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## NEWS & REVIEWS

### 8 NEWS

HOW C + VG's representative took on the world at the National Video Games Championship. Sponsor Baller Head C + VG should Essential games to put on your Christmas shopping list. And more.

### 20 REVIEWS THIS ISSUE:

**GAMES OF THE MONTH:** *Quantifier*, *Academy*, *Ikari Warriors*. **C + VG HITS!** *Dandy*, *Albans*, *Flash Gordon*, *World Games*, *Iron Jaws*, *Baylan*, *S. Kettle*. And more.

### 77 ADVENTURE

Kath Campbell lets our American esp-reporter crack in this month's full-on all about Infocom's nascent, *Phantom*. Plus *The Archers*, *Dome Trooper*, *Escape and Rogo*.



ROGUE TROOPER/REVIEWS



NOSFERATU/REVIEWS



BUGSY/ADVENTURE/P&S2

## INSIDE STORY

Other magazine magazines will be counting you INCR in this month. What sort of Christmas spirit is that? But here at C+VG we believe in giving you more without counting! Our very first is a 64K and it's giving away a great **Space Harrier** extension packer absolutely FREE! We've also been hard at work reviewing... there are 20 pages packed with great 40 new games, including **Scientist** who also has an in-depth look at the game that's going to be giving **Scientist** a run for its money in the arena this Christmas — **Space Harrier** from coin-op creator and specialist **Blitz**. Talking of **Blitz** we've got our hands on an exclusive Dimension Graphics preview by seeing top of the latter game **Ikari Warriors**, obtained to be another huge hit! We've squeezed in another players guide as well — a screen-by-screen spotlight on a budget game that grows on you — **Fungus**. Plus an exclusive diary, magazine's magazine! Taking of competitors — this issue is literally packed with them. Highlights are the amazing **Win an Arcade Machine Competition**, **U.S. Gold** has given us a **Kaplan's** marking to give away! Then you can win a **Compost this Player** from **Infotronics**, a **Scottiebird** from **Bullseye**, a **joystick** from **Marmite** plus lots more. All that and I haven't mentioned the free pull out **Single** (great paper, not War Games) special, the incredible **Atari 2600** Software Spectacular or **Space Control** So don't get ripped-off by other magazines who make you pay more for the same old stuff. Get your hands on this copy of C+VG with extra-added VGM. That's value for money...

Tim



ARCADE ACTION/P138



ST SPECTACULAR/P130



## BAZOOKA BILL REVIEWS



FUNGUS/P142



KETTLE COMP/P114



SPACE HARRIER/P14



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ABC

# With monitor, data £100 of software yo (Until mummy catc



With the Amstrad 464 home computer the fun starts as soon as you get it home.

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While adults will love the way that it helps around the house with budgeting and accounts.



order and  
u can't lose.  
hes you.)



To help you make the most of your 464, you can join the Amstrad User Club.

And there are lots of books and magazines devoted to it as well.

What's more you can buy joysticks, printers, disc drives, speech synthesizers and light pens to make it even more fun.

But perhaps the most pleasurable thing about the 464 is the price.

The complete home computer costs just £199 with green screen or £299 with colour monitor.

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# NEWS

■ You can't keep a good class down... and classes don't come much lower than **Dynasty King**, there's *China's Ancient* version of one of the first platform and ladder games to define the genre. It's a CD (in print December) on the Spectrum (£7.95), Amstrad and C64 (£8.95).



■ You've heard of "lighter" movies — now here's a "lighter" computer game, **Blood n' Guts** is developed by **American Artifacts** as "an ancient barbarian deathmatch with all the violence and brutality you've ever dreamed about in a computer game." Have you ever dreamed about a violent computer game? I haven't. Still here's a pretty picture of the game which should be out soon on the £4.49 regular price, £9.95 tape (£14.95) disc.



■ The long-awaited Atari 7800 video games machine has had the wrong label off it on the Atari Christmas Show held at the New International Hall, Westminster, London, recently. There are high hopes that it could replace the video game market.

The 7800 plays off 2600 cartridges and should sell for around £70 with games selling for between £10 and £15.

Titles this one *Star vs. Star* (Atari), *Thunderbolt Adventure* (Cogniflex), *Summer and Winter* (Cinema), *Impossible Mission*, *Super*

*Play and Rescue on Frontiers*. The show was organized by Database Exhibitions.

Altogether more than 100 stands were loaded with new products from the leading Atari suppliers.

Big names include Software Express, CDS, Trillium, Microval and Advanced Systems Techniques as well as Atari.

The first Atari Show last month attracted 118,000 visitors.

The next Atari Show — again organized by Database — will be held at the Marston, Harrogate from February 26 to 28.



■ Here's the game of **Paintlight** fans have been waiting for. Top, *Paintlight II* from the programmer with the funny nose — **Go Jangenberg**. Imagine *Paintlight* doubled in size with a wider variety of graphics and you've got this sequel in one. It comes in two parts and **Thin Edge** is tougher than the original. Watch out for the mysterious female who wanders around this new cinematic adventure. She's important. Out now on the Spectrum.

■ How does the possibility of winning up to £70,000 grab you? That's the sort of money being talked about in a new issue in the software world, **Yesss!**

The money will go to the first person to answer a simple question about the geography of its first **Challenge**, a graphic adventure on the Amstrad, Spectrum and Commodore.

The prize will be made up of £70,000 plus, for every one of the

game **Yesss!** sells, the company will add 50p to that total. It, as **Yesss!** rather confidently predicts, the game will amount to £20,000. **Yesss!** could take the prize to £20,000. **Yesss!** director **Trevor Bennett** says the offer is genuine.

The game, which will be released on the 31 of January, will be sold via mail order and cost £4.95 on tape and £7.95 on disc.

■ Many of you shop-read programmers have noticed a error in our November listing.

**Warrior's Last Breath** by **Ray Turner** it does not reflect the naming of the game and concerns the duplicate of line 4057. The text should be removed and replaced by: Let G1 = "He has the quiet manner of a gentleman but his efforts have seen further days. Very various and delicate in speech and actions." Return

It's also worth noting. We forgot to say it was a Spectrum listing. Sorry of your Amstrad/Commodore system.

Meanwhile, calling **Jan David Bogg** of **Shrewton, Combs**. **Ray Turner** received your order of the tape but you forgot to include your full address. Please get in touch with him.



■ The **Arms of Rome** is a 310 strategy game based on the rise and fall of the Roman Empire. Starting in the year 373 BC, the date by which the Roman Republic had gained control of Italy, your



■ "Well?" she said. "Did your girlfriend?" "I can't talk to you need any talk?" she asked.

