mud appear, totally obscuring your path. The idea is to drive your 4x4 through, and while obviously it's much easier if you've thought to buy a winch to assist you, it is possible to rock your way out with the fire button in only a few seconds. This can damage your rig

► Good play for forward!

though, as can various collisions you might make happen to make, which takes you to a damage screen. Here you can repair the fault — an edgy task when you've brought the right bits, but you lose endurance if you juggle it.

There are check points to help you pace yourself against your opponents who you come across occasionally, and a "Doombuggy" to avoid, which is a little homicidal maniac who tries to force you off the road, to be avoided!

All in all, 4x4 seems like a fine idea for a game undermined by poor and rushed looking programming. The strategy elements help add something to what would otherwise be a pretty basic sort of race, but the quality of the sprites and backgrounds, and the very basic scrolling, make it very difficult to recommend. The trucks slide all over the place, and often appear to be waiting as each wheel jolt up and down in imitation of suspension.

It's a pity, because I'm a big fan of dirt, and would much rather play a good game based around them than, for example, the awful Roadbusters.

► GRAPHICS	4
► SOUND	3
► PLAYABILITY	5
► VALUE	4
► OVERALL	47%

UPDATE...

US Gold has expressed a degree of unhappiness with the first released C&G version of the game, and now Spectrum, Amstrad and others released towards November will be vast improvements. There is no reason why this couldn't make for a perfectly decent game, so we can only hope that this isn't all hot air.

Certainly, if the multithread is brought down to acceptable levels there would be a sizable improvement. I certainly wouldn't want to be a Spectrum owner as it stands!



Reviews POWER

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- MACHINES: STAM STEAMSLIP
- PRICE: \$24.95
- VERSION TESTED: ATARI II
- REVIEWED: SUSAN LACY

I don't know what it is about the Atari II and the Amiga but most of the programmers coding away on their 16-bit dream machines seem

determined to produce games with solid filled 3D graphics.

And there was *Starblaster II*, then *Glaxo* for the ST, *Demonies* looks as if it will go down this route. *Image Works* is polishing up interphase for launch next year and now *Electronic Arts* enters the arena with a solid filled game called *Power Chrome*.

There is nothing particularly wrong with this. Most of the games mentioned above are, or look as if they will be, terrific. It's just that solid filled 3D graphics was just one of the things we were promised by the coders when the ST and the Amiga first arrived on the scene, and they were were all drooling over their capabilities. We were also

promised digitised speech, sampled sounds, multi looking, and a host of other things.

I am not being funny or anything — but we honestly don't need the much more solid filled 3D "quack what a fast routine", "state of the art", really shows what a 16 bit machine just do" type of thinking. Time for a bit of originality I think.

Now that I've got that off my chest, I'll tell you about *Power Chrome* — and it really is quite good.

You enter a future world grand prix. Hot racing cars but sleek looking hover jets. The first thing that strikes you is the quality of the graphics. Programmer Nick Powell has done a superb job of the racing tracks, typhoon jets, and pit stops.

Using a mouse or joystick you have to negotiate the twisting corridors, tunnels, bridges of *Power Chrome* as you seek to secure the Cybernauts Trophy.

The championship is spread over six races on six different planets — all with different atmospheric conditions. Your fuel (and ship) equipment has to be modified accordingly.

Superior ship customization screens open the game. It really does fight control and racing.



Supercharging

It really is quite difficult to fly the ship. It will take you a good deal of practice — flying in practice mode with the altitude control on auto pilot. This will enable you to learn how to bank and take corners. Only when you have mastered this can you start to squeeze the accelerator and start to dip and climb.

The difficulty of control is not a flaw. It is a gift because you have a great deal of control over the

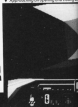
ship and the response on mouse or joystick is highly sensitive.

I preferred to use the joystick but this does make life even more difficult when you need an extra hand to cut the engines

► Speech before the start



► Approaching on opening and closing the



Reviews

GAPLUS

► MACHINE: C64
► PRICE: £24.95
► SUPPLIER: VIRGIN
► VERSION TESTED: C64
► REVIEWER: JULIAN
BISNALL

back in 1979 Namco released *Galaxian*, a full-colour video game which displayed a new twist to the faded *Space Invaders* theme. Instead of moving across the screen in a strict formation, individual ships

peeled off from the main group at the top of the screen and dive-bombed the player's base base, fireworks style. At the time the game caused a minor sensation.

A year later *Super Galaxians* was released, the same game, but faster and noisier.

and formations of alien craft appear, fly around, and assemble at the top of the screen. When all are present, the attack starts in earnest and the craft are either shot or dodged. Occasionally a big alien flies down, and when blasted twice releases a host of little game which

Repeated shooting bounces them back up slowly, and every hit scored creates a little block. As this builds, juggling continues, the aliens move faster and faster, and the blocks eventually spell out BONUS (if you can keep juggling long enough), which on the others have enlarged your bases, points are awarded for the number of hits, which can be quite considerable.

Although the game concept is an old one, *Gaplus* is an enjoyable and frantic battle. The gameplay is very straightforward, and boils down to shooting and dodging. But, as is often the case with simple games, it's very addictive indeed.

Although *Gaplus* is a wonderful conclusion, some will find its simplistic and somewhat archaic gameplay a little tedious. However, if you're a blasting fanatic who enjoys an unadorned and fast shoot 'em up, it would

■ The space heaven is action.

Then, in late 1981, Namco looked to their original game for inspiration, and Galaga was born. Its game mechanics are fundamentally similar, but new twists were added in the form of double firepower capability, bonus screens and more varied, tailing patterns of attack craft.

Another year and a half passed by before Namco revisited the theme and produced *Gaplus*. This time the new additions were different style bonus screens, the ability to turn attackers into allies and the player's ship was given a bigger area of movement.

Since then, the *Galaxians* theme has been exhausted once, in the form of *Galaga '88*.

The *Gaplus* licence was recently bought by Virgin, and the conversion task given to Commodore poet Ash and Dove - and what a great job they've done: from the graphics through sound to gameplay, the Commodore version of *Gaplus* is faithful to the original in every way.

At the start of a game the player's ship materialises at the bottom of the screen,



■ *Gaplus* in traditional black and white.

when picked up, shoots forward a tractor beam which traps any aliens careless enough to fly into its path. When the beam's effects wear off, the captured aliens assemble on either side of the player's ship and give extra firepower.

When two attack waves of aliens are despatched, the player tackles a bonus screen, where extra points may be gained. A quartet of aliens appear at the top of the screen, and when shot fall downwards,

just enjoy taking a nostalgic blast to the past, try it out.

Me? I love it!

► GRAPHICS	7
► SOUND	7
► VALUE	5
► PLAYABILITY	8
► OVERALL	80%

UPDATE . . .

Unfortunately, Virgin has no plans at present to release any other versions. Sad . . .

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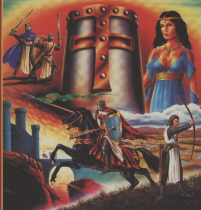
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Amstrad

CRM64, Amiga, Atari ST

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Screenshot on 32



Screenshot on C 64



Screenshot on Amiga



Screenshot on 26



Screenshot on 5200



Screenshot on 8-bit

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Reviews

- SUPPLIER: CBI
- MACHINES: CDM 64,
- PRICE:
- VERSION TESTED: CDM 64
- OS:
- REVIEWED: GARY NUTTAL

Everyone who's ever wanted to have a go at an assault course now doesn't have to wait to be selected for the next series of the *Operation Rascal* thanks to CBI's latest release, titled *NATO Assault Course*.

The game casts you as an eager new prospective recruit to the NATO armed forces who has to complete a grueling assault course before he can be accepted.

After the initial pre-game selections you can get down to actually talking the assault course. The screen is split horizontally in half into two independent displays, one for each contestant. Progress is made in the *Combat School* fashion, i.e. negotiating the obstacles as fast as you possibly can. Walls are no problem to jump over. Just pushing up



■ *These obstacle games* on the still will send your fist flying over the wall if you timed it correctly that is. More problematic obstacles come in the form of jawdropped soldiers that spring out from the ground and must be shot quickly or

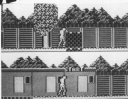
designer option that allows you to build your own course to any level of difficulty you desire by

NATO ASSAULT COURSE

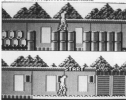
be dodged just, and the way that the screen blanks out rather than blurring to scroll the course backwards when you die proves this.

NATO Assault Course rates as one of the worst games of the year, and

they'll shoot you. If you do get shot, or indeed fall foul to any dangerous obstacle such as the tripmines, the screen will turn red for a few seconds and you'll be positioned a few seconds back from where you died. There's also a course



- The action never stops in *NATO Assault Course*



- *Backpacker* which if there's adding different obstacles whenever you choose

Well, I won't beat about the bush. *NATO Assault Course* is without doubt one of the worst games I've ever played. If you imagine the assault course from *Combat School* about a hundred times longer with painful graphics and tedious gameplay, you'll have some idea of what *NATO Assault Course* is like. The game's graphics look

certainly doesn't warrant it's price tag. Best well clear if you value your cash. At least Speccy/Amstrad owners will be spared it.

► GRAPHICS	3
► SOUND	2
► VALUE	1
► PLAYABILITY	1
► OVERALL	11%

Reviews

some consideration and will be kick off with our outline here down in the tail with his fair wife of a female, but he is soon turned out in no uncertain terms to collect dinner "but don't you dare come back without any!"

Mr. Foxx is soon losing his way across the countryside in search of tasty morsels, though his search is by no means

straightforward as his route and — most bizarre of all — fox-hound bikers who approach on motorcycles, and demand to flee.

There are various obstacles such as walls and streams that get in your way, and require a degree of jumping skill to negotiate, but you may find that instead of running you should bound along in a series of jumps most of the time anyway — it is just as fast, and can help keep you out of trouble. It takes some timing, but rather than just dodging the flying chickens, more points can be earned if you can jump in the air and catch them in your teeth.

Chickens sleeping in their coops can be grabbed up to keep you bright-eyed and bushy-tailed (there is a "post-credits" — yes, really — at the bottom of the screen, with lengths of

rather fun, if totally murderous. You begin to think some of the other animals may have a point in going after Mr. Foxx after all.

Fox Fights Back benefits from a large play area and a jolly burling tune-type soundtrack. The sprites are rather small, though on the whole well animated, and the scrolling is fine. The relationship between where the sprites can go and background information could be stronger though — you have to stand precariously in space to achieve one of the tougher jumps, for instance, and you are deemed to have eaten a sleeping rabbit if you come within about one and a half fox lengths of it.

All in all, one of the more fun games I've played on the 64 in a while, the cheek and imagination of the scenario being really a



▲ Hey, no fair! Foxx gets a boggle in the back.

FOXX FIGHTS BACK

- MACHINE: 644, SPECTRUM.
- SUPPLIED: MICROSOFT.
- PRICE: £10.95 (64) £8.95 (SPE).
- CODE: 115 95 (64) 115 95 (SPE).
- DESIGN: BARRY 644.
- DEVELOPER: MATT BILLY.

BACK

rare thing.

Not exactly a "must buy" but definitely a strong product, and one unlikely to disappoint.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	7
► VALUE	8
► OVERALL	7.5%

UPDATE

There will be no Amstrad version of Foxx — a bit of a shame that — but no firm action is being taken as yet on 16-bit variants.



▲ Foxx gets a barbecue in this Spectrum plot.

Fox Fights Back is admirably likable because, though we've all seen every element of the game design knocking about before, the basic scenario of a put-upon fox foraging for food in the face of violent attacks from humans and woodland animals alike is an original one, and is carried off with

ease. He is armed with a revolver which he can sweep for sub-machine gun or even bazooka at later points.

Only in the end levels can he walk around blasting like your standard shoot-'em-up hero, enemies to be faced include squirrels who throw explosive nuts from overhead, flying chickens who drop bombs,

tongue-shooting bats and you're doing! but best — and most vicious of all — is tripping down a rabbit hole to munch up silly bunnies. These scenes work just like the special coin rooms in Super Mario Brothers, though without the hidden extras, and one



▲ Goldilocks between the barrels.

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 - VISION, TESTED, SPEC,
 - RESEARCH, STAFF, CMA, IN

No, I'm not going to make all the obvious statements or remarks, such as isn't it interesting how this game looks remarkably like a game called *Aquablasters* that I saw a while ago, or how come that such an old idea is only being licensed



LIVE & LET DIE

**Hedger, the PCOL, says good things
about the war.**

No prizes for guessing that *Over and Out* takes place *yes* in the role of James Bond in one of the most exciting sequences in the film, the death-defying speedboat chase along the winding rivers of, er, well somewhere in America. Viewed in much the same way as *Out for Blood* (which almost any other racing game,

except that this time it's on water. In fact, this game reminds me of nothing so much as *Buggy Boy*, complete with gates, underground tunnels and banks on either side of the road that you can drive up to avoid any mines that might just be floating in the water.

Minors are only part of the trouble, however. For the first part, you've got to remember that you've only

got a very narrow river to slide on, so you've got to try and plan extensive action very carefully. As too many times you go left or right or stop when you should have gone right and find yourself against a group of mines that you can only get around on the right side, and become

It's really hard to get into a canoeing trip with a lot of people. You have to find a place where there are a lot of people, and if it's a place where there are a lot of people, it would be nice if they dropped them nearby in a lake. But oh no, they're going across the river, and if it does get around, it's difficult to get around there. Look, look, look, you're way on various stages along the river. So, there, you get a choice of a lot of people, and if you get a lot of people, and these people, to be a lot of people, with a lot of people. Unfortunately, you only get three, and you have to get four people. And if all that isn't enough, you have the river!

Discussions have been held about
a future fusion of the two agencies.

So, with all this being thrown at you, what have you gotten out of it? Well, you've got your body.

openers, along with the three missiles. Also, you find oil patches along the river logs, which when run over, catapult you into the air and over obstacles. There are fuel cans (which look amazingly like logs) which give you back some fuel. Should you run out of fuel, it's Game Over.

The graphics are large and well animated on the spectrum though (avoid) monotones. The explosion of the main character is quite nice. The 3D update of the approaching objects is well done, too.

It plays well, with quite a fast joystick response. But I did find the firing a little sticky. It's not too difficult, but it's no walkover either. There's enough there to keep even the most seasoned broadcaster playing for a while.



10. <http://www.irs.gov/efile/efilemain.html>. Accessed 12/12/2006.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7
▶ OVERALL	72%

PHILIPPE ELRICH / DIDIER BOUCHON

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Reviews

► **MACHINES:** SPECTRUM, AMSTRAD, VGA, A500 II, JAMES, MSX.
► **PRICE:** SPECTRUM/MSX £19.95, VGA/II/PC/AMSTRAD £24.95, A500 II/MSX, THERMIA £19.95.
► **SUPPLIER:** GRAND SLAM.
► **VERSIONS TESTED:** JAMES II, SPECTRUM.
► **BYLINES:** JULIAN BISHALL.
The PacMania started in 1982 when Bally Midway released an arcade game in which the player had to guide a little yellow blob, featureless save for a large mouth, around a maze and eat as many dots as possible while avoiding the attentions of four

the globe, it seemed that the public had an appetite for PacMan products as inevitable as the little yellow blob's fond for donut. Eager to follow up their success, the PacMan was released. Basically more of the same, it was designed with the arcade game-player in mind — although it's true to say the original PacMan's non-violent game concept had already attracted many female players into the arcades, as well as those to whom shoot 'em ups never appealed.

Next came the PacMan — another dot gobbler, this time with a scrolling screen — *Blinky PacMan*, a mini pinball-type game, and a full-sized, 48,000 lbs PacMan pinball machine. Since then there has also been Professor PacMan.

PAC

PacMania is very similar to the original PacMan in the respect that the player guides Pac around a maze to collect all the dots, avoiding contact with ghosts. However, instead of a 2D static viewpoint, the game is seen in forced perspective 3D, with the mouse scrolling as PacMan moves. He's also had the ability to jump — useful, since there are big new ghosts rampaging around the maze.

At the start of a game, the player selects one of three levels: Block Town,

► Ghosts in post-power pill mode!



► The power pill effects are wearing off.



► The Jungle Japes is the largest maze.



► PacMan marches through Block Town.



manipulating ghosts. Public response was phenomenal — there has been nothing like it before or since — and within months you could buy PacMan watches, cuddle toys, clockwork toys, T-shirts, underwear, beach towels, mugs... You could even watch PacMan cartoons on TV and eat PacMan sweets. As PacMan fever swept across

PacMan Park, Super PacMan, PacMania horizontally scrolling arcade adventure type game, and, bringing us (and up to date, PacMania.

Grand Slam recently bought the conversion rights to the latest instalment of the PacMan series, and is set to release the game on all formats.

PacMan's Park or Sandbox, and the game begins. Either of the latter levels are chosen, a teenage bonus is awarded when the first screen is completed: 50,000 and 100,000 points respectively.

The objective is simple — eat all the dots to move onto the next maze. Devoted ghosts wander around the maze and attempt to corner the yellow hero,

MANIA

neat and appealing arcade conversion, give Pacmania a go: I doubt whether you'll be able to resist its charms.

	21	arc
▶ GRAPHICS	7	8
▶ SOUND	7	5
▶ VALUE	6	7
▶ PLAYABILITY	9	9
▶ OVERALL 83%	83%	

UPDATE . . .

The Spectrum version is monochromatic, but plays very well indeed and sports all the features of the arcade original. Amstrad and Commodore 64 versions should also retain much, if not all of the arcade

and he can either attempt to avoid them entirely, jump over them, or head for the nearest power pill and be granted temporary invincibility. During this period, the ghosts turn blue and are destroyed if Pac-Man blazes them. The supernatural honors re-appear shortly after and continue the chase with renewed vigour.

Occasionally a bonus trail finger appears in the middle of the maze and is picked up for bonus points. Sometimes this finger takes the form of a special pill.

▶ Quick! Grab that power pill.

progresses, the going gets increasingly more difficult, with faster and more intelligent ghosts, some of whom are capable of jumping, thus neutralising Pac-Man's size advantage. Power pills also become less effective. When all four levels have been conquered, play starts again on the first, but the going is even harder . . . and so until all five lives are lost.

Although the Pac-Man theme is a very real and simplifying idea, Pacmania is enjoyable and highly



which gives Pacmania extra speed.

This is particularly useful if you can grab a power pill, as it allows you to track down and destroy large numbers of ghosts and boost your score.

There are four different maze designs in all: the three previously mentioned and the jungle maze, the largest of them all. As the player

progresses, the going gets increasingly more difficult, with faster and more intelligent ghosts, some of whom are capable of jumping, thus neutralising Pac-Man's size advantage. Power pills also become less effective. When all four levels have been conquered, play starts again on the first, but the going is even harder . . . and so until all five lives are lost.

Although the Pac-Man theme is a very real and simplifying idea, Pacmania is enjoyable and highly

addictive. It has a timeless appeal looking in a lot of today's software, and is the sort of game that gets loaded months after it was first bought, just for a couple of quick goes.

The graphics and sound are very similar to the arcade machine, and the screen scrolls smoothly in all four directions — no mean feat for the 21. So, if you're looking for a

game's feel and appeal, and great them in confidence that both will play as well as the Spectrum and 21 versions.

The Amiga version is looking exceptionally good. Featuring full-screen scrolling and graphics ported directly from the arcade machine (as claimed), it looks as though it'll be right on perfect look out for it.

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Reviews

- MACHINES: 684 SPEC.
- SUPPLIES: CBL
- HARD TO FOLLOW?
- SPOKE TALK: CBL
- BEATWIT: TONY DILLON

Now there is a new bandwagon for software connoisseurs to climb on. First, there was the "Official Connoisseur" bandwagons. Then there was the "Officially endorsed by a famous and well loved sports personality" bandwagon. Now, there's the "Made in about a breakfast cereal" bandwagon. Following hot on the heels of the games releases concerning the soon-to-be-launched Cereal Pops game, Jakki! here's the Official Game of the Kellogg's Tour of Britain.

For those of you who don't know, the Tour of Britain is a cycle race from Newcastle to Westminster — 878 miles in all, divided into six stages. The cyclists involved have to try and get to the front of the pack and complete the course in the fastest possible time, collecting different coloured jerseys along the

way. If, for example, they reach the top of a particularly steep hill and end up in first place (the pinnacle), they are given a white jersey, some bonus time and get awarded the title, King of the Mountain (which just happens to be a "mega rockin'" track off Kix's platinum album, Anytime). Certain routes are sectioned off. Once you enter these sections, the idea is to sprint through them in the fastest possible time. If you manage to beat the previous record, you get another jersey and a time bonus. By the way, you also get a jersey if you win a stage. After a while, I



KELLOGG'S TOUR



too. Add graphics that would have embarrassed a VIC 20 and you've not got much of a game.

This game gives against everything Kellogg's has ever stood for. You know what I mean: the sunshine, happiness, smiling families. Still, if this game sends you to sleep, you can always have a sunny bowl of Corn Flakes when you wake up.

can see you getting pretty full with all those jerseys on.

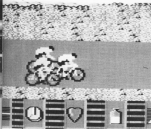
Still, how has the old version fared in the computerised translation. The best way to describe it is a cross between Milk Race and the cycling event in Summer Games 2, though not a patch on either. The problem is that there's no variation. Even the hills are only represented by a slope-a-graph thingy of the bottom of the screen. Maybe I can stick it for a stage or two, but for still forget in Boreham city!

I might be tempted to like this a little bit more were the gameplay of any excitement, but continuous joystick wiggling with a bit of the old tilt button thrown in here and there completely fails to excite

▶ GRAPHICS	3
▶ SOUND	4
▶ PLAYABILITY	7
▶ VALUE	2
▶ OVERALL	23%

UPDATE

CBL has mentioned no plans as present for any further versions of Kellogg's Tour, and as they have now missed the publicity associated with having the real thing scheduled for a year, it is unlikely they will ever get ahead with it — especially after reading this review!



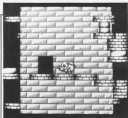
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▲ The little green alien ponders.

- **MACHINE:** COMMODORE/AMIGA/MSX.
- **LANGUAGE:** ENGLISH.
- **PRICE:** SPECIAL £14.95, STANDARD £19.95.
- **VERSIONS TESTED:** AMIGA.
- **REVIEWED BY:** JULIAN DONNELL.

Isn't it strange how a simple computer game can evoke such emotions. Take *Nebulus*.

NEBULUS

For example. Since I started playing it a couple of hours ago I've broken a joystick, witnessed colourful metaphors on the computer and made a large dent in the living cabinet. And still I keep going back to it. The Amiga version of *Nebulus* had sunrise effects when they were released towards the end of last year, but now it has been reskinned in 3D! It's more complete with vastly improved graphics, better sound and sixteen towers – the original eight that appeared in the first version, and eight new and even more fabulous ones!

For those who missed out, and you really did miss out, *Nebulus* is a platform game – albeit a strange one. The objective is to guide a little green alien to the top of a series of constructions that tower out of the sea by negotiating the steps that run around the outside of

the building. The alien is presented in 3D, with the tower rotating and scrolling vertically to keep the character central to the screen as he moves up and around. The effect is mesmerising.

As everything moves in full perspective at the tower scrolls. The route to the top of a tower is a very precise one, and every step is fraught with hazards. Not only do some platforms disappear when the alien steps on them, but there are also slippery floors to avoid. Immovable blocks sometimes bar the way, but these are easily destroyed by blowing a bubble at them.

Sometimes gaps in the platforms are encountered, but can usually be crossed by leaping the chasm. And there are also doors, which are entered to take the alien to the other side of the tower – although these occasionally lead to danger.

Robotic guards are in abundance and follow set patterns. Some move up and down, while others circle the tower. Flying objects emerge from the sides of the screen and travel across the playing area, and bouncing balls occasionally appear. Although these are disposed of with a

well-aimed bubble. Just to make matters worse, each tower is played under a strict time limit, and if this expires before the alien enters the door at the top of the tower, another life is lost.

If the door is entered, the tower is raised to the ground and the alien makes his way to the next one by means of a bonus screen where a minuscule time is taken under the horizontally scrolling sea. Fish drift in from the right and are shot and collected to generate extra time for the forthcoming level – which doesn't seem useful.

Nebulus is simply brilliant. It's crystal clear objectives and unpretentious gameplay conspire to provide one of the most playable and challenging

game time, and the sprites are excellent.

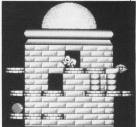
There are some unusual sampled siren sounds heralding the beginning of a screen and the end of a game, and the sound effects are pretty good. The title screen music is also good, with the Amiga version having the edge over the slightly tinny 2-tone.

Whether you're on ST or Amiga version, don't let this classic escape you.

	AMIGA	ST
► GRAPHICS	9	9
► SOUND	6	7
► VALUE	8	8
► PLAYABILITY	9	9
► OVERALL	96%	96%

UPDATE...

Spectrum and Commodore versions had a reputation for being when they appeared at the end of last year if you haven't already got it for your machine, hunt it down.



▲ It's tough on the top.

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Reviews

SPEEDBALL

► MACHINES: AMIGA, AT, PC
► SUPPLIES: IMAGE WORKS
► PRICE: \$1 AND AMIGA
CLARE, PC CD-ROM
► BYEWAY: EUGENE LACER
► VERSIONS TESTED: ADAM IT,
AND AMIGA

Speedball is the sport of the future. A rough, tough game where only the strong survive.

Inspired by the film Rollerball, in which James Caan plays a futuristic gladiator, Speedball is a vicious sport of the future where no players are taken. Punching your opponent and helping the officials are essential tactics.

These guys are mean. If you thought Winston's winny Jones was a bit of a toy, then forget it. He wouldn't last five seconds with these crush-refracted Crushers.

Speedball players dress to kill. An opening sequence shows one of the players putting on a leather glove impregnated with metal studs.

Their metal and leather garb sets the scene for the game, which is very disgusting to play — as well as creating a totally believable sci-fi world.

The game itself is fought out between two five-a-side teams. The metal ball spins out from a revolving dispenser which comes up out of the centre of the pitch and spins down again once the ball is in play.

The action is fast and furious as the five players scroll up and down screen on the relatively small play area.

The ball can be bounced off walls — thrown or punched nearly the entire length of the pitch and almost anything is allowed in the heated struggle to get the ball in the net.

If you have ever played



1. Line up for the game of possession.

Amazon you will notice an immediate similarity. The hallmark of the hot new programming team — the Bitmap Brothers — is their neat metallic gleaming effects and smoothness of scrolling. Speedball is near perfect in these two departments.

There's lots of strategy in the game. Possessing is difficult but worthwhile.

Just like any good computer action game, the key to it is making the passing of the ball a key element of game play. Moving the ball one player to another, gaining ground, and positioning your attacker to make a strike.

Further strategy elements are offered by the revolving disks that appear on the pitch periodically. Your players have to grab as many as possible to make at the end of each game for extra speed, stamina and power.

Building the team is essential as Speedball is on a league table basis with full save game facilities for maximum long term enjoyment.

There are eleven teams in the league with their names taken from Greek mythology. The team captains are also named and the game gives you a full status report on each squad.

The Bitmap's couldn't resist getting a little play in for their shoot 'em up.



2. Into mortal combat show your fighting skills.



3. The ball seems destined to make you a star for attention.

ED ALL



Image Works Systems



Speedball II is the Dream's best game yet.



The distinctive Dream's metallic look graphics.

Zeroth: One team captain being named after the game.

As well as the trading element with the coins, there are also eight letters and a question mark. When picked up these range in their effects from reversing the joystick direction, decreasing your opponent's stamina, getting the ball automatically, freeing your opponent and

making you tackle proof.

Off the ball, gamership includes a bonus where you can punish an opponent if neither of you are in possession and the rules of the game include this charming little tip -

"Another play is to tap the ball towards the opponent's goal here halfway upfield, then foul the goalie with greater player as he attempts to catch it."

The real key to Speedball II is mastering the art of passing and catching - the ball can be picked from the air by making your player leap by pressing the fire button.

There are a number of moves that can be implemented with the joystick which all add up to making Speedball much more than a mad dash around the pitch in an attempt to score goals.

Playing against the computer in Speedball is fun, but is really only for practice. This game comes into its own as a two player challenge.

It is difficult to fault Speedball. You know as soon as it boots that you have a piece of quality software in your computer.

If I were to pick on anything I would say that the sound effects could have been improved together with the removal of picking up and using inflated power-ups.

That said, Speedball is going to be a member of the firm's well worn old-fashioned sports into a pumping good computer game.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	84%

UPDATE...

Image Works is investigating the possibility of a 64 version but at this stage admits that it is looking doubtful. Amiga and ST versions are now complete and will be on sale soon. An IBM PC and compatible version is being coded but it will require a minimum of 512K to run. Image Works recently announced the signing of a deal with the House Martens to publish their next three games. Watch this space for news of these.

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How big is a big film?

Absolutely huge — at least if *Big* (1988) is its title. *Big* has ruled in the big bucks all across America — and that's despite the fact that it bears an uncanny similarity to *Vive Venet*, which appeared here in July, plus a couple of other American movies which never made it across the Atlantic.

The vaguest and story-line that has given *Big* ground is the bad case of déjà vu in that old chestnut about young boys who become grown men overnight. Ward's guess is that a lot of middle-aged producers have been regretting the good old days of their lost youth recently; that what really matters is which is better — *Vive Venet*'s role reversal or these *Big* jobs?

Big has a big, lost post star, Tim Hanks, but you don't get to see him until after 12-year-old Josh has made a wish on an arcade machine which transforms him from a troubled teen into a thirty-five-year-old man overnight. Let's face it — being handsome Tim Hanks is one hell of a help when it comes to picking up girls. But Josh's parents don't take too kindly to a "stranger" strolling down for breakfast and pretty soon their son is on the run with his best friend Billy, who helps him hide-out in a sleazy New York hotel.

It may sound like a dream to be an instant adult, but pretty soon Josh discovers that it means finding a job and earning a living, all of which makes school sound pretty hip. However an opening in a toy company gives the big boy his first lead on the ladder to success. Who could be better when it comes to telling a toy manufacturer how to succeed than a twelve-year-old?

Billy's search for the fabled golden machine which will return his friend to normal, and Josh's affair with a beautiful colleague who doesn't realize that the guy she's falling head over heels with is young enough to be her son, make for an entertaining hour and three quarters, pecking fun at a bit of so-called "grown up" behavior. Tim Hanks cleverly suggests a twelve-year-old adult in the adult

BIG Screen

"Hallo," to all you horror hounds as weird Ward H. Street mixes a witches brew of new movie releases for halloween.



▲ Josh Hanks proves that he's just a big kid at heart

world and if, in the end, I preferred *Vive Venet*, the public has picked *Big*, so see them both and make up your own mind.

There are more strange things down at *The House on Carroll Street* (PG), but they're not of the supernatural sort. Instead we're in the world of spying, FBI agents and illegal

immigrants, all hanging around the New York address. It's the sort of thing that could get the neighborhood a bad name!

In 1951 America was plunged into paranoid hysteria of a kind not seen since the Salem witch hunts and immoral old women to the stake. The targets of this persecution were supposed



► Kelly McGillis and Jeff Daniels star in *House on Carroll Street*

communists and the chief investigator was Senator Joe McCarthy, who whipped up such a storm of fear and hunting that anybody who wasn't a rabid right-winger was suspect.

Kelly McGillis is just such a victim. Unwilling to accept McCarthy's madness she loses her job as a magazine editor and is forced to take a menial post teaching books to a rich old lady. One afternoon, sitting in the woman's garden, she hears voices from a neighbor's window — German voices — and her suspicions draw her into a deadly plot.

Kelly McGillis is just the sort of strong woman we now all to seldom in the cinema — yes, girls are good for things other than screaming and being rescued by big, tough men. Kelly McGillis is the perfect choice to play her. However even a tough dame can't always get out of trouble by herself, so it's a good thing Jeff Daniels' *Wildly Daniels* is around to give her a helping hand gun!

Director Peter Yates knows just what makes a good thriller — remember *Shogun*? — and as the conspiracy deepens and evil threatens the investigator, *Wildly Daniels*, skilfully played by Nancy Patricia, closes his claws around the couple, the suspense builds. It all culminates in a chase in the classic Hitchcock style which should keep you on the edge of your seat to very late moments.

If *Carroll Street* contains all that was best about old fashioned mysteries, *Nico* (18) demonstrates what's worst about modern cop films. It's slick and slick, sharp and noisy, with little logic but apparently possessed of a belief that you have to throw in an explosion every five minutes just to keep the audience awake.

Nico Toscanini grew up on the heavy South Side of Chicago, trained as a martial arts master before serving with the CIA in Vietnam, then, haunted by memories of a brutal interrogation specialist named Zagon, who was a dad-hat with a hypodermic full of dangerous drugs, he became a cop. No surprise that he's hardly the friendly body on the beat!

continued on page 74

In fact, *Nice* is a fully fledged police psychopath of the slant. First, school. One day, while cheerfully roughing up a low-life dope dealer, he's told of a smuggling operation - only instead of drugs the shipment contains explosives, which lead him back to his old nemesis, the happy hippy Zagan. Who'd have thought!

The film contains one scene of arm-snapping violence which even had a cinema of hardened critics reaching for the buff bags - or laughing aloud at the grossness of it all. Somewhere in the second and last is an attack on US involvement in Central America - but it's hardly enough to offend this generation's glibly cynical eyes.

Film makers of the human kind to supernatural matters, as Britain's answer to *Nightmare on Elm Street* tries to disturb your slumbers. Unluckily the *Dream Demon* (18) aims to be rather more arty than Freud's *Four Beds*, which could avoid going insane to sleep rather than making them go.

Stanley Duna - well, she'd have to be, sharing a name with a Princess - is about to marry dashing Falklands hero Oliver in a perfect, rural English church. Then she drops him and his head falls off and... well, you guessed - it's all a dream! But it's a reasonable beginning for a tale where she waking and sleeping worlds become increasingly intertwined. Unfortunately the film proceeds to descend not into hell but towards the bargain basement and boredom.

Alive in her London flat, the nightmare continues to haunt Di, while outside she's besieged by a couple of low-life, venous-necked journalists. 'Sot, belching, bawling harks working for the great British press?' Never! Actually, these two News of the Seven rejects are supposed to be from a local paper, which is a little unlikely to say the least. Worse, they're played by Jimmy Nail and Tim Spall, of *And Wonderwhen Pet Famer* - two fine actors working alone, but teamed together you can't help wondering when 'London', *Bombay* and the rest are going to appear!

BIG Screen



■ *Nice*.



▲ *Dream Demon*.

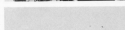
A glibly American girl, Jenny, befriends Di in the most unlikely fashion, and before you can say, 'Welcome to my Nightmare' she's into it, part of yet another bad dream in a British movie. There are a few moments of ghastliness

humour, such as Tim Spall degenerating into a madman, postulant glutton, but they're not really worth staying awake for.

Three things that go bump in Poltergeist II (18) have also scared everyone so much that the film, which I reviewed in August, has been put back to this month. However despite some very clever tricks with mirrors it's all fairly ordinary stuff,



▼ *A Fish Called Wanda*.



which somehow manages to leave one of its characters trapped on 'the other side' and nobody giving a damn about his fate. I'm just calling in an exorcist in case it means yet another sequel!

There should have been a riot and riot riot of laughs for hard-centred ghosts in *Consuming Passions* (15), the story how human flesh is a batch of chemicals bent on finding sweet company's sales figures, but this dark comedy is plain, soft-centred and sickly, which is all the more amazing as it's based on an idea by Monty Python's Michael Palin and Terry Jones.

In *Litterton* is an ambitious young trainee at Chumley's Chocolates (Johns) that name tells you what to expect! whose clumsy incompetence causes a workman to slip into a production line and emerge as a filling for the cream assortment. Inevitably the public takes to the new taste and Farris, the company's head new manager, gets money before carnalism is the recipe to strike a rich *Consuming Passions* is badly written, clumsily directed and stupidly acted. A real passion killer, in fact.

But just as you're about to give up on British films, along comes *A Fish Called Wanda* (15), also involving a former Python, John Cleese as a starry burlesque, Archie Leach, who finds himself falling in with a gangster's moll, played by the delectable Jamie Lee Curtis, and suddenly discovering that there is more to life than his middle-class career and family.

Cleese is one of the funniest men in Britain and the increasingly bizarre experiences he finds he undergoes give him every opportunity to make the most of his talent. Also worth out for Michael Palin, redrawing his hand in these flesh-filled characters, as the owner of the fish called Wanda, who gets chips stuck up his nose by an American thing. The film has been a huge success in the UK and A, proving that when we find it's right we can hold our own with any Hollywood production. But your bank and catch this one when it surfaces near you!

SOLDIER OF FORTUNE

Reviews

► **MACHINE:**
SPECTRUM/COM 64.
► **SUPPLIES:** FIBERO.
► **PRICE:** £3.95.
SPECTRUM/64 COM 64
CASS/12.95 DISK.
► **VERSIONS TESTED:** COM
64/SPECTRUM.
► **REVIEWED:** CHRIS JENKINS.

In the last few months, the target audiences over at Gremlin have tended to choose more sophisticated than their games. In the battle between *Heaven*... and *Telecomsoft* over the rights to programmer Andrew Lloyd Webber and Steve Turner's work, no-one seems to have come out best, so far. Finally we have come up with *Magnificent* (very much a re-run of *Quasimodo*) and *Magnificent*, a pretty but unplayable shoot 'em up.

Maybe *Soldier of Fortune* will be the turning point.

● Rolling around baroque



▲ Combat up the wall



▲ Abarbaric battle around

Written by John Quenneville, it's not what you'd expect here (Gremlin) or all. It's a fantasy arcade adventure rather than a space extravaganza, and it certainly doesn't set any new standards in either originality or programming excellence.

But if I want to know the plot, although frankly it's the normal sword-and-sorcery fish, evil magic really has unleashed a horde of demons on the world by despoiling the fabled Power Source. Your task, as either Tiberius or Taron (or both in the two-player version) is to find the source, return it to its rightful place and save a whole forest full of grotesque pliers.

Tiberius and Taron can

walk, run, jump, climb and open doors, all under joystick control. In two-player mode, the game "advises" attempts to follow whichever player pressed his fire button first, so it's in your interest to stick together. If the other player disappears off the screen, he will lose energy swiftly. The Commodore version has very poor background graphics of trees, platforms, buildings and walkways. The monitor sprays debris around smoothly while the screen scrolls around, but the design is so poor that you can't make out what most of them are supposed to be — bats, wolves, whatever. In fact, the whole production looks like a second-rate version of *Gremlin* and *Goblins*, with only the excellent theme music and spot effects

feeling more up-to-date. In contrast, the Spectrum version looks completely different, with larger, more interesting sprite designs, nicely detailed status indicators and decorative screen borders. They're like two completely different games, and the Spectrum version is immensely superior.

What they have in common is the basic plot. In order to complete your quest you have to collect magical tokens, find your way through mazes, dungeons, and obtain new weapons to protect you against ever more awesome enemies. In the Commodore version, you can enter shops in villages and, if you have found golden tokens, trade with the villagers for extra weapons, shields, keys and spells. The trading

sequence is graphically unimpressive and doesn't add much to the game, so it's no loss that the Spectrum version doesn't have one. Here, it's just a matter of finding tokens hidden on the bodies of dead adventurers, and collecting enough to earn you the protection of a guardian spirit as you fight against the final monster at each level.

The Commodore 64 version, then, is a dead standard, pretty boring pot boiler which does little to add to Gremlin's reputation. The Spectrum

version, in contrast, is interesting and imaginative, featuring touches like flying platforms, giant monsters and imaginatively designed sprites which make things fun, not a run-of-the-mill plate shoot-'em up.

	COM 64	SPEC
► GRAPHICS	5	7
► SOUND	7	5
► GAMEPLAY	7	8
► VALUE	5	7
► OVERALL	65%	81%

UPDATE...

Soldier of Fortune is due for release on the Commodore 64 and Spectrum on October 19th. There are no other versions planned.

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A LEGEND IN GAMES SOFTWARE

C = YG's role-playing expert, Wayne, dons some protective clothing and enters the Bloodbowl, then travels to the post-holocaust world of Twilight 2000 to mount a last-ditch NATO assault on Poland. There's also the usual stack of FBP mail. When are you going to write in?

FANTASY

Bloodbowl

- SUPPLIER: GAMES WORKSHOP
- INTRODUCTION: FIFTEEN MINUTES
- PRICE: £19.95
- COMPLEXITY: BEGINNER TO EXPERT
- REVIEWER: WAYNE

Bloodbowl is a form of American football played by real men sword and sorcery

Blockers, Catchers and Throwers. If you are familiar with American football, or are even a fan, the game should be easy for you to play, as you will be fluent with the jargon used. However, if you are a novice, it is all explained in the 40 page *Bloodbowl* Handbook.

How you will find out how the game evolved, how the

masters the basic rules, you can turn to the *Vietnam Rules*, which cater for advanced play. Again, these are well set out and easy to follow. There are also details of special teams, where the set rules apply.

The game components are quite impressive. Along with the aforementioned books,

GW has revamped it, made it more colourful and upped the price to nearly £20.00.

I would have considered the game value for money, if it delivered the action and excitement that is promised. But it does not. The action is slow and dull. First, you get to start and kill players and larger team members can throw their smaller colleagues 'WITHIN the ball, however, it just doesn't deliver the violent chaos it promises. Jervis

Johnson, the designer, has had a great idea here. However, what the game needed was a fast, fluid, free-wheeling rules system, which was simple and speedy. As it stands, *Bloodbowl* allows you to play a few close, tedious games instead of many that are swift and speedy. Just one game of *Bloodbowl* would take you more than an hour if you stick by the rules.

Of course, if you really appreciate the game, you will have hours of fun ahead of you. *Bloodbowl* contains all you need and more to run a series of games that will last you a long time. There is, of course, the all too familiar expansion kits, which will enable you to buy more teams, extra rules and even 'cheat' books!

There are various ways to end *Bloodbowl*. The most common way is to limit it to a



▲ *Bloodbowl* - a rip roaring game with lots of fun.

duels like one, two, goblins, dwarves and, of course, humans.

The aim of the game isn't winning. It is to maim and injure as many opponents as possible, whilst playing with a fair and style that dazzles the crowd. The game is played on a pitch that measures 100 by 60 paces with a further 10 paces at each end zone. The team comprise a large number of players, but only 11 are allowed on the pitch at any one time. They are split into four groups of players - Blitters,

game is played, how it works, what the referees are like, the equipment used as well as a list of teams that all provide you with the flavour of the game and inspiration.

The duty of the *Bloodbowl* is found in the 18 four page rulebook. This covers every aspect of the game such as setting up the game, the sequence of play, movement, passing, blocking and so on. There are pages of examples, which lead you, play by play, through a typical game in action. Once you have

you get two teams of 15 players, which are ready and waiting to be painted, a large three part pitch, which is made out of detailed white grey, "reinforced" polystyrene, a pass measuring device, a direction finder plus dice and various other colourful accessories, including dice and end zone markers.

Bloodbowl is not a new game. It was originally marketed in 1976 and consisted of a four piece (game board (pitch) plus rulebook. At that time it sold for £12.95. Now



▲ Typical football comes to life in this game.

Role Playing

Twilight: 2000

an number of teachers, which I would advise to be three at the maximum. However, if you are really keen, you could play a five-minute session (just time) and the person with the highest score at the end is the winner. If you do this, try not to put a time limit on each player's turn to stop time wasting. I agree with GW here and suggest five minutes per player.

When I can't fault GW is in the production. The artwork is excellent, the figures are well detailed and well modelled in sturdy plastic, all the accessories do their relevant jobs perfectly and the board is well designed. The box is one of the best I have ever seen. For instance, the written background to the game, the list and the commentators reports are all exceptionally witty.

However, despite all this, my initial criticisms still stand. With *Apocalypse* carrying a price tag of £20.00 and only catering for two players, I can only recommend it to hard-core American football fans or people who think they would like the cross over between sport and swordplay.

- ▶ **PLAYABILITY** 3
- ▶ **COMPLEXITY** 3
- ▶ **DESIGN** 6
- ▶ **PRESENTATION** 9
- ▶ **VALUE** 6

- ▶ **PRODUCT: TWILIGHT: 2000.**
- ▶ **SUPPLIER: GAMES OF LIVERPOOL.**
- ▶ **DESIGNER: FRANK CHAPMAN.**
- ▶ **PRICE: £18.00.**
- ▶ **REVIEWER: W. SNE.**
- ▶ **COMPLEXITY: EXPERIENCED PLAYERS.**

Twilight: 2000 is a complete role

claim tonight victory. The war was on...

After the bombs dropped the war changed. Tanks broke down and couldn't be repaired because of the lack of spare parts. Most of the technical weapons fired all at their ammo, and, as no one was making any more, armies that

warlords, private armies, and madmen's hands of disaster roam the countryside. This game is all about survival and your capacity to ensure it!

The technical problems are immense. There is no gasoline, modern equipment is almost non-existent and ammo is hard to come by. You are in a very



▶ *Twilight: 2000* - another outstanding bit of box contents from G's VO.

playing system for a Role Playing Game that is set on earth in the year 2000 after a nuclear war has taken place. The players play the part of soldiers, left to fend for themselves as the organisational structure and communications of the army are all but broken down.

Since 1991 the armies of the world were involved in an all out war. Around 1994 the nuclear bombs began to land and although every country suffered a great deal of damage, no country could

at one time put 30,000 people into the field were lucky to put 1,000.

Despite all this the war continues. The players characters are allied to NATO's forces and in this game your mission is to make a last drive into central Poland to see what breakthroughs you can make.

You will soon find out however that the war is the least of your problems. The warring factions are not particularly powerful and the real hazards come from local

frustrating position as you have the knowledge and, in some cases, the blueprints or supportive written material, however you lack the essential items to make anything useful.

The product comes in a very colourful and well illustrated A4 box. It contains a large selection of written material, including the play manual, the referee's manual, a large list of charts which include the equipment available to players and the core introductory adventure called "Escape

continued on page 77



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FANTASY ROLE-PLAYING

From *Kulliw*", record sheets, a large full-colour map of Poland, circa 1000AD, plus five six-sided dice and one ten-sided die.

The play manual should be read first by both the players and the referee. This introduces them both to the game with a fragmented background of the war, then continues to explain Character Generation, which is fairly simple, time and travel, upskilling of records plus. Combat. The combat system is very realistic and covers all aspects of warfare from hand to hand fighting to combat by

If they are to last one day in this game. All these local gun-bo, John Wayne types, won't last five minutes in this game!

The main thing to bear in mind is that *Pwllgier 2000* is all about change, and this is what sets it apart from most other role playing games. The world here is going through constant change, adapting and adjusting to the effects of the holocaust and the war. Most role playing games are set in fairly stable environments, however in this game things rarely stay unchanged for long. A friendly village encountered two months ago may be wiped



▲ Dangling and doing in *Pwllgier 2000*.

weapon. Combat resolution is quite complicated and I found that it took quite a bit of getting used to.

The referee's manual contains all the referee should know, which is considerably more than the players. It includes an expanded combat section, notes on random encounters and an additional rule system. These consist of rules that cover such topics as religion (may?), disease, trade and commerce, line of fire and repairs.

Pwllgier 2000 is an enjoyable if sometimes complex game. You can see if you have the wit, endurance, courage and skill to survive. Furthermore, a friendly village encountered two months ago may be wiped out by opposing forces when revisited. A well equipped military unit may turn into a character that learns to adapt to certain given circumstances

or by opposing forces when re-visited. A well equipped military unit may turn into a group of marauders after killing their officers and a powerful secret army may become overrun by enemy troops overnight.

I would recommend this game to fairly experienced role players, who are fed up with sword and sorcery campaigns and are looking for a new outlet for their unquenched imaginations. Players new to role playing would find this a particularly daunting task and I would advise them to try something simpler.

Pwllgier 2000 is challenging and difficult.

- | | |
|----------------|---|
| ► COMPLEXITY | 9 |
| ► PLAYABILITY | 8 |
| ► PRESENTATION | 8 |
| ► VALUE | 8 |
| ► OVERALL | 8 |

Letters

"A friend of mine told me that lead miniatures are essential when you buy an FRP. Are they? I hope not because I can't paint an Orc's nostrils.

Also I can't seem to find Dragon Bone in stock anywhere, so if you are selling it, I'll buy it from you. By the way, keep up the great work on the FRP pages!"

Mark Storey,
Sheffield.

Thanks for your support Mark. In answer to your questions, lead miniatures are not essential to FRP but they certainly help! As sword

and sorcery games, miniatures give you a feel to the game and help the poor old GM keep track of where the player characters were. However, if you were to play a game with more humour like *Paranoia* or *Tanx*, then you wouldn't need them at all, as fun and frolic are what these two games are all about. Miniatures are only necessary if the FRP you're playing demands it.

The *Dragonbane* problem is a common one, as I have several letters concerning it. The best bet is to write to *Standard Games*.

"I live in Holland and I find it is very difficult to buy FRP material anywhere. Could you let me know a local hobby shop in case you recommend a reliable British company which will export the various FRP products to me?"

Michael Van Lee,
A frustrated Dutch role player.

This is typical of many letters that I receive from people all over the world. To solve this problem, I have prepared a standard list which gives full details of any overseas FRP shops that I know, plus reliable British companies who export FRP goods. It is ideal for

foreign players, that it will also be helpful to potential UK players. Will you have to do it and use a r.v.c. and I will forward the list to you pronto!

"I really want to go Live Role Playing, but I live in the North of England and all the LRP societies seem to be run in the south! Is there anywhere I can go, which is not too far away, so I can participate in this interesting hobby?"

Rico Gorman,
Cheshire.

Well Rico, get that rather sweet ready!! "Legend Of Adventure" is an LRP society that is based at 1 Sewardish Rd, Barroge, Manchester, M19 2BQ.

My spirit agrees that it is well worth a look. They have various equipment locations and one or two excellent "various" adventure nights. You should contact Paul Turnbull at the above address or give her a ring after 6pm on 061 2748801. Happy adventuring.

"I am an avid computer role player and have an *Amiga*. I have completed such games as "The Bard's Tale", "Ultima" (several versions) and "The Ancient Art Of War", but I can't find any more. Please recommend a few more for me and let me know when the *Amiga Version* of "Dragonquest" is coming out as I'm desperate for it!!

Paul Watson,
Middles.

The *Amiga* version of "Dragonquest" should soon be on sale. If for some reason it is not out, I would suggest getting hold of "Legend Of The Tower", which is very entertaining. Furthermore, work is commencing on the *Amiga* version of AD & D, which, as reviewed in C+VG last month, is brilliant!! However, if you have *Dragonquest* by now, that will keep you occupied for a couple of months!!

"So why didn't we order it from Wight Computing."



"But still he sits there with that blank look on his face."

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FOOTBALL & CHOCKET

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Play By Mail

Whether or not you are fan the postal strike or against it, one thing is for certain: it has drastically affected the Play By Mail hobby. Many C + VG readers are actively involved in PBM as we asked Wayne to contact the major PBM companies to check out what is happening and how they are coping. Here is his special report.

No PBM'er, be it company or player, likes a postal strike. It is the one thing that thwarts the whole hobby into utter chaos and confusion. As I write a settlement has supposedly been ironed out, but it still seems very dubious whether the whole matter has been totally resolved. All in all it is going to be a testing time for many of the smaller PBM companies, as they depend on the regular cash flow that their game generates to survive. I would not be surprised to find that after the strike a couple of the smaller companies have folded.

The larger PBM companies have the experience and the financial resources to weather the strike, but even they will find life difficult the longer the strike continues.

Kevin Cropper, boss of K&C Games, has had to pay off most of his staff for the duration of the strike, as they have processed all the computer moderated turns available and have no more work to do. A skeleton staff have been retained to process any turns that are telephoned in and to program K&C's new projects. They can't even post out the backlog of turns that they have dealt with as the post times are raised. Basically, because all of their games are computer moderated, they have come to a virtual standstill. However, they are ready to resume work at a moment's notice.

Most interesting? Since L&H has confirmed that they too have also dealt with any backlog of turns they may have had. They have retained all their staff and are fully engaged in new titles, game history, special customers, game preview list and the conversion of various games to

Once again Wayne, the man whose mysterious missing last name is the talk of PBM-ers, returns to the fold to "rap" on the subjects Epic III, Eclipse and the all important postal strike . . .

RHANN GAMES

About 6 months ago I arranged for a player of all Rhann Games' products. This player was carried out by a small handpicked group of C + VG readers which has been reporting to me on a regular basis. Here is the group's verdict.

Rhann's major game is *Epic IV - The Kings Game*. It is a really computer moderated, open ended, sword and sorcery game, where program is made by strategic play. A player who is good at the diplomatic side of PBM will do well here. The game is of average complexity initially, but progresses into a more complicated mode as the game advances. The turn fee is £2.99 for basic turns and it can increase depending on the size of your kingdom.

When you start off, you have to choose a leader for your small army. This leader can be one of six character types: Warrior, Necromancer, Wizard, Arch Priest, Merchant Prince and Marshal Clan Chief. All have different, but balanced, statistics. You then have to make several choices including the selection of your homeland and the election of secondary leaders. Once this is done, it is up to you to conquer the world, using your leader's abilities.

The game has many aspects, some of which are discovered as you go along. There are your personal lieutenants, who are used for spying and assassination, magic items and artifacts that can be either a blessing or a curse to your forces, and troops who will obey your every command - if you have kept their moral high enough!

Wayne have worked hard on this game, since they obtained it from Australia and they have added some of their little touches. All battle reports are free, as are lieutenants and wizard reports. All orders, other 80 of them, are impartially relayed



1. We're happy of "big mail" but this is ridiculous . . . (No not very loud)

computer while they wait for the dust to disperse.

Peter's head honcho, Tim Game, has also been able to process the firm's large backlog of turns. He and his staff are taking advantage of the lull in work to upgrade and re-write Global Supremacy, a PBM that he bought from the now defunct M&N Games.

Stanford's Dave Newton couldn't be contacted, but his secretary confirmed that no turns were going either in or out of Stanford's buildings and Dave himself was out there conducting very loose talks about obtaining a new PBM.

The Laboratory's Paul Borenstein said: "All was well with the Lab. We are working on computer upgrades, game promotions and generally picking up on things that should have been done a while ago.

Rhann's right hand man, Steve Upson, is re-writing his newly acquired game *Probes of Chaos*, another on M&N Games, and possibly "doing things he should have already done."

That's how things stand with the major companies at the moment. If there are any radical changes, you'll read about it first in C + VG - strike or no-strike!

Play By Mail

by the computer and there are both land and sea combat options. Furthermore, company director Steve Upton is only too pleased to help players who have problems in completing, or understanding their battle. I must admit that their personal touch really impressed me.

The game certainly impressed C + VG playtesters Steve Smith (Edham) and Sinclair Scott (Holland). Steve called *Agnis* "The best computer moderated PBM I have ever played", and Sinclair said: "I can heartily recommend the game to any prospective engine builders, since it is not simple a game, but a real power struggle."

Overall, the playtesters really enjoyed *Agnis* and the above two comments are representative of the general opinion. In fact I did not receive one bad report about it from over 20 playtesters.

Agnis is by Rhann. I had a whole game set up for C + VG readers, which meant that 20 people could play for months. The players found that *Agnis* is a game of space exploration and conquest, which is based around a war system that encompasses all of anything between 180 to 220 stars. The aim is to conquer two thirds of the system either on your own or with an alliance consisting of several players.

Once again the game is completely computer moderated, but this time it has fixed deadlines. This means that you have to get your turn details in Rhann by a certain date at your organization will not for the consequences. Before you begin, you must choose one of six races: Humans, Lizards, Canik, Wreans, Sagois or Arstans. Each has differing characteristics, but as in *Agnis* they are balanced so no race is one real advantage.

The rulebook is fairly complex, and involves a bit of number crunching, but this seems get used to it after a few weeks. Everything is covered from space fleets and games to computer controlled forces. Filling out your sheet is a simple affair, with the main

price depending on the number of actions performed.

The playtesters thought that the game was OK, but suffered as a result of a few annoying quirks. NightPaysan, Canik, found that "some of my actions were incorrectly clipped and this ruined some of my turns"

increased in being amongst the first players in the re-launch, all you have to do is send £1.00 to cover P + F and you will get a free rule book, staff up in the new game and a free turn. All cheques should be made payable to Rhann Games and sent via the C + VG with

Furthermore, any player that joins the game will not be disadvantaged by being issued with a small tribe. Rhann propose to take a mean average of all the tribes in the game and send new players with tribes the size and strength of that figure.

Mervin Kingdom has come up with a new concept in PBM. It has started a horror/detective game, set around a market similar to the cult Role Playing Game "Call Of Cthulhu". They claim to have combined "various roleplaying with some futuristic aspects", which could make a very interesting game. Players can encounter any aspect of the unknown from magicians to spiders and vampires and mutants. Players may choose up to four character types to help them in their adventures. They build up their characters skill as they progress and their object is to become "Master Of Fear." There is a large problem solving element to the game and it will appeal to people who enjoy a "thinking" game rather than a "combat" game.

Start up and rulebook costs £1.00, whilst turns cost £1.50 each. All cheques, P+G's should be made payable to Mervin Kingdom and sent via C + VG with proof of purchase.

What with the football season just starting (as I write), it should be topical to mention QAD Games, Soccer Supreme. This is a game where you play the part of a manager of a fictitious football team in one of two different leagues, which comes of international club teams.

You have to create all the ups and downs of football including transfers, team formations, tactics, sponsorship deals, coaching, youth team players, physiotherapists and trainers. International country fixtures also feature.

So, if there are any budding Tony Danza's out there, all you have to do is send me an A.S.E. and I will arrange for a free rulebook to be sent to you with QAD's compliments.



■ "Down, Akepi"

and Ken Savage

(Southampton) said that "the printer ribbon jammed and late at the end of the page, printing stops where they shouldn't have been." However, Ken went on to say that if "Rhann could get these out together, the game prospects look addition overall."

I have always found Rhann ready to list up, and as we speak they are refreshing *Agnis*, so that it will be a quicker, more detailed game. Who says outside fiction to playtesters?

If anyone is interested in playing any of the above games, I have once again managed to obtain some special discounts for C + VG readers. It starts up in *Agnis* really costs £1.00, but C + VG readers can join for £2.50 and get two free turns. Turning to *Edrimor* now. If anyone is

proof of purchase.

Rhann has now obtained the rights to run the old Midgard game, *Fishin' Ki Cune*. They have changed slightly by bringing the history forward 500 years and moving the technology back 300 years, meaning that there is a 600 year technology gap. You play the game as a tribe that wanders a strange planet, aiming to survive and grow more influential. Rhann have computerized the record keeping side of the game, but have decided to keep the hand operated part of the game.



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of the game



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John Minson hunts for battle
plans at Microprese's Hunt
Valley HQ.

BILL STEALEY

MISSION MICROPROSE

Baltimore, home of the Orioles baseball team, edible crabs — and Microprose software. The Orioles and crabs are added attractions, but I'm here to infiltrate the simulation specialists' offices, train in the basics of modern warfare with their high profile chief, Major "Wild Bill" Meier, ... and hopefully return alive.

ROLL CALL Monday 22/8/88 — 08.30 hours

The day starts early at Microprose. In the lunchroom everybody gathers for the Monday meeting. The atmosphere is light-hearted as the Major runs through instructions of new employees, reports from the heads of departments, and notes that the company has linked a dealer demo disk to software pirates, obtaining free mass distribution.

"Is there anything else anybody wants to share with the group?" Bill asks. There's not, so we set out on a tour of the building.

This is a low security area, but: "Make sure you wear your badge at all times when you're in the areas with blue carpet," Bill warns. "That's where development takes place." Here are the programmers' offices, each adorned with personal decorations. More seriously there are large scale maps and posters of military badges — everything in excess the legendary Microprose accuracy.

This is also where Sid Meier, co-founder of the company has his office. His window is filled with toy dinosaurs. Apparently Sid has a unique method of communicating with Bill; currently he wants the



▲ *A Microprose program for sale*

company to do a game with a prehistoric setting and this is how he makes his point. Bill regrets that Sid isn't around at the moment. "Sid is the creative genius," he says. "I'm just a creative critic."

A little further down the corridor is a Red Baron coin-operated machine. Bill and Sid first met when they played the game in Las Vegas in May '82. Sid was not finished with victory buzzed that he could write a better game within a week. "Then I can sell it," Bill replied. It was actually August before Sid presented *Midwest Air to Bill* — and Bill realised he'd have to form a software company!

Bill started packing disks and manuals into plastic bags in his kitchen in October 1982. In 1989 he hopes the company will make \$100 million. But the vital force behind Microprose remains Sid and Bill's love for simulations.

▼ *Portrait of Bill...*



BATTLE PLANS 10.40 hours

So how does a Microprose program come about? Games designer Arnold Forstwick explains. "Everybody thinks they can design games," he says. "That it's a rare individual who can both design and program." Sid Meier has that ability, but Microprose also employs two designers, who see a project through from research to play testing.

Initial discussions are a group effort. "We all decide if it's a really wild idea and whether we can do a good job. Only then do we get down to technical research," Arnold quotes *Stealth Fighter*. "That's a war against the many scenarios, which is perfect for computer games but rare in modern warfare. That makes it ideal." It's also necessary to understand

micro limitations, because as Arnold observes, "We're more limited by hardware than our programmers' ability." Designers work closely with programmers and graphics artists throughout coding.

Finally comes play testing. One expatriate British programmer told me that in the UK games are lucky if they get half an hour's trial before they're shipped to the distributors, bugs and all. Compare that with the four and a half months that *Kennedy Approach* received. This makes it impossible for Microprose to make release dates until the program is complete, but it does mean that they can never be accused of issuing half-baked products.

UNDERCOVER ACTIVITIES 11.30 hours

Airborne Ranger, Microprose's arcade simulation of ground combat behind enemy lines, isn't new to Commodore and Amstrad systems, but there's a Spectrum version on the way, which looks like it's captured the excitement of the original. While it strays from strict simulation, its success means that a sequel is on the cards.

But if you thought creeping around on your belly was secretive, wait till you try sneaking into foreign countries as one of the 'grey men' of intelligence — the ops who will be discovered by their superiors if they are ever captured. It's called... *Covert Action*!

The secret operations scenario was suggested as a follow up to *Airborne Ranger*, leaving game designer Ray Gibson to read about the topic. He decided

▼ *And Super Lopper — Albus*



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that the real interest was in these men who served with medals — if they're successful, nobody ever hears about them! Their 'dirty tricks' range from theft and blackmail to recruiting double agents. Only assassination has been left out!

You can choose from the CIA, with lavish resources but scant support; MI5 with few resources but good field staff; or Israel's Mossad, who are great in the field with resources that border on the primitive. The KGB, inevitably, are the bad guys. Once you have your mission, you move around the world, approaching government agencies. In London you can visit MI5 — let's hope the map locations aren't accurate or it'll be banned under the Official Secrets Act!

ORIENTAL OPERATIONS 12:05 hours

One country not featured in *Clash of Armies* is Japan — but it has a game of its own. Previously titled *Samurai* — though this will change — it's the official follow-up to *Pentia*, combining role playing with a strong graphics element and simple menu commands. The secret of successful *Samurai* ing is to behave honorably, according to the codes of sixteenth century Japan. Be a good guy and you'll overthrow evil warlords in one to one combat — and unlike *Pentia*, where the fighting was seen side-on, in a single plane, you'll dodge and manoeuvre to full three dimensional glory.

▶ Will *Samurai* take to the skies?

Samurai has to be the first role playing game where you establish a dynasty. If you're successful, your children take over the empire that you established.

Microprose is also invading Japan in real life, with the establishment of an oriental office. Not only are they successfully selling *Samurai*'s *A/Vision* role playing

that tricky with a plane which doesn't officially exist? Well, the Swedish Air Force has used *Microprose*'s version for its aircraft recognition manual, suggesting they've got something right! This is confirmed by the member of the top brass who told Hill that he's well over ninety percent accurate!



▶ *Microprose's* *Samurai* is the answer.

series to the Nintendo market (using two joy sticks to make choices) but there's even a demand for WW2 simulations like *Admiral Ace*, in which the strategy is more subtle than... *Japan!*

Admiral

SOFTLY SOFTLY... Tuesday 23/8/88 = 10:40 hours

"The theory of stealth fighting has been around for a long time. It's just taken ten years for the Pentagon to decide how to do it." Major Bill Straley is talking and he should know, as his 'Wild Bird' raid plane, he's a Chief Advisor to the Joint Chiefs of Staff.

F-15 Stealth Fighter is a refinement of *Project Stealth Fighter* for the PC. Bill reveals it's now even more accurate — but isn't

Stealth fighting is the art of sneaking in below enemy radar and avoiding their planes to infiltrate territory and hit crucial targets. It calls for highly specialised equipment — the F-15 — and silky low-level, 'silent' flying.

HARDWARE WARS 11:15 hours

Compared with Bill's exosort enthusiasm, Gene Lipkin demonstrates the Californian, laid back attitude to life. He also has what may be the biggest news of the visit — *Microprose* is getting into colour graphics!

Twice couldn't be a better choice than Gene to head the new operation — he was one of the founding fathers to *Admiral*. His team of fifteen are now working flat out to get

3D technologies, to give *Microprose* Color-Up its proper name, first machines ready for the new year.

"Currently video games have 2D comic style graphics," Gene explains. "We're dedicated to polygon graphics, 3D simulation and long play." This means we can expect various machines, just like the home computer versions. But it will all be to a much higher resolution — 60,000 polygons per second instead of the mere 300 that make up an F15 landscape on the PC.

We can also expect the large environmental cabinets that let you really get into the action, and *Microprose* have had special chips designed. Subject to the *Microprose* Official Secrets Act, Gene won't say more than, "It's safe to assume that our first release will be a flight game."

BEST AND RECREATION 11:55 hours

It starts to look like *Microprose* is planning an American invasion but the British will take back what it comes to snuff their new departure — sports simulations. Perhaps down a heartbeat by the 'bricks' game second in their national sport, the first release is not football but... soccer!

But this is no ordinary game of football. *Microprose Soccer* includes everybody's favourite features of the game — such as wind and even rain! And following the new tables set out by of footballers down-pour the ball plays differently to the rest game. This is a real

▶ *Microprose's* *Soccer* and *Goal*





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simulation and Stewart Bell, Microprose's European MD, joins that they spend hours consulting officers to get the geography of the patches correct.

THIS IS WAR! 14.00 hours

Middle Eastern terrorists have developed a critical Russian oil refinery. A bomb has gone off in the Kremlin. The Americans are blamed though it's actually the work of KGB fanatics who plan to use the spread to detract from the oil crisis. But they get more than they planned for and suddenly there's a *Hot Storm* rising with World War III blowing up a side.

Tom Clancy, *Hot Storm's* multi-millionaire author, is on chatting terms with the Pentagon chiefs of staff, making him the ideal person to team up with Microprose in a strategy simulation. To demonstrate how this latest blockbuster has become a game, Bill Stealey has forsaken the skies for a submarine, with Tom Clancy in attendance to ensure that the free world is aware of the command menu.

Nothing conveys in a sub-rails for more precision than daylighting, and almost instinctively he's left fully locked, Bill wants linked. The software for the seas north of Norway on the large scale map, which also indicates satellite patterns and major fleet points on the war progress. Meanwhile Tom at a desk, offering expert advice. The guy obviously has an endless wealth of knowledge, not just a military equipment list but also the best way to use it.

► It's all up to you!



Pretty soon Bill is rewarded as he comes across four Russian ships. "Keep your speed low so that you don't alert them," Tom warns. Bill prepares his torpedoes and cruise missiles - the choice of weaponry is staggering - then launches his attack. Unfortunately his first cruise is intercepted.

stayed up all night to win the war. Even then it took plenty of nukes. He glad it's only a computer game!

CHECKS AGAIN! 15.00 hours

My training is over. I'm now experienced in everything from stealth fighting to submarine battles, not

counting you'll find in a jet fighter, leaving it warning not to touch the red lines and not to get my camera caught in the stick. If anything really did go wrong would I be able to take out and pull the dip-rod? Too late - we're taking to the run way! Take off is smoother than the 1001 that brought us to Baltimore, and we're up and circling round the airfield. "Now enjoying yourself, John?" comes over my headphones. "Fine...err, Roger that, Bill." I utter into the intercom. I'm stoked!

We bank steeply towards the runway and so to coming in to land - then about 100 feet above the ground we level out and Bill yanks onwards, swinging the wings from side to side - a start guaranteed to induce heart attacks in the tower! Suddenly we're climbing, pulling around two and a half times the force of gravity. Thanks God the intercom isn't on so I let go an involuntary battle cry.

Second time round we do land it's even less soon, Bill let me off easy - no loops or rolls. I don't know that I really deserve the "I cheated death with Magsie Bill" T-shirt. Maybe I cheated air discomfort... would be more accurate!

But the flight was enough to help me understand something about simulations in general and Microprose in particular. Now I can relate to the thrill that Bill feels when he's heading target ranges - the thrill that he wants to communicate in his software.

These are Bill's toys and he wants to share them with you.

► But the real one's getting it worse!



► Always fire more than one," Tom advises.

My now the Russian knew of Bill's presence and it's time to take evasive action, diving out of the immediate danger zone. There are guided torpedoes on his tail but knowledge of their logic systems allows Bill to turn away from their search patterns and lose them. The battle continues, with Bill taking a hit but destroying four Russian ships before he has to limp back to port. He wants to bang around rather than diving, but Tom suggests that discretion is the better part of valour: "These surface types are no *Moebius*," he chuckles.

Back at Teddy Lock, Bill is awarded a Bronze Star. More laughter from Tom: "Crap! You get a Bronze Star just for showing up." But Bill's not too disappointed - he

forgetting exclamations like *explosions* and even *incident Japan!* There's just one thing left... Miss Microprose?

Miss Microprose is Magsie! "What Bill!" Stealey's voice booms. She's his ultimate toy - a 37 year old T-DS Trojan jet trainer. Here you can get a huge brain-frying simulated daylight on your screen, but this is the real thing.

Oops, I've done - I'm an vertebrae coward! Thus Bill really want a chicken in the next seat! Knowing that the spartan little plane's single engine is identical to the ones on a nearby flying boat does little to ground my butterflies. Bill hands me a plastic bag. "I have never made one person do it in my plane," he says. "I do not want to start now."

But here I am, being strapped in to the tiny cockpit, with the game

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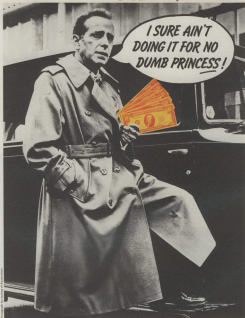


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A LEGEND IN GAMES SOFTWARE

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Village of Little Mooring has come under the Cloud of Joseph Quikbuck's plans to turn it into a vast housing estate for yuppies. Eviction notices have been served on the residents, and demolition teams are busy clearing the area.

ingrid is back, that indelible George Hanger and she is unperturbed. In part one of this three-partie, she is getting up a petition against the development. The trouble is the scruffy piece of paper she is writing, has no names written on it.

Still, not to worry, you can
leave it help fear. So how
about popping in for a
glass of rumour, and
collect a few signatures of
the Green Goddess?
Perhaps the landlord,
Justin Butterfield, will
oblige, and some of his
customers too – there's Mrs
Underley, and Miss
Gowley having a few for a
start.

Along the road at Berry Cottage, Bonny Sproat is not having a very good day's fishing.

Source: <http://www.fishbase.org>; <http://www.fishbase.org>; <http://www.fishbase.org>; <http://www.fishbase.org>

somedays he ferries, but these days he is nearly always fishing. To feed the growing number of customers waiting at the Green Gorge for a ferry, what can be done to cheer him up and persuade him to quit?

Then there's your uncle, Dundee-Hofstad, at the Mill. Nice little place, only recently built, and well-sheltered from the wind. It would be such a shame to knock that down (or remove it).

But *Dusty* is certainly well-qualified against intruders. What with a yard full of killer chickens, and that barcode he's putting up inside the mill,

collecting signatures for a petition can be very rewarding, but some signatures are worse than useless. In fact they are worth less negative points.

prospect, and think a bit before showing the picture.

When complete, and with the partition presented, the game moves onto part 2, and you're family home in nearby Graftonville. Quickback's agent is on the prowl, intent on stealing the deeds to the farm. What's more, a steam roller marked by ugly trails is heading inexorably up the track, and they call out and yell while you as you drive to investigate. The object of this part is to stop the steam roller and steal the mine.

In part 3, you have obtained a position as maid of the Quickbuck residence and report to the mansion for duty. In reality, with help of your Cousin Dave, you are searching for evidence that will put Quickbuck behind bars for a long time to come!

difficulty in deciding what to try to do in recent Level 4 adventures, since the plots have been very open, with Ingrid's Book, Peter Austin told me, they have introduced a new policy in adventure design. That is, to make them much easier at the start with a gradual progression to more and more difficult puzzles. In part 1, the player's objective is to break a hunt in disguise, and the

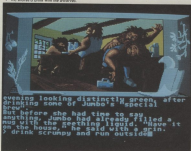


I examine my
Ingrid was innocent
and in the British
hadn't been up till
were called right
with distant relief
again, Ingrid came
there.

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beginner will find no great difficulty in making progress. Not that it is all plain sailing, for there are a couple of quite tricky puzzles that will leave the more experienced player scratching his head.

The game becomes much more open in part 2, with the vital problem of how to go about things. You will need to get Daisy to help you, you are told. But it is not all so obvious what you should be telling the ever-grinning Daisy to do. However, some sharp observations should give you a few ideas. However like things seem.



Back

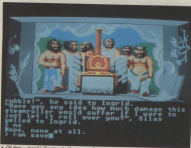
Ingrid's Back comes in a new design of package. Similar in construction to the Interscan Packaging and similar in looks to the classic Level 9 classic such as Emerald Isle. We see the return of the attractive white-on-black "18" motif featuring a full colour picture of Ingrid. Inside, in addition to the appropriate disk or cassette, lies the Second



rim is indefatigable
it's a joy. And if it
the way out.
it's a joy to play
with the left
and

power that of the

Overheated Journal, a fairly large booklet complete with interesting and playing instruction as well as some further extracts from Ingrid's diary. Worth a read in its own right, it can also give you a few ideas about some of the problems in Ingrid without actually giving the game away. The audio setting of Ingrid's Back is enhanced with a complete change of graphics design: out are many dismaying pictures of disease-ridden and knight Orcs, and in are some wonderful artist drawn pictures. There are fairly rare country villages,



"Pibble!", he said to Ingrid. "Have you any idea how much damage this steamroller would suffer if I were to just let it roll over you?", Silas yelled to Ingrid.
"No."
"None at all."
"Pam save!"

A. Oh dear - Ingrid is threatened with a steam roller.

like full of drunken ponies and idyllic country scenes. But all really add atmosphere to the game. The screen shot shown here comes from the Atari ST version which also supports menu graphics on a high-res monitor.

Note, however, that not all versions have graphics (see above list) and don't expect 16-bit machines to deliver quite the same standard. There are many advanced features built into the Level 9 adventure system, that make the mechanics of playing the game much easier. SAM save is available on all but 486 Spectrum, Amstrad PC, and 486 PCs. What is Scamus Isomell doing in Mr Tookhammer's wardrobe, when you break into her bedroom and find her lying red-faced on the bed? Boredom, he isn't.

and small BBC's.

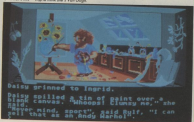
DOPS takes you back one more, and is available on all disk versions, with multiple DOPS on Atari ST. Picture sliding to reveal the feet hidden behind it, previous command editing, and picture off to avoid unnecessary disk loads during play, are available on a number of versions.

Ingrid's Back has the funniest humour of any Level 9 game yet! What is Scamus Isomell doing in Mr Tookhammer's wardrobe, when you break into her bedroom and find her lying red-faced on the bed? Boredom, he isn't.

having trouble with his teleport spell and shouldn't he be somewhere else altogether? As you leave the house together he suddenly remembers he's left his magic wand upstairs, and goes back, making that you do not wait for him.

Without a doubt, this is the most enjoyable Level 9 adventure I have played to date. Go out and buy a copy!

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



Daisy grinned to Ingrid.

Daisy spilled a tin of paint over a blank canvas. "Whoooa! Clumsy me," she said.
"Never mind, sport", said Ingrid. "I can tell that an Andy Warhol!"

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Back in an adventure EC and its new role (ag, Adventures, C-4 PG, Fairy Court, 30-32; Farnham/Lane, London EC4A 3AY)

There are still people tirelessly stuck in *Beyond Zork*, and the clues section, with the help of Andrew Bethell, aims to help them back in time for Steve Meretzky's revelations about the history of the Great Underground Empire, in the forthcoming prequel, *Zork Zero*. But Andrew wants to be there, too! What use is the Queen Phrygion's magic mirror, and where should he inscribe the glyph after causing a relational mystery?

The *Shadowgate* dialogue continues this month, with Matthew Hill of Brighton, coming up with some more hints, and, would you believe, some more questions! First, though, he has a complaint: "In the

September issue you said that my name was *Shadowgate*. Unfortunately, important though I am, I have not had a game named after me! Apologies, Matthew, these things do happen from time to time!

"*Shadowgate*" Hill's tips will be found in the clues section. Meanwhile, he asks: "How do you open the door in the wall room? Are the hands' hints growing on my hands' signposts? And there's this door lady chained up in the tower, too. How do you get the object from her?" asks Alan Wilson of Ipswich, most concerned about himself from the unfortunate weapon, "and what do you about the snake statue across the bridge?"

These questions are in time, and I couldn't present one

of them! They come from Steven Murphy of Kircaldy, he can't tell the pseudonym in Temple Of Fear, he keeps breaking his leg trying to get into the rift in Hordensham, and he can't get past the guards after releasing the prisoner in Colours Of Magic. Who can hit the jackpot?

Some general help is sought by Paul Wellingham of Wilted. He has only been able to obtain two statements, the ballistics report, and autopsy, in *The Sydney Affair*, and can get no further.

Stephen King of Rothmore near Dromore, is in very big trouble in a *Very Big Cave*, facing a very small tunnel. He can see an entrance at the end of it, but he can't get his lamp through. Can anyone tell him why to keep going?

A glass of a difference, now, from a lone adventurer in *Hugoballia*. Should anyone like to swap clues and adventure chat with Jonathan Peabody? He is one of very few

adventure fans in Belgrade, and needs someone to write for his column in *Video Shogun* 18, p.1, 11 132 Belgrade, Yugoslavia, and he would be delighted to hear from you. He's currently playing *Hyperborea*, *Wolfman*, and a game called *Black Knight*.

Clues

help come this month from Andrew Bethell, Woburn; David Moore, Liverpool; Allan and Mark Ingham, Durham; Matthew Hill, Brighton; and Alan Wilson, Ipswich.

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News

INFOCOM

Activision has announced the next batch of titles from Infocom. Later this year, PC owners will be offered *Journey*, the first of a new Role-Play series. Written in the vein of Tolkien, the player joins the magical adventures of Iag, Phaz, Ilegos, Esher, and Minor, taking part in their strategies and propensities solving. Written by Infocom co-founder Marc Blank, *Journey* is described as a true melding of role-playing with interactive fiction. *Atari ST* and *Amiga* versions will be available early in 1989, whilst *CD-ROM* owners will have to wait until the spring or summer.

Zork Zero is the game

from which *Zork I, II* and *III* follow on from. This is where the *Zork* fan finds out about the demise of the great Underground Empire, and actually comes face to face with Lord Grimoth Farnham and Executive himself! Steve Meretzky has written *Zork Zero* using the latest generation of Infocom parser, the first Infocom graphical puzzles, and also featuring a mouse interface, and on-screen maps. *Atari ST* and *Amiga* versions will be available in early 1989, and *CD-ROM* in the spring.

Dave Labing is currently working on *Shogun*, an adventure based on the best-selling book. This will feature Japanese style graphics for boards, and

pictures to illustrate the game and reward the player. *Shogun* will be available in the spring for *Atari ST* and *Amiga*, and early summer for *CD-ROM*.

And last but not least - available now, is *Just For CD-ROM*, priced £9.99.

SOOTHSAYER

Soothsayer, the fantasy that specialises in complete solutions, has ceased publication. Please note that its sister company, *Adventure Probe*, is still "going strong", as editor Mandy Rodriguez puts it.

If any one out there is publishing a fantasy, or knows of one we haven't covered send us a cover to review.



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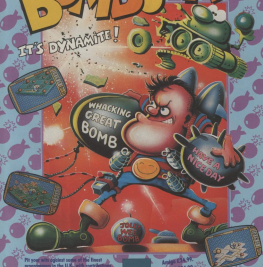
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The Tower of Druaga

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The Tower of Druaga



The Tower of Druaga



The Tower of Druaga



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Mailbag

Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + VG T-shirt! So now, we're not even quite sure what they look like yet! So now you've no excuse, get writing to: Mailbag, Computer and Video Games, Priority Centre, 30-32 Farringham Lane, London, EC1R 3AU.

Dear Ed,

After reading the June issue of your mag, with the brilliant review of *Boundaries* and the amazing comparison, I suddenly thought, this is a really pleasant way the hell am I having your mag delivered to me every month. You may not know this, but I am one of thousands who own an Amstrad and after counting the number of reviews for the Amstrad I was disgusted to find only ONE, yes ONE review, but as a loyal reader of C + VG I decided to give you some time to get your act together, so I waited for the July edition I was amazed more than one review, in fact there were FIVE of them. I am beginning to have a little more faith in you by this time. (Thank you for the *Darkside* review, I am now a proud owner of a copy of the super game). Again I waited for the August edition (thinking that I might get my money's worth) but no, only ONE pathetic review again. You can't have too much of a good thing, is that what they say, but no, Amstrad owners have had nothing to cheer about for sometime, so get your act together or else I will set my killer pencil on you. Also why the hell are you doing with the Mean Machines section, one month it's Nintendo and the next it's Sega, and any other bits you can put in there. The reason I am complaining about this is because I am very interested in buying either a Nintendo, Sega or PC Engine when it comes out in Britain and the rest of Europe, could you please advise!

Steven Davis
Shepreth

EDITOR'S REPLY: We do cover Amstrad games in our updates, but for major reviews, it's very rare that a game gets released first on the Amstrad. If it does, we'll review it, don't you worry.

Wouldn't it be good if you could always count on a game being as good as the words and screen shots on the pack tell make it out to be. Too many software companies these days spend less money on the marketing and packaging of a game, but shell out with a really sure on the great design and production of it. If the game turns out to be as good as they say, then it's fair enough, but when software companies sink heaps of money into marketing a game that they know is a dud, the chances are that the credibility they lose when people play the game will cost them more in the long run than the money they make from sales. Not all games are winners, but it's

close to the company that the game is a loser, they should either not release it, or they should only limited coverage to even just game it's release until it's up to scratch.

Ed felt good to get that out, close to the mark. (Save the World! I haven't come across him for a while. I wonder he is still around - hope so, there's nothing like an outside commentary with a BAM or two thrown in to get your readers to keep the adventure world on it's toes.

I agree with fellow Narg Zardander. If there's other great bits, even in a loser's bit bag, I wish you should have a special competition or box for your precious readers, once in a while, just to keep to happy.



You might be surprised how many replies you get - at any rate give it a shot, if it doesn't work at least you've tried. I can all this at risk of making myself look fairly foolish, should you have already begun a worldwide competition, I don't know for a while, this letter was written in September and according to my calculations, I don't get September 88's issue until ... um ... oh ... November. Suppose I'd better get comfortable, I'll be waiting again, sincerely Andy Twiss. (Directed C + VG reader, Nigel Felt and all mail good goes)

Dear C + VG, I have been reading eagerly since the last several issues of Computer and Video Games and have come to the decision that it is a real value for everyone, but especially if you read an 91 or Amiga Year magazine is becoming more and more central around these two machines. What is going on IBM clones, these are the machines of the 90's, but all I'm asking is for "more and more reviews for them" I had you heard me. I want your whole mag devoted to an 85 and Amiga mag less, even I can't wait for an Amiga book, and what comes about all these says and there is no more a "yes brother" in a Commodore Weekly. So there.

With much
Doubt

EDITOR'S REPLY: Although our coverage of 16-bit is increasing, we won't stop reviewing 8-bit games. As long as there's life in Spectrums and Commodores, we'll stick with them.

Play Masters



The Post Office strike caused quite a few worries this month — we had no mail for a week! Fortunately the dispute ended just in time for your hints and tips to get through before we hit our deadlines. Phew! If you have any tips, POKEs or maps — on any machine — send in your stuff to: Julian Rignall, Playmasters, C + YG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget there's a bundle of software for the month's best tips — so don't forget to state which machine you own.

HANKY-TO (Thalame)

Martin Dineer of Ikonator, Kent, spoke to the authors, the Boys Without Brains, at the PC Show, and they revealed that you can access the cheat mode by typing **WALSPÖPEL** on the title screen. Apparently walspöpel is Dutch for 'cheat' (or

SUPER SPINT

(Addictive)

A rather silly ST tip this, but fun nevertheless. On track eight, instead of racing, turn around and position your car just before the finish line. Press **d** downwards, and when a drone comes by, accelerate and drive it into the wall. It'll crash — but won't be repaired. Repeat the process for the other two cars, and you'll be free to drive around at leisure, picking up as many spinnies and bonus points as you like. Don't forget to drive

around in the opposite direction, though, otherwise you'll finish the race. Thanks to Ian Walpole for that cheat.

RAMPAGE (Addictive)

Another silly ST tip, again from Ian Walpole of Campt. If you're on the last building and a cloud of dust appears under it, punch in any direction and keep your finger on the fire button until the next screen is displayed, whereupon you'll find that you can climb up an invisible building which is in the same place as the last building on the previous screen. (QM) fail true

CRAZY CARS (Thun)

If you're a Spectrum owner with a Multiface (the hardware add-on I mean, not the heads), you might be interested in this POKe from Edward C (Donnell) West, Lofham. Load the game with the interface stored into the

back of the machine and stop it. Enter POKe 28400,0, restart the game and you'll be granted with unlimited time. We could do with more of that here with our tight deadlines.

SAMURAI WARRIOR (Firebird)

Okay all you failed Ronin warriors — use these POKEs from Bruce and Danof. Consider you should find life a little easier. Load the game, reset the computer and enter the following POKe 15600, (5-127) for higher energy, POKe 15507, (5-127) for more money or POKe 14852, (5-3) for a higher starting level. If you want to go the whole hog and have unlimited energy, type POKe 20385,32. POKe 20386,245; POKe 20387,307; POKe 52037,157; POKe 52038,26; POKe 52039,30; POKe 52041,0; POKe 52042,141; POKe 52043,55; POKe 52044,38; POKe 52045,98; (RETURN). Once you've made your changes, type SFS 14036 (RETURN) to restart. These are C64 POKEs, by the way.

RANSAM SAGA (Ocean)

Unfortunately we haven't got a copy of this in the office, so I'll have to trust that this Old Bruce and Dan listing works. Type the following listing, **RUM** it and then press play on tape (don't forget to bang in the game tape first) for where lives.

- 1 PCFA A = 40870-487, READ
- 8 POKe A,B; NEXT BYS 408
- 2 DATA 32, 44, 247, 32, 108, 248, 188, 183
- 3 DATA 141, 180, 2, 180, 1, 141, 251, 2
- 4 DATA 70, 187, 2, 180, 108, 141, 178, 1
- 5 DATA 168, 1, 141, 177, 1, 108, 88, 141
- 6 DATA 211, 2, 188, 98, 141, 264, 10, 247
- 7 DATA 125, 10, 70, 87, 3, 180, 90, 141
- 8 DATA 180, 180, 180, 173, 141, 7, 251, 78
- 9 DATA 28, 128

GREAT DIANA SISTERS (US Gold)

If you managed to buy a copy of the Amiga version before it was stopped by Nintendo, perhaps you might find use for this tip. On level three there's a way to level up, found on the first island. Stand at the end of the row of blocks and jump upwards to hit an invisible block, and you'll be transported to level 8X.

MY HERO (Sega)

This should really be in the Mean Machine section, but what the heck! Jump over a knife thrower without touching him and HIT him in the back and you'll be awarded an extra life. Ramon Ramonhous of Amsterdam discovered that highly useful 'feature'.

BLACK BELT (Sega)

Another cheat to throw Ramon Ramonhous. Press the reset button at the same time the demo begins and you'll gain lives — great!

ARMANDO II - II (Imagine)

If you're a Spectrum owner and have **ARMANDO**, type **PERMAN** on the signpost table to access the cheat mode. If you've got **Armageddon** or **Dish**, type **MALASH** on the signpost table for the same effect. Arm ST. Armando players just need to press the **CAPS LOCK** key and type **DEATHSTAR** on the title screen to activate the cheat — then press **5** to skip levels. Cheers to Allen Darnell from Stevenage, Herts, for unearthing these.

ALP WIEDERSEHEN MONY (Grosvenor Graphics)

Spectrum owners who don't get plenty to safety are advised to type **LOAD***HEM MONY** to load the game. If you pick up the red flag at the start of a game, Mony becomes immortal. Thanks to Allen Darnell for that excellent cheat.

► Ramon Old police



Play Masters

RAMON WARRIORS (BBN)

Ramon Dainoffshah of Amsterdam has discovered that if you type FREEDOM on the highscore table, you'll start the next game with an invisible shield. That's one for ST owners.

HUNT FOR RED OCTOBER (Grand Nam)

Another tip from Ramon Dainoffshah, this time for Amiga owners. If you restore a saved game, all enemy ships disappear. Use it as a sort of instant bomb!

INSANITY FIGHT (Lined)

Skip levels simply by pressing L and both mouse buttons at the same time. Cheers to Ramon Dainoffshah for that quickie!

FREDDY HARGEST (Imagine)

Spectrum owners can enter the second game by typing BUCKLE when prompted. That isn't what Allen Dainoffshah says.

ARMY MOVES (Imagine)

Allen Dainoffshah found that the code to the second level is 27551. ... on the Spectrum.

GAUNTLET II (RS Gold)

A rather good tip for this excellent conversion was found by Gavin Giles of Dunbarton, Tyne and Wear. When you get the "Looked treasure chests can reveal helpful items" message at the start of a screen, find two locked treasure chests. As you open the first, hold down the HELP key. Having

collected the treasure, open the second chest while holding the RIGHT key. As you unlock the chest, an alert should be revealed: collect this and you're granted with 50,000 health points and loads of super reflective shields.

PLATOON (Ocean)

I've got to get an ST copy of this game of the line. It's this but Type Hunsburger-148 (the ... is the input on the numeric pad) on the title screen, and you're able to use F1-F4 to advance through the jungle, F4 taking you directly to the village. If that isn't enough, use F5 and F6 to switch on/off a shield. By the way, make sure the shield is off before you enter the trapdoor otherwise the game crashes.

WHERE TIME STANDS STILL (Ocean)

Stuck in time? Fear no more,

for Alexander Strivens of Galsbury, Manchester, is here with some extensive tips to help you on your way.

First of all, pick up the bag, bottle, medical supplies and rope which are dotted around the crashed plane. Put everything but the rope in the bag - you need that to rescue Clive. Get Clive's compass and make your way to the rope bridge. Rescue Clive using the rope. When everyone is safe, press the bridge and follow the cliff edge. It is a north westerly direction without going up any slopes. When the characters get to an open plain, head north until the swamp is reached.

After crossing the swamp, let everyone eat, drink and rest. Add the bottle and head towards the village. Load the chest and drop Clive's compass, using the second box, and then pick up the food and meat pack. Put the food in the bag and walk north until you reach another cliff. Find a

LEATHERNECK (Microdeal)

While playing, type CUTTHROATNECK and press F3 to become invisible - at least in enemy bullets. Thanks to Kingsley Hyatt of South Bedford, Essex, for that ST tip.

RETURN TO GENESIS (Plehead)

An invisibility cheat is activated by typing WARR, ASH and pressing the F5 key. Thanks once again to Kingsley Hyatt for another ST tip.

ZYBEX (Zapping)

Players of this real little two-player shoot 'em up should find this CH listing a boon. Type in the program, RUN it and press any key to open for unlimited lives. Cheers to Bruce and Dan of Doncaster, South Yorkshire.

100 DATA 32, 85, 245, 165, 75, 101, 300, 2, 165, 5, 143, 351, 3, 95
110 DATA 180, 91, 101, 121, 4, 165, 1, 145, 122, 4, 75, 5, 4, 165
120 DATA 188, 141, 135, 143, 75, 5, 85
130 FOR L=328 TO 387: READ T:POKE L, T: NEXT L
140 POKE 642,13:POKE 157, 138:END



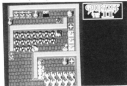
IMPOSSIBLE MISSION (JS Gold)

This excellent Bruce and Dan POKE disables all sprite-sprite collision detection, allowing you to run through robots without being harmed. Simply type in the listing, RUN it and press any key to open.

- 1 FOR X=328 TO 387: READ A:POKE X,A: NEXT X
- 2 POKE 648, 4:POKE 157, 128:END
- 3 DATA 32, 184, 255, 165, 85, 141, 245, 3165, 1, 141, 245, 3
- 4 DATA 75, 13, 5, 75, 77, 85, 165, 85, 145, 15, 120, 35, 130
- 5 DATA 265, 64



hole in the cliff, drop the pack and quickly run past. Cross the waterfall and turn the music off so you can hear the tramp of approaching dinosaurs. Move down the slope and run in a southerly direction until you reach a river. Follow the river south around the village and go east until you find a religious building and rest. Finally, run east towards another cliff. Find the slope that leads up into the mountains and make your way to freedom.



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An excellent sort of prize, we're sure you'd agree. All these come courtesy of Top Budget House Alternatives, to celebrate the launch of their American football game *JoeZone*, the latest edition to a wide range of sports sims. You're bound to have seen a load some of them: Football Frantic, Indoor Soccer, Cricket Crazy, Bowcon, and mega-hit Soccer Boss. *JoeZone* follows a similar management-free format to that best seller, and looks to be one of the big #1 all sellers of the coming months.

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P.S. Anyone entering the Spilling Image competition (see PAX this issue) and wants to draw a cartoon of one of the fine and upstanding body of boys and girls pictured above may find it useful to know which is which. Left to right of book: Lord, Archer, Little Miss, Seamus, Front Gorm, Jaz, Yuga. Remember, some of these are cartoons already!



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Play Masters

LAST

LE

You may have been waiting around for Last Words 2 for a while now, but we can promise it's not worth the wait. At the risk of spoiling the fun, System 3 has released its complete two-disc version now at the first three levels. Compatible with all the relevant hosts and PCs. Our thanks particularly to Phil Goodwin and John Tinsley. Watch out next month for the next three levels...

You can't get on the telephone system. To the back through the corridor into the back room. Turn to the right, and watch the phone return to the far wall. Now you have nothing to do but wait.



You must have got the rest of the system before the game. This should be the last of the system. You can now go back to the first level with a sense of your own. Now come to the bottom of the screen by running around in the system with the mouse.

FINISH



You have reached the end of the river. Across the river is the castle. Now you can go to the end of the river.



You need to look at the river. Now, across the river is the end of the river.



You are now able to reach the river by jumping into the boat. The boat is on the far shore. Make sure you have collected everything you need. You can now go to the river.



You are now able to reach the river by jumping into the boat. The boat is on the far shore. Make sure you have collected everything you need. You can now go to the river.



Across the river is the end of the river. Now, across the river is the end of the river. Now you can go to the end of the river.

LEVEL 1

START

There is an enemy on hand by visiting the Hallway Gate.

Next, a monster is found in the second room to the south. Shoot the enemy before you enter the gate. You can also fight him on screen by using attack with that weapon.

On the way back around the center building the old enemy will appear. The enemy will appear when you go back to the enemy gate. You can see the enemy on the enemy gate.

The first enemy is found in the second room to the south. Shoot the enemy before you enter the gate. You can also fight him on screen by using attack with that weapon.

When you "go" a monster of your type won't start to appear. At the end of the game is 2000 or 100 of them.

On the "1" map on the second set of maps, you can also control the enemy gate. If you control, you can see the enemy gate.

WIZARD 2

Play Masters



SERPIS

Serpis, an epic and clever bear has escaped a fortress 24 hours away for his last and most daring FORBIDDEN. With no arms or visible guards and numerous resources, yet it has been avoided for the player by the animal's ferocity. Serpis will discover why!
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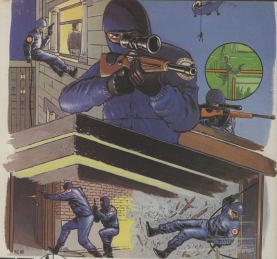
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the name
 of the game

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An urgent phone call. Terrorists have overrun an Embassy, taking hostages. As Head of the Terrorist Intervention Combat Team it's up to you to regain control. Under cover of darkness, place crack marksmen around the Embassy; then get your Fastroopers onto the roof ready to rappel down the building, entering the Embassy through the windows. Now comes the tricky bit.

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LEVEL 3

Control the key flying on the ground in this screen.



Lead the soldiers that drop down on you around here.



Now use the key you have captured to open the grating and drop down.



Drop down here even can't get back up to the top level, so be sure you take over 'drop'.



START



The grating don't open again, but you should avoid the red on this screen.



C



D



B

F



F

F

F

Watch the walls being you collected from the flying in last line of the long level, but you need to be a little more careful to see the character at the end of the level and capture it. The character being on the ground will capture necessary to the next. See we have it in the end it is in screen.

FINISH



It is important to take the right side from these screens, or you will be stuck in the screen. The screen will be stuck in the screen. It is important to take the right side from these screens, or you will be stuck in the screen. The screen will be stuck in the screen.

Play Masters

Play Masters Winner Stays On Round 2

First round champ Justin came with the crowds to the PC Show. On a selection of PC Engine and Arcade games, it was time to see if he could keep up his winning streak...



The contenders, left to right: Martin Mantley, Kajo Eliniash, Paul Gallagher, Justin Swords.

Jammed somewhere in the corner of a packed Earl's Court between the Minigroove Super 8 stall, the US Gold kiosk and the Number Six bar stood the C+VG stand, populated by a squillion kiddies and a scattering of hassled staff members.

The second round of our winner Stays On contest was to be held, at arguably one of the most frenetic times of an always busy show: the dreaded Saturday lunchtime!

Confessors were a bunch of wire or less local lads, though on the day only three challengers could make it. Though a fair few less than the initial challenge it made for far more manageable numbers, and could well be

the way we'll run things in the future when Winner Stays On takes to the road.

Paul Gallagher came up with a mate from Bromley in Kent, and both immediately demanded a few "words" with Justin, because "we're both Amiga owners, and in the magazine he said all Amiga owners are dickheads!" With Kajo Eliniash from north London, and Martin Mantley from Hayes in Middlesex, all present and correct, and Justin eventually smeared mooshy around the title stand, it was time to shove the crowds out of the corner where our PC Engine landed (the only win up and running at the show) and get on with the first game.

This was Galaga '88 - a combination of glorious graphics and simple shoot 'em up gameplay which we scarcely thought would provoke any assets. This was not to be, however, as Kajo, who had admittedly looked very strong in the previous bout, surged into the lead, leaving Justin trailing by nearly 15,000 points in third place.

Previous Winner stays on contestants like Neil White and Jack-rival Jonathan Wood who had showed up at Earl's Court to watch the fun had predicted an easy victory for Justin, but this was clearly not going to be the case.



Justin sports a C+VG Kajo, then a head haircut.



Operation Wolf was the decider.

SCORECARD

	GALAGA '88	R-TYPE	P.O.W.	OPERATION WOLF	TOTAL
Martin Mantley, a sixteen year old Spectrums owner from Hayes, Middlesex	3	2	1	1	7
Kajo Eliniash, a fifteen year old Arsenal player from Palmers Green, London	4	3	3	3	13
Paul Gallagher, age fifteen, an ST owner from Bromley, in Kent	1	1	2	2	6
Justin Swords, our current champ from sunny Coventry	2	4	4	4	14

ARCADE ACTION



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the name
of the game

Play Masters Winner Stays On Round 2

Justin was busy blaming the oddly shaped PC engine control panel — and the fact that he had sold his ST and was out of joystick! — on his relatively poor performance as we started them out on R-Type. Martin kicked off, scoring a respectable 36,800 in 3 mins 48, and was followed by Paul and Kajo with very similar performances.

Unused to both the game and the controls, some managed to beat the end of the first level.

This was the turning point for Justin. By the end of the allotted five minutes he had most of his lives left and was pushing at the start of the third level. The points gap between him and nearest rival Kajo was insurmountable — Justin had more than doubled his score — but if Kajo was to continue to be such a strong challenger, he must still come first in both remaining events.

▼ Paul and Kajo sweat it out.



Despite the pressure, Justin was content to relax against the arcade machine and listen to 38.8 speeds on his personal as Martin began play on new 'boat' left up P.O.W. In three minutes three

with three for the second and left Justin and Kajo neck and neck — only Operation Boat would decide.

Tuning off the crowd gathered around the most popular of the free play arcade machines, we sat down to settle the thing. With both Martin and Paul now out of it as far as winning was concerned, their performances scarcely mattered, though Paul in particular did pretty well. In the end though, it was down to Justin beating Kajo's 38,400 — which he did in style!

Our champ had survived the first attempt to take away his title, therefore, and all three remained to do one last dash out the T-shirts and other prizes and take photos. We left with Justin and old rival Jonathan taking for a private rematch on the Jayade machines, and the big prize (BT, Araya, PC England) only one round away.

Fill out the slip below, send it off, and you could be called up for a future challenge.

► PCW's (stayed quite a bit)



WINNER STAYS ON ENTRY FORM

Justin will be getting his money where his mouth is in another challenge coming soon to a town near you. If you want a chance to have a crack at the champ, list your high scores on the form below and post it to: C = VG Winner Stays on, Priory Court, 38-32 Farringdon Lane, London EC1R 3AJ.

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Address

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Age

GAME MACHINE SCORE

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Screenplay by Mark Jones

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Screenshots taken from ATARI ST

Screenshots taken from SPECTRUM

Mario Bros.

► MACHINE: NINTENDO.
► PRICE: \$39.95.
► REVIEWER: TONY TARCHER.

Mario and Luigi are firm favorites in the arcade and have been seen in the Donkey Kong trilogy (Donkey Kong II should be nearing completion around now), Wrecking Crew and the Mario Brothers series (not to mention guest appearances in such games as Punch-Out!). Well, this is one of the first times they appeared in together.

It's a classic brawler and romps game with the player(s) chasing around a series of horizontal platforms trying to kill a host of very weird and wonderful creatures.

The game is very simple to play; you simply run left or right and jump to punch the platform above you. If a creature is walking along that platform, it is knocked over and crushed for a few seconds, allowing either Mario or Luigi to run over it and kill it. If either player touches a creature when it isn't crushed, one of three lives are lost; if the creature

reaches the bottom of the screen, it disappears into a pipe and reappears at the top of the screen and runs along at an even greater speed!

Some of the creatures are very strange indeed, and include rare turtles, crocs (which need to be punched twice), hopping fire-breathing flies, and ice-cold freezers to avoid.

Another danger comes in the form of fireballs which float around the screen and try and restrict movement. They're hard to touch and can provide much hassle on later levels.

If you find the going particularly tough, you can always chicken out and use the POW bag at the bottom of the screen. Punching this



Mean Machines

This month sees Thunderblade roaring in on the Sega, and there's also a review of the classic Nintendo game, Mario Bros. The long-awaited Super Mario Bros II gets an exclusive preview, and we also give the low-down on how to become a champion Punch-Out! boxer. And there's all the latest console news - what more could you ask for?



4. Flaming attacks.

causes the entire screen to shake, upsetting all the nookies. But be careful - if you've already turned over a creature, punching the POW bag will turn back on his feet.

Bonus points are earned by collecting gold coins that occasionally float on from the

sides of the screen, and you can also get accumulative bonuses by punching or kicking two or more creatures.

There are also bonus rounds where you have to collect all the coins from a screen within the allotted time limit, get them all and a special "perfect" bonus is awarded.

What makes the game really enjoyable is the one or two-player option, which allows Mario and Luigi to play simultaneously, either as a team, or as enemies (it depends on your choice of tactic). For me, the competitive edge of two players battling together really makes the game — but the game is still incredibly enjoyable when you play solo.

The graphics are simple and clean, but it's the gameplay is superb, simple, yet incredibly addictive. Go for it!

- **GRAPHICS** 6
- **SOUND** 5
- **VALUE** 7
- **PLAYABILITY** 8
- **OVERALL** 80%

the game with three lives, and extra lives are given at 500,000 points and then every million (you have to WORK for these bonuses).

On pressing the fire button you can throw the stage number and the number of lives, and then you enter a battle. The first scene is Urban Combat (a vertical scroll) and has you blasting your way through a city high above its rooftops. The enemy take the form of jungle green helicopters who are just dying to let you have it with their machine guns and death-dealing weapons.

You really have to be on your toes, the action comes thick and fast and you will find yourself leaping (as I did) for the pause button to rest your tired hand — the action

and destroy the control is the most tense.

Stage Two has you fighting with sweeping patterns of helicopters over a gorgeous gold-colored mountain. The tanks below are determined to take you out, so again you need to be fast on trigger and reflexes.

If you survive these you will see a diff boss ahead with an entrance in the left side. You have to zoom down into this entrance and then quickly swim back to the right and you are attacked by lightning fast jets.

Thunderblade rates as one of the fastest games I have ever played, and also has some of the finest graphics in any Sega game. The sound and gun effects bounce along with the action. To get the best out of this game I would recommend you invest in the start fast.

Just before you leave the cave there are a mass of tanks lining up you. Avoid these and fly out through the exit to a wide open plain again where



Thunderblade is destroyed by tanks.

Thunderblade

► **MACHINE:** SEGA.
► **PRICE:** £34.95.
► **SEGA NAME:** TONY TARDUS.

Sega coin-ups are getting better and their conversions to the home system are getting better and better too! Thunderblade, the hit coin-up has been converted to a Sega console format on a 3284 cartridge. The coin-up relies heavily on graphics and perspective shifts, obviously the home version is limited in perspective shifts but ALL the playability and some really spine-tingling graphics have been 3-2-1-2-3-2-3-2 into this wonder conversion!!

The game is set with rebel forces having invaded your country, and their plan is to overthrow the government and replace it with their own cruel and corrupt dictator (see, his).

You are the finest helicopter pilot alive and go under the name Gunsling Gladiator. The mission is simple: pilot the Thunderblade helicopter in a battle in the dark with the advancing enemy.

Thunderblade has four stages: Urban Combat Mountain and Desert River Delta and Railway. In each stage you encounter both ground and air forces and the scenes feature vertical and horizontal scrolling. At the end of each stage you battle a Super Fortress.

Preparation is a mine-sweeper. Thunderblade is a prime example with a bonus play (just like the arcade!) of a helicopter flying through a city and the title etched in Blood Red across it. You start

is incredibly hectic.

If you make it to the end of the first part you swoop up off the top of the screen and find yourself peering down between buildings copping formations of helicopters that approach from above, below and the sides of the screen. All the while the buildings battle post on either side of you.

There are some good combinations here and if you are fast on the trigger you can take out whole formations and work up the score.

The real villains here are the tanks which fire intense white missiles at you, which have a nasty habit of being very accurate.

At the end of this stage you have a Super Fortress. This is a huge jet fighter with machine guns. You have to fly around it and take out the gun turrets



► It takes teamwork to get through the game.



Rapid Fire unit from Sega as this guarantees you a fast magazine and helps save your trigger finger.

Thunderblade is second to none as an arcade game, and this conversion gets the thumbs up...

- **GRAPHICS** 9
- **SOUND** 7
- **VALUE** 7
- **PLAYABILITY** 9
- **OVERALL** 80%

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OK now listen kid, and listen good. You've laid out ten opponents to get here today. If you pull this off you'll be Heavyweight Champion of the World.

Yeh, I know it's Mike Tyson sitting in the other corner. But you got the skill, the strength and the stamina. So just go in there, kid. Weave, dodge, jab; keep your guard up and your mind on that title.

And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.



1. You're Little Mac and your first opponent is Glass Joe.



2. The bell's gone. Now it's up to you.



3. Go for it.

MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

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Mean Machines

Tips

Mike Tyson's Punch-Out!

So you want to be a boxer, eh? Well, the key to success lies in finding your opponent's weakness. Every one of the *Punch-Out!* boxers has a particular weakness, which, when discovered, can give little Mac (the player) a big advantage. The other thing is to always watch your opponent so you know exactly what he's doing, otherwise he may surprise you with a mighty punch.

The first opponent is poor old *Clint East*, a very weak boxer who is easily beaten with repeated punches.

Watch out for his big punch, **★ Round one: Power**

then dodge left when he hits, and follow through with a series of fast and body blows. As soon as you get a stop, use your powerful uppercut to floor him!

Next comes *Von Kaiser*, a much more difficult opponent. When his trousers flash, dodge right when he punches, and if he crouches, swing left and follow up with face punches. If possible, use an uppercut to floor him.

Patron Honda is a fairly formidable opponent — if you don't leave his phosphorylation. When he twitches his eyebrows he's about to do a

telegraph punch, so swing away to the right, and follow with blows to the face. If he crouches, swing left and do the same. *Honda's* specialty is the *Patron punch*: he steps back, grows and delivers five mighty blows — block his efforts with well-timed parries of the block key, and give him a series of fast punches.

If you defeat *Honda*, you're promoted to fight on the *WWBA Major Circuit*. The first opponent is *Don Flamenco*, and he's very easy meat. Punch him once and

keep watching his torso. When the jewel at the center flashes, dodge his inevitable right punch and counter with a right, and wait for the jewel to flash again. If he

does a crouching punch, dodge and follow up with as many face punches as possible. If he uses a *Tiger Magic* punch, use five blocks to counter his attack, and then hit him once in the face when he stops to flash him. Timing is critical, and it takes a lot of practice to become proficient.

The final *Major Circuit* fighter is *Red Bull*, a large and powerful opponent. Early in the bout use body and head punches, and you should be awarded with some stars, allowing you to use uppercuts to knock down his energy. Keep at him until he starts jobbing and using crouching punches, whereupon you should block and dodge respectively.

When he gets really mad he'll attempt a *Bull Charge* — he runs in the back of the ring, jumps forward three times and delivers a deadly punch that'll floor you. The only way to avoid this terrible attack is to punch him in the body as he makes his third jump. Timing is incredibly tight, and if you miss, you'll be KO'ed. Again, practice makes perfect.

And now you've come the *WWBA World Circuit*, with six opponents — *Patron Honda*, *Scot Papinski*, *Crabby Backing Bull*, *Flamenco's Counterattack*, *Sandman* and *Super Machine Man* standing between you and that dream fight with World Champion Mike Tyson. Go for it!

Don't forget that pressing the select button between rounds makes you rub your back faster, giving you more energy for the next round — although you can only use that option once per fight. If you're really weary, and can't make it through the early rounds, here are two possibilities:

009-732-5423 [To start on the *Major Circuit*]
041-721-7533 [To start on the *World Circuit*]



★ King Hippo

He'll attack with his right hook. Dodge this and counter-attack with repeated left-right blows and keep going until you floor him. When he gets up he'll throw another right punch; dodge left and use the crouching technique again, and again if he manages to stagger to his feet a third time!

Now comes the first of the real tough guys, *King Hippo*. He blocks all your punches, and never twitches — until you punch him when he's got his mouth open. This does him momentarily, and he exposes his obese *Williams-like* stomach, allowing you to attack with a series of body blows. When he recovers, keep dodging his punches until he opens his mouth again, and let him have it, and follow up with more body blows. If you stick to this method, you should knock him out, and once he's down he never gets up.

There's magic on the side of the next boxer, *Great Tiger*. As well as being an excellent pugilist, he's also capable of the deadly *Tiger Magic* punch. When the bout starts,





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Mean Machines

Super Mario Bros. 11

Four character select

Super Mario Bros. is widely regarded as one of the greatest ever video games, and the fact that it has sold over 12,000,000 copies is a testimony to its phenomenal inventiveness. The long-awaited sequel was



underground sections. Many waterfalls are negotiated in this third, as well as a tortuously long climb down into the underground. Super Mario does it in far faster than its predecessor, and should provide a tough



▲ Mario and a Little Boss

challenge even to SMM experts. As with Super Mario Bros, there are loads of secret rooms and bonuses, only found through repeated play or luck.

The game should hit out next year — look out for a full review as soon as we have a few release dates.

▲ And there's more



▲ Super Mario Bros. title screen

▲ At the last CES show in America, Nintendo were previewing a whole host of new console games and film titles. Amongst the titles were a conversion of Epyx' superb sports simulation,



▲ Soccer



▲ Basketball



▲ Pyramid Force Collapsed Gnomes and Indiana Jones and the Temple of Doom, based on the rather disappointing Atari adaptation of the film. RoboCop, Operation Wolf, which is looking exceptionally good, Rompage, the classic old Atari coin-op Marble Madness, Rompage, Chameleon, Road Runner and President Pato were also there. We'll be bringing you more details when we have them.

■ Rumours still abound that a PC Engine version of Space Harrier will soon be appearing, although there's no hard evidence as yet. What is definitely going to be released on the pan-styled console is a tennis simulation (which should play very similarly to the US Tennis games already released on the Nintendo and Sega), an original RPG-style game called Tales of the Monster Path and a conversion of the vertically scrolling shoot 'em up, Dragon Spirit. They should all maintain the generally high standard of PC Engine games already available, and hopes are particularly high for Dragon Spirit.

■ If you're getting a sore thumb playing all these brilliant Sega shoot 'em ups, you need not sit any longer. Sega are about to release an arcade-wildcat that fits between your joystick and the machine and increases your firepower dramatically. It costs around £2 and is a real boon for trigger happy coppers — especially if you've been playing Thunderblades.

■ The Sega controller



On the first level there are waterfalls and chains to avoid before clambering up to where the first Little Boss resides. Next comes a magic carpet ride, some more horizontally scrolling landscapes and an

Sky Slip

SOFTWARE

SARIAN ISLAND

Flight through the enemy traps to reclaim a distant sailing station and save New York city.
Available on: Spectrum £19.95 (C), Amstrad £19.95 (4), Atari £19.95 (4), Commodore £19.95 (5), £19.95 (5), £19.95 (5), £19.95 (5).



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THE LAST LEGACY OF XIM

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A new past, graphic adventure for Spectrum £19.95 (4), £19.95 (5), £19.95 (5), £19.95 (5).
Available on: Amstrad and SP.



Espionage



A SIMPLE CASE OF ESPIONAGE

The second adventure starring our hero detective Nick Stone in what started out as a simple mission but led to a complex and exciting story.
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BOUNCE

Write adventures on the phone! Bounce is the only game to allow the creation of BBS from inside a personal file system and your computer file out of control.
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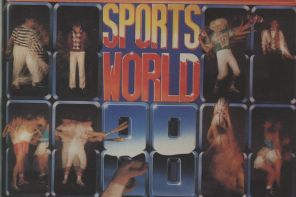
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COMPUTER + video GAMES

Next Month



Operation Wolf needs no introduction to arcade fans. It is the top grossing coin-op of the year. Next month we have a full review of all versions - including a C + VG exclusive on the 16 bit versions.

You won't read these reviews anywhere else - so don't miss us at all costs.

Another good reason to be at the newsagents with £1.20 in your pocket is the C + VG freebie. Taped to the front cover is the definitive answer to the question on everyone's lips - what will be the top selling game this Christmas? C + VG has the answers.

ARCADE

If you've ever fancied driving a Porsche, wearing your T-fronts outside your thighs, battling Indians or fighting through a mysterious forest, now's your chance - in your local arcade.

CHASE HQ

Appearance and price is the key to this rattling car chase based loosely on *Indiana Jones* and the machine that the speed guy, if he can drive fast enough, always wins.

A screen flashes up before you at the start of the game. Your turbo charged black sports car is parked at the side of the highway as Henry's message from HQ comes in. The speech is excellent and very clear as the person on the message to hasten it after a while opens on, British mode.

"Go Mr Driver," you yell at your buddy and with a loud whang you're off on the chase, speeding around corners, dodging in and out of trucks, houses, and cars. Airwaves appear pointing out the direction you're to take as the road splits, and with a wisp of smoke you plough through some small barriers and onto a half-mile air track. Rocks and debris float the road and making out the right route is almost impossible as you bounce from side to side, sprouting bushes and trying to miss huge boulders.

With a beep you're back onto terrain and screeching down the Chase HQ.



road. A tunnel opens as you speed into its darkness to what you see the other side with an arrow pointing straight at your quarry. The obstacle now moves down the highway.

An arrow goes out to be the clue to the layout of your car and now the chase is really on. The driver has the turbo button and your car begins howling.

Missing other cars seems to be impossible to avoid as there are so many on the road and you're going too fast anyway to get out of their way.



■ Smash that Countdown!

STAGE 1 COMPLETE

At 100% you're under arrest on charges of overtaking a motor.



■ The Police is arrested



■ At the start of the chase

shout again. Hitting the turbo you hit five gas, colliding into it once again and again. Now flames join the black smoke and the chase is nearly over. One more time and it's yours to be hell. You race past, join on your knees and turn sideways to black to go.

The next steps are! Cut off the black sports car and drag the winged rollers out of their rights and read on ground and you're ready to finish and at the hell you've wanted since.

First, more cars to again. The time it takes, the New York central railway, moving the gateway in London's system car.

At last! A riding game with something more to do than just whipping round a track to beat the course time. Fast and challenging with great graphics, if not entirely original, and good clear sound effects, Chase HQ is definitely a winner.

E ACTION



horizontal as Superman flies high above the tallest skyscrapers, the buildings in the background resembling a vast concrete forest. Huge boulders hurtle past him to destroy the sleeping city below. Lesser streets put off Superman's eyes, leaving the boulders until they explode in molten rock. Above and more boulders appear and just when Superman is ready to escape safely, they gather rise up in his flight path. His time to dodge them. Energy bolts shoot from his feet, burst him into steel and the top floor is demolished. Superman flies on.

Dodging up and down, even taking the time to attention on the choppers, it's enough with a huge burst of power and for an instant the danger is over.

Superman returns and then others in savings. More boulders fall and now there's danger from

0 huge giant crab. Only one way to destroy this monster, and that's to shoot directly into the cabin, a narrow opening.

Dodging all the laser bolts is virtually impossible and the hero's strength is failing. The battle more new and suddenly it's all over. Superman, nearly wounded, flies back into a direct hit and disappears.

However, there's always another life, and within seconds, he's back filled with renewed energy and determination. The spacecraft starts to flicker and the damage increases until the controls are smashed. It blows up and Superman lands having once more done his superhero duty.

Then the second level starts. There's much more of the same, with a few changes in obstacles and background. But the general layout remains. For the first time, where the original obstacles are joined by the Spiderman who launches out webs of disaster, attempting to entangle Superman in a superstrong net.

Each successive level gets harder. You're going to need as many energy pick-ups as you can. So kill their tiny robot army on the ground as they might as well be something there. The power then becomes negative as each new level is so similar to the one before. However, the game can be used as most arcade games. The animation and graphics are excellent and if you're playing in two player mode it's an awful lot more fun as you can take on the enemy together.

It's Superman!

Is it in fact?



Is it a planet?

SUPERMAN

Metropolis. The streets are open as a huge, rather earnest looking man strides past, his suit jacket flapping in the wind. Suddenly danger threatens, what type he doesn't know but is a flash the suit is gone and in its place stands the powerful protector.

Now Superman is back, thanks to DC Comics and Toys.

And what's more is at least of game. Immediately, and from God knows where, to keep Superman on his toes. Play ends up and himself as when goes flying. Another power is to take his place. Within seconds the man just above street level is filled with the might, attacking Superman from above, front and below. A well-timed kick catches those who float in on their level. A well-timed punch gets rid of them all the others.

There's different sized creep in. Manly, like them which need



Is it?

more than a swift blow to disrupt them.

If he himself can give way to their leader, a monstrous green ball. Bouncing up his feet until one starts to ground and glow. Superman lets loose a flying ball of energy which hits the ball where it turns. The ball takes for a moment and Superman steps in for the kill. Kicking over a double as the way he collects the bonus pick-up left behind and with the extra energy changes is to finish off the giant. Devoted by the manner he generates it in the stomach. It shrinks up and suddenly it's all over. The streets are clear from the time being it takes.

The scene now changes to the



continued ▶

ARCADE ACTION



4 Jack 'n' slice in Ninja Spirit NINJA SPIRIT

You're going to need super fast reflexes to rise through Ninja Spirit from level 1 to an addictive offering with some of the most beautiful and most professionally drawn graphics I've seen in a long time.

The game starts off in a forest, huge trees towering over you. Under you is a low platform with the ground beneath.

There's a weapons selector at the bottom of the screen and your weapons can be changed by hitting one of the five buttons to select the right one. It's actually quite simple, just select a weapon — sword, shuriken, explosives or lightning — and use the other five buttons to operate them.

You've basically given a moment to breathe in the forest before the enemy approach from behind and to those, while others perish in the lower levels of the tree, rising missiles shoot out from the ground through the platform and make your progress. Should he catch up he'll throw his sword through the forests killing you outright.

Puffs of smoke herald the appearance of more of the tree level enemy. To knock them off their perches use the shuriken or lightning. Kill enough of the enemy and an orb will be left. Depending on its color, you'll either use a sword or a protective device which gives out from your sword in a rotating circle, so you can who follow diagonally in your footsteps, copying your every action at a staggered rate.

Fast forward now takes you over a narrow rope bridge where



4. Ninja Spirit

you're in a tight no-go. You definitely need to have one of the many bonus objects at this point, whether it's a key or something else from your sword or some circles of force which give you a power-up. A few good things help as well. The ability to jump higher is another bonus and will be needed in the next section when you come up against an alien who's about three times larger than you.

As you move further into the forest, you'll have to walk between two obstacles. As you pass the first they burst into action, holding out hordes of smoking enemy. The stars are filled with allies as they drop to the ground, making about three or four and you have to be very fast to get out of this one alive. Some silly finger work is needed here.

The shuriken and of local lightning come again, rising out of the ground, and going up and up. It's huge and looks like something of some God. Now come up to level four and you're expected to destroy it. Great.

Further levels take you out of the forest into open ground, making more trees and all times being attacked by the enemy.

You'll find Ninja Spirit intensely

addictive. Fast reflexes to show off your skill and the knack of choosing the right weapon to deal with the enemy. It's one of the best games of this type I've seen for a long time.

NINJA KAZAN

Ninja means Indiana! The unlikely story of a Ninja fighting for his life in the Wild West is about the most bizarre I've come across.

Imagine the picture. The desert with mighty rocky crags killing the horizon, the odd cactus perched in the foreground when a Ninja warrior stands in view. He wonders the Indians get upset. Out comes the west gun, the knives and horses and arrows, and they leap to the attack.

Besides there are a lot of treasure chest doors around, each filled with jewels and bonus points which need to be protected from the sword-wielding Ninja.

Sword fighting is what this game's about though you can't do it more of a shooting action like it

is. Just wait till you jump into the desert, hit the button and your sword pops out to lay him flat. This gets the Indians mad. They attack in groups, singly and occasionally stand in some sort of wizard to get you the hell out of their territory. You're there for the beauty and whatever fun in those sturdy little shots. Ninja can be picked up and you'll be able to use explosive bursts of your enemy, though for the most part you'll have to rely on your own sturdy sword.

Arrows point you in the direction of the next desert, up desert rock faces, then some floating islands where you'll need to jump to get from one to another, over waterfalls and eventually into Roman ruins.

Jumping can be tricky. To get the height you've got to use the jump button and this leaves you vulnerable for a split second.

There isn't much to hold your attention in this game. It's repetitive and even in the later levels, striding along the endless being attacked by Romans isn't much more fun.

5 Ninja Kazan battles in the wild west



5. Indiana and Ninja: not a good mix



ARCADE ACTION

In the first of a regular monthly feature, **C + VG** reports on where you can find the best arcades in Britain. If you think your town or city – coastal or inland – deserves a mention, write in to: **ARCADE REPORT, C + VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON E6R 3AU** enclosing details of all the arcades in your area, and a street map if possible. If your report gets printed, you'll win a fabulous **C + VG T-shirt**.

This month Julian Knight sings the praises of his new home town, Brighton, and reveals his favourite haunts.

If you ever visit Brighton and fancy an arcade crawl, your local pub will be happy for West Street, where five arcades reside within a couple of hundred yards of one another.

At the north end of the street is Regency Casino, an excellent arcade boasting a great selection of games. Highlights include *Galaxy Force*, *Operation Wolf*, *Vindicator*, *Robbie Rotten*, *Pac-Man*, *R-Type*, *Dropps*. Prices as well as a good range of golden alloys.

A little further down the road is *Galaxy*, boasting some new games like *Continental Circus*, *F1 Dances*, *P-47* and some great classics like *R-Type*, *Holley's Comet* and *Slipstream*.

Crystal Rooms is also worth a visit, with *Main Event* amongst a plethora of old and new titles and a couple of pool tables.

Amusements is a great disappointment after the previous places, and has a limited range of games – the *Main Event* being the newest one by a year! The rest of the games are poor, and the arcade is hardly worth visiting, unless you want to play fruit machines, of which there are plenty.

Closest to the beach is the Leisure Centre, a large arcade with a good line of games, *Vindicator*, *Tyburn*, *K-17*, *Continental Circus*, *Operation Wolf*, *Vulcan Ventures* and a well-stocked



BY

1. LEISURE CENTRE 2. GALAXY 3. REGENCY CASINO 4. CONTINENTAL CIRCUS 5. F1 DANCES 6. P-47 7. CRYSTAL ROOMS 8. MAIN EVENT 9. VINDICATOR 10. TYBURN 11. K-17 12. CONTINENTAL CIRCUS 13. F1 DANCES 14. P-47 15. CRYSTAL ROOMS 16. MAIN EVENT 17. VINDICATOR 18. TYBURN 19. K-17 20. CONTINENTAL CIRCUS 21. F1 DANCES 22. P-47 23. CRYSTAL ROOMS 24. MAIN EVENT 25. VINDICATOR 26. TYBURN 27. K-17 28. CONTINENTAL CIRCUS 29. F1 DANCES 30. P-47 31. CRYSTAL ROOMS 32. MAIN EVENT 33. VINDICATOR 34. TYBURN 35. K-17 36. CONTINENTAL CIRCUS 37. F1 DANCES 38. P-47 39. CRYSTAL ROOMS 40. MAIN EVENT 41. VINDICATOR 42. TYBURN 43. K-17 44. CONTINENTAL CIRCUS 45. F1 DANCES 46. P-47 47. CRYSTAL ROOMS 48. MAIN EVENT 49. VINDICATOR 50. TYBURN 51. K-17 52. CONTINENTAL CIRCUS 53. F1 DANCES 54. P-47 55. CRYSTAL ROOMS 56. MAIN EVENT 57. VINDICATOR 58. TYBURN 59. K-17 60. CONTINENTAL CIRCUS 61. F1 DANCES 62. P-47 63. CRYSTAL ROOMS 64. MAIN EVENT 65. VINDICATOR 66. TYBURN 67. K-17 68. CONTINENTAL CIRCUS 69. F1 DANCES 70. P-47 71. CRYSTAL ROOMS 72. MAIN EVENT 73. VINDICATOR 74. TYBURN 75. K-17 76. CONTINENTAL CIRCUS 77. F1 DANCES 78. P-47 79. CRYSTAL ROOMS 80. MAIN EVENT 81. VINDICATOR 82. TYBURN 83. K-17 84. CONTINENTAL CIRCUS 85. F1 DANCES 86. P-47 87. CRYSTAL ROOMS 88. MAIN EVENT 89. VINDICATOR 90. TYBURN 91. K-17 92. CONTINENTAL CIRCUS 93. F1 DANCES 94. P-47 95. CRYSTAL ROOMS 96. MAIN EVENT 97. VINDICATOR 98. TYBURN 99. K-17 100. CONTINENTAL CIRCUS

Playhouse Ten are found among some great older titles like *Nemesis*, *Solomander*, *Pac-Man* and *Bubble Bobble*.

There are two arcades tucked at the edge of the beach under the Arch, but neither are particularly fancy. Fully and fruit machines and the fruit, and what games are left are neither exciting or in good repair.

The best place of all – and it's my top-rated home – is the Palace Pier, complete with two huge arcades. The selection of games is absolutely phenomenal, and I rate it as one of the best arcades in Britain (and I've been to a lot!) As well as having just about every new game available, it also has a marvellous selection of classics and rare videos from the last decade.

New games include two *Main Events*, *Sky Ranger*, *Vindicator*, *POW*, *Wipe Out*, *Robot*, *Blue Operation Wolf*, just about those for

Wipeout, *Robbie Rotten*, *Pac-Man*, a deluxe *Galaxy Force*, *Continental Circus*, *Kosmo '88*, *Chopper 4*, *Wipe Out*, *Vulcan Ventures* and *P-47*. Hydraulic delights abound with two *Dungeons*, two *Space Harriers* and a *Top Speed*.

The selection of older games is second-to-none, with all three *Star Wars*, *Marble Madness*, *SDI*, *Time Scanner*, *Disc of Tron*, *Chopper*, *Commando*, *Buggy*

Box, *TC-3*, *Pale Position* and *H. Paddock*, *PostMan*, *Space Invaders*, *Double Dragon*, *Spy Hunter* II, *Bionic Commando*, *Nemesis*, *Solomander*, *Flying Shark*, *Slipstream*, *Tiger Road* and *Star Force* among a plethora of others.

So, if you're an arcade addict, Brighton is an ideal place to spend time and money – and if you're heading for the pier, make sure you're well stocked with change!

NEWS

ATARI PREPARE ASSAULT

Assault is a brand new shoot title, and is set to invade the arcades over the following months. Originally designed by Horne, it's a rock 'n' roll game with several new twists.

The player takes control of the tank in question and guides it around a multidimensionally scrolling landscape in search of enemy targets, which should be destroyed in as few seconds as possible. The objective each level is to destroy the enemy tanks.

Williams' Electronics, known for their early 80's classics such as *Defender*, *StarGate*, *Joust* and *Robotron* 2084 are ready to return to the coin-op scene with a system that they've been developing for the last three years.

The system is yet to be named,

whereupon the tank is taken to and to the next level. There are also 100 Zones on each level which give the tank temporary light, allowing the player to run reconnaissance and timing missions.

Atari are also putting the *Rolling Thunder* in a new release format game called *Cyberball*. Details are very scarce at the moment, and it doesn't look as though the game will appear in the UK until early next year.

WILLIAMS SET TO RETURN

But Williams are confident that it's better than anything else currently on the market, and apparently it offers higher resolution and more colours than any other video game. The first game will appear towards the middle of next year – we wait with bated breath.

Out to Lunch

We've decline surfing yet again. A combination of post-PC, throw-backs and gray autumn weather makes this column is going to be very late. What is it about this time of year that makes me want to jet off to somewhere as warm as a Cold's summer? *Goodbye!*

But self-pity isn't going to fill the page, so I'd better gather up the imagination and look together yet more of those bold-as-ogre opinions which have had several major influence because in fact no constraints on my life. How, who should I stop all this month? Ah yes, I know.

Shogun! No, come back, guys
- this really is going to be
interesting. After all, unless you
buy off your software by post,
all the shogun or samurai you're
going to come into contact with
your friendly neighbourhood
retailer, just waiting to return
you of your coin
ninety-nine or more?
you've a 16-bit disk-based

How much Mexican over-writings about shops, is there! Think again, squidoes! What started the pondering is this particular line was the great *Microproces Americano* (part). You see, it wasn't all business, and Major Bill and the boys, being perfect hosts, they decided to introduce visitors to "The American

How I, A.W., doesn't just mean watching Baltimore Orioles baseball team ruin their reputation by actually winning a game or enjoying it Sunday for a bunch of crack addicts in Annapolis, Md., it also means partaking of America's national sport — shopping! And, in Baltimore at least, shopping means driving out to the local mall.

How to describe a shopping mall. Put all kinds of Amibates and Shopping Cities out of your mind. A mall is a mini town in itself - and all of it dedicated to consumption. There are even signs filled with every sort of food food you can think of. Being in a material world and an underclass and you could live there.

The first reaction of the average lawyer, judging by our select bunch of jurors, is for the eyes to glare over and the mouth to go into overdrive. You don't realize how much you need a three inch tall, fraction drive stapler until you find one in a law office. But once

John Mance struggles manfully with his PC. Show hangover, and ruminates on the evils of chain stores, identity product and . . . Kyle Minogue? This is truly the column the stars of talk about.



▲ John DeLorean's pickup of the car from the initial owner has attracted - usually around the same stage that you find you've just learned all your children are married online, mind boggled! because of the life - you start to look at more scientific approaches to education.

This is what you wander into the computer store, to check out the situation and select the best fit. The selection of software could send you into a convulsion, because if you're not prepared, there's more of the top ten games than you could find of home. Here, if you want a program, you'll probably find it lurking somewhere on the rack.

Then, long ago in the early boom years, the pundits used to predict a line that American computing was going to be like the music industry. Strange to say the BBC still hasn't given us Top of the Software Pops, but it does respect the composition now proved accurate. In Britain the main software makers, the chart stars, tend to stock what a popular CD, to put it another way, is the chart stars' business for the majority of software sales, when they stock songs to be avoided.

tidy racing. It's the same with pricing. Conformity is the other side of the coin. The CTT game is the custom-designed box, too, as heard right if it's going to get into the high street.

So what's the current Wall, way back when there were lots of little independent computer shops, with Gales and Dragons with lots of nice stocking and all that, and friendly, authentic staff, who probably also owned the place and could tell you what was new and what you'd like it. Then the big boys show that there was money to be made... luxury... then the industry 'matures' and get organised and nowadays the person who creates up your purchase was probably sitting single by [yrs] Kyle DiGregorio

Not that the 'Atom and Pop' independents mean that much in the States any more, albeit that in this country where the corporation is king, the chances of television shows have made a much better effort to provide a variety of titles, spanning everything from comedy to simulation. Without this open-mindedness there wouldn't be the diversity that makes the American market so exciting.

Without making its mark this into two years of a history lesson, it's worth remembering the names of all "American inventors" that went ahead through the industry last years ago. Today, however, if electronic arts and technology oil have a considerable chunk of the market tomorrow, for much of the time, they provide something different from the rest of the oil.

Now here reaches us that one of the Sharestate software dealers is to set up in the UK. (Well it's from Britain, spoiled!) I don't know — but if it means the ability to walk into a store and buy the program I want, not the one some bloke thinks I do, I'll welcome it.

Two problems in making small amounts of money. You should be able to decide how you spend it so you don't let the big boys dictate. Support your local software store — or somewhere else that gives you a real choice and remember — in this industry, variety is vitality. Buy the same old games again and again and all you'll get is more of the same.

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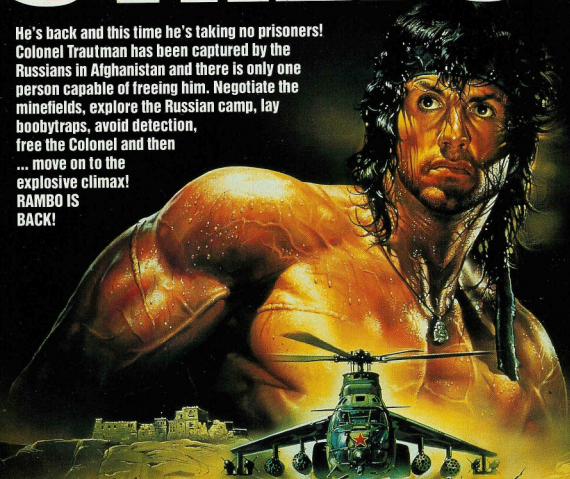
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