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P C ENGINE REVIEWS

**THE STUNNING 16-BIT
SEGA-IN-DEPTH REVIEW**



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Wang, Y. and Wang, Y. 2005. *Journal of Environmental Management*, 79: 101-108.

VAGUANTE

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

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BATTING RECORDS—1947

BATTLE HARBOR - 1942
 The United States Navy and the United States Army, in cooperation with the British Royal Navy, fought the Battle of Bittern Harbor on June 1, 1942. The battle was a tactical draw, but it was a strategic victory for the Allies. The battle was fought in the Bittern Harbor, a small inlet on the coast of Norway. The Allies were trying to break through the German defenses and reach the town of Bittern. The battle was a tactical draw, but it was a strategic victory for the Allies. The battle was fought in the Bittern Harbor, a small inlet on the coast of Norway. The Allies were trying to break through the German defenses and reach the town of Bittern.

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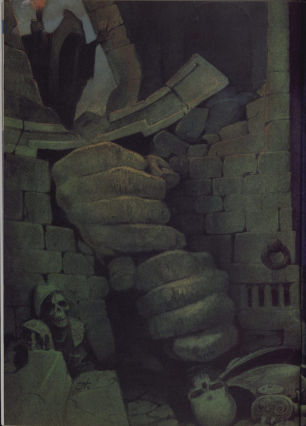
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Baby Bio

David H. Davis, 1987
James H. Davis, 1988
James H. Davis, 1989

Chanel-François's business in 1992 left him the owner of an Anglo-French software joint between the Bain of Palace Software and Geller Games, Dolphin. Under the agreement Palace, are going to be developing Dolphin's games outside France.

The first of these is the Challenge, a six level, 16-bit arcade styled title with video weapons, cool-of-look failures and heaps of rubrics and sound-effects in French (about). The programme is the main feature of the Amiga Super Hero, and he has included loads of quality programme's tricks, such as super smooth graphics scrolling (even on the AT), and more colours on the screen than you previously thought possible. What could possibly ask for more? Not on, that's the way.



Now you know we're not proud folk at C&WG, but again in a subtle way we tell the page to know that even Washington is cool. And so it is that we present a photo of Messrs. Rignold and Glensky in celebratory mode after beating Bonemur's crack Washington team to win the highly-prized Tanager Trophy. The content was a close fought one, but our boys managed to pip Bonemur's Mark Swanson and Mike Woodell, winning two out of six.



The 123 Pack is Universal's new budget compilation of three post-cheapies which is retailing for only £2.99. The featured titles are *Blat! Blat! Blat!*, *Mr Wyndham and Hugo Münster*, none of which could set the world on fire individually, but represent recognisable value in this bundled form. Impoverished Clid, Spectrum and Amused owners should certainly be getting their money's worth, we reckon. But then, we're funny like that, aren't we, doctor?



Painting by Number

Dr. W. J. G. van der Vliet is a paediatrician, who has worked for 10 years in the field of paediatric infectious diseases. He has been a member of the Dutch Society of Paediatric Infectious Diseases (NIPID) since 1998. He has been a member of the Dutch Society of Paediatric Infectious Diseases (NIPID) since 1998. He has been a member of the Dutch Society of Paediatric Infectious Diseases (NIPID) since 1998.

[illegible]



Green Gaming with Gilbert

Get Fresh across King, Gilbert the alien has at last been signed up for computer screens. Now here, George Washington is doing the programming and Apple II/III.



will be releasing in April on Spectrum, C64, Amstrad, AT and Amiga.

Gilbert — George from Dell, as the game is called, takes the form of an arcade adventure in which the player and his dog has to score the winners of an alien city for five vital parts of the Millennium Machine as the first step before to Earth and stop his new Red Fresh conflict. Your only choice to the inner locations are



provided when you complete four simple sub-games. We've seen an early version and it all looks quite jolly, but for the definitive version, read the review next issue.

In Sex, In Space

No, no, no, it's *SEXUALLY* in Space which is what you're interested and you'd better be, because it's the latest hot blooded blaster from Sensible Software. The guys who produced such classics as *Wings*, *Panzer* and *Shogun*.



Sensible have had their latest game signed up for the Atari 16-bit, so not only should it be great, it's going to be cheap (£19.95 actually).

As you would expect from a company which has made itself "Sensible", the game design is completely top, but in space it's very simple, *James Pope* style. "It's like *Star Wars*, but with extra weapons." Also featured is a single who save themselves while "battling of fun" and all manner of creative ideas to unleash your destructive powers upon. The C64 version is out in May with 16-bit conversions due in July and, quite frankly, some of us at EMM just can't wait.

Crazy Horse Compo

Postscript, guarantee of that first floppy game, *Emmy Hughes* instrumental *Sober*, was an unconditionally happy when it received a C64/PC award that it felt a competitor coming on. The top prize on offer is an expense-paid trip to the UK Cup Final as winners in the company of two other winners from (4) and *Smile* Men. The three lucky winners will then have the chance to win an Amiga by preloading the stars at the end of the month. (Tonight, *Smile*.)

If you've lost your lucky business, don't despair, for there are still loads of runner-up prizes. Two second-price winners will receive a signed copy of *Emmy Hughes* 'Some of us are happy' and a signed copy of *My Sweetest*. The next ten names drawn-out of the hat will win an in UK Cup programme signed by *Crazy Horse* himself, and in further 10 winners get a signed big 8400 poster. So *Postscript* like these apples?

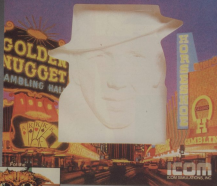
Are you ready to do it just yourself among the lucky 16 to sell us within home computer manufacturers sponsors *Chetna PC*. Back to you to win? Put the answer on the back of a postcard or sealed stamp envelope and return it to *CRAZY HORSE COMPO*, 11 BARNARD ROAD, LONDON, EC1A 3JL. Make it quick, so that we can contact the winners well before the big match on May 20th.



Play it again Sam



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Freeway Frolics

Fans of Joe Dwyer's adventure gamebooks, restarted in last month's AGM, Wayne drew left reading other reading playing Slaughter Mountain Run, the latest in Dwyer's Freeway Fighter series, which come you on Car Presents, a Mad Max type, braving homicidal gangs to rescue his girl and drive across post-apocalyptic America.

FAX has ten signed copies of this top-notch home to give away to the first folks to write in telling us how many books there were in Joe's winter Lane West Series. Answer on a postcard or sealed envelope to SLAUGHTER MOUNTAIN RUN COMPO, CAR PRESENTS COURT, 30-32 ALBION LANE, LONDON, EC1A 1AP.

Plotting Vectors



PROTECTED VECTORS/AAARAAA

With the successful 8-bit conversions of Star Wars and The Empire Strikes Back under their belt, Vector Graphics is coming to strengthen its name in 3D games with an airborne combat simulator, provisionally titled Bomber. Unlike, say, Falcon, the emphasis in Bomber, a very heavily on using up lots and lots of missiles and bombs to make lots and lots of holes in enemy aircraft and ground targets, and the flight simulation aspect takes a bit of a back seat. Of course, everything's displayed in 3D. Most vector graphics which are able to compile in an external display element. Suffice it to say that it was well impressed, and we're looking forward to seeing the finished product, which will be released soon on all major formats under the auspices of Activision. More news as and when...



Monster Mash

Due to hit the shelves in May on Spectrum and C64 versions of Melrose House's AAAACGM, a game which panders to the fantasies of those who wish they were a Ray Harryhausen stop-motion effect. Torch buildings with your fiery breath! Stamp and thump your way through twisted cities! Search for Ron's eggs! And run no risk of catching latent/ella poisoning!



Charts

ATARI ST TOP TEN

1	FALCON — Microsoft
2	BARBARIAN — Palace
3	DOOM — Bethesda Softworks
4	OFFROAD — Ocean
5	RAULIN — Psygnosis
6	CONQUEST —
7	CONQUEST —
8	SLATE — Franklin
9	TOP —
10	CRAZY CARS 3 —

AMSTRAD TOP TEN

1	RELEASED ISLAND OVER —
2	POWERO —
3	THEY TALKED US —
4	THEY TALKED US —
5	THEY TALKED US —
6	THEY TALKED US —
7	THEY TALKED US —
8	THEY TALKED US —
9	THEY TALKED US —
10	THEY TALKED US —

AMIGA TOP TEN

1	DOOM —
2	FALCON — Microsoft
3	CONQUEST —
4	CONQUEST —
5	CONQUEST —
6	CONQUEST —
7	CONQUEST —
8	CONQUEST —
9	CONQUEST —
10	CONQUEST —

WEC LE MANS

24

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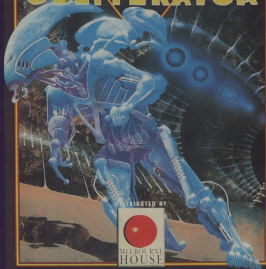
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The Key To The Dungeon



If *Dungeon Master* is still a mystery, the adventurer's club, *Official Secrets*, have just the thing for you, mister. They have produced a 34 page *Dungeon Master Handbook*, which contains monster descriptions, a complete

spellbook, and maps and run-thoughts of each of the twelve dungeons. It's a smartly produced document, but the text skips over certain details and is not without its anomalies. The maps are excellent, though, and would prove invaluable to anyone still trying to come to terms with traps and teleportation. The Handbook costs £1.50, but its availability is limited to members of *Official Secrets* or its half-price software sub-club, *Special Reserve*. If you're interested in joining up, contact OS or *Special Reserve* at P.O. BOX 840, HARLOW CM21 1PH. Send them an SAE and they will get back to you with subscription rates, etc.



What's that? Super Mario Brothers? On that tiny green screen? Well, actually, it's called *Super MarioLand*, and this is the Game Boy. Nintendo's latest pocket-wizard which recently hit the market in Japan. It's a proper hand-held console, into which you can plug games in cartridge form. That screen is a high-resolution dot-matrix screen of 144x160 pixels and to make it that bit more amazing, Game Boy has a headphone jack socket which provides the gamer with stereo sound! Heckymick! We hope to be taking a closer look at this micro-marvel in an imminent issue, along with the rest of the new generation of hand-holds. Keep those eyes peeled!

Press Release Of The Month



This highly-coveted award goes to *Wars Cops* for the spiffy red Wars Cops dossier which contained "authentic" hand-written notes, in-depth personnel files and (hey, all done up with a pink ribbon. Now mine.

But all this is beside the point. The purpose of this lovely piece of documentation is to herald the much-delayed release of *Wars Cops*, which is

to appear on the foreign and IT at the start of May. After two years of programming, redesign and reprogramming, the crisis-breeding space op is on final overhauls. Protect the spaceways from piracy! Save the Earth from ETO attack! It's all in a color day's work for the average hobbyist on the homefront. Have a look at this announcement, and expect a review next issue.



Rhythmic Rob Returns

Between our reviewing April's Game of the Month, *Populous* and Electronic Arts releasing it, one major improvement has been made. Master editor muss, Bob Hubbard took time off from his PC projects in California to produce a super-deepo little track for *Populous*, featuring atmospheric Gregorian chants, for goodness' sake! So, knock up those sound and overall ratings, as this makes the heavenly game ever more deserving of your cash.

Making Tracks



"What the...?" was the office reaction to this latest piece of Japanese minimalist technology. It is the Akai CD Professional, not just another Walkman, but also a fine sounding studio which is to the amateur music/lay down up to four tracks straight onto a standard cassette. The CD has a small experience of effects which you can use to give up your sounds, such as echo, chorus and distortion, and it has numerous jack sockets to allow the connection of external effects boxes and mixing controls. Now that we've got all you budding Terence Dicks jumping up and down, we'd better tell you that the CD isn't out in the U.K. at the moment, having just been released in Japan at the equivalent of around £100. Our breath is held.

Something of Note



Paper and pencils are for squares. The Japanese do it the Casio FX-995 is a digital note pad with a large non touch-sensitive LCD screen. Using an electronic stylus you can scribble your thoughts or even your artistic ideas by drawing patterns and store the paper to memory using push down menus. Dozens of facilities are available at the point of use pen, but before you get too excited, we should tell you that this is another of those things which is only available in Japan. (Yes there is a dealer for the equivalent of about £175, as for the moment you're probably better off with an increasingly rare-tech Witham's calculator, a basic HP pocket and a basic Plastic ruler. Don't write your progress.

Charts

1	Operation Wolf - Ocean
2	Indiana - Ocean
3	After Burner - Activision
4	Double Dink - WEA
5	Back to Back - EA
6	Amaze - EA
7	Q*bert - Williams
8	Ice Halls 2 - Phoenix
9	Blaster - Ocean
10	Commander - Ocean

1	Double Dink - WEA
2	After Burner - Activision
3	Operation Wolf - Ocean
4	Double Dink - WEA
5	Q*bert - Williams
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7	Blaster - Ocean
8	Ice Halls 2 - Phoenix
9	Blaster - Ocean
10	Commander - Ocean

Ocean in Motion

Licensee masters, Ocean, have signed the contracts to three pretty hot conversions, the most of which is a full Play which puts you in the shoes of the Schwyzersinger-shaped Blaster rigger who stitched up drug rings in the recent action-comedy film, The 13th. For screenshots we've seen make the on-line adventure look most impressive. Bloodbored crime-busters will be excited to hear that Ocean also have the license to convert Tony's Hot copy our choice simulator, Chase HQ. In fact programming is already well underway on that title, and we should have some screenshots to show you pretty soon.

And it's all set on the best content, which contains better than most. Chase HQ's next film, Nightfall. The film is based on Butler's novel, Candy, and will feature many members of the cast of the film you can choose a couple of. Expect the game and the film around the end of this year.





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Reviews

► SYSTEM 3
► SPEC/AMS/C64
CASSETTE \$9.99, DISK
\$14.99, ST/AMIGA
£19.99.

Just when you thought the genre would collapse if another title was added to it, here's *Dominator*, the latest game in the "scrolling shoot 'em up with extra weapons" mold. So, what makes *Dominator* stand out from the crowd? Well, not a lot, but it does show that extra touch of polish which a lot of similar games lack.

You start the game in the pilot's seat of a mothership, flying through a vertically-scrolling landscape of misty, organic material which creates tentacles in your direction. Luckily, your spaceship is a nippy old jockey and the whole screen is available as dodging space, which is a bit of luck because there are a whole host of nasty bosses roaming around the other

lairs. You won't be surprised to learn that your ship is equipped with a laser, which shoots deep in long quantities to any alien in your sights. There are no extra weapons to be found on the first level, because the programmers realised it simply as a trigger finger "warm-up" exercise to prepare you for the main event. First, though, you have to deal with the end of level fifty, a sizeable-dimension pulsating boss which has to be pumped full of photons before it explodes.

At this point you take control of your attack ship (which looks exactly the same as the mother ship for some reason), the action turns through 90 degrees and you start on the long, horizontally-scrolling journey through the innards of a throbbing giant space dragon. Level two takes a similar form to level one in terms of background graphics: large, wobbly pink fleshy creatures, making the first half of the level look like a thousand melted mutans lumped together by

their tentacles. Blinking eyes and gaping maws also feature prominently in the scenery, adding a further air of grotesqueness to the proceedings. Further on your surroundings gradually transform into a hazy, pinkish, and the spiky microbes which assault your ship are

replaced by swarms of ferocious bees.

Shooting a whole group of aliens sometimes leaves behind a glowing B-ion which, when shot, adds one of eight bonus features to your ship. Extra weapons include rear guns, which fire two shots backwards

at an angle, a forward-firing laser cannon, a missile launcher (which comes in a remote good in the Amiga version), a rapid autofire with a limited lifespan and a smart bomb. The Amiga version also features speed-ups. Bonus ships and points are also



DOMINATOR





is inhabited by another nasty monster. Yeeeh!

On level four, the transition from organic to mechanical is complete. The landscape is a metallic one with squadrons of robots flying around the player. The final confrontation, subtle enough, is with a large frog, with a sticky prehensile tongue which latches out at your ship until you try to knock it with a few laser bolts.

At certain points in each level, the scrolling stops and you're faced with an intermediate monster, not as big as the end-of-level beasts but just as nasty. These take the

INATOR

available. The weapon selection is automatic, the computer alternating firearms, lasers with smart bombs and extra points or lives.

The end of the level is marked by a massive, dripping mouth which spits globules of smoke alone of your ship. A bit

of dodging and blasting and that's the end of him. Cue next level.

Level three continues in an odd vein, featuring hundreds of nasty insects blocking the route, and quite a few diseased corals spitting out plague bombs. As you continue

through this level, the alienous mouth graphics give way to gills, metallic dams and you have to fight your way through squadrons of spinning plates (aren't we seen those somewhere before?). The end of the level is inhabited by a large acidic brain, which is torn

from giant bees, cyborgs, octopods and alien fast-foods, which weave about the screen hurling missiles in your direction, until you use laser off enough lucky shots to kill them.

Now, if this sort of goreplay sounds a little familiar to you,



REVIEW

By MICROPROSE

■ MACHINES:
C64/SPIC/AMS/ST/IBM/
AMIGA
■ SUPPLIER: MICROPROSE
■ PRICE: C64 £14.95
CASSETTE, £19.95 DISK
SPIC £9.95 SPIC - 2
£14.95, AMS £14.95
CASSETTE, £19.95 DISK,
ST £24.95 ■ VERSION:
TESTED ATARI ST



Microprose shocked everybody when they released Microprose Soccer for the C64. Not only had they produced a not-millionaire product, they had done it with such expertise that Microprose Soccer has become an instant classic on that format. Now, Microprose have released the sixteen-bit version. Just how do they compare with the original version? Read on...

The simulation provides both indoor and outdoor action with American rules (a-side and standard eleven-a-side respectively). The time for each game can be varied between 2 and 12 minutes. Players may play against each other or one play against the



MICROPROSE SOCCER

computer. Selection of your team in the World Cup Competition is crucial, as it is in real life... it is much easier to win if you are a historically good footballing nation, such as Brazil than if you are Oman or Algeria. Conversely, if you get too good, you could try taking on the might of West Germany with yourself playing as Poland. Other control options allow for extremely varied games, with effects, such as, rain, thunder, overhead kicks and banana shots coming into play. You are presented, on kick-off, with a top-down view... not a common one, but one that works well. On the 16-bit versions, you get no-holds barred, full screen, 8-way scrolling (so smooth). Control your player nearest the ball with your joystick, using the firebutton to kick the ball in the direction your player is facing. The

position of the joystick when kicking the ball determines the path that the ball takes, such as, high tops, banana kicks and overhead kicks. Recapture possession of the ball with a sliding tackle (the wider the pitch, the longer the slide). Should the opposition get within shooting range, you gain control of your goalkeeper to prevent the inevitable shot from reaching the back of the net.

Throw-ins, corners and goal kicks all play their part in the game. Attention to detail is one of Microprose's hall marks and Microprose Soccer has not been left wanting in any respect. The colour of the players' shirts, strength of banana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall, Microprose Soccer has to be the definitive football

simulation - be there for the kick off!

C & VG Game of the Month - 95%

'Undoubtedly the best football game ever produced - mix it at your peril'

C & VG

Zip Sister - 95%

'One of the best soccer sims I've ever seen. Little touches like the spin on the pitch and banana shots really make it something special.'

Zip

TEAM Star Player - 89%

Microprose Soccer is of the highest quality - its fast action makes it far more playable than other soccer games.'

TGM



MICROPROSE
SOFTWARE

"THIS IS NOT A C&VG REVIEW"



DOMINATOR

your instincts serve you well. With the likes of *Interzone*, *Demons*, *It-Type* and *Armalyte* on the market, *Dominator* certainly is going to have its work cut out trying to carve a niche for itself.

But, even without originality on its side, *Dominator* still manages to impress. The

addictive qualities of the action are on a par with the titles I've mentioned above, and while four levels may not sound like a lot, there is a lot of heavy-duty blasting to be done before you reach the end.

Graphically, *Dominator* is very good indeed, the sprites and backdrops being

particularly impressive on the Spectrum version. The design of some of the uglier bits of scenery are distinctly reminiscent of certain recent horror films I've seen and dreamed of.

The Amiga version's sound is a gem as you could hope, with a funny little tone and some

atmospheric in-game soundtracks. The programmers have included some distinctly good sampled sound effects, the best of which has to be the shrieking groan of the frog at the end of the fourth level, which increases in volume as you approach.

On the Spectrum of least, *Dominator* is one of the best shoot 'em ups around, probably the best I've seen since *It-Type*. The Amiga version is up against stiffer competition, but it holds its own with the likes of *Interzone* and *Demons*.

Whichever format you own, if you're a fan of shoot 'em ups, *Dominator* is a game to score the shelves for.

PAUL GLANCEY

AMIGA

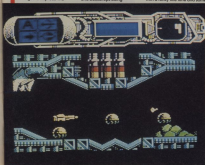
▶ GRAPHICS:	80%
▶ SOUND:	79%
▶ PLAYABILITY:	83%
▶ VALUE:	79%
▶ OVERALL:	81%

SPECTRUM

▶ GRAPHICS:	82%
▶ SOUND:	75%
▶ PLAYABILITY:	87%
▶ VALUE:	87%
▶ OVERALL:	85%

UPDATE:

The C64 version has a whole host of famous names working on it: Hugh Riley and Bobbi on graphics, Matt Gray on music and John Tisdley is providing some of the programming. So, that sounds promising. The Amiga team are producing the ST version, which should be pretty similar apart from one or two details and the lack of in-game music.



Reviews

3D

► FIREBIRD
► SPEC/MSX £7.99
CASS
BBC/ELECTRON/AMS
£8.99,
C64 £9.99 CASS,
C64 £12.99 DISK,
AMS £14.99 DISK,
ST/AMIGA/IBM/
ARCHIMEDES £19.99

As the title suggests, 3D Pool is a pool game played in 3D. First this must allow for table stuff fans — with Firebird's newest title, you can view the table from any angle, which makes it the most realistic pool game yet released on home computers.

Options on the title screen let you choose joystick or keyboard actions, and either one or two-player mode. In one-player, you take on five opponents of varying skill, ranging from very good to almost professional. The top level apparently being a lovely version of 'European pool champion, 'Molass Joe' Bortone.

Once you've chosen your options, the game proper begins. The player is asked to place the white ball and set off. The strength of the shot and the angle of the cue can be changed before the ball is hit — clicking is simply a case of adjusting the angle of the table to suit the requirements of your shot, just like you'd walk around a real table to line-up a shot.

The rules of pool are strictly adhered to, so it's just a case of putting your balls and sinking the black before your opponent does.

The computer players, as I've already said, are pretty competent but are conveying point about the C64 version to their thinking time. Just after a break, and when there are still plenty of balls on the table, the

computer takes ages to think about and line up its shot, which I found frustrating, especially as I wanted to get on with the game. If you lack patience, you

freebie game is the form of the old BBC classic, Zology, which itself is a version of the old arcade game, Zology. It's a brilliant little shoot 'em up, and would have made excellent budget title — as a freebie it's superb!

JULIAN BISHALL

C64

► GRAPHICS	78%
► SOUND	12%
► VALUE	79%
► PLAYABILITY	80%
► OVERALL	80%

Pool



might find this irritating — even though the player does speed up as the balls are potted.

The graphics are plain and simple, but are perfectly suited to the game, and there's no confusion as to where the balls are — it's almost as if you were looking at a real table! The 3D movement is also swift, and lining up for a shot is very straightforward and painless.

3D Pool is innovative, unusual and very, very playable. If you don't mind the wait between goes (you could always play it with another human player), it's a definite 'must buy'.

The C64 version has a bonus

UPDATE

3D Pool is out on just about every format available. As the machines get more powerful, the game gets faster and better looking — the 16-bit versions look absolutely superb. Sounds like a winner to me, Bob.



SOFTSELLERS

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Figure 1











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3

Reviews

► OCEAN
► SPHC £8.99 CASB,
CMA/AMS £9.99 CASB,
ST £19.99, JMWGA
£24.99

ITV's *Run the Gauntlet* is a brilliant TV programme — it pits four teams from the USA, Great Britain, Holland and Australia against one another over a variety of gruelling events which feature motorcross scramblers, quads, speedboats, jet skis, hovercraft, jetskis, ATVs and off-road buggies amongst others.

With action like that, it's almost a moot matter for a computer game — and Ocean have capitalised with an official licence to produce a *Run the Gauntlet* programme. The end result is a three-stage action sports simulation played over land and water.

At the start of a game the player(s) choose a team. After that the first event begins — on water.

A random water vehicle is chosen — speedboat, jet ski or hovercraft, each has its own handling and speed capabilities. The action is viewed from overhead, and the course scrolls as the craft move around. A map at the top right of the screen tells you where to go, and also gives a motor indication of where the opponents are. The objective is to complete three laps in the minimum possible time.

The player competes in three rounds of three races. The time for each of the three races is added together to produce a result for each round, and points are awarded depending on whether you come first, second or third.

After three rounds, all points are displayed, and depending on whether you've done well enough, you go onto the next round — a land-based event which features the likes of buggies, eight-wheeled ATVs and bikes. Similar principles to the first event apply, with the player competing over a variety of courses with different

vehicles. There are plenty of hazards to avoid, as well as a lot of bumping and crashing if you go to cross the finishing line first.

Finally, there's the Hill, a tough and demanding joystick mugging event. The player controls a runner as he sprouts up the vertically scrolling screen, leaping over



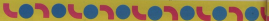
► All the fun of the TV programme



► Power your way along



► Where's Mom's Speed?



Journal of Management Inquiry 22(1) 3-17

Abstract

▶ GRAPHICS	87%
▶ SOUND	76%
▶ VALUE	79%
▶ PLAYABILITY	86%
▶ OVERALL	83%

■ GRAPHICS	88%
■ SOUND	86%
■ VALUE	74%
■ PLAYABILITY	88%
■ OVERALL	83%

All versions will be released at the same time, and will all play similarly. The only difference is the Spectrum version is a flick-screen game rather than a scrolling one.

Reviews

RUNNING MAN

**1 GRANDSLAM
1 SPK £3.95 CASS,
£12.95 DISK,
C64/AMS £9.95 CASS,
£14.95 DISK,
ST/AMIGA/IMS
£24.95**

Running Man's introductory screens are some of the best I've seen on a computer.

Digitised sequences from the film, sampled sounds and some stunning visual effects are used to give a superb movie-like opening sequence. However, from then on things go downhill alarmingly swiftly.

Before I continue, I'll better tell you a bit about the film on which the game is based. It's set in the future and stars Arnie Schwarzenegger as a policeman who's framed for murdering innocent civilians. His punishment is to appear on a prime time telly program called, obviously enough, *The Running Man*.

On this ultra-violent games show, contestants (or should that be victims) fight the show's top champions — massive, nearly motionless who wield a variety of whacky weapons, including a motor-chainsaw, big hockey stick and two large chain stoms.

Of course, Arnie wins in the film. But this is a game, and with you at the controls, anything can happen.

The start sequence shows

Arnie being blasted down to the game arena, and then the action begins. *Running Man* is basically a scrolling laser gun game, and the objective is to beat the five champions to win the game. First of all, muscle-bound Arnie runs along the landscape jumping over obstacles and taking out dogs that get in his way. If a dog manages to bite the hero, a chunk is knocked off his energy bar — if the bar is entirely depleted the game ends.

Eventually the first opponent appears — Sub Zero, who wields a hockey stick. The object here is to simply wear down his energy bar (which appears barometrically Arnie's) by repeatedly kicking him to the ground — meanwhile Sub Zero's trying to do the same to you.

If Arnie manages to beat Sub (which isn't too difficult), he runs to the end of the screen to finish the level. Between levels,



up with very limited moves. The graphics are fairly good, but the parallax scrolling is joddy, and the actual playing screen is small.

A major niggle is the skill rating — the first two opponents are relatively easy, and then the difficulty is ratcheted right up and the third one is very difficult to beat, resulting in frustration and annoyance.

Considering the potential of the film license, it's a shame *Grand Slam* hasn't made more of this. As it stands, it's a barely average beat 'em up with a brilliant front-end — which just isn't enough to warrant the hefty £25 price tag.

JULIAN RIGNALL

AMIGA

▶ GRAPHICS	72%
▶ SOUND	85%
▶ VALUE	39%
▶ PLAYABILITY	48%
▶ OVERALL	47%

UPDATE

The 8-bit version will have similar play-mechanics to the Amiga version, but will lack the parallax scrolling and opening sequence.

a neat little sub-game is played to replenish lost energy. The idea is simply to match a pair of randomly generated circles of symbols. Success and lost energy is replaced — failure results with no such solatium.

The game continues with another three opponents of increasing difficulty, before Arnie confronts the studio guards and the final boss, Killco. If he manages to beat him, he leaps into a handy waiting shuttle and escapes!

Like the film, I found *Running Man* a big disappointment — especially after the marvellous opening sequence. It's basically a five-level beat 'em



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Reviews

► SOFTWARE
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Dragonscape is a multi-scroll shoot 'em up featuring, naturally enough, a dragon, your good self (sitting on the dragon's back) and a whole mess of spookily looking things



RAGONSCAPE



after your blood.

The 'story so far' guff is a cut above your average dragon story, or is it? Judge for yourself. While reading your favourite magazine (on the bus, no need to ask which one) there is a loud bang and you find yourself in the magical land of Turocio. For a long time, and until recently, Turocio was a really nice place. All was kept in order by 40 magical artefacts. But the artefacts have been messed about with by the evil King of Koss (somewhere in Greece), so you have been summoned to put them all back where they belong.

The player gets on control view of the proceedings through a strollish square window in the middle of the screen. To the right, an elongated dragon headman stalks from the tail upwards as your energy depletes. A little box at the bottom shows the object currently in your possession and as it's empty you'd better go and look for one.

Trickier is, before you can get Corvel to take a step in the right direction, or any direction

for that matter, you are encircled by a vicious group of stars. These are just the first in a long list of weird monster things that beset you on your quest for the artefacts. Fortunately, Corvel is a fire-breathing model and a quick burst on the button turns them into so much charcoal.

I could try and describe a few of these monster things, but suffice it to say there are loads of 'em and very good they are too. Sometimes they just appear at windows, like the snakes, stars and lilies, sometimes passing over one of

the artefacts to set traps in pursuit. Some are pretty well-timed, others, like the charal-dreks, are virtually instant death on contact.

This is where the big big score comes in. Now you can only breathe fire in the direction Corvel's gob happens to be facing, and you can only move in the direction you're facing, turning to fire tends to send you flying straight into the peril. It's a bit disconcerting at first, but you soon get used to it. The thing to do is run away, then turn and let 'em have it on your way

back in.

On the plus side there's a lot to outweigh the joystick drawback. The graphics are good and imaginative, better than anything I've seen from Software Horizons before.

The background has some nice detail — little pagodas, bridges, villages and sky like and the scrolling is noticeably smooth. Shame about the small size of the scroll window though.

Lastly, Dragonscape has a fair bit to it. There are eight artefacts to collect and place in their proper places on each of the five levels. What's more, each level comprises 40 screens.

So, all in all, it should keep you occupied for a lot longer than it takes to make a cup of coffee.

ST	
► GRAPHICS	70%
► SOUND	40%
► VALUE	60%
► PLAYABILITY	70%
► OVERALL	65%

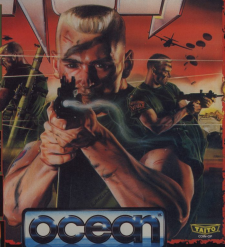
UPDATE

The Design Version, out by the time you read this, will feature a much bigger play area, making Dragonscape well worth a look.

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Reviews



► **DOMARK/
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Typhoon ... From
Heading for the moon ...
Down to ... Planet Jupiter ...
Hypermercies ... Orange
Sector ... Shredded ... The
last words from a doomed
intergalactic passenger

transporter, which yielded only
one survivor — a little leep.
Before he could be rescued,
the infant was flayed by some
benevolent neo-spaces who
found his slippers irresistible, so
they adopted him as an
emergency sea-sprite, keeping
him safe and potently
guarding him from human
trouid-le reasons in an
impenetrable observatory
cham.

That's where Typhoon
Thompson comes in. To call
him a willing hero would be a
bit strong. He does a dog at



TYPHOON HOMPS



the merest smid of danger and
he flies at very low point
threshold. But having just been
locked out of the Celestia
Rescue motherhip into a
one-man jet-dad, he's not
really in a position to complain
about his new role in life.

Not terribly keen to get on
with his dangerous mission,
Typhoon spends a few minutes
finding out what his jet-dad
can do. The mouse moves the
jet forwards or backwards
and banks it left and right.
Holding down the left button
activates the thrusters which
shoot the jet across the screen
at a fair lick. The jet is
equipped with a laser cannon
which releases hot blobs of
plasma whenever the right
button is pressed.

It's not long before Typh
comes across the Home
Islands, home of Spirit
Guardians who help him on his
quest. They provide extra lives,
extra jet-dad, even extra
weapons. AND, if Typhoon
can find certain magic artifacts
they help him get inside the



more fluid. Sound here is beautifully articulated. Not only is the music good, the sound effects are very convincing and are perfectly synchronized to the action.

You might think that with such brilliant graphics, the programming team let gameplay take a back seat, and to some extent it would be true. Typhoon Thompson isn't a complex game to play, and there are only four missions, but it's adequate entertainment because those graphics make it such fun that you keep coming back for more.

So, what was I saying? Oh, yes, Typhoon Thompson isn't one of the best games I've seen recently on the ST. (Sag, borrow or steal is okay, sure!)

PAUL GLANCEY

ST

- ▶ GRAPHICS: 96%
- ▶ SOUND: 87%
- ▶ PLAYABILITY: 88%
- ▶ VALUE: 90%
- ▶ OVERALL: 89%

UPDATE

No immediate plans for any other versions, but Typhoon Thompson would seem a likely candidate for an Amiga conversion at least.

observatory dome. Now, the problem is these items are held by colonies of sea-spites who won't give them up without a fight. But that's what your laser cannon's for, isn't it?

Each colony is made up of a small ring of boats, surrounding a treasure island where the artifact is kept. As you approach, sea-spites take to the air in flocks, seeking retaliation for your intrusion either by harassing Typhoon or smashing his periscope (or both).

If Typhoon can clear the flocks the sea-spites occupy only one throw into the water and start swimming for their island. Quickly, Typhoon has to swoop down towards them, pluck them from the water and stuff them in a sack.

Once he's captured every sea-spite, Typhoon can take them to the treasure island and load them to remove. The treasure here has no option but to hand over the artifact in return for his kidnapped comrades, and—once Typh has it in his sack, he can return to

the Home Islands and hand it over to the Spirit Guardians, its rightful owners and his next mission.

At the end of the fourth mission, Typhoon will have all the artifacts the Spirit Guardians need, allowing him, in a last desperate battle, to rescue the sea child and save the day. (Good, and).

Actually, "good" is a very inadequate term for describing this game. Typhoon Thompson is... well let me just say this...

"Gorgeous! The game is astounding. The action is displayed in thoroughly convincing 3D, — a plus point in itself, but on top of that there are a whole host of design touches which put Typhoon Thompson head and shoulders above other games. You've heard the term

"console-quality graphics" if it's been used many times but this is the first game that really lives up to the promise.

The game opens as Typhoon is kicked out of a flying saucer, a scene which is displayed in one of three superbly comic ways. The best shows him hanging onto a gantry until a ship's officer comes out and stomps on his finger! Brilliant! But that's not all...

The programmer or Breakhead Dave (as the producer Chaffinier —

remember that!) has put hours of work into animating every little spire to such a degree that they seem to have a life of their own. The treasury sea-spire's reaction when Typhoon passes him with a mouthful of his mother is a joy to behold. And when he has just put the sack into the treasury — Amazing! There's even an offbeat effect to make the movement seem



Kenny Dalglish

SOCCER MANAGER



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Pac-Man is possibly the world's most durable computer game character. 24 years he's enjoyed something of a rebirth as Namco's home-developed or few new game concepts around the house idea: Pac-Man eats powerballs and fruit to keep him going and jumps up to score. If Pac-Man eats a BIG pill, then the ghosts run away, so they know he can now eat 'em! But after awhile the BIG pill wears off and they can chase him again. It is a brilliant game design, always was, and it's odd how even today it can still be given new life by a few inspired Japanese game designers.

In PacLand, the scenario is viewed from the side, and a

as you can be on 8-bit computers, really. The game design is so simple it would take a complete novice to program it wrong, and so even the Spectrum version I looked at was playable and addictive, in the way that all simple and cheerful games are.

The graphics are

manufactured in the Speccy version, naturally, but not too far from that. Well drawn and although not animated in a lot of frames, the animation is appropriate and smooth with it. Obviously when the screen is

full of sprites, the program slows down, but then again I always said the Spectrum should have had hardware sprites like the C64. It's been optimised so that it's not too noticeable though, so even at its most tedious it doesn't get you into trouble with the enemy ghosts.

Easy to play? You can do it with one hand. Easy to beat? Think again. It looks easy but the timing is critical, and you have to know what's ahead. On the whole I thought it can achieve average conversion on the Spectrum and one I'd come back to again.

PHIL SOUTH

SPECTRUM

▶ GRAPHICS	80%
▶ SOUND	70%
▶ VALUE	75%
▶ PLAYABILITY	75%
▶ OVERALL	57%

UPDATE

C64 version has been out for a while. The ST version looks good, but the scrolling is wobbly — the Amiga version has better scrolling.



PACLAND

little Pac-Man is a fast runner through PacLand while being pursued by ghosts, only this time the ghosts have got little cartoon cars and planes and can bomb him with smaller ghosts... it's weird but you get the idea.

So that's the Namco design, what about the Grand Slam conversion? Well it's as subtle

Reviews

SCORPION

► DIGITAL MAGIC
SOFTWARE
► AMIGA £24.95

You know I really feel like a Scorpion Warrior right now... Blasting through endlessly changing landscapes, lighting my way through hordes of mutants and alien critters from other games? (Silly TV shows, with only the little wiggly lines burning from my fingertips for



protection. Sigh, too-bloody, it's a platform based shoot 'em up dressed up as fantasy.

The promise of the screenshots on the box had me anticipating a rip-roaring arcade adventure with quality graphics and animation, sci-fi shattering sound and gameplay to keep me coming back for more. But no, instead we have a dose of unsatisfactorily fine graphics, but stiff animation and a host of irritating design flaws which impair enjoyment of the gameplay.

The game covers five levels, The Harbour, The Forest, Stop Cool in Snowy Landscape in front, The Crypt, and finally the Castle.

Graphically speaking the game is nice, with a hundred different planets and five swirling backgrounds. But the animation looks a certain fluidity — the swirling backgrounds are smooth enough, but the frames of

animation for the main sprite and for his enemies are stiff and lifeless. A lot like being manacred by cardboard cut-outs.

Jumping from a platform higher than his height, our hero lands as if he's just plucked off a bar. I think it might have been better to use the rule of too much reaction to things rather than too little. Before we leave the subject of graphics, though, I feel I ought to say one thing about the design of the aliens themselves. They're very nicely drawn. I expected a kitchen sink to come sailing on-screen at any moment.

Duke! ATAT robot-walker! Wolf! Robot! Parrot! Knight! Even Robin Hood! How many different things have been cribbed from other sources, I wonder! Every TV programme and film the author has ever seen I should think would

The sounds are sampled, of course, and then on the ground too. No background music, no nothing. Just silly sounds. I like my games a bit more noisy and rougher than that. His clumping of boots on the boards, all the ships, the crunching of our feet in the leaves or on the snow. The sound lets it down quite a bit I feel, apart from the brilliant idea at the start of the game, a looped sample of the open phrase of Holst's "Mars — The Bringer Of War" from The Planet Suite. This is good to listen to, but you keep wanting to hear the next bit, which is snoring.

The worst thing about the game, and the thing which points out the game's design flaws, is the repeating death syndrome. If you die by falling off into the water, say, on the first level, you are replaced in the game on your next life in the same spot. Therefore when you start again you just die again. And again. And again. Until the game ends, and there's nothing you can do about it. There's no excuse for this sort of error, and it's one that should have been picked up during play testing.

This is a comparatively executed game, let down by some easily corrected errors, and suffers from not enough outside criticism before release.

PHIL SOUTH



► AMIGA	
► GRAPHICS	80%
► SOUND	45%
► VALUE	52%
► PLAYABILITY	49%
► OVERALL	69%
► UPDATE	

No other versions are planned.

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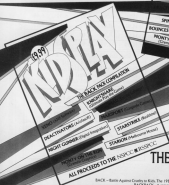
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GREMLIN GRAPHICS

► SPECTRUM £9.99 CASS,
C64/AMS £9.99 CASS,
SPECTRUM £12.99 DISK,
C64/AMS £14.99
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Goal Lineker turns up again in a Gremlin product, surprise, surprise, this time in "the most realistic football game ever produced for your computer". Main beam, it's for the judge of foot, for any way of thinking you can't turn over too much control to the human player in a computer soccer match, as the player won't be able to control the team and just keep



GARY LINEKER'S HOT-SHOTS

all the time, which is very distressing. The way it **COUGHT** to be done is like **Quinn's** then it's Gary's by Jon Bates, which was to give the team a certain amount of artificial intelligence, and let them help the human player to know what's going on.

Okay so the sample was rendered into on the Spectrum, so the fact that the game slows down every time anything moves is to be expected. But even bearing that in mind, I found the game tedious and tedious. Playing on the keyboard was impossible, some time up

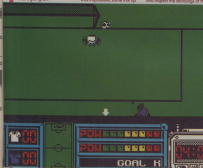
with the mouse and quit keys, and so I had to relearn the game and use a Kensington joystick. You can have two players (one key/one stick) playing at once, which is nice but it's a bit of a tight squeeze. You can initially select controls and request the standings of the

league. Although it's not exploited as such, it seems to be the World Cup, as all the other teams in the league are Brazil, Poland, Germany, etc, rather than domestic clubs. The games are then played, and the league standings judged to find the league winner.

The game is seen from above in plain view, so the player's eyes are just like heads with legs poking out of the top and bottom. Each player has a little dot next to him when he is under the control of your joystick/keys. One of the good features of the game is that the goals are automatic and break the ball, attempting a score when they're not coming in. The ball grows bigger when it's kicked to give a sense of depth to the view. The controls are sluggish and the computer runs rings around your team. The odds are better against a human player, but again the speed of the game lets it down. It's hard to pin down what's dull about it. It's Hot Shots! Sun's looks something special that little extra oomph that separates the good from the rest.

If you're getting bored on football GL's Hot Shots is the one for you. (You little monkey, you). Really, nothing special.

PHIL SOUTH



SPECTRUM

- GRAPHICS 55%
- SOUND 30%
- VALUE 48%
- PLAYABILITY 40%
- OVERALL 54%

UPDATE

All versions are very similar except for graphic superiority on 16-bit.

Reviews

ROAD BLA

► **US GOLD**
► **ST/AMIGA £19.99**

After a pretty poor 8-bit showing last year, US Gold have at last come up with the 1-bit conversion of Alan's superb arcade simulating coin-op. Programming is by Probe, but don't let that put you off, as the quality of their product has been visibly improving since they produced *Spring for Pinball*. *3D Road Blasters* is undoubtedly the best arcade conversion they've done to date, and this makes well for their conversion of *Iron's Ar-Mat*, due out from Pinball later in the year.

So that's by the by. *Road Blasters*, in case you've never played it, is a 3D highway-based blast in which you have to carve up 32 stretches of road, as well as the complete theme. You control a really real sports car, armed with a highly dangerous,

forward-firing machine gun. Blasters are concave-bodied. They just float down the highway taking up space and just taking to be turned into melting scrap. How fast? Motor cycles are just as vulnerable, but their size makes them a bit more difficult to hit. But Jeeps drive onto the screen in formation, then drive round you, but a swift finger on the fire button soon clears up any problems. The only extra measure to your guns are the announced cannon fire, but that they're invincible, mind you.

For mobility, in support play, has a combined and drops a weapons pod for you to catch on the car's roof. These provide either nitro-injection to boost your top speed, electro-shocking, a rapid fire 1/2 cannon, or a crane missile launcher which makes something in sight. Each pod has a limited life-span displayed at the bottom of the screen on a dash board.

Fuel is also limited, and if your tanks run dry before you reach a refuelling checkpoint



or the end of the road, you're done for. Luckily, your car has two fuel tanks, a main tank which can be filled up during the course of the journey by crossing a checkpoint or picking up fuel globes from the road, and a reserve tank, which is refilled as a bonus at the end of each level.

So that's pretty much everything from the arcade game, really. Oh, yes, gun barrels, mines, puddles and

spike mines are in there as well.

After I'm a bit of a *Road Blaster* fan, I may not be particularly good at the arcade game, but the best 3D blasting action certainly gets the adrenaline pumping through my veins, and I'm happy to report that this has been brought across pretty well in the conversion. The graphics are fast and smooth with big colourful sprites which are

SUPER TRUX

► **ELITE**
► **SPRC £7.99 CAS.**
C64/AMS £9.99 CAS.
C64 £11.99 DISK.
SPRC £12.99 DISK.
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Road racing games have been enjoying a bit of a peak at the moment, what with *Wipe Out* etc. *Road Blasters* at all being converted from the arcade and various (often better) clones of same, it's something of a saturated genre. But there is a good reason for this, like most things, and that is if they're reasonably well programmed they are huge amounts of fun.

Enter stage left *Japanesis*, a sort of *Wipe-Out* with a smokescreen on top. You are a supertruck racer doing a Trans-European rally for some stupendous prize or other, and

in the process of changing across Europe you encounter other trucks heading along on the same race, plus other roadside hazards in the form of trees, rocks, advertising signs, etc. All the standard stuff. As per usual you have to race to a checkpoint to qualify for the next section, and you are only allowed one or two mistakes along the way. What isn't quite standard are the traffic cones which funnel you over to the side of the road occasionally. The amusing thing about these plastic cones is that they can stop a full sized only-plated heavy speed in it's tracks at full tilt. They also blow up into the air, but at some of the speeds I hit them they ought to be wrapped off the road with a fish boat.

The animation is nice, especially the bit where you hit



MASTERS

pretty good representations of their arcade counterparts.

Sound is quite good, considering this is an ST, and I was quite impressed by the quality of the dull "KABUMPHUM" of the distant cruise missile detonation, and the dull clanging of bullets hitting command room. There's a fairly average piece of music which plays during the five minute loading time (2), which for some

reason, the programmers tried to run alongside the 64-gone PC to the detriment of both.

The steady real problem with Road Blasters proceeding is that it's too easy. I've already said that I'm not brilliant at the arcade game, but I didn't have too many problems getting to the end of the game on level 12. Unlike the coin-op, you get five lives, which are lost whenever you run out of fuel.



This is effectively a five credit "continue" option, which makes it easy to get a long way into the game quickly.

Fortunately, this is the sort of game you keep playing however far you've got into it. The levels are of pretty similar anyway, so the fun isn't derived from endurance, just from simple blasting, and so play remains enjoyable for the duration.

What more is there to say? If you're in the market for a great ST shoot 'em up, motor on down to the software shop and check out Road Blasters.

PAUL GLANCEY

ST	
▶ GRAPHICS:	79%
▶ SOUND:	68%
▶ PLAYABILITY:	80%
▶ VALUE:	78%
▶ OVERALL:	79%

UPDATE

The Amiga version should be around pretty soon, and is expected to be pretty similar to its ST counterpart, with the probable additions of improved sound and slightly tweaked graphics.



a remarkable obstacle and glance off it took into the road, the truck turns sideways into a skid and the SID chip makes an appropriate screech. I spent a lot of time trying to make it do

that instead of making the development in time, I must admit. Some of the other effects are a bit cheap and tacky, but they don't spoil the playability of the game. The

sense of speed is good, and the difficulty sufficient to keep you at it but it doesn't let you get away with much either.

Shame such time has been spent on "another" game in an already overflooded genre, but not to worry. It's a good gimmick, and worth a look.

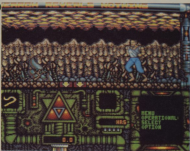
PHIL SOUTH

C64	
▶ GRAPHICS	67%
▶ SOUND	65%
▶ VALUE	70%
▶ PLAYABILITY	71%
▶ OVERALL	68%



Reviews

ZOOBARS



- ▶ Over 300 screens!
- ▶ **CHRYSAEUS**
- ▶ **ST/AMIGA £19.99**

Chrysa is a relatively new name on the software scene, but the name hides a wealth of experience. Formed around the bones of Teque software, the development company responsible for the conversion of *Pocomania* among others, plans to continue developing games for other publishers, but also to publish its own.

The company's first game is a colourful arcade adventure with a plot similar to John Carpenter's classic *B-Movie*, *Escape From New York*.

Our hero (that's you!) is an undercover policeman converted of a crime that he didn't commit and sent away on the penal planet *Aldras*.

Burned abused of a wrecked but repairable space craft, scattered in eight different places somewhere on the planet. If our hero can find the pieces before the going

get to him, then there's a slim chance that he can rebuild the rocket and make good his escape.

The opening screen sees the rocket streaked outside the locked city gates. The subsequent search for the first two objects — an access card and a wristwatch — is a good introduction to the mechanics of the rest of the game. The wristwatch, adds an extra element to the usual 'solve the puzzle' gameplay — time. Other characters have to be met at certain times — the nightclub doesn't open until 10 — that sort of thing.

Going deeper into the gameplay would be difficult without giving away some of the more rewarding solutions, but suffice it to say that the backgrounds are mostly interactive, there are plenty of RMA, characters to interact with and, best of all, the puzzles are generally logical. For me, that's *Prison's* best

aspect and a place where most other arcade adventures fall down.

Aesthetically, the program lives up to its gameplay. The graphics are crystal clear, and the main character's movement works perfectly against the intricate backgrounds creating a believable atmosphere.

Chrysa's debut is the one that a lot of ST gamers have been waiting for. Its main argument would be that there are already more than enough games of this type about, but the well-structured look and feel and the tidy graphic style do put this one slightly above the crowd.

CIARAN BRENNAN

AMIGA	
▶ GRAPHICS	76%
▶ SOUND	67%
▶ VALUE	75%
▶ PLAYABILITY	78%
▶ OVERALL	77%

ST	
▶ GRAPHICS	70%
▶ SOUND	68%
▶ VALUE	75%
▶ PLAYABILITY	78%
▶ OVERALL	77%

- ▶ Can you escape the prison?

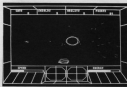


PREMIER MAIL ORDER (FORMERLY TRYBRIDGE SOFTWARE)

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Wanderer is a 3D space shoot 'em up featuring 6543 3D graphics of the blue and red space monkeys on the ST and Amiga versions. As if that



▲ C=Vid 3D

the 3D effect showed up pretty well on monitors in the C=Vid office, back home on my ST and Fergusson colour portable I got nothing that was really convincing even after fiddling with the contrast and colour controls.

The Spectrum version

WANDERER

wasn't enough to make it stand out from the crowd, the programmers have bestowed upon it the weirdest plot this side of the Hitchcock/Nebula.

Well surprisingly, you play the Wanderer of the title, a space mercenary under contract to a federation of ten planets which is languishing under the thumb of the hard dictator, Yodd. Your mission is to destroy Yodd and his army of wire-frame spaceships, by collecting enough coins to allow you entry into his space fortress, called the Sphynx.

Coins are now galactic currency, and earning the 8000 coins you need to enter the Sphynx is a matter of wandering (you're the Wanderer, remember) between planets and collecting playing cards. Each planet's strength is dependent on having a good Poker hand, and they will pay a pretty penny



▲ Coins are currency — how cruel

for any good cards you can put their way. The better the hand, the more coins you collect in payment.

Interspersing the penny Poker sequences which have to be completed to allow you to move between sections and planets.

While almost blasphemous whilst towards you out of the void, you have to manoeuvre your ship so you get them in your sights, then let rip with the lasers. There aren't any tactics nor is there any fancy flying involved. Bit of a disappointment, really. The only really stimulating sections are a flight down a tunnel to pick up an extra shield, and a trip through a winding black hole passage.

The 3D effect on the C=Vid versions are, well, they're not too bad, and they do give a fair impression of things whizzing out of the screen at you. However, they do have a couple of drawbacks. Once you've focused your eyes on the centre of the screen where the action is, seeing the grilles and disk at the top of the screen means reforeshadowing, and even then things aren't terribly clear.

The other problem lies with the VDU's you're using. While

doesn't feature the 3D option, which is hardly surprising considering the colour problems which would have to be overcome. Unfortunately, the action in this version is pretty slow, which is surprising considering how well the Spectrum usually handles vector graphics.

I don't like Wanderer much. There just isn't anything in the game to keep you coming back for more. Even the 3D planets doesn't compensate for the tedious gameplay, so I'm afraid this gets the thumbs down from me.

PAUL GLANCY

AMIGA	
► GRAPHICS:	44%
► SOUND:	49%
► PLAYABILITY:	39%
► VALUE:	30%
► OVERALL:	31%
SPECTRUM	
► GRAPHICS:	30%
► SOUND:	40%
► PLAYABILITY:	28%
► VALUE:	27%
► OVERALL:	29%

UPDATE

The ST version is very similar to the Amiga game, but with added sound deficiencies. On the C64, the vector graphics are terribly slow, as you would expect, and even the Amstrad version has a speed problem.



▲ Paul Glancy "Thumbs down from me"

NAVY MOVES



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NAVY MOVES



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CODEMASTERS GOLD
► PRICE: £8.95
► VERSION TESTED:
SPEC

The type starts, though not in so many words, you can be a rock star. This isn't strictly true, in Rock Star you, in fact, are the manager of a rock star. It's your job to take them from the bottom rung to a leading charting, groovy rock band like Def Leppard or Cinderella.

The first thing you have to do when forming a band is to find the various members who will make up the band. You and your siblings, Deep-Deed Olive, are pictured sitting in front of a TV set, which flashes up pictures of famous personalities like Ted "Dimenagum" Nugent and Michael "Wesley" Jackson. It also tells you exactly how much it costs a week to keep them going. When you've chosen the right number of artists (from a solo effort to a four piece, the choice is yours), you then choose a name that for you sums up rock and roll in a short phrase, that brings out the entire essence of the band as well as being catchy and different. Like Def Leppard or Cinderella.

To earn money, you have three basic options. You can stick the group into a studio and force them to rehearse (from one to five days). You can shove them on the road for up to a week, doing anything from pubs to stadiums (budget, allowance, of course, stadiums are expensive to book for one night, and you start with only £10,000) with variable ticket prices. Or, you can get a bit of publicity. Publicity can be either good or bad, but as Olive has a habit of punning out, any publicity is good publicity. Unless, of course, a stunt goes disastrously wrong, and you're left with headlines like "Rock Star Dies In Flecker 'Hole-in-One'". Lose all your band members this way and it's game over.

The same applies when you run out of money. The bank balance drops when you pay wages, buy equipment or book venues or rehearsal studios. It goes back up when you run a successful tour, or when your records are selling well.



ROCK STAR



Yes, you can release records. After a short while, the phone will ring and a record company will offer you a recording deal, which will either be amazingly fat or terrible. Accept it and you can record an album, followed up by

the release of singles, each with a video if required. Get a platinum selling album and you've cracked the game.

Barely Code Masters best yet. Nice graphics, a good handful of interesting tunes and good use of



animation in the charts (Cindy Cheavage with her hit, "Give Me Back My Sex"). Fun, but due to the small number of options, a little short lived.

Amstrad and C&M versions should be available as you read this, and fairly enough, so should

the Spectrum version. They all feature the same gameplay, but the C&M should boast better sound and the Amstrad version should have better graphics.

TONY DILLON

SPECTRUM	
► GRAPHICS:	80%
► SOUND:	69%
► VALUE:	71%
► PLAYABILITY:	70%
► OVERALL:	71%

UPDATE

Code Masters will not be sending Rock Star for 16 bit computers — which is a shame, as the basic idea is a good one. Amstrad and C&M versions will have improved graphics and sound.

BIG Screen

The Fifties were the heyday of the science fiction film. That's when we suffered an invasion of the Body snatchers, some Invaders From Mars, it (who came from Outer Space) and every other type of alien with an eye to intergalactic imperialism.

The thing that marked out these movies wasn't just the number of squatters from space - behind the science fantasy lay serious themes, usually concerning Cold War communist passions.

Alien Nation (18) is a direct descendant of those S-F, message movies, like no longer worry about a Red

They've landed! And only one man can save us from (dom, dom, dom. . .) the movies that came from outer space. Ward R Street with the latest invaders.



Alien Nation — a film with a message.

(Planet) maraud, so its aliens are refugees, genetically engineered slaves, whose transporter crashed in California. The U.S. living up to its reputation as a haven for immigrants, absorbs them into its melting pot.

Apart from their bald, molten skulls, absence of ears and quanted nostrils the aliens look more human than your average bug-eyed monster. Just doffed their bangles on you if they've been out for a night on the town - they get drunk, an hour until

The visitors integrate into society pretty easily, rising in the ranks of big business and even the police department. But - here comes the there - there is racial tension. Not everyone gets on well with the generally innocuous invaders. Like policeman James Caan, whose partner was lost by one of the 'blags' as he contemptuously calls them.

Almost every eighteen-clip film features an odd couple learning and this is no exception. Caan takes alien Mandy Patinkin as his new sidekick in the hope that the 'blag' will help him avenge the murder. Inevitably, mutual distrust gives way to understanding and respect as

they start to uncover an alien criminal underworld.

The liberal anti-racism allegory adds a little depth to this violent action thriller, raising it above the mainstream. It's not a sci-fi classic but the contrast of apparently contemporary Los Angeles streets filled with odd-looking aliens is striking. Would the film's racial problems really arise? I think not . . . because we'd tell the aliens immediately they landed.

One alien I'd gladly take a pot shot at is the star of **My Stepmother is an Alien** (19) - even though she is played by cooking, Kim Basinger. I'm not fascinated just because she arrives on earth looking for a man and picks jockey Don Ackroyd rather than him.

She chooses the ex-Blues Brother because he's a dedicated scientist who has blasted a high-powered water message into space. Even a man whose eyes are firmly focused? My million miles out among the stars must feel for him. Despite her klutzy attempts at imitating an earth being, which he finds cute.

Well he doesn't see it: that alien has some other odd habits - including talking to her

handbag. My Stepmother's Best Friend is an Old Bag' could have been an alternative title because the bag hides her side, an eye on a stalk sort of thing, which is all for isolating the earth. Ackroyd's daughter discovers this but not surprisingly has a hard time persuading dad that her new step-mom is literally out of this world.

Sound silly? It is. Sound like the makings of a good comedy? Perhaps - but this isn't at all at all too silly. In a

When Goldblum's hayfever starts to disrupt Ackroyd's show he gets an ultimatum - get cured or get out. So he visits the hospital for injections where he falls hopelessly in love with no-nonsense nurse Emma Thompson. But dare he date her?

She Jeff eventually plucks up courage and spends a passionate afternoon with her - only to miss the start of the show. Now he has a girlfriend but no job and all looks black until he gets the lead role in Elephant. But even then the course of true love runs like a rusty bike with a bent front wheel.

Tall Guy is piled high with ideas. Not only is the plot as busy as a rat's rear hole, there are dozens of weird characters on the sidelines. Goldblum's nymphomaniac (initially always seems to have a man in her bed - or even the wastebowl. Suggesty of Madness appears for a musical number when more words will no longer suffice for the emotion!

The script, by Richard Curtis of Blackadder fame, is brilliant, the performances are all excellent, and I want to see



Tall Guy - musical

all sort of way, to take off, despite its stars. For lovers of Bawled-out only!

To see how a romantic comedy should really be done look up to the Tall Guy (15), a British comedy directed by Mel Smith which is as fresh as Stepmother is stale.

Jeff Goldblum, last seen bawling around as The Fly, adopts a different disguise this time. He's the Elephant Man in a tacky, satirical West End musical. But he only does the no-nonsense deformations - and little grey hairs - after being sacked by a self-appointed star comedian, played by Rowan Atkinson.

for the first night of Elephant, the most satirical musical since Spinal Tap for Hitler in The Producers. Undoubtedly the funniest film of the month!

Running a close second is Crossing Delancey (PG), a Jewish-American view of affairs of the heart. Any living is an attractive young woman with a good job but no boyfriend. So her grandfather hires the local Hasid-Parker to find her a man.

While Amy sets her sights on rough-necked Jeffrey Anubis, the matchmaker provides Peter Onegin, a good Jewish boy with his own good shop. Who will Amy choose?

If your idea of comedy is Police Academy and you keep dropping off unless somebody fires a gun every five minutes, you probably won't care. But anybody who appreciates beautifully observed, warmly romantic slices of life will want to cross *Delirious* with the movie which is as buoyant as one of Keaton's novels and as sharp as Regan's knives.

For a film which is about comedy there are surprisingly few laughs in *Punchline* (15).



He's the *Punchline*, Tom.

a story of struggling stand-up comedians in New York. Instead the accord is on the stage and intentions of trying to make it in the tough world of cabaret.

Placing it all above the mundane is Tom Hanks as a medical student who, flunking his exams because he believes that laughter is really the best medicine. Meanwhile, housewife and mother Sally Field wants to break away from the drudgery of preparing dinner for her husband by becoming a star. They both perform at The Gas Station club.

Though there's a lot that's good about *Punchline*, including yet another superb performance from Hanks, the story seems like a joke you've heard a hundred times before. I never quite raised itself above the superior television movie level and in the end fails to pack sufficient punch.

I mentioned odd-couple cop teams. By contrast *Shenandoah* Holmes and Watson would appear to be ideally matched - unless you believe *Willard* a *Clay* (PG), that is. With Michael Caine as Holmes you could guess that this is not going to be gospel *Caran Doyle*.

In fact Holmes does not read. He's a doctor, a signor-

of Watson's imagination, created for *The Strand* magazine. But the public demands its hero so Watson, bravely played by Caine (kindly) Kinsley, employs shrunken reminiscing from actor Reginald Kinnear (Caine) to entice him. While Holmes himself stalks around saying "elementary" in a bit list, Watson gets down to the real detection.

I don't think Conan Doyle would have been very happy

an idea about how to be funny. Caine and Kinsley are a superb double act, and this is an ingenious twist on a classic tale.

It's also a lot better than *The Dead Pool* (15), the latest of the increasingly weary *Dirty Harry* films. I can only feel that Clint Eastwood's heart is really in his personal projects, like *Bird*, *Nowadays*, because his normally tight-rope performance is positively comatose this time.

It's also hard to tell whether the series has stopped taking itself seriously. Sequences such as the car chase between a full size auto and radio controlled model, packed with explosive, wouldn't have looked out of place in the old *Batman* TV series.

The story concerns a series of mysterious deaths, all linked to a list compiled by back, slasher film director Liam Neeson (a truly awful performance). But don't dirty your hands with Harry's investigations when there are so many better films about.

Film like *Patty Hearst* (15) for example. If this was fiction Clint Eastwood would appear, magnum blazing, to rescue the kidnapped heiress. But it's a true story and Patty was only freed from her captors, a ramshackle revolutionary group called the Symbionese Liberation Army, after she, joined them on several robberies.

Director Paul Schneider, who wrote *Taxi Driver*, is known for his tough approach, and here he's particularly uncompromising. The first half hour is almost experimental as light and dark and many silhouettes and voices come out of nowhere.

The result recreates Patty's terror as she lay bound and circled in a cupboard and it helps us understand how, when she was freed, she could actually feel grateful to the thugs who had kidnapped her. Having established his hold the film never lets go as the SLA breaks up and eventually Patty is captured.

But an story filled with a masterpiece of acting, with a brilliant central performance from Marsha Richardson.

This month has also dredged up a good crop of smaller movies of which the best, and probably the most accessible, is *The Bear My Voice Breaks* (15), a story of teenage love in suburbia. Australia during the late 60s. It's at times funny, at times heart-drenchingly sad - at least an older story remains like myself - and proves that there is more to Oz than *Neighbours*!

John Squires/Melrose (15)



Melrose - "Wonderful".

Deaths with a bloody raining strike in America during the twenties, like an instant turn-off, but it held me transfixed for the full two hours. The rising company actually evoked the town of Melrose, so when the men went on strike they found themselves homeless. A powerful tale of extreme bravery.

Gay is for Be (PG) as well, a warty revisiting of an American writer Marlon Green visiting the great Irish town where his father has just died. He's misled by memories of the old man, a comically outcast character, but it's all saved from sentimentality by some sharp observations on how we react to death.



Seeing Heaven.

Not so Stealing Heaven (15), a re-telling of the medieval tale of Abelard and Heloise, the middle-aged most famous young lovers. Apart from some surprisingly explicit rumpy-pumpy there's little attraction in this cheery costume drama.



Michael Caine/Willard a *Clay*

with the film's story which includes shoot-outs better suited to more modern cop films. But if you're not a Holmes fan you'll probably forgive the liberties because *Willard* a *Clay* certainly has

BIG
Screen

Play Masters

Boat 'em up fans are in for a treat this month, with a glorious Vigilante player's guide to help you clear New York of the marauding street scum AND rescue the lovely Madonna in the process. There's also the usual goodie-bag of POKER and cheats, as well as The Playmasters Highscore — if you haven't sent in your record scores — do it now. Don't forget there are bumper software packages on offer to the readers of the best tips of the month — so send in your stuff for PLAYMASTERS, C + VS, PRINCEY COURT, 32-32 FARRINGTON LANE, LONDON, BORN 3AM, and you could well receive a bulging parcel of the latest software for your machine.



Julian Rignall

BAILEY THOMPSON'S OLYMPIC CHALLENGE

Richard Davis of London has a lot of the current games to use in this (only good) sports simulation. For training, use the training shoes. 100m dash, running spikes. Long jump, long spikes. High jump, flat shoes. Hurdles, short spikes. Shot, half spikes. Pole vault, track shoes. 400m, running spikes. Off! Now go out beat your records.

FLYING SHARK

On the ST version of this shoot 'em up enter either HSC or K21 on the rightmost table while loading down 3 on the numeric keypad as you enter the last letter. HSC gives you unlimited lives and K21 locks out the (right)/gothic direction. Cheers to Richard Davis for that one.

EXORISM

Right, ST players of this Heaven game are advised to type in ad extra on the rightmost table (note — lower case) and you're granted with unlimited lives. Another thank you to Richard Davis for that.

Rebirth III

The best ST tip from Richard Davis is one for this rather disappointing ST game of the time. Type

REINCLAD on the rightmost table and you can use 1, 2 and 3 on the keyboard to access the level of your choice. Bizarre, and various other voices of delight.

FOOTBALL DIRECTOR II

Simon Symon is in all of a steady young mind programmer called Yes he is. Success he's discovered that if you enter a game, and load it into an ASCII text processor like ST Organizer or Protext you can

change your team's fixtures. Just go down to the right line from the bottom. There you'll find some figures that coincide with your team's fixtures. Change this to lots of cash and save the file and reload it into the game, and you'll have tons of spendables to look out on-line players and ground improvements and flags.

R-TYPE

Come all ye R4 people — get cheating with this table-based list from Adrian Sharp of

Whitehaven, Cumbria. Type in the Rating, R4B B, plus the R-Type tape in and press play and you'll find the upper detection has gone off on its hole.

1 P001 = 004 TO 410;
HEAD A, POKER, A, NEXT
2 375 384

3 DATA 32, 80, 80, 80,
160, 254, 144, 110, 8, 160
4 3074 1, 165, 111, 8, 78,
14, 8, 98, 172, 141, 187,
80

5 DATA 168, 80, 141, 108,
46, 78, 16, 8

RAIL

Dave Griffiths of Whitehaven has the locations of all the robot bases. On level one go to 00-00, 00-01, 10-11, 11-02, 24-04, 37-04, 36-28, 48-37, 49-02 and 48-04. On level two just scroll to 12-17, 13-07, 22-02, 28-34, 30-01, 40-31 and 59-00. There aren't any bases on level three so you lose out!

ROBOCOP (Ocean)

Chris or should I say "The Hunt" Ben? Being of British descent has sent in a cheat code for this table-march 'ol murder game, but



also, the silly little finger to say which-finger it was left! And, would you believe it — all our office-copies have gone walkabout, so I wasn't able to test it. Except! Any road, if you've got a copy lying about, you've not nothing to lose by loading it up and trying SUEDEHEAD when the high score is floating on the flyboard. And it doesn't — and there, for apparently the second time, yields to the single word DISAPPOINTED (is that meant to have two "D"s, I wonder?).

PUPPY'S SAGA (JMI Soft)

Dorian Short, a Felix Visual person, knows an interesting fact about this (po) Frontoopic, namely as made do there, which, if you'll excuse my French, provides language do chosen for frustrated Puppy. When your health is dwindling, not your fingers clasp says F1 to F7 to make delivery of four bays and in hope of health points, and get wrapped in another level.

TIMES OF LOVE (Origins)

Dorian Short returns with some

handy advice on patterns and scrolls for the ST version of this mega RPG.

Brown sword — Kill all monsters on the screen.

White scroll — Freeze all monsters for a limited time.

Green scroll — Random energy top-up.

Green scroll — Complete energy top-up.

STAR WAT (Logotron)

Another ST cheat made from the sea, the only, Dorian Short, which, in case you're interested, provides infinite shield strength. Play the game as usual, then when things start getting rough-type AL and then hit the space bar to access the options screen. Now type TANKING, press fire to return to the game, and you should now be able to press F2 to gain an invincible ship.

Play Masters

VIGILANTE

BADDIES



The most common baddie — one look and he's history.



Don't let him close — four kids to rock the gun.



A deadly foe — watch his body and not his gun.



Another deadly foe — see his tactics.



Jump and kick this one — also punch him.



Simple dish and punch — watch that fist.



Draw the bullets and run.



Jump and kick the flier.



Get back these off the crime before they grab you!



Carefully wiggle the joystick to shake off the attackers.

BIG BADDIES



Perfect against the wall and look for low roundhouse.



Watch their high kicks and use low kicks/punches.



First use a high kick to knock him back...



Then use a couple of low kicks before high kicking again.



High kicks to stop this guy before he jumps down...



Then high and low kicks stop the last level.



Get in very close and use repeated low kicks...



But watch out he doesn't grab you!

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Mail BAG

Dear PALS at C+VG
Please, PLEASE, PLEASE
could you send me a T-Shirt
+ a cassette of Thunderblade
as I am too poor to buy it
myself (sob!). I won't be able
to use the game much
because the electricity costs
a lot.

This is the fourth time I
have sent a letter to C+VG
and probably the last
because I can't afford it.

Sorry about the news but I
couldn't afford a good pen.
Also I'm sorry about how the
letter's so short but the ink's
expensive and so is the
paper.

Yours Hopefully,
C. Phillips, Millwood,
Blythecroft, Cheshire,
Shropshire.
P.S. I've got an Amstrad CPC
464 if you feel kind.

Stone me, you're in a hell
way old mate. Sorry about
the short reply but I couldn't
afford the time.

Dear C+VG
Do you believe that my little
four years old bro has
pulled all the tape out of my
new tape "Dragon Ninja".

This was my best game
ever while it lasted! and I
was just getting used to it
when my brother stole the
unspeakable deed.

I won't be able to buy
another tape. But take

warning DON'T let your little
brother wreck your tapes.

Yours truly,
Ryan Phillips, Millwood,
Blythecroft, Cheshire,
Shropshire.
P.S. IFC+VG feel kind I've
got an Amstrad CPC 464.

No I don't believe it any
more than the other one.

Dear YOB
At the moment I do not own
a computer. I hope to get an
Amiga when I have raised the
cash.

I have your mag because it
is value for money and it tells
me what to look out for.
You're probably wondering
why I don't buy "The One"
well they haven't learnt to
review games properly yet.

I have included one list of
things I'd like you to do to
your Mag to make it even
more Mega than it is already.

1. Glue the pages together
instead of staples because
when you staple mags they
always fall apart.

2. More colour reviews.
3. A couple of cartoons.
Yours sincerely
Simon Thickett, Rayson Hill,
Shrewsbury, Shropshire.

P.S. When will we get the
results of the Body Rap
competition and the
Thunderblade Arcade
Machine Competition. I was
up here 1 year to I am looking
for words. I found nearly 200

words.

Both of these competitions
were in the January 89 issue.

1. Try it yourself, then you'll
know why we don't do it.
Actually, the real reason is it
would put up the cost of the
mag.

2. As you will say in this truly
splendid review you've
been splashing it about all
over the shop. According to
a recent poll our review
pages are now 99.99 percent
glorious full colour — with
one or two minor
exceptions.

3. What did you have in
mind? Bugs Bunny, or Daffy
Duck, perhaps.

P.S. The Thunderblade
comps results last month and I
have to break it to you like
this, but you didn't win.
We're still judging the Body
Rap entries — keep
practising.

Dear YOB
I am writing to you in
connection with last month's
edition of C+VG (stupid), I
am the one who sent you the
joke about Gary in a taxi.
You got my name right (Paul
Harrison) but you got where
I live wrong, you put Kent
when in actual fact it is
KENDAL, please correct this
mistake as my friends don't

believe I sent in the joke.
From Paul Harrison, of
Airedale, Cumbria.
P.S. I've got another joke for
Gary: Gary is so absolutely
unbelievably fat, that if he
was to enter a sumo
wrestling competition he
would put them all to
shame!

No, that wasn't you, it was a
different Paul Harrison, from
Kent. As if any joke were
needed, his GWF joke towers
above your miserable effort
and your attempt to steal his
glory is nothing short of
pathetic.

Dear YOB
I have a complaint to make,
in Feb's issue C+VG I
noticed something — the
Mail Bag page was the wrong
way round. It started on Page
68 and finished on Page 67.
What happened!! Apart
from that I think C+VG is the
most packed, brilliantly
reviewed mag in the world.

It has everything a mag
could want apart from
"Didnd Diddnd" great
reviews for every computer
apart from the C16
(Aaaaaaggggh!) or the Z801
(even more Aaaaaaggggh!).

And, I think the "Arcade
Action" part is brilliant. But
couldn't you make "Play
Master" a little easier to
understand instead of it all
being crunched up so you
don't know whether it's a
cheat for Q*W*E* or
R*E*V*E*Q*.

And what does sleep
results ACM, PCAL, WEP,
RPG, PBM, and the WIC in
WIC LEANING stand for!!!

And where in South Wales
can I get "Battle Cars" from
Simon "Gems" Barrett,
Church Village, Nr
Ponypriest, Mer/Glam,
South Wales.

P.S. I've got a great idea for
Cdn Gary Williams. Eat what
you want, but don't swallow
HIT H*H*H* Being!

Congratulations! You
spotted it. We decided to
print the page the wrong
way round in the Feb ish as
part of a secret campaign for
saggle-eyed readers. The
police seem to have been a pair
of Gary Williams' unscrewed
underpants, but they
explained that Thursday
afternoon. If you're
interested Gary is willing to



part with the socks he wore for the 1983 FA cup final — and all the following week. As for PlayStation, I can read it, and I'll wait 'til he's finished up so we wouldn't be able to read so much in every month now would we!

All those three letter abbreviations (E&A), well, as James Stewart once said "If you don't know I can't tell you can". But I am reliably informed that WBC stands for 'We'll Chip'.

Where's South Wales?

Dear Sir
I have been reading your magazine for quite some years and C+M has always been the best. I am 16 and I'm doing a project on what I'd like to do when I'm older. I would like to be a games reviewer working for your magazine. I'm used to computers and arcade machines and I've owned some decent computers in the past. Here is a list of what I've owned: an Atari console, the one which was out a long time ago, then I had a Commodore 64 and then a Sega Master System, but now I am a proud owner of a Commodore Amiga. I was wondering if you can send me some information for my project about how to become a games reviewer, actually, I'm not wondering, I'm pleading, because it is

vital for me to get hold of some information otherwise I'm going to get badly done at school. Yours faithfully,
Warren Wickenden, 65
Horseshoe, Gosport Road,
Coulston, Surrey CR2 2AD.

Dear Sir/Madam,
Please could you inform me on how to become a games reviewer (printed monthly in your magazine), for I would like a cushy job similar to this myself. I own a Sega games system, and a Spectrum +2. I would be very grateful for any information you could send me. Thanking you in anticipation.

Yours faithfully,
Adam Ashworth, 17 West
Ginger Drive, Leeds LS20 3AJ.

If you think being a games reviewer is a cushy job, you've got another think coming. If you're really interested, send a sample review to Eugene.

Dear YOB
A number of weeks ago I purchased Robocop on disk for my Commodore 64. Everything seemed fine, until level two,

problem. So this was getting worrying, had Chris messaged up Robocop?

My replacement copy arrived, so I yet again battled my way through level 1 and it was very easy! and not to my surprise, still the same screwed up background graphics.

I have contacted two other friends with 64's and they have come across the same problem.

Through a 4d user group I am in, I have been told that everybody who has made it to this level has come across the major bug.

Considering the amount of time and money that had gone into this major licence, this is unbelievable. So I hope you print this letter to inform the people who have not made it to this level of Robocop on the Commodore 64.

I don't know about everyone else but I want a 'bub' working copy of the product that I paid for. I will finish by thanking you for producing an excellent magazine.

Yours sincerely,
Sean Ryan, Warrford,
Oxford.

Sounds like a right nasty little bug. I have sent your letter to Chris for them to comment.



ARCADE



NASTAR

Nastar from Taito is the next original beat 'em up. Just jiggle the letters around and what do you get? NASTAR. Remember Katan kaga? A bunch 'em up from the early days and very popular it was not.

Well Taito have changed a few graphics, added a few bits here and there and come up with this little gem which, to be fair, is the best of this month's quota.

The graphics are clear and well drawn but are let down by the clumsy movement. The beginning of game blurb explains on about the fact that you're a warrior trying to protect a sky-scaper from the hoodlums. Sky-scaper! As far as I could see there was nothing remotely resembling one.

Using your sword stab at the skeletons, zombies, bats and other aliens as they shuffle towards you. Occasionally one leaves

behind a screen feature which is given you, for a short time a revolving shield of sorts, a larger sword, fireballs and the like.

Hopping onto and over large pillars you travel deeper into the non-existent sky-scaper only to be pulled up short by large blocks bearing your path. Stab at these to make them disappear and some in if you can find out what the coloured blocks bearing a constant name do. Two matters here many times I stabbed at them they wouldn't disappear. Yet they must be there for some reason.

That about sums it up. Lots of stabbing, an end of level monster with a real sting in its tail and some pretty poor animation. Better than the others this week but by no means brilliant.



RAMBO III

Rambo III came as quite a surprise. It plays extremely like Cabal with a feel of Operation Wolf.

Rambo III is an optional two player game with Rambo and his mate. Standing with their backs to the screen they run sideways left and right blasting away at the enemy. Their vision, also

controlled by the joystick can be moved up and down and left and right with your character.

As the enemy approaches from the distance, shoot out any of the soldiers, armoured carriers, motorcycles, tanks and choppers. I must say, the enemy doesn't give you much chance of a breather. Pick-ups appear regularly.



E ACTION



FIGHTING FANTASY

Recent coin-op releases haven't been exactly thrilling. The manufacturers seem to be churning out beat-'em-ups after beat-'em-up — pretty awful quality ones at that.

The latest in a long list is Data East's *Fighting Fantasy*, which looks halfway interesting at first glance. However, I haven't come across anything as tasteless or as poor as this in terms of gameplay for quite some time.

First off, you've got to select your opponent who might be a massive green scaly thug equipped with a deadly scimitar and shield for protection, an equally massive bionic thug or a sinuous and perfectly deadly snake lady.

None of this last opponent that really made me mad. With only a few varied actions — swing or stab — coupled with crouch, jump and standing stances, how can you hope to kill someone who's attached to a heavy foot rail? Especially when that rail whips round your torso and gives you a quick squoze. You've had it. Open your mouth to yell and blood spurts out. YIKES!

In fact, your only hope is to jump over your opponents and try to stab them from behind. This would work if only the controls weren't so jerky and slow. Graphics look promising at first glance but the dull backgrounds let them down.

All in all I'd give this one a miss.



which you must first shoot at and their run over to collect. These give you extra health, increased firepower and new more powerful weapons.

Once you've cleared the level of the enemy, you and your mate jump onto a motorcycle and sidescar and jolt off into the distance. The next level sees even more

being thrown at you.

Choppers and lighter jets must be blown out of the air as they speed towards you skidding the ground. They move fast and fixing the cursor on them can be quite tricky. The same goes for tanks which have an appalling tendency to move you down.

Rambo III offers thrills of action and needs fast reflexes if you're going to survive.





COUNTER FORCE

Operation Wolf, the all-time success story, has spawned numerous imitators, and Intec has just entered the fray with Counter Force.

It's hard to say which is the better machine, both have well-drawn graphics and hot, hot gameplay, but I think that Op Wolf and its sidekick Operation Thunderbolt have the leading edge. Take us, after all, first with the idea.

Anyway, back to Counter Force — you can't go wrong playing this. There are five levels with a star rating from one to five. First level, first star, is the Menzies jungle where the action starts instantly.

Enemies are hunkered at you, bullets are sprayed and shot-at-and-kick common is rewarded in. You, of course, are standing in relative safety behind a huge machine gun mounted on a cabinet.

Like Op Wolf, this is not just any old gun and has a sliding barrel mounting which launches a deadly stream of flame and grenades and even turns into a rocket launcher and laser gun.

To collect the bonus weapons, bullet-proof jackets, food and water, just fire at the crates which swing slowly down by parachute. This improves the object which has to be shot again to release it. A difficult job when the action is moving from left to right and you're a whole platoon trying to gun you down.

Both animation and graphics are excellent and the levels progress in difficulty and locations. So if you want a quick blast and you know every inch of Operation Wolf, have a crack at this clone.

ARCADE

DOWN TOWN

Another Trump 'em up to the slaughter is Down Town — the first time I've seen a game of this sort on a vertically scrolling background with a slight over-the-shoulder view, it doesn't do much for the game though.

You're obviously an Lip Team Boy who's wandered by mistake into Toxville. And it doesn't take long to make you forget the silly shirt and tie you're wearing. The thugs seem they're onto

a good thing and attack immediately. With two yaks beating down on you there's only one option — knee them in the groin and run.

However, they're quickly back on their feet and thinking for your blood. In they stream and eat your your punishing left hook. Actually this is all fantasy. I found that with two against one you don't stand a chance, and are further hindered by the controls —



E ACTION

twirl for direction and push for move forward. More and clumsier while in the meantime you're being clattered.

Eventually the inevitable happens and down you go with blood splattering from your mouth. Just as tasteless as fighting *Rampart* though not as graphic.

The thugs have to be KO'd several times before they collapse permanently, arrows then point your direction deeper into the dingy streets for another

beat with some butch women and more loots wielding an iron bar, kicking the bar out of a beat's hands and knocking him out before he can cross you in your only hope. Unfortunately his friend quickly picks it up and bashes you round the kughole.

Fighting gun-toting cops is your next step-by which time your life is seriously asked. It's down hill from now on boys.

Down Town leaves me speechless.

Imagine racing swiftly up the screen, dodging other cars and trying not to get bumped into the side where you're left wheel-spinning in this air with no sight of the ground below.

Well in *Mad Gear* from Capcom, this is an every day occurrence. In fact *Mad Gear* can hardly be called a racing game. You start off pretty normally on the grid, but from then on things just don't go to plan.

For one thing you can take off, just jump your car into the air and float over any obstacles like trees, oil-dicks and pile ups. The only problem is that flying really eats up your energy. And the only way to collect bonuses is by catching the fuel cans and bonus points while in the air. A *Catch-22* situation really.

Helicopter blades can be picked up and these really whizz you over the trouble, though they don't last long. The track has an alarming tendency to break off just when you least expect it and arrows point the direction you should be steering to meet the next section of road. If you happen to jump at the wrong moment you've had it.

There are three choices of car — the F1 mass machine which is fast but suffers the most damage. A *Minicar* which is middle of the range and best bet for getting to grips with the game, and a conveyer truck which takes the smooth with the rough, but loses it a close when you need the speed.

I really enjoyed *Mad Gear* — it made a great change from the beat 'em ups and though it's not the ultimate in racing games, it's great for a joy ride.



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D&D New Edition

Regular readers of the AGM page will be familiar with the fact that the biggest FRP game in the world — Advanced Dungeons & Dragons (AD+D) — has gone through a bit of an overhaul recently, as the full details were unfolded in the April edition of C+V.

Although the revised AD+D system is bound to be welcomed by its many thousands of players, what does it leave the players of the basic and more simplified Dungeons and Dragons (D+D) game?

The answer — believe it or

not — is that basic D+D players are also in for something of a treat too. TSR.

are conforming to support the game that started the whole hobby 12 years ago by releasing a new board D+D set called The Game Of The Empires.

Down comes in a huge box which contains three big booklets and two full-colour maps. It details in great depth the empires of two totally different super-people called Alphatia and Thyria, who are constantly at war. Both empires have totally different points of view, and nothing escapes the



Predator Power

Gaming Workshop has lined up a whole host of new releases for the summer period. Now to be released are Spacewarz, Dwarves, Monuments of The 4th Millennium, a set of plastic miniature figures that complement their Warhammer 40,000 range.

Talking of Warhammer 40,000, GW's latest release in

their vehicle series is an armoured fighting vehicle called the Predator. Based on the same chassis as The Rhino — their previous release in this series — The Predator comes with a large turret mounted with a cannon and a pair of side-mounted laser cannons. *Reviewed!*

outer defences of their opposing forces will satisfy them.

The first power detailed is that of Alphatia, the home of a nation of wizards who can tap into a source of massive magical power at will, while the second power is the described in Thyria, a massive military state, whose powers of warlike have been turned into a frighteningly big, well armed combat machine.

TSR are also releasing two D+D Gamebooks, which are called The Golden Khan and The Republic Of Dwarves.

Once again these deal with the power-riched two different nations in 96 page booklets. Elthanas is very similar to Genghis Khan's Mongolia, where the inhabitants live only by warfare and robbery, while Dwarven resembles Michelangelo's early Italy, where scientific study, an appreciation of the arts and magic are all important.

Next to be released is a new series of booklets called The Creation Chronicles covering the creation of such creatures as Dryads, Pixies and Gnomes as well as a few and there is also a section dedicated to the use of the weird war machines which have been created by the likes of Kobolds, Gnomes and Trots.

Golden B

The Golden Chalice awards for the best adventures of 1983, were presented at a reception held at the Sherlock Holmes Hotel in Baker Street, on February 15th. The awards, voted for unanimously by the club's members, were presented by Dave Buckle, Tony Bridge, Mike Conrad, and the club's President, Elect, Keith Campbell, under the chairmanship of a guest and



News

AD & D Made Easy

Kings Festival and Queens Harvest are two new TSR adventures which have been specifically designed to help players move up from basic D+D to *Advanced D+D*. Both adventures guide you both the GM and the players into using the more complicated, but realistic, gaming procedures

which allow for a better game overall. The ultimate aim is to make the transition between the games a much easier and more fluid affair, and having had a brief look at both scenarios, it looks like they may well work. *Kings and Queens* should be out around July for approximately \$5.00.



Chalice Winners

With director, Henry Mueller. The awards were as follows:
Golden Chalice — Best Adventure: *Liquid's Black* (Level 9). **Silver Chalice** — Runner up: *Temper* (Raiden & Magistrate: Sorrell). **Bronze Chalice** — 2nd Runner up: *Liquid On The Sword* (Raiden & Sorrell). **Commended**: *Beyond Death* (Kochman Software), *Lancelot* (Mandrill Software/Level 9).

Golden Second — Best Role Playing Game: *Dragonmaster* (Microsoft VTL). **Best Software House**: *Raiden*. **Fellowship of the M.C.** — The Award Family (this award is for exceptional services to the world of Adventure). **Best Home-Grown Adventure**: *Ishtyl and Blade* (Kosmosat Works). **Best Mail-order software house**: *Zenith Software*.



News

Horror Goes RPG

Beyond The Supernatural is a complete new gaming system which has recently been entered by Philipson Books dealing specifically with the mysterious imaginary world of horror. Now you can play the character of someone like Indiana Jones, Sherlock Holmes, Van Helsing or Doc Savage and investigate weird, unexplained mysteries of the unexplained.

The game system is firmly rooted in the imaginary, turbulent, exciting world of strange happenings, where weird powers and unknown monsters are commonplace. To explore the *Horror* creativity the game designers — Randy Rhoad and Kevin Tombs — have used old places of mystery like Stonehenge and the Bermuda Triangle as adventure

locations, which are ripe for exploration.

For example, in the game's fictional world, the Bermuda Triangle is proposed to be a dimensional gateway that allows supernatural beings access to earth and your character has to investigate this phenomenon, closing the gateway in the process.

Fictional entities like ghosts, vampires and poltergeists will be encountered, along with psychic powers like telekinesis, telepathy and teleportation.

Beyond The Supernatural comes complete in a 197 page softback book, and all you need to play is a selection of various sized dice plus a pencil and paper. The game costs from anywhere between £2 to £6 — possibly more and sells for a very reasonable £11.50.

PAGE 120 PRESENTS

BEYOND THE SUPERNATURAL



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Setting New Standards
in Computer Software

In the early days of adventure games, the adventure land was pretty static, most problems being built around the manipulation of inanimate objects. Perhaps it was the Habitat that first introduced characters that weren't completely wooden, and, as adventures developed, systems for more interaction between the player and fictional characters in the games. Nowadays, Infocom, Magister Systems, and Level 5, all support speech within

just as well, for Milt adds: "I know the game is budget but in it, I think it is below budget standard." He wants to Children's Entertainment Center for some help on how to communicate, how to use any of the apparently useless objects in his instruction, and how to get into the police cells, but it seems they were not conspiring enough to reply. So who can help out? Top Ten and DEC with some tips for Milt?

"What's this I hear being

recently, you might come across Paul McLean of Queensland, starting at some races. He has given Alana four cases of different bugs, but now Alana is demanding the Root Of All Evil. Paul can see some more room on a wall, but he can't get them.

He wanted — there's a real mile in the Kewardside Postal this month! Milt, of Habitat should know — he's trying to

dropping of objects, and has been killed off". Meanwhile, having finished Deja Vu, they have a suspicion that the solution may be slightly different between the Amiga and ST versions. Has anyone out there played both?

Thanks, you two, for of your help, and long may you continue to supply C+VG, adventures with your clues!

You too could win a year's subscription to AGM, getting the facilities of a system in Helpdes, discount mail-order adventure software, a bi-monthly Double Dedicated to the world of adventure and role playing, and much, much, more! I award one subscription each month, to the writer of the most interesting or helpful letter I received. You get writing. You'll reach me at Adventure Helpdes, C+VG, Priority Centre, 28-32 Farringham Lane, London EC1R 3AU. And whether you win or not, you'll hear back from me!

Helpline

their games. This is no easy task, for it is difficult enough to devise a pattern of complex sentences which are structured according to playing rules. Once these invented sentences are opened, the player can, in theory, say anything to the person he is addressing.

The trick in implementing such a system lies in a compromise between limiting speech to a highly structured form (eg. TALK TO someone ABOUT something) in which key words often trigger off a helpful response not strictly deserved, and a freer system which accepts anything, but given clearly enables answers to irrelevant conversation.

Two adventures are stuck this month with such communications difficulties. Peter Nuttall of Habitat is having an affair with Infocom's "I, officer". People are speaking to him all right — it's just that he is at a loss to know how to answer their questions! In French, presumably, he'll say:

Meanwhile, Milt Brooker of Tipton, has discovered that an advanced parser is unlikely to be encountered in a budget adventure. Milt is finding great difficulty in getting through to characters within "Whereof Standeth". What has had a go at this game? Not me — Top Ten didn't send me a copy. Which was probably

frustrated about the computer shops that now Infocom takes won't be released over here on the ST?" asks Andrew Bethell. "Fred it's looking like more than a mere rumour, Andrew — and not only the UK. It happens Infocom have not produced an ST interpreter for their new system, and may never do so . . . So if beyond Zork is going to be Andrew's last Infocom game, who can help him complete it with some help on how to get the helmet?"

It's an headman, but ladies understand that's giving Dr. Bill of Conventual in Holland, a bit of trouble! He is in a room with a headman, and needs a rope. But if he tries to take it, he is told that his underwear will fall down! But before you get excited about this, I will add what Dr didn't say — it's hanging up to dry on a washing line! This is from Leisure Suit Larry In The Land Of The Luscious Lizards, of course! Look in the clues section for what to do about it! Dr is also having difficulty paying a wine bill, rather expensive, because none of the girls into the lecherous suits, Paws has him up and goes away, in retaliation for having had to pay the bill himself. What a waste of facilities . . .

Calling all gardeners! If you've been anywhere near Reuben Four in Bard's Tale III,

Get through it in Kobayashi Nara, and with little success! Also, can anyone tell Milt how to use the fangs?

Vladimir Furber has Moriarty beaten in Infocom's Sherlock Holmes and the Quest for the Crown Jewels, but finds he cannot get to the palace in time, on foot. He has tried ordering a riddle to wait for him the seven hours at the bridge, but the caddy got tired of waiting after an hour or so, and drives off. Can he get Wiggins to keep the cab for him, or should he hail one, somehow?

This month's free subscription to the Adventure's Club Ltd., goes to Allen and Mark Livingston from Durham, a couple of adventurers who send in regular updates of their progress in epics such as Deja Vu, Uninvited, and more recently, Chaos Quest. This month they comment that Chaos Quest has the best graphics they have seen in any adventure to date, although they think that the gameplay should be improved for enjoyment, such as better cursor positioning to identify items,

Clues

ADVENTURE CLUBS SHARE OF INNOVATION: For the statements in the first to release the clues from the eyes of fire.

FRANKENSTEIN: In the ice labyrinth, go N,N,E,S,W, and cut ice with pick. Move up, and continue cutting, taking a rest now and again.

HITCHHIKER'S GUIDE: To get the photo, first get the Rebel Pink, then learn carefully and appreciatively to the Captain's poetry.

LARRY 1: Forget the washing line. Remove protective clothing and make yourself scarce through the window!

LARRY 2: Take the ticket to the studio, and cheat!

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CAMPBELL

Since the death of King Edward, King Garthius has ruled Caspatria (Caspatria is never, more fantasy-like area) for many years, during which time it has prospered. He has two fine heirs to succeed him in the throne, sons Alexander and Rosella. The king falls ill, and Rosella weeps for him.

Suddenly, the good fairy Clementia appears in the king's magic mirror, and bids Rosella to come to Tarnia, where there is a enchanted fruit that could save her father's life. Of course, it's not quite as simple as that, for in return, Clementia asks that Rosella relieve her magic powers from the evil Lolotte. Without it, her magic powers are rapidly fading, and she fears for her own life in the very near future.

Thus Rosella sets out on those two quests from a deserted beach in Tarnia, disguised as a peasant girl, and with just twenty-four hours to achieve her two goals.

First she must explore the land, which she finds to her delight is populated with Pon, seven dwarfs, Cupid and a unicorn, as well as numerous birds. It is a truly beautiful world, with a sparkling stream running from the bottom of a waterfall, through meadows and forests, into the sea. But there is aill about, from the menacing Lolotte, resident of the mountain-top castle, and from a troll, always on the lookout for a nourishing meal of human being. There is also a particularly nasty forest of trees in the forest...

Rosella's adventures take her into the houses of the seven dwarves (seven smaller than Koth's forest — Ed), inside a diamond mine, and into a strangely dimly lit and deserted house, in the middle of a

cemetery. Here she discovers a secret cavern full, isolated from the rest of the house. There is something strange, too, about the ropes. In long pipes one on the right — the middle and of the keyboard — yet the long pipes produce the best notes. Is this artistic licence, or is the best signpost? For this truly wonderful cavern seems to have no purpose save to play music.

How can Rosella get near the narrowest entrance, who generally runs away whenever she appears? How can she get near enough to kiss the crown-wearing frog on the My pet? How can she get to the secret, or is he just a harmless flute-playing jester? And why is



► **Kings Quest** — adventure and magic.

KINGS

Is that a Space Ship?



the father's wife so pure, when all Rosella wants is to be married?

These are just some of the questions and puzzles you will be mulling over when you play King's Quest IV. And you can see it all in glorious colour, hear the music, and follow the adventures! Watch the seven dwarfs as they like melons for their lunchtime soup! See Cupid fly off in embarrassment when caught bathing! Hear the dreaded troll as he

approached! And read the finest collection of tombstone epitaphs you're likely to come across in a computer game!

This is surely the most advanced animated adventure yet from Sierra. Produced using its new adventure system, it comes on four double-sided 5.25 disks, or, on the PC, version, a fantastic nine 5.25 inch disks! The graphics and animation are superb. Birds fly through the forest! water rushes over rocky outcrops in the gorges,

smoke rises from chimneys, and Rosella carries her hair as she walks through it all.

And as ever, Sierra has included a few tortuous oracle challenges to frustrate the adventurer! An ungrateful spindly dwarf, named from underneath, has Rosella disappearing from sight as she searches it. Cupid lays become reversed as the player starts to guide her from below. A bush too long on the wrong tree and she will plummet to her



▲ A Horse, My Kingdom for a...

despite it's all the more painful when you actually watch her journey to the floor!

As well as automatic sequences of animated narration, triggered off by the player's actions, there are plenty of hand-drawn pictures keep his eyes open for visual clues, so he may well miss an all important object.

The game does not play the same story line, for some events occur at random, such as the appearance of the unicorn, and Cupid's dip in the local swimming pool. Persistence, and a few minutes' sleep, therefore, are necessary to get the desired outcome when you think you know what you must do.

When King's Quest I first appeared, the novelty of its animation system was one of its main attractions. Sierra has not stood still since then, and, whilst continuing the same background theme in subsequent King's Quests, it has steadily improved its techniques and tools, to produce this, King's Quest IV, which I rank as its finest game to date.

RATINGS

► VOCABULARY	87%
► GRAPHICS	95%
► PLAYABILITY	90%
► VALUE	88%
► OVERALL	91%

▼ Superb animation from Sierra. ▼ Where is that Organ?



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Good news for PBM'ers everywhere! Two major PBM conventions have been announced recently and C+VG readers are entitled to big discounts on admission. Furthermore DMC Games, who ran one of the best hand moderated games around has gone through a massive re-launch. C+VG's Wayne supplies you with the latest PBM news . . .

At last! The British Parlay Mail Association (BPMA) has finally announced the date and venue for the Fourth British PBM Convention. Mike McGarry, the organisation's Treasurer and Convention Organizer recently confirmed that the event will take place at the University of London, 26 Bedford Way, Euston, London, WC1H 0AL on June 1st 1989.

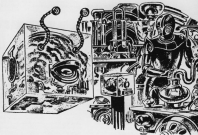
Several companies have already confirmed that they are going to attend. These include EPC Games, Skoth Enterprises, NAR Software, Mystery And Adventure games, and Rhant Games.

This is your chance to attend the UK's premier independent PBM convention, meet the people behind the games you play and chat to them. More than 1500 players are expected to attend throughout the day and this is the perfect chance to meet your postal friends — and enemies!

The BPMA chose the University of London, for its professionally run catering facilities, extensive "Clearing" area, and for the ease with which it can be reached by people arriving in and travelling from London, as Euston Station is less than 5 minutes away.

Apart from the usual PBM fixtures, competitions and prestigious PBM awards, there will be other Fantasy Role Playing events, including a stall selling a complete range of state of the art FRP material, demonstrations and participation of Live Role Playing by The Latentists, as well as AD+D competition, a fanzine stall, a bring and buy section plus computer games competitions.

The convention will start at 10.30 and finish at 5.30 pm. Tickets will be £3.00 on the door, but C+VG readers can go there for £2.00 in advance, by applying to the BPMA direct, via the post or purchase of C+VG. The address is Mike McGarry, C/O



The BPMA, 15 Bates Rd, Walthamton, London, E37. It is advisable to book early, as an advance ticket will not only guarantee you entry, but will also save you having to queue up on the day.

The Great Northern PBM Convention has been arranged for 14 October 1989. The prices — including the discounts to C+VG readers — and times are the same as the Fourth BPMA convention, however the events are scaled down quite a bit and the whole event is run on a much more low key basis.

Dave Cookley, the man behind *The Hunting*, is soon to unleash a new game called *The Hunting II — The Aftermath*. For the record, the original game was set in a place called Eadachon, a city turned into a prison for the confinement of criminals after a nuclear war had taken place.

Eadachon was surrounded by huge walls — over 2000 high and 1000 thick — and was patrolled by the "exterminators", who enforced

whatever law existed in the city. An exterminator's aim was to seek out and destroy any named criminal.

This situation remained the same for 20 years until the criminals managed to breach the city walls and escape. Now the criminals are all over the planet, and this is where *The Hunting II* begins. The year is

The start up fee is £10.00. I know that sounds a bit steep, but when you consider that for your money you receive a new, comprehensive A4 26 page rulebook, a 32 page source book which details all the planet's cities, organisations, major NPCs, available weapons and equipment, plus set up, character sheet and two

2014 and the planet is in a bad way. Violence is everywhere and it is a case of survival of the fittest, both mental or physical.

In this hand moderated game, you can choose to play either an exterminator or a criminal. Your immediate aim is survival, and this is an easy thing to do. However, if you do manage to survive you could try to make something of yourself and get on the fame table.

I played the original *Hunting* for over 2 years, and throughout that time found it the most interesting and enjoyable of PBM's.

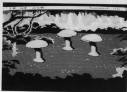
The Hunting II is limited to 100 players and positions in the game will be very hard to come by.

five times, you can see that you get quite a bit for your cash.

Interested parties should make all choices and PCs possible to Dave Cookley and send them to DMC Games, 2 Penmore Rd, Basingstoke, Hants RG23 1LW. Prices range over £2.00. People of high moral values or certain religious beliefs should note that this game contains elements that may offend or challenge their beliefs.

If you like films such as the *Mad Max* series, *Escape from New York*, *The Predator*, *The Thing* and *Madobolman*, this game is definitely for you and you'll kick yourself if you miss this one off chance to join it! Consider yourself warned.

AGM



SPACE QUEST 2

► SIERRA ON-LINE

► REVIEWER: KEITH CAMPBELL

Amiga versions of Sierra's 3D animated adventures are usually released quite some time after both PC and ST versions. Recently released is *Amiga Space Quest 2*, already around for some time on the other formats.

Loosely it follows on from SQ1, you have now been awarded to chief justice aboard the space station Rance 4 (shades of Planetfall). After a somewhat cinematic opening, the game itself starts off with you weaving the station dials — during the space dust TV commercial you see your wife TV commercial starts to beep, and you are ordered to report for special duty.

As you move forward, the

airlock door, Sierra's animation shows off a little, by allowing your character to walk on walls and ceilings (being in a zero gravity environment) cleverly changing the perspective view of him as he moves from plane to plane through right angles.

Assigned the wacky task of floating up a space shuttle after a particularly tough trip, you make your way there, only to get snugged. You regain consciousness in the presence of the evil Sledge Vorkus. Fervent of you thwarting his plans in SQ1 (you did, didn't you?) he is aware as you are condemned to hard labor in the mines for the rest of your life, while he, Sledge, will conquer the earth by infecting it with thousands of genetically engineered door-to-door salesmen.

Well, that you can

transported to the planet on which you are doomed to spend the rest of your days. (Unfortunately for Sledge's gnomes, the hover-platform on which you are being taken to the mines run out of fuel in mid-flight — and if very soon comes to be cool. Being the sole survivor of the inevitable impact, you find yourself alone in a forest clearing. Or was that a pair of eyes you saw peering over that hedge just then?

Now is your chance to

whoremate all the said gnom to be a problem, for its location was not mentioned. So I started back of course one, meticulously opening everything operable, and examining everything examinable. Still no sign of a gem.

The trouble is, the game's vocabulary is rather limited, and the gnomes are not designed to give that little bit of help and encouragement by hinting where you're on the

map. But as if the problems of finding with a very positive room number in an arcade-like don't-travel-on-the-lines maze, dodging ramp monsters, and cropping the odd chasm lava and there aren't enough, you also have to contend with Vorkus's men flying around searching for you. Sierra there was an automatic MAYDAY signal transmitted when you crashed — and if he's got spot you, you can forget anything as pleasant as working in a mine — it's ZAPPO!

While the problems are not mind-boggling, some of them are extremely obscure. That is itself would be OK if there were sufficient cryptic hints in the text to gently edge the player in the right direction.

Here's an example of what I mean. Having reached a dark cave system, and suffered a few painful deaths while attempting to negotiate it, I decided I could really do with a good old fashioned brass lantern. I therefore checked, courtesy of a C=64 reader who had sent in a few clues, and discovered that what I needed was a gem. Now the reader in question had obviously not thought the

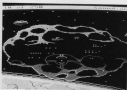
right track. Still languishing in the dark, my suspicions focus on an apparently empty mailbox, whose key I cannot visualize, and a growth of killer mushrooms, that appears to be nothing more sinister than a lovely frog. But I can't do a thing with them.

All this searching and peeping is not helped by the quality of the program, which has the propensity to lock up without warning when your character attempts to cross certain screen boundaries. I assume this bug to be specific to the Amiga version rather than to the game itself, for although I have not played SQ2 on ST or PC, I have not found any previous ST games from Sierra to suffer a similar problem.

All in all this rather spotty, albeit, mostly, an interesting and exciting adventure. On it would be if I could find that gem.

AMIGA

► VOCABULARY	61%
► GRAPHICS	67%
► PLAYABILITY	50%
► VALUE	41%
► OVERALL	69%



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NINJAS AND SUPERSPIES

Over the years the whole history of the Ninja has been distorted to such a degree, that the legends that now surround them are wildly inaccurate. There are currently many role playing systems on the market that deal with the subjects of Ninjas and most of them try to accurately re-create many of the supposed skills Ninjas are reported to have perfected. This usually leads to a mass of combat charts and weapons tables from which the players have to decipher a mass of mathematical formulas — the mass of which would make

even the most experienced role player weasel.

There is a fair amount of tables available to be found in *Ninjas And Superspies*, but the game is not as complex as some I could mention. In fact *Ninjas* is a complete role playing system in its own right and it deals with the murky, double crossing world of secret agents, as well as the myths, oriental skills of martial arts.

Initially you have to create a character and this is done by rolling three six sided dice that you will have to buy, as they are not included with the game. Once you have rolled



▲ *Ninjas* — expels many myths.

these three dice eight times, you have to allocate each of the results to a specific character skill. There are eight in total and they range from Mental Endurance to Physical Strength.

Then, using the rules as a guideline, you allocate your

character on Occupational Character Class, choose a specific martial art form or specific power you want your character to have, and calculate how much damage your character can take.

Finally, you allocate your character a detailed



► **PRODUCT:**
SOMETHING ROTTEN IN KISLEV
► **PUBLISHED BY:**
GAMES WORKSHOP
► **PRICE:** £16.99
► **REVIEWER:** WAYNE

It's been just over 3 years since the *Warhammer Fantasy Role Play* rules were released — and to stimulate continuing interest GW have released a series of supportive handbooks which go under the titles of *The History* series.

Something Rotten in Kislev is the follow up to the first release

▲ *Kislev* — supportive material for *Warhammer*.

in the series called *Power Behind The Throne*.

The 144 page book is divided into three separate adventures, namely *The Lost Child*, *Death Takes A Holiday* and *The Overgrown Gif Death*. Each adventure is written in such a way that by finishing one, the players will automatically find themselves starting another. However, if a GM wishes, the adventures can be divided up into three separate scenarios, which can be run in any order the GM sees fit.

Furthermore the GW say

choose to ignore ALL the suggested adventures and use the book background for an ongoing campaign.

The empire is divided up into three major areas, the forest, the mountains and the steppes and the monsters that inhabit these regions are surprisingly new. Mind you, the natural wildlife means there makes up for the lack of them, as packs of wolves roam the countryside.

Although they are supposed to be taken seriously, the three adventures are written with just the right amount of humour to

SOME

entertain all concerned.

Take *The Lost Child* for example. The player is initially thrown in just on some totally ludicrous charge and, whilst contemplating what to do next, every character and well armed high ranking military figure enters the call.

The next thing you know you are being conscripted into the King's most elite fighting regiment, the Knights Panthers. After a while things aren't too bad. You get fed regularly, a wide range of armour and weapons is made available to you totally free of charge and you even get presented with a free horse!

The second adventure, *Death Takes A Holiday*, places the intrepid band of adventurers on an information gathering mission. All they have to do is enter a small town, speak to a friendly

background—including personality, equipment, build and any specialties it may have—and you are ready to play! It may sound difficult and complex, but believe me it isn't! I played the game with a group of players who had never played a role-playing game before and they got to grips with the character generation system within half an hour.

Players can choose to become five basic types of character: Martial Artist, Espionage Agents, Free Agents, Mercenaries and

Clowncar. Each character type has its own specialist skills, which balance each other out.

For example Martial Artists get immense superhuman powers and can perform incredible feats such as leaping invisibly, turning their body into stone, and killing an opponent outright with one solitary blow. If you add all these innate powers to a martial artist's highly developed fighting skills, you would initially think that the poor old superguy is not so super after all!

However, when you read the superguy section you realise that they are equally—or in some cases more—equipped to deal with their opponents. Basically, whatever the superguy does out to in personal skill, it makes up for with gadgetry and scientific technology.

Superguys are entitled to use Cybernetics, which means that their body can be specially adapted to use specialised superpowered replacement body parts. The advantages of Cybernetics are twofold. Many of the body parts are interchangeable, allowing a character to swap one device and insert another, and the smaller cybernetic devices can be implanted into a normal human being without doing any long term

permanent damage.

The basic devices available range from a replacement eye—which will allow the character to perform various functions such as see in the dark and enlarge specific images—to a mechanical leg, which drastically increases a character's movement capacity.

Furthermore, Superguys can use special spy weapons, which can have devastating—and fatal—effects. These range from powerful miniature hand guns to suits of specialised armour, which can absorb almost everything that is thrown at it, and still give the Superguy total freedom of movement.

Of course, combat is the name of the game, and a huge section of the booklet is dedicated specifically to this aspect. The information on combat procedure covers hand to hand fighting, the usage of modern weapons such as pistols, rifles, grenades, etc., vehicle combat—which includes all kinds of car, boat and space craft—as well as the use of a frightening array of potential weapons.

Overall the combat system is fairly easy to use, and if you follow the step by step instructions given in the booklet,

you won't go far wrong. Move to the point, combat can be resolved quickly, without excessive use of the combat tables.

The final part of *Ninja* is devoted to tips for the Games Master and possible adventures they may wish to run. The tips given allow the GM to make their game a more balanced and interesting effort, providing for more in-depth gameplay in the process.

Overall *Ninja*'s is well illustrated, fairly simple to play and will be of great interest to readers who wish to recreate situations from films like *The Big Trouble in Little China*, *Enter The Dragon* or *The Last Ninja*. The minus points are that the information needed to play the game tends to be scattered about the book, the text is written in a somewhat dry fashion and the continual description of the 27 martial arts rapidly becomes very tedious. That said, if you are a Bruce Lee fan, this game should be right up your street!

► VALUE	70%
► PLAYABILITY	70%
► COMPLEXITY	63%
► DESIGN	65%
► OVERALL	69%



EVERYTHING ROTTEN IN KISLEV

secret, and obtain information and materials which will be valuable to them later on. Sounds simple doesn't it...

Needless to say, it isn't. Hidden in instead—who's creative intention is to turn all living creatures into undead matter, a large band of bad tempered hodgekin who are at war with an equally belligerent band of goblins and an

encounter with a powerful necromancer are just a couple of obstacles the players will have to overcome if they are going to succeed in their mission.

The final adventure—the Champions Of Death—uses the players attempt a scouting mission which once again, seems all too simple. They are instructed to visit a town,

contact a government spy and obtain a report, which they have to return to base with.

When they eventually arrive at the town they find that something is seriously amiss.

All in all *Kislev* is a well written, entertaining module. The artwork—as with all GW products—is excellent and the whole book is well put together in a light-hearted and jovial manner. Also included along with the background information and adventures are 6 pre-generated characters which are ready for immediate use.

Although I wouldn't buy the Millennium Fantasy Role Play

Rules on the strength of *Kislev*, I would certainly buy *Power Behind The Throne*, and like *Kislev* I would regard it as that if it is with my favourite FRP system, as it is that good. Recommended.

► COMPLEXITY	65%
► PLAYABILITY	90%
► DESIGN	90%
► ENTERTAINMENT	83%
► OVERALL	87%



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hundred games, then? Well, we'll tell you. Grab a pen and a postcard (or sealed envelope), then take a look at these hundred-related questions, jot down the answers and send them to...

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And all you readers abroad needn't worry about entering this competition, because we've put the deadline for entries wayway back to mid-july, giving even the farthest-flung of you good time to send your entry in.

THE QUESTIONS

1. What is the Formula you would use to convert temperatures from Centigrade to Fahrenheit?

2. What biological games does a centipede belong to? (cheo- the answer begins with 'A')

3. What is the French word for a hundred?



The console scene is going ape at the moment. The PC Engine CD-ROM player was revealed last month and looks stunning. Now we've got the 16-bit Sega, the newest and hottest addition to the console market. Julian Rignall puts it through its paces and finds himself more than impressed.



Sega are dominating the console market in Britain at the moment with the Mega System, and their new 16-bit machine looks like it'll consolidate (no pun intended) its position when the unit is released later on this year.

The machine appeared in Japan at the end of last year, and sold out instantly. Some may find this surprising when you consider that at the moment there are only three titles currently available — *Altered Beast*, *Thunderblade* and *Space Harrier II* — but the new machine also accepts all old Sega Master system titles (although you do need to buy

a special adaptor). This is certainly an intelligent way of boosting the new Sega's library — especially as many of the 8-bit games are very good.

Oh yes, while we are on the subject of add-ons, Sega will be releasing a CD-ROM unit in Japan later on this year — which should definitely be worth looking out for, especially when you consider what's already been done with the PC Engine CD-ROM.

Right, onto the machine itself. As you can see, it's of an unusual design — very stylish — and the hand controller is also unusual. It's ergonomic, and fits in the hand beautifully. In fact, even those who don't

MEGA MACHINE 16 — BIT SEGA



RAW CHINES EGA STUNNA



like the Japanese style, popovers gradually admitted that these were pretty good. The Sega controllers feature three buttons, and the control pad is very responsive, with none of the stiffness usually associated with this type of controller.

A novel addition to the mix here is a headphone socket and volume control — mind you, when you hear the stereo-sight — channel sound chip or full whack through speakers, it's easy to appreciate why — the sound is absolutely incredible in the case of *Alien Breed*. The music, effects and speech were better than the arcade version!

The machine might look fatuous and could even better — but it's the software that counts. So how do the first three 16-bit games fare? Well, first impressions are very favourable. *Alien Breed* is exceptionally good, with looks, sounds and playability that are inspiring, unlike from the average. The graphics are simply gorgeous, with six-level parallax scrolling landscapes and beautifully

drawn sprites. There's plenty going on and loads of flicker in sight. And when you consider that this is a first release for the console, the future looks very good — it's well on a par with the finest 16-bit and 32-bit releases.

Thunderbolt and *Space Harrier* are of similar quality, with smooth 3D updates and wonderful graphics that put the majority of existing 16-bit titles to shame. Personally I don't rate *Thunderbolt* as a particularly good arcade game, but as a conversion it's quite identical to the original. *Space Harrier* is also an excellent interpretation of the coin-up and is both highly addictive and playable.

Overall, the new Sega looks like a machine to be reckoned with. The graphics and sound potential is without doubt superb, and with the strength of Sega's arcade licenses behind it, it's a machine to look out for.



REVIEW

By MICROPROSE

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"THIS IS NOT A C+ VG REVIEW"



THE MISADVENTURES OF A WIZARD'S APPRENTICE

Within this lighthearted and witty fantasy role-playing adventure, Origin have cast the player in the role of a wizard's apprentice embarking on an excursion into an outlandish world of adventure and surprise.

You play the part of a struggling apprentice wizard who is given three progressively difficult tasks by his master, Balthus, in order to become fully qualified as a wizard. You start off with no magical powers whatsoever but, as you progress through the game, you will come across haunted houses, medieval fortresses and contemporary country farms. Along the way you will pick up spells and potions that enable you to progress further through the adventure.

The screen is divided into three sections. As you explore, the upper right window displays a dynamic map of your surroundings. The upper left window shows what is visible to you; another character, a monster, a building, forest, etc. On entering dungeons, this window will present a rotating 3-D view of your surroundings. Finally, the lower half of the screen contains a text window and control icons. This may sound complicated but provides you with a great deal of valuable information without making the screen unnecessarily cluttered. While exploring, you will meet up with other



inhabitants, each with a unique personality. Some may wish to join you in your travels, but each one will do so for a different reason. Each companion is totally autonomous; he or she will decide when he joins, how he fights (if at all),

when he will provide clues and when he leaves. Some are essential if you are to succeed in achieving your ultimate goal, others may simply hinder your progress. You will come up against problems that might



present the solution almost there (and then, often, might have you racking your brains for clues until you come across some other little piece of information whilst solving another puzzle that will enable you to go back and solve the original problem).

Origin's Tangled Tales comes as a breath of fresh air amongst many long-winded and drawn out adventures - after all, how many other adventures allow you to build a snowman? The emphasis within the game is to involve you in a lot of problem solving, not force you to spend 80% of your time travelling around the land simply looking for the relevant places. This, combined with the pretty graphics and easy to use icon controller, make for an entertaining (not a word that is often used within fantasy RPG) adventure pioneering fantasy adventures.



MICROPROSE
CORPORATION

MEAW MACHINES

CALIFORNIA GAMES

► **SEGA.**
► **PRICE: \$49.95.**

California Games is a sports simulator which features six of the West Coast's most popular pastimes — surfing, BMX riding, skateboarding, roller skating, frisbee-throwing and hockey-skiing.

The game is beautifully presented, with a wealth of options on the title screen. Up to eight players can participate, and

for the duration of the time limit. Points are awarded for style and daring moves — the closer you are to the "tube," the more points are awarded.

BMX riding is fun — you have to cycle along a horizontally scrolling course performing as many stunts as you can. There are plenty of hazards to avoid, and you're allowed to crash three times before the event is over.



each has to enter his or her name, and choose a sponsor (nine companies that range from Kawasaki to Coca-Cola). After that you can choose which events you'd like to play — either all of them, or just a few, and you can also choose to practice an event, or view the highscores.

The events themselves are all excellent, and boast superb graphics and some great sound. Surfing places you into a board, and the object is simply to ride a wave, performing as many tricks as possible, and staying upright

Skateboarding places you in a half-pipe, with the objective to complete as many stunts as possible within the time limit. You're allowed three falls.

Roller skating is similar to the BMX event, with you controlling a lacrosse-legged Californian girl as she skates along the boardwalk.

Next is frisbee-throwing, with you controlling both the thrower and catcher. A good degree of skill and timing is necessary to catch the flying disk — you have three attempts.



If you break a record, your name is entered on the highscore table, and you get a chance to swap three spinning tiles, whose faces change randomly. If you manage to match all three, you get enhancements to either hockey-skiing, BMXing or surfing.

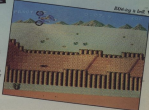
To put it bluntly, California Games is the best Sega game to date, combining six superb games, stunning graphics and animation, and a variety of excellent games and sound effects. The events are all highly playable, and had me glued to the Sega for hours. Don't miss it.

JULIAN BIGNALL



Less of all is hockey-skiing. Controlling a large on-screen person, the idea is to kick and head a small loose bag and perform as many trick moves as possible. Bonus points are awarded for the complexity of the moves, and you have a minute and a quarter time limit.

SEGA	
► GRAPHICS	96%
► SOUND	87%
► VALUE	85%
► PLAYABILITY	94%
► OVERALL	93%



MEAN MACHINES

MOTOR ROADER

► PC ENGINE
► P15 \$24.95,
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\$22.00

This may be a first — a first-player racing game! Yes, indeed, grab a PC Engine three-player adaptor, slip in your zappie and you can take on another four drivers at the same time with hilarious results. It doesn't look stunning, with an overhead view of five blocky cars and a simple race track. But it seems to be the case with all PC Engine games; a playfully well — and that's what's most important.



At the start of a game up to five players input their names, and a preview of the track is shown, so you can get some idea of the hazards to come. Then the players take turns to buy extra equipment from a \$1000 budget. There are plenty of extra things to buy — brakes, engines, and special weapons to blow the opposition off the track.

As the cars zoom down the multi-directionally scrolling track, it's inevitable that the incompetent drivers get left



behind — if this happens and they touch the end of the screen, the car is warped forward to the middle of the screen. If this happens to you, your warp total decreases by one (usually you have 40 of these 'lives'), and when you've used up all the warps, the game ends.

Points and cash are awarded at the finish of the race — the better your finishing position, the more points/cash you get. And,



of course, if you continue to do well, you can buy your car out with better equipment.

In one-player mode, the game is still very enjoyable and addictive, with four computer opponents.

Of course, multi-player is where the game really comes into its own — and you soon find out who your friends really are!

Speed/lands are recommended to make Motor Roder for a fast drive.

JULIAN ROHALL

PC ENGINE

► GRAPHICS	48%
► SOUND	86%
► VALUE	74%
► PLAYABILITY	82%
► OVERALL	78%



▲ Only four levels...

ALTERED BEAST

► SEGA, £24.95

In many ways, *Altered Beast* is similar to *Kylars*, with you punching and kicking your way across horizontally scrolling landscapes, disposing of the giant badies at the end of each.

At the start of the game you're commanded to 'rise from the grave and rescue my daughter' by a seamless grey-haired crumbly.

The first opponents are zombies, swiftly followed by ghosts who carry their heads underneath. They're pretty ghastly fellows, and attempt to punch the hero, which results in the loss of one of his three lives. Soon come bigger enemies, followed by dogs.

Occasionally a whole dog appears — kick or punch this and a blue orb is released which is collected to power up your man. The first orb turns the hero into a talking, gruff Schwarzenegger clone with a pin head, the second leads to a running screen which shows the hero being transformed into a more creature — at the first level a werewolf.

When you're transformed into this creature you're given two

► *Altered Beast* — shapening

special powers which are highly useful against the evil-managing hordes. Eventually a masked purple robot magician appears — destroy him and you confront the end-of-level badie who must be destroyed to go onto the next level.

On subsequent levels you're transformed into a weredragon, a werewolf, and gold warrior respectively, and if you destroy the fourth guardian you're deemed to have completed your mission.

I love *Altered Beast*, but found the conversion a great disappointment. The graphics are alright — a bit milky, at times and the sound is excellent, but the game plays rather slowly and is marred by some annoying light software diversion. There just isn't enough game for your money.

JULIAN BIGNALL

SEGA

► GRAPHICS	78%
► SOUND	88%
► VALUE	51%
► PLAYABILITY	54%
► OVERALL	68%



►

ME MACH TIME SOLDIERS

► SEGA, £24.95

A fast warrior, this death-hus includes five Earth Command Troopers — generic companions. Cyfend, has transformed them into vicious bulls, also playing havoc with their marksmanship and general combat abilities. Not only this, Cyfend also can, from time to time, transform you and the other troopers into a vicious, unfathomable one of Earth's beasts.

Time Soldiers is a one or two-players shoot 'em up which casts you and your companion as time troopers who occupied Cyfend's neighbourhood and now search for their missing comrades, armed only with a rapid-fire bazooka and a time scanner.

At the start of the hunt for each trooper, the time scanner informs you in which time zone they are lost, and you are immediately transported to a different one! Hardly, eh? Each time zone is split into three sections, each piled high with periled enemies — dinosaurs and dinosaurs in the prehistoric era, legions in the Roman era and so on.

Certained guys have behind power-ups when shot, including rocket launchers, speed-ups and three-way firepower, which can be used alongside the standard bazooka. However, they have a limited ammunition supply, so

they have to be used sparingly if they're to last to the end of a section.

The end of the section is, of course, where the boss monster appears. In time boss monsters, they are big and deadly and take a lot of time before they appear. When you do, you kill them a time portal appears, which gives you a chance to jump to another time zone. If you don't need to jump, you can continue to the next of the three sections.

At the end of the third section is a time zone, the ultimate badie appears, minding his own

► *Time Soldiers*



▲ A pit for

RAW MACHINES



A. graphics



super-weapon. Repeated head-bashing is required to total these puns, but when they eventually fall you're rewarded with your missing comrades.

As a conversion of the Danish classic, this is a very competent piece of programming.

As usual, the two-player element adds a lot to the game, and if you're likely to have a friend around who's willing to accompany you, *Time Soldiers* is well worth a purchase.

PAUL GLANCEY

SEGA

- ▶ GRAPHICS 77%
- ▶ SOUND 65%
- ▶ VALUE 72%
- ▶ PLAYABILITY 78%
- ▶ OVERALL 73%



A. Vigilante — fun, but limited

VIGILANTE

▶ SEGA 624.95

I've become a big Vigilante fan since the PC Engine version arrived in this office last month — and I've been awaiting the Sega version with anticipation. However, when I finally played it I came away with mixed feelings.

If you didn't read last month's C + YA (naughty, naughty), you won't know that Vigilante is a two-level horizontally scrolling beat 'em up in the same mould as the ageing arcade game, *Kung-Fu Master*. The objective is to walk through each level, kicking and punching a variety of thugs and the big end-of-level baddies, and rescue your girlfriend Madonna, who is bound to a crane on the final screen.

If you manage to beat the aptly named Ph. Big on the last level, you can rescue her — fail, and she's doomed.

The arcade game is one of the fastest beat 'em ups around, but unfortunately the Sega version has speed restrictions. The controls are sluggish, which makes the game quite tricky, and the collision detection is very lenient — sometimes your kicks

▶ Plenty of punching and kicking

and punches seem to go through opponents, which causes immense frustration.

A flaw, which incidentally also applies to the PC Engine version, is that it's too easy. There's a continue option, which means you can easily go all the way through the game — I did on my first go!

Vigilante is nonetheless an enjoyable game — it's just a shame that it's so easy. The graphics are pretty good — the backdrops are colourful and the sprites are nicely detailed, if a bit flickery at times, and the soundtrack is a nice baroque rendition of the arcade music.

Fans of arcade violence should enjoy Vigilante — but I don't think it'll appeal to anyone else.

JULIAN RICHALL

SEGA

- ▶ GRAPHICS 81%
- ▶ SOUND 81%
- ▶ VALUE 57%
- ▶ PLAYABILITY 65%
- ▶ OVERALL 67%



A full-page illustration of Indiana Jones riding a brown horse through a desert landscape. He is wearing his signature fedora and a dark jacket, holding the reins. In the background, a biplane flies across a blue sky. The entire page is framed by a yellow border with black rectangular accents.

COMPUTER +video GAMES

Next
Month

Indiana Jones is back and he'll be galloping off the cover of the sunny, summertime June issue of C+VG! Inside we'll be having an exclusive look at US Gold's game of the new Indy film, *Indiana Jones and the Last Crusade* which will be hitting the shelves in the autumn. We've promised action, adventure and more do-gooding than you could crack a bull-whip at.

As well as this, we'll have the usual pile of previews, news and reviews of all the latest stuff on the home micros, consoles and arcades. Then there's a ton of tips, hints and maps to help you play the best games around.

So, mark May 10th as an important date in your diary, and get down to the newspaper! Bright and early with £1.25 in your palm. Well, you wouldn't want to miss out on all this, would you?

Out to Lunch

This was going to be one of those nice easy columns. I'd planned to talk about sport simulations. About Gamblers' forum-run hitting baseball sim, Pete Rose's Permanent Fever, and Pinball's equally excellent 3D Pool.

But then an item appeared in The Sunday Times which was a bigger load of bulls than any sports simulation ever. Once again the national press had found the wrong way to report the computer industry and the repercussions could be disaster from the most dangerous virus.

"Children turn in to computer porn the headline screamed. Hard-core pornographic pictures that can be viewed by children with home computers are available by making a telephone call. And my first reaction? Give me the number!

No, not because I want to opt pool parties, this was strictly in the interests of journalism. In almost five years as a news hack I've still to see anything more salacious than Stan Fox's attributes clashing in low res.

Now the reason I've never witnessed Spectrum smut could be that I'm a sweet little innocent (and — EAT. So I asked around — "Got any stinky disks, mate?" After hours of daily mis-work the only "computer porn" I could find was for the City Mail — at over two grand, hardly a "kid" computer. And even then it didn't rate as "hard core!"

What has happened for The Sunday Times (stakeholder of such serious guardians of the nation's morals as The Sun and News of the World) to get its knicks in twist? I have no doubt that their fearless crusading journo did discover "nearly 150 titles, such as Flow Sen and Madam Hill's Where House Adventure." After all, if people can digitise with their Amiga or ST, some terrible hacker is sure to open the latest Scan magazine.

But a major message? The only threat I perceive is hysterical technophobia fanned by such articles.

Out to lunch isn't the word! John Merson goes completely gaga at the would-be censors of your screens. The culprits? The Sunday Times and the West German Government. The solution? Read on!



Photo by MAGGIE MERRISON

EDITOR'S NOTE: Two days after John Merson landed in his copy we received this photograph of the author from that well-known computer expert, Sir Mary Whymore. It elegantly shows Sir Merson in the very act of presenting a stinky diskette for his STX. We leave you to make up your own minds about this shameful spectacle.

Despite all its scary rhetoric about "a computer link having the same corrupting effect as magazine or filmed pornography" the article never once mentions what machines this porn is for. Is it for Spectrum? Adult-rated Spectrums? Adult-rated Amigas and Ataris? What about naughty Nintendo cartridges?

Without knowing the formats involved it's a bit difficult to tell whether the

youth of Britain is being corrupted by digitised porn — or whether it's our PC using businessmen who are swapping spreadsheets for spread legs!

This isn't the only case of computer silliness to hit the headlines recently. Not long ago august industry organ CTW published an item about brave customs officers seizing copies of Sex Videos from Space. They said they were

"protecting the youth of today". Mouth of Babel, repeat! You're protected.

It's not just Britain and our eternal bête noir, naughty bits, either. Germany has had a long running battle with those perverters of youth at Microphone, who have used their so-called simulation Client Service to tempt fine upstanding Arjan hackers to buy surplus submarines and indulge in a little serious inner city vandalism on a Saturday night.

Now the Germans have gone further. They realised that all the extra lines were being brainwashed by a magazine as well, so they stuffed it away on the top shelves of the sex shops. The magazine is question? You're holding it by your hands. Yup, CANO can depress and corrupt — official!

Seriously though — the German authorities have got their head-on in just as much of a heap as the British press.

I think the answer has to be the most frightening thing in the world — ignorance! It's lack of information that leads people to swallow the half-truths and adopt opinions that are based on wrong assumptions. Tell people enough scare stories about something they don't understand and sure enough they'll get scared.

Now I'm not saying that there's any particular value in looking at pornographic images. But I am an advocate of freedom of speech. And another thing — why do people get so angry?

You and I know there's no real problem with computer porn. Let's help the victims of the scare mongers to see that too. Introduce your parents to your Amiga. Show them your ST is a saint. Make them make friends with your micro, so that next time some hack gets on their high horse you can all laugh about it together. Otherwise biased or post may mark the boundaries of your personal computer gaming!

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