"Well I don't think so. I've got two of my own football teams in the bag here!" says **Fred Yankowski**.

With that I left her standing at the counter and made my way to line number five for a much needed Tan/Pin Bowling session.

The only thing missing in the **Arms of Rome** sports set are the flat shoes and the personal bowling balls. As you will probably have noticed the month's offering is a **Tan/Pin Bowling game, 10th Frame**, from **Arms of Rome** software in the USA.

The **Arms of Rome** have been ready around a reputation for quality sport simulations and this is no 400 exception to the rule.

Even on the Commodore 64 and I would imagine versions will

follow for the Spectrum and Amstrad. As yet we have release date has been set for the UK.

Can't imagine you are given a VERT table to see picture of a bowling ball and pin and then led into the game with options to choose.

The first options **League or Open Bowling**. This allows either individual play or team efforts of up to eight players a side. You then enter your name and choose a ball level (**Ball** Amstrad/64) and the number of games (1-10).

On with the game! **Pinouts** presented with a near ball's eye view of the player facing the bowling alley watching up the screen the pins are put into play automatically.

By pressing the joystick you can then fly control to a corner to show any rolling ball in the ball as



role is that of the ruling power group in the Roman Empire. Deploying Roman armies and commanders in successive forays and civil wars. At any time you will have at your disposal 12 independent hostile powers, each fighting to establish its own sphere of influence at the expense of the others. To give you a military advantage, you have at your disposal the formidable Roman Citizen Legions, reinforced by mobile Auxiliaries and static garrison troops (Legiones).



■ The legend of **Big Bad** lives on! The legend Big Hunter keeps an exciting people's imagination. And here's the latest Big Bad offering from one of our greatest readers, **Mike Karafelis** created this Big Bad pin-up on his Amstrad and sent us the tape. If you've created a Big Hunter pin-up computer why not send it to us!

It leads to the gun. That the old book and you someone the leader left and right.

To start the level, you press the fire button. The action then is controlled by two groups: power and attack. Remember **Level-overkill!** The groups trigger themselves when they have been pressed, you can control power and attack by pressing fire when the gauge reaches the desired point.

As soon as you have pressed fire the leader triggers up to the fire and attacks the level. He is **32000000** — this response is simply excellent. The level leaves his hand and — typically — runs down the middle of the time.

Across the top of the screen is a numerical display your efforts. You can know up to twenty thousand to clear the screen. And if you get a "win" — which is a feeling of the gun over with one ball.

When you have finished your game there is an optional pin-up of the Scoreboard from a printer and a summary report report appears.

The presentation of this game is being on, from the treatment the ball is released the second of the ball rolling, the impact on the gun and the way they go off and collide with each other is as convincing.

The game is best enjoyed when playing against a friend or on a team. Playing solo gets a little boring. So if you want to finish the thing, develop out of a friend who has one or at **10th Frame** — it's best for you for six, or eight, or ten years.

■ If you're into fantasy or then you probably won't have a better collection than the works of **Chita Achilles**. In addition to a new book called **Sirens**, published by **Paper Tiger/Dragons World**, it features some truly awesome pictures from the Achilles collection, which opens themselves book covers. The picture, role-playing game like artwork and much much more. And there's even a C-192 cover featured! Chita was the artist who created our October 85 cover. It was an impressive **Pinup** using a regular book. Remember! Anyway, the book costs £12.95 in paperback and is terrific value at £7.95 in paperback. It's available from all good bookshops or direct from **Dragons World Ltd, 19 Haverford Square, London SW7 4TJ**.



■ Deep in the darkest part of the universe exists the prison satellite known as **Deel**. Three people — single prisoners — captured by the mighty **Troal** forces, the plans know the secret of how to activate the Troal's devastating new weapon. This weapon can break through the Homestead's protection barrier and thus destroy all planets within its system. Your mission is to battle your way through the extraordinary "Cable" prison and rescue the prisoners. He must be brought to an orbit in time for your spaceship to pick you both up and destroy the prison forever. **Troaloon** from **Reactor** will be out in the New Year on the Amstrad of EBR's Spectrum/MSX versions to follow.



■ What's all this about? It's what you get when you purchase the innovative computer thriller **Murders on the Atlantic** from **Infogames**. The package comes with all the evidence it would be detective needs to solve this intriguing mystery. If every game came packaged the way you'd probably stop buying budget titles. The game is available for the **CGA-132** and **MSX** computers. Check it out.



■ This is **Sarge's Legacy**, a spectacular graphics adventure from **Entropy**. It's been scripted by the people who brought you **Barrowed Time** and has been three years in the making. Involving the game is set on the 6-4 and Atari consoles on four sides of tape or a disk.



■ **Inspector Gadget** is coming to call. Fresh from his campaign against the infamous **Dr Claw** our hero is going to take on the **Circus of Fear** in this new release from **Melbourne House**. If you like the cartoon, you're going to love the game. Out soon on the 6-4.



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Atari	-	E	-	E	-	E	-	-

A = £9.95

B = £19.95

C = £14.95

D = Not available yet, but coming soon!

E = £9.95



# NEWS

■ Speaks few of London's speak  
Some hotel on Day/Weekend Day  
when **Millions-Gars** staged their  
second **National Video**

**Games Championship** top  
game-players representing all the  
top computer magazines and local  
newspapers from all over the  
country gathered for the battle.

C-VWD  
representative at the  
championship was **James**  
**McHewer** from **Computer**  
**Magazine**. James is 17 and was  
the youngest competitor.

Unfortunately he was knocked out  
in an early round — but he still  
managed to score 14,250 on  
Atkins' **Gen's** new game, **Cap-  
Out**.

The overall  
winner was **David**  
**Lithland**, 17, from **Honick** in  
Scotland, who represented  
**Popular Computer Weekly**.  
He scored 27,120.



■ What makes **Spanish**  
**Bullet** our **Gary Kemp** dodge  
down a dark alley and dodge  
down a dark alley and dodge  
down a dark alley and dodge a copy  
of C-VWD?

In an edition of being over-  
reading the world's most popular  
computer mag? Of course not. It  
was the night of Musclebound  
Freelance Frank Leslie.



**Bander** showing on for with  
camera. It's true. He did it by  
instincts. A more terrifying sight  
was couldn't think of.

But the **Spanish**'s galactic did  
not escape before us keeping a  
New word with Leslie's.  
Apparently it's okay computer

game for and enjoy playing  
**Goal Position**. He considers it  
"one of the best."

Leslie's topped — sorry  
tricked — **Spanish** **Bullet** down at  
**Woking Film Studios**, north of  
London.

■ Did you know you could buy a  
budget game for the price of some  
other magazines this month? If  
you're just got hold of this copy of  
C-VWD you've already saved  
yourself a quid and along with  
your Christmas card list you're on  
the lookout for some software in a  
special offer. So just to help you  
along C-VWD has compiled this list  
of special games for the top  
magazines.

**SPINXUM**  
■ **Ballman/Ocean** —  
classic 3D arcade adventure.  
■ **Uridium/Newsom** —  
ultimate arcade classic.  
■ **Tau Ceti +**  
**Academy/CBL** — dual  
strategy and action.  
■ **Bobby Bearing/The**  
**Edge** — the game with a lot of  
balls.  
■ **Gauntlet/U.S. Gold**  
— spaced out adventures.

■ **Space Harrier/Elite**  
— what was ever so  
■ **Trap Door/Pirhana**  
— puzzle games.  
■ **Trivial Pursuits/  
Domark** — quiz with a feel.  
■ **Star Gladiator/  
Egibrind** — get it today!  
■ **Tomahawk/Digital**  
**Integration** — sign of  
times.

**COMING 08/14/1988**  
■ **Don Dore/Virgin** —  
funny adventure.  
■ **Sensation/Thaloma**  
— takes over where **Underneath**  
it!

■ **Gauntlet/U.S. Gold**  
— 3D classic.  
■ **Daedus Armour/  
Palace** — stunning visuals  
offscreen.  
■ **Trivial Pursuits/  
Domark** — it's still going!  
■ **Zoids/Martech** —  
original and exciting action/  
strategy.

■ **Leaderboard/U.S. Gold** — no handpicking having  
to deal with.  
■ **Tau Ceti/CBL** — every  
body should have  
■ **Super Cycle/U.S. Gold** — King Of the  
Road.  
■ **Space Harrier/Elite**  
— come up better!

**ARC**  
■ **Strike Force**  
**Harrier/Mirrorsoft** —  
fantastic flight sim.  
■ **Top-Ten 2 +/**  
**Superior** — best games on  
the board.  
■ **Karate Combat/**

**Superior** — martial artists.  
■ **Physicist/AudioLogic** —  
**Audiologic** —  
— London  
class.  
■ **Crystal Castles/U.S. Gold** — arcade classic.  
■ **Sentinel/Firebird** —  
brave sounding action/drop.

■ **Trivial Pursuits/  
Domark** — no collection  
available yet.  
■ **Southern Belle/  
Newsom** — unique graphics.  
■ **Knightshade/U.S. Gold** — 3D arcade adventure.  
■ **Spy Hunter/U.S. Gold** — arcade action.  
**AT&T (8-bit)**  
■ **International**  
**Karate/System 3** —  
fantasy/fight.

■ **Trollblazer/Gremlin**  
— mind and wonderful race  
game.  
■ **Mercenary/  
Novagen** — classic space  
strategy/war.

■ **Solo Night II/  
Microprase** — it really **build**  
■ **L.A. Swat/  
Mastertronk** — budget  
fighter.  
■ **Spitfire 40/  
Mirrorsoft** — battles in the  
air.

■ **Gauntlet/U.S. Gold**  
— it's the game with  
■ **Crystal Castles/U.S. Gold**  
— advanced at last.  
■ **Fight Night/U.S. Gold** —  
fighting classic.  
■ **Silent Service/  
Microprase** — advanced  
submarine sim.  
**AT&T 32**  
■ **Star Gladiator/  
Egibrind** — best yet on 32.

■ **Mercenary/  
Novagen** — budget classic.  
■ **Gauntlet/U.S. Gold**  
— it has to be legal.  
■ **International**  
**Karate/System 3** —  
strategy/graphics.  
■ **Leaderboard/U.S. Gold** —  
quiz game.  
■ **Deluxe Paint/  
Artisoft** — essential utility.  
■ **Cinemascope/  
Mirrorsoft** — shape of things  
to come.

■ **Chess Palen** — grand  
master.  
■ **The Pawn/Rainbird**  
— classic strategy.  
■ **Leather Goddesses/  
Activision** — single  
culturalist  
M&A.  
■ **Nemesis/Konami** —  
rare gem strategy.  
■ **Night Rally/Ocean**  
— racing strategy.

■ **Trollblazer/Gremlin**  
— differential game.  
■ **Gauntlet/U.S. Gold**  
— it had to be.



# NEXT MONTH

What do you get for the good  
news or what bad news? There are  
lots of course. Well, next month's  
C-VWD is going to have 85 pages  
promoting excellent games packed  
with such excellent things. There  
is **Pete Cooper's** amazing  
**Academy Players Guide**.

From the page of the man who  
actually wrote the list C-VWD comes  
at the Month comes an great  
outpouring of lists and tips which  
will help you become a true  
Summer also **Play By Mail** is  
expanding an expansion of  
interest and up C-VWD always  
like to be taken at the moment.  
We're excited at the thought  
of a new addition to the British  
**Play By Mail** Association, in bringing  
you regular reports on the Play  
game. We'll also be bringing you  
an update on C-VWD's own Play  
**Department** and giving you  
another chance to grab some FREE  
time. More info please, but this  
time it's all the new variety in the  
dregs of **Labyrinth** — the real  
life adventure game which takes  
place in the depths of a secret  
warren of caves. One

"Labyrinth" is one of the  
best especially early in your  
career and has a great big  
adventure in bringing you the  
adventure report. We'll make a  
book of bringing on the book side  
of the Atlantic. Adventure games  
comes our seasonal promotions —  
with a difference. It covers all the new  
and wonderful life adventure  
experiences, the top 85 adventure  
writing team. All that PLUS part  
of your Alan M special pages  
of reader's magazine for top selling  
games, the first Peter/West  
Software page, a C-VWD software  
round-up AND the absolutely  
amazing **Mastertronk** M&A  
competition. P&G special —  
everything **Mastertronk** have ever  
advanced for your **Mastertronk**.  
P&G is **Mastertronk** M&A  
points — more of that now for the  
best news — **Mastertronk** C-VWD will  
not just have game news. The big  
bad news of **ODAS** have taken  
they need more a money for the  
advance of the **Big Hero** — as  
C-VWD has got to cover a gap from  
Fidelman's demands. Would you  
bring with a game news, finally  
a great excitement about!

# WINTER WO



## ACE OF ACES

Can you be the great hero of World War I? Fly the V-1 rocket or the new plane your airplane, master the RAF fighter bomber of World War II.

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# HARRIER

## TO THE FANTASY ZONE

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Both engineers in-house at EA—and we're proud the Space Harrier is going to impress you.

- **RANGES: SPECTRUM, AMSTRAD, CANTIS**
- **SUPPLIER: EA/EA**
- **PRICE: £19.99 (Spectrum), £20 (Amstrad), £24.99 (Cantis)**
- **ISSUES TRICKS: SPECTRUM AMSTRAD**
- **REVIEWED: Y/N**

There's only one way to play Space Harrier. That's with the lights turned down low and some really LOUD music blasting your eardrums to pulp. That way you can experience the wonders of this game to the full.

It's fast, it's slick and it's the most fun you'll have with your Spectrum this year.

Keith Beckett has done an amazing job on the Spectrum version—and the Amstrad and CMI versions are equally as awesome.

Space Harrier took the credits by storm thanks to spectacular graphics and the incredible hydraulic action on the ride-up sequence.

Oh, as the computers around at the moment can't capture the graphic quality of the original or set you on a moving ride to reproduce the movements of a jet-punk trooper.

But they can capture the spirit and of the fast-ride of this abstract shoot 'em up.

The best idea of the computer game and the ride-up is to fly your

jet-powered trooper through fast-scrolling landscapes packed with creatures which could well have jumped out of a Saturday Club painting.

You have to zap the creatures in clusters. There are rock heads, space ships, scuttling octopods like things and of course the huge double-headed dragons.

You get a trooper at the end of each level which must be destroyed if you are to progress to the next level. And you get a real kick out of blasting the thing—especially as it's probably already EOE down a few times already. You'll need several well aimed shots or target to get rid of these beasts.

The fast scrolling is smooth, and the impression of moving across the choppy landscape is near perfect. Beckett has managed to get the blitting feeling as you move your trooper across the screen just about right.

Despite the speed of the game the graphics are almost flawless too.

Because of the graphic limitations of the Spectrum it's sometimes hard to tell just what is coming at you. But the M and Amstrad versions will have solid graphics.

You move by staying alive. The numbers roll around at the bottom of the screen. And there's a nice scuttling in-screen chart which appears at the end of each session.

You get eight lives to begin with—and an extra one at the end of each wave. Especially when you first head up the game.

Animation of the space trooper is

fine. He runs and jumps around the alien sites smoothly.

The only thing really lacking from Spectrum Harrier is sound. That's why you need that loud blaring rock music to keep things "tickin'" right along.

Some other suggestions, which should remain unacted for it's still Star Trek II's release, but we say to get through the first few levels. That's one they were playing a previous version.

The real thing isn't easy at all. Here at EA we can't wait to get our hands on a finished CMI version from EA's 'Club Studio'.

Space Harrier is a sure-fire smash. It's a must for arcade addicts.

	Spec	Am
● Graphics	5	7
● Sound	7	7
● Value	7	7
● Playability	10	10



● **Keith Beckett**

### DEVELOPER'S GUIDE TO ALLEN BASKING

There's a new rip on playing Space Harrier from the man who put it together. This may help you score the points of the fantasy zone if you're lucky.

- Keep Harrier's scuttling and bling all the time to a minimum maximum.
- Troop can be destroyed—but not often.
- Troops can only fly when they are open. Don't they'll be shooting at you too.
- You have to destroy both halves of the two-headed monsters. Kill one half and the other becomes more deadly.
- Leave the movements of the monsters.
- Adapt yourself to the changing speeds of the different levels.



The real thing!













distance jumped. Watch out for the mines under the surface. The ever-changing winds and foglets.

After all that it's a joy to get back to the simple pleasures of sports shooting in France. Here all you have to do is find your coffee-dredged down-a-stair store-combed slugs, remaining conspicuously through "game" risked by bags.

This is a great sound and any times you're able to afford add-on accessories in this overall time. And you'll be disappointed together if you fail. But you'd never do that, would you?

Can these spin-off quickly move? You certainly won't need them where you are going next. Yes, we're off to the land of the lumberjacks — Canada — for a lesson in log rolling. This is something but it's a 400000 bit. You govern man around an up of a floating log and attempt to get it rolling in such a way to make the other chap fall off. Not easy — especially when you've acquired the computer.

Balance and rhythm are important here — if you can stop jiggling at the time when play rolling with this event. Yes it's Monty Python's "I'm a Lumberjack" time.

Watch gracefully for the falling oil routine. The water plunges into the water with a satisfying splash and then your face, bury but over his face, and shakes his head. Don't move faster you got thanks in Canadian later!

Discover the good old USA and the roller ring. Enter the ball suspended ball is waiting for you to take him for a ride.

Enter a ball to roll — there are five of the balls each with varying temperaments. Their aims on and hope to stay there as the ball bounces and rolls around the table in a zig-zagging motion to throw you off. Which 99 times of 100 is well.

Practice is the only way to succeed here, as you'll have to learn to anticipate the ball's moves and respond quickly otherwise you'll end up in the dust with the ball doing a Muttley-style laugh above your prone body.

Had enough? No? Then come with us to America Eastland where the balls have something better than throwing oil.

telegame poles about. Tearing the fabric is the most spectacular event in any Highlighted Games and here the sport is represented in all its glory — including a bagpipe soundtrack which brought tears to the eyes of Craig the C+VG designer.

Once more, timing and skillful manipulation of the joystick — both joystick — are key to successfully doing this. The other should reward your little Scotland-in-the-ground Tom and Jerry-fueled. Be it right and he does a Highland fling while the crowd goes wild.

The biggest bits of word you'll see in the land of our next sport are sheepskins. The sporting tip around the world arena in Japan with a bottle of the game. Two huge Burns warlike groups for supremacy in this ancient or rural sport.

The idea is to score points by defeating your opponent in the most elegant and stylish way. The joystick controls are pretty complex and require a bit of getting used to. But this could just be the best game of the collection in my humble opinion. Real skill necessary to put a good combination of moves and holds together.

All the events have great graphics and superb sound. Some are more playable than others. The only really soft event is my view as the diving — too simple — the ball falling — to hard to grip with.

All the events have their own humorous graphic bits. The real falling oil sequence in the log rolling event, the roller falling on the air thrower in the Scottish event, the laughing ball in the roller sequence and the red fabric sequence.

The game comes with some exciting in-air actions which include hand and legs on pole and the top wheelboard which pretty definitely — although it's not 100% to play a game at the start of the tape some work with a pencil, paper and the tape counter is necessary. Would Likens is well made a piece in anyone's Christmas stocking. Great value for money, extremely playable.

■ GRAPHICS  
■ SOUND  
■ VALUE  
■ PLAYABILITY

■ MACHINE: ARCADE  
■ GEN: PLAYERS/OP: ELECTRON  
■ PUBLISHER: BATES  
■ PRICE: £19.95  
■ MODES: REVERSED  
■ AMSTRAD  
■ REVIEWER: TIM

If you own an Amstrad and don't immediately rush out and get a copy of Sam Ransom then you might as well go and bury your machine in the back garden, longer about computers and playing games and go back to basket weaving.

The Amstrad version of this year-top contender is a gem.

## IKARI WARRIORS

You won't see better this side of Christmas — and probably for quite a while afterwards.

The Amstrad graphics are as close as General to the grade machine and the playability goes off the C+VG scale. It fits thought they had a lot with Commodore that he got another thing coming...

If you haven't seen the grade version then you're in for a nice surprise. Don't take the

do more more storage than you did when you were on four or read with a machine gun and grenades.

The jungle country you blast your way through is litigated with enemy troops who all want to stop you reaching the general that you've captured and you want to let him.

Now rush through forests, across bridges, through rivers, and back into flames for bonus



4. You won't see better this side of Christmas the Christmas.

Commodore Ransom theme and puts it into practice. And you can play the same game with a friend.

It's a horizontally scrolling shoot-'em-up with Commodore. But there you can ambush enemy tanks, shells abound, and

in search of the general's prison.

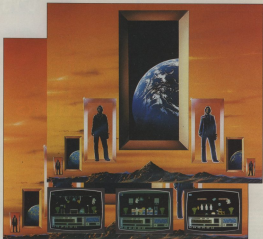
Show up pillboxes or shoot enemy Commanders — they are the great units — and you'll find supplies of grenades, fuel for captured tanks, ammo and even little "smart bombs" which wipe out all soldiers in your immediate vicinity when you run over it.

The graphics are simply brilliant, the game play awesome addition. There's a nifty high-score chart, but you have to be good to get on it. If you thought it's a classy arcade contender — the best Amstrad game we've seen for ages. Maybe even the best of the year.

Get Sam Ransom and take us prisoners!

■ GRAPHICS  
■ SOUND  
■ VALUE  
■ PLAYABILITY





- Y**wo worlds – the mirror image of each other, touch in space through a Time-Warp.
- E**ne is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.
- Y**hree interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.
- B**efore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

# DOUBLE DON'T TAKE

STARTLING ACTION · INNOVATIVE GAME PLAY · STATE OF THE ART 3-D GRAPHICS



- MARCH 1990
- NUMBER 20
- PAGE 16

Always expect the unexpected from Quill. They began to fly quietly down in formation and always come up with original games — at least one a



► *Thanos is an original and exciting game which should appeal to those who love policy.*

# THANATOS

year anyway. This time it's Thanatos, a magical mystery tour through dragons, demons and a beautiful landscape to be rescued.

It's an arcade adventure with a difference. The difference is the exciting "under-sea" landscape you fly over. You'll defeat the Dragon, through on his quest for truth and justice. And all because the goddess warned a mortal Quill.

I spent horrible days at Dan's! I was (back in the day) James McCallister's dragon boss, because the title seems a lot to these former classes. You're in control of Thanatos, a great big dragon.

The final part of the game involves flying Thanatos across hostile lands and seas and through dark caverns, all the time fighting off the attacks of strange flying, spear throwing fiends. He ends up at a castle where the sorcerer is waiting to be rescued. Then you carry the sorcerer through yet more dangerous lands and seas in order to complete your task and find the magic talisman.

Fortunately, like all dragons, Thanos can breathe fire. This means he can load anything that attacks him from the air or the ground.

His supply of fire is limited however — the level is indicated at the bottom of the screen. He can obtain more solid fuel for his fire by eating fishes — more of that later. He also gets tired. When out for the hunt he will drift back side of the screen. When it starts breathing Thanos needs a rest. All you have to do, generally, is land and he'll be OK after a few seconds.

But you could be in trouble if he's surrounded by an big

human attacks or hostile flying bees or start like that.

This best way to look at the game is not to find a castle — important things are found in caves — as quick as possible. Don't worry about making up a big score at this stage. Fly over mountains and only use your fire when in trouble. You'll need most of it to burn down the door of the castle. Once inside the castle search for a little figure waving at you in a small room. Ignore flying bees and other things that are not for this is the sorcerer.

Land and you'll run-proceed up onto your boat and away back. Fly away into the sea below you to escape the castle guards. And now the game really starts!

Life gets more and more difficult for the sorcerer and Thanos as they progress through this fascinating fantasy world. The sea is populated by long-headed monsters who reach up to snatch the sorcerer from the dragon's back, the caverns are populated by nasty giant spiders with poisonous bites and the cities and castles are full of horrible people who shoot dragons hunting to in season all year round.

If Thanos runs out of fuel he can turn around and fly back to the nearest city where you can quickly refill your tank. It's usually best to fly to the sea. It's the sort of thing they liked to watch in medieval times — well, they didn't need catapults! Thanos can eat the fish and get more fire-power.

But watch out for the bright green horse who tries to do a St George on you with his peiny lance. Could Thanos have been out of luck?

Back over part of the game provides a mini-challenge. More

than enough to keep you coming back!

The graphics are interesting. Thanos the dragon is a big, nicely animated character who performs neat turns and landings on request. Very enjoyable for a dragon is old Thanos.

## STRYKER'S RUN

- GRAPHICS: SAC
- SOUND: 16 CHANNELS
- PRICE: £8.95 (incl. V.A.T.)
- DEVELOPER: NICKY

On top, a new game from Superior! Like your usual video game, you'll control your flying, your own dragon. It's not all so easy as it seems. You'll have to fly over a very good level, make some games. I could mention, no need to fly too fast. The good part might be called "run", but the dragons are very fast and sometimes a bit slow.

This is Superior's attempt at a great old-fashioned war game, one with cannons, rifles, tanks and helicopters. You'll find many of the same things you'll find in many of the other games. You'll find many of the same things you'll find in many of the other games. You'll find many of the same things you'll find in many of the other games.

You are Commander John Stryker, and your mission is to take the top secret information from the computer system of the Volga's next offensive. It's not a task to be taken lightly. You'll have to fly over a very good level, make some games. I could mention, no need to fly too fast. The good part might be called "run", but the dragons are very fast and sometimes a bit slow.

Scaling is pretty smooth and without clash problems are kept to a minimum thanks to an intelligent choice of background colors — no black!

Thanos is a novel mixture of adventure and arcade action. You could play it just to get a high score, but the best thing is to fly over the mysterious lands, discovering more each time you play. An interesting and enjoyable game. Check it out.

- GRAPHICS
- SOUND
- PRICE
- PLAYABILITY

It looks good. The graphics are very clean even up, so you would expect from Superior, with a coloured scrolling background and some nice detail, although I have seen something similar. In the course of his run — well, more of a battle, really — Stryker passes cities, neutral buildings, trees, graveyards, forests, ponds and more. If you have a Mission, you can take advantage of a special enhanced view with an even more varied scenario.

There is plenty of action. You shoot it out with the Volga, who have an extensive inventory of their arsenal.

You can replenish an almost and shoot up the enemy by the sky, or drop bombs on them. But the mission, you can only, shoot, think grenades and fire your laser gun.

And yet I was disappointed. The game moves at a leisurely pace, and with all its polish it failed to grip. The only enemy, and there is not really very much there.

- GRAPHICS
- SOUND
- PRICE
- PLAYABILITY



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**C+VG****REVIEWS****4**

- MACHINE: SPECTRUM/AMIGA
- GAMES: 213
- PRICE: £14.99 (SPECTRUM) / £19.99 (AMIGA)
- VERSION: 1.00 (SPECTRUM) / 1.00 (AMIGA)

If you've managed to get a look at the latest EP version of *Starliner*, it will make you re-think the game — just when you thought nothing could surprise you, you end up surprised.

From when you discover that Planter intends to convert the game to the Spectrum, you begin to question their sanity. It can't be done and if it is, it'll look awful. Well, Planter has said it's done!

What you get is an excellent 3D-mode simulation combined with strategy.

The game is based, and programmed, around a 64-page booklet written by James Foster, author of the film *Star Wars*. It deals with the Empire's invasion of Raveena, a planet-like planet. You are in command of Raveena's last defence: General Darnok's *Starliner*, equipped with lasers and a limited number of missiles. Fuel won't last forever, either.

It's really quite essential to read the booklet, which contains information vital to the mission.

As a strategy game, the screen is taken up with the ships from your craft. At the top of the screen is the heading display. It's always handy to make a note of various positions of various depots and re-fuelling sites.

When you launch into the game it's very easy to go wandering off, assuming at anything you come across. But ultimately what won't get you very far. It's far better to get to know your enemy first. And to do that you'll have to find and enter the missile depot. Once inside you can reload with missiles and interrogate a computer which gives you the laydown on all the things you can expect to meet.

Looking there's a depot in sight when you start the game, it looks like a wedge of cheese. Move up to the left until it fits the screen. Kill your speed and try to keep your craft stable. The floor will automatically rotate

and you'll soon see floors coming up. You can centre your craft successfully and then hit the speed at the right moment you zoom straight in.

At your leisure you can then pick up the opposition — including huge tank-like walkers, bombers and, most spectacularly, the Starliner — a huge craft with flapping wings.

The second most important thing to master is re-fuelling. This is found to be most difficult. You have to fly down a pipeline, keeping as level as possible, and keeping an eye on your fuel gauge to see if it's increasing.

The B-side of the cassette contains a 128K version of the game containing extra missiles, radar and digitised speech providing warning messages and advice from the AGW's computer. The voice is that of C+VG's belle of the evening, Clare Bignley.

Whether you've got a 48K or 128K Spectrum, you'll find *Starliner* very exciting and addictive to play. Check out the 3D vector graphics and I think you'll be impressed.

And don't worry if you Commodore and Amstrad owners, conversions are on the way for your machines.

- GRAPHICS: 4.5
- SOUND: 4.5
- VALUE: 4.5
- PLAYABILITY: 4.5

# STAR GLIDER



▲ The top picture is the Spectrum version, the lower is the Commodore

# ROGUE TROOPER

- MACHINE: SPECTRUM
- GAMES: 10
- PRICE: £9.99
- RELEASE: '84

Hahn and Quinlan have accompanied Rogue on his quest for justice. Their synth-voiced rapping and across the screen played as they help — and hinder — the Rogue Trooper's mission. No Earth is where you'll find

yourself since you've landed in Planina's latest offering — based, of course, on the old character from the comic books.

Your mission is simple. You have to hunt for eight vital spots

► The top right hand portion of the screen shows your location. Head to the top



Welcome to No Earth, the war torn planet on the edge of the galaxy far had only a remote base by the North and South. Here they give out their never ending conflict.

This poisoned, polluted, devastated landscape is home to the Rogue Trooper, sole survivor of the Quanta Mission. He has an entire regiment of Genetec, already destroyed — betrayed by a low ranking officer in the Southern's army.

Rogue's only mission is to be the first person who will lead to the end of the man who sent his 70 buddies to their doom in the Quanta Zone.

Each of his personality traits on a level — and Rogue is managed to represent those of his buddies in other forms during the mission. Regener,



# JUDGE DREDD

## JUDGE DREDD



- **Developer:** CRI
- **Supplier:** Sega/Amiga/Atari
- **Price:** £19.95
- **Availability:** Fair

like punks, take up. You have formed the Judge! It's the mean and vindictive enforcer from Mega-City, Judge Dredd himself! He's come to sort out the punks from the street warriors in this, his first starring role in a computer game.

Will JD make other games quake in their respective corners? Or will Mega-City be judged and found guilty of setting our nationistic laws into a wobble?

Well, I reckon the Punks from JD might just get away with a suspended sentence. Dredd is prime material for a great game. This long-awaited first offering, featuring the main hero of comic book law's grand old time, has not only won a lot of praise in Britain

### Developer's leading graphics

game that reviewers try hard to like because there's nothing really wrong with it.

JDicks off well with a brilliant leading screen depicting the Judge himself copulating with smoking Libyans.

Then you see the "Judge Dredd" screen which is a map of Mega-City with little windows popping up all over it depicting various crimes taking place — so-called like kidnapping, gun and knife, double gunning and simple and armed robbery. You move the icon of Dredd's powerful Lutetium bike over one of these windows, to the destination, and you find yourself on foot in the crime-ridden city streets.

And yes, it's good old ladders and ramps again, folks, but better and better with nice graphics — but I don't know the

idea. Dredd races about the multi-level city streets attempting to wipe out crime.

He has to keep an eye on the messages coming in from Judge HQ, because if he misses the crime rate in his sector he runs above night he's back to sleep in his lair.

It's hard to tell who are the punks and who are innocent citizens of the city that never sleeps — so JD can't go around looking and catching it right. Fortunately you can tell Dredd to simply shoot HALT! at the criminals he comes across. They usually get enough for most people but they never leave, do they?

The graphics are big and colourful — Dredd is animated effectively, although he does look a bit silly for my taste. The game moves fluidly from screen to screen and there are some nice touches.

Judge Dredd doesn't really appear to speak of the comic character — and I reckon there's a bit to great Dredd game wanting to be written.

Great? Well, the objective of the game isn't really defined enough where you're playing. But if you don't worry too much

# C+VG

# REVIEWS

# 5

about it and get back and enjoy the colour for games while making up a scenario you'll have a good time.

If you're a Dredd fan — and that's you if you're a reader of C+VG — and you're an enthusiast of shoot 'em up — then you won't be wasting your money. Better still, and JD can give Christmas wish list and hence it is best of your time and cash.

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

REVIEWED BY



• Look to the rear from the Lutetium platform and outside game.



• The city graphics do recreate the original look of the cartoon but the game will disappoint those who love law.

initially across the top face of the Band following the death of one of a Million around the planet. These laws, in answer of cases, survived the last and control the evidence Regan wants to convince his military bosses that the law was betrayed by a traitor.

Regan has to explore the disabled prison — and avoid foot bosses and Scudmen when there are times for "disasters" like Regan.

The main screen display is taken up with a view of the current part of the game as it unfolds.

The graphics are pretty good

— capturing the gritty style of the comic. They are not drawings in one piece — the colour changes depend on the area of the screen the Regan is in. This obviously takes care on any colour clash problems.

At the top of the screen you'll see Regan's Lutetium computer display which shows a small scale map of the planet — and the shuttle which is waiting to take you off and he takes time to orientate.

At the top left hand side of the screen you'll see a window which contains the ten digitged remains of Gunner, Helm or of Regan. Messages from the ship appear here as you play.

As he brings across the planet Regan will come across loads of enemies and most of it which are his survival in this hostile environment. Heats are always present, but if Regan has enough firepower he can generally knock them out. If you want you can take take on the next planet for more cases.

Colour night will take the way back to the shuttle using the computer map as a guide.

But what about the

playability. I hear you cry! Well, to put it bluntly, Regan is a bit of a disappointment. The laws are all there — but the game is just too easy to hold your attention for very long.

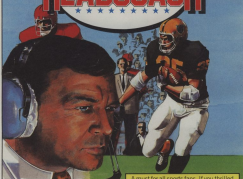
I completed the mission in just one sitting — which is almost unheard of here at C+VG. Not that it's not enjoyable to play. There's plenty of action to be had, it's always thing looks good, and it's easy to get into. But once you've completed the mission the only thing left to do is go back and do the whole thing all over again and simply try for a bigger score by shooting more punks.

As I've already said, the graphics aren't bad but sound is minimal and a few ideas and ideas. Not a great game — but not totally bad either. Design Design have a million, so there. But if you are a fan of the comic and a little games you can beat your name into Regan's score looking at.

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

REVIEWED BY

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C+VG

REVIEWS

6

- MAGAZINE: OCTOBER 1991
- SUPPLIER: THE GUILD
- PRICE: £14.95
- REFERENCE: 104

YET another rain-soaked excursion into the Spectrum. This is one from the vaults called *Breakthru* — a sort of Mean Buggy with extra added violence.

You are in charge of a giant armoured vehicle on a mission



► Breakthru is fun and reasonably playable game. It should have been a budget release.

# BREAKTHRU

to rescue a revolutionary fighter and/or ally aided by the bad guys.

You have to drive this armoured bus through five sectors, fighting your way through defenses and natural hazards.

Before you start the game, the screen shows you a map of the area you have to cross. First are the mountains — full of minefields and enemy soldiers. You also have to avoid rockfalls and landmines — as well as

flame thrower tanks hiding in tunnels between the mountains.

There comes the bridge — more defenses, plus this time by mobile firing vehicles. The bridge has been blown up by the defenders to prevent your progress so you'll have to use your vehicle's jumping (spring) power to the full. Fresh obstacles lie wide open spaces of the game where ultimately you'll have to find your way over a

watery barrier.

The last leg is the city where the enemy forces threaten everything as you — make it through that storm and you'll reach your objective — the ark.

Here you have to leave the safety of the battle wagon and make a run for the golden ark. Fortunately, your well-armed tank, built with white paint, your car's.

The graphics are colourful — although your battle wagon

looks a bit weird.

*Breakthru* is a basic shoot 'em up — no more, no less. I'd say it's a bit expensive for what you get. It is a budget release it would be brilliant value. But as it stands, I think *Breakthru* gets a resounding "Hahahahaha!" on the C+VG Gameometer.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

100  
100  
100  
100

# SUPERSTAR PINGPONG

- MAGAZINE: JUNE 91
- SUPPLIER: THE GUILD
- PRICE: £14.95
- REFERENCE: 104

This game is Pingpong with not a lot more. You can also take between various speeds and different speeds and colours — but the game is still the same.

What the game lacks you are provided with an action screen, which is manipulated with the joystick, according to your own skills and experience.

The options include such

things as speed, view of table, and power adjustments to your own shots that can be used. For example, if you want your ball back to be more powerful than your opponent, then you can increase the ball's speed.

What is the game like to play? Well, once you start, the screen is displayed as either "AI" or "Ball" (as the old Atari console had it). In the latter, I preferred it this way.

You can serve by just pressing the buttons and

watching the ball fly over the net. If you put the speed on "Invisible" and then hit the ball with your most powerful shot, just watch a fly!

The rest of the game is played fairly simply. It just follows the rules of pingpong. Except for the fact that you can ask the computer to make you a partner. He wants the ball, leaving you time to catch up on your stroke knowing it.

You can change the colour of the ball when in Demo mode, but this seems pointless to me.

One of my friends who is hoping to take up Table Tennis professionally, and who is a computer fanatic, played this game with me on two players. He thinks that it's something nice and is not really as good as the old Atari version. I have to say I agree with him.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

100  
100  
100  
100

# HYPABALL



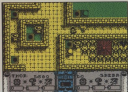
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# DANDY



▲ Probably the best looking Spectrum game around at the moment.

Will Dandy stand the test of time as Gauntlet? That's the question we've attempted to tip. Well, it's certainly still in the release date stakes. We're only now penning off the Spectrum Gauntlet review.

Dandy was the brainchild of John H. Paterlini, who sold the idea for a Dungeons and Dragons style multi-player adventure game to Atari who turned it into Gauntlet. The real history...

Atari's Demco got the rights to the original Gauntlet game and turned it over to the Ram Jam Corporation who created the computer version you see before you.

It doesn't have the slight waxy scrolling of Gauntlet — you simply "fly" from screen to screen. But you DO get a new screen option, hundreds of enemies to wipe out, treasure galore, weird spells and lots to eat! You can either play the part of "DND" (a screaming wizard!), or "THOR", the Runemaster's mother. The latter doesn't tell you whether he's a one-pally Gandy or a maffler of quads. I, for one, think we should be told...

Meanwhile back at the game you find yourself in a typical series of Gauntlet style dungeons. You're looking down on the carnage from above. The

dungeons are baffling mazes with doors which can only be opened with keys you find dotted around — along with treasure, spells and food. Food keeps your energy level up, spells can be used to paralyse, disorientate or simply kill your opponent in smart bomb style.

Levelness comes in the form of four big spaces, dungeons and generally fort-like mazes. They generally limit the dungeons and keep-in-coming unless you wipe out the monster.

generators by some heavy use of the fire button.

The basic idea is to collect all the treasure in each dungeon and get out alive. (Eventually you'll do a set of dungeons and you get a clue which will help you solve the ultimate riddle.)

You get a clue from all three dungeons "back", you can play the three sets of dungeons in sequence or at random — but you'll need all the clues to discover the final solution.

Thanky to the game's staying alive. After all, if you're fighting fit you'll be able to cope with finding a way to the various exits, won't you?

You can save treasure for energy if you're running low. Spells are used randomly by taking the appropriate key. There's no telling what they'll do. In fact it's hard to tell what they are doing unless you're lucky enough to hit a "kill" spell. Then everything gets easier. Beware you don't choose which spells to use.

The graphics are extremely attractive, although the little black characters you control are sometimes difficult to see — especially when you're teleporting about from room to room.

The rest of the dungeon looks suitably wild and great attention to detail makes it



▲ Dandy's a game made for healthily gamers



▲ You can choose one of two different characters, or trade a hand round for a set of good healing.

a great game. Lots of nice shading and great use of colour.

Probably the best looking Spectrum game around at the moment together with Lightforce.

Dandy is very playable and very addictive — especially with two players. You'll find yourself hacking and chopping your way through Dungeons after Dungeons deep into the night!

But I've got a feeling that most of you will be waiting for the real thing...

Dandy is off the way for the 64 and Amibird.

Watch out for our special Dandymap next issue!

- DANDY
- DANDY
- DANDY



# SKY

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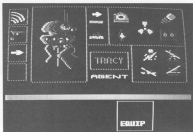
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# THE ASSAULT MACHINE

► **Warning: who lives the hardest!**

- **FRONTIER: GEMAS**
- **SUPPLIER: NISUS**
- **WORLD: 3D-MAGNETIC**
- **CD-ROM: DDC**
- **REVENUE: PAL**

There's trouble brewing on the prison planet Targos, isolated from the rest of the galaxy for many centuries. A sinister organization is rumored to be building a massive weapon called the Assault Machine. If true, it could spell doom for all the good guys.

The starliner Privateer has been sent to investigate and take appropriate action. In other words... search and destroy. Beat those no-good cops to

- **MACHINE SPECTRUM:** ADVANCED GRAPHICS, SOUND, SUPERIOR CONTROL SCHEMATA
- **GOOD:** IT'S AN OPEN-MESSAGE GAME
- **REVENUE:** TM

Trailblazer is a deceptively simple game. Load it in and you think, "What's all this then?" But then you start playing. And from that on you won't want to know about anything else. It's fast and precisely addictive. The idea is simplicity itself. "You are in control of a floating ball which you have to guide over a series of tracks placed with hazards for the journey. Fail and five tracks end your life. Slay on and you're in for the rest of your life!"

The tracks stretch out at you from the centre of the screen — like a race track would in a regular race game. You have to use all your skills, judgement and fast reactions to keep the ball rolling.

There are checkpoint locations on some of the tracks which can either save you from or launch you into a level that you can't return to easily.

Learn to recognize them, they can help or hinder your



► **Trailblazer is simply a brilliant game.**

## TRAILBLAZER

progress.

There's a time limit for each level — complete a track with time in hand — shown in the clock at the top of the screen and you get more time for the next level!

There are 14 Fun-Mad courses to attempt — each with their own unique challenges

And you can play the game in two modes. The Three Course Trail gives you the opportunity to practice any three of the 14 tracks together with unlimited bonuses. The Double Course allows you to play all 14 courses in sequence with just four bonuses and varying time limits. Various apart from the

Some can have colour coded squares to match out for and a few player options, plus a player versus computer option. You can't do it for tracks which will increase in two player/multi modes.

Trailblazer on the Atari and 64 is just as addictive. But here you'll get the extra added dimensions of enhanced sound and graphics graphics. Don't play the 64 version the first player version. It's great!

Gamma's programmers have been managed to pack a boost into out of the Spectrum's limited variety of other versions.

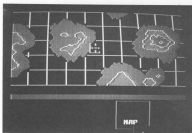
Trailblazer is a simply brilliant game. Original and extremely addictive. Everyone should have it in their collection!

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





Assault Machine has a good mix of tactical strategy and pure shoot-'em-up.



MAP

**Kingdom Come.** Just there are ten island complexes on Iragora which are making The Assault Machine. All must be destroyed. All the equipment you have are four druids — Iron, Hobbies, Bold and Chan — and three airships each which must move the druids around from island to island. First of all you must plot your path by consulting a map of Iragora's islands and decide where to stop the druids. Once this is decided you switch to what is basically flight simulation combined with a bit of mapping. Delivering a druid to its target will require you to face attack from pistol to pistols and laser fire.

Once the druid is on the island you can monitor its progress. If one gets into difficulty — being attacked, for instance — you'll have to rescue it. Once the druids have found the information and location of the Assault Weapon bases, it's then time to move into the end game. This involves combining missions over the scattered islands. Assault Machine is a nice mix of loop-driven strategy combined with fairly satisfying shoot-'em-up.

▶ GRAPHICS	4
▶ SOUND	4
▶ VALUE	4
▶ PLAYABILITY	4



- ▶ **ASSAULT SPECTRUM/COMBINE** (ARCADE)
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- ▶ **ASSAULT SPECTRUM/COMBINE** (ARCADE)

You're the classic... I'll be the same. "Personal words from vigilante cop Martin Coblentz, also known as The Cobra. He's a former member of the National Inquest Commission, rendering of total cooperation or the state of law measured by the cobra. Cobra's game of the first volume into the software market. After like ten years, I suppose.

The first video — actually that is a great mixture of the video — is fairly simple. Cop Cobra of the "Lawless Squad" has to rescue a former member of the National Inquest Commission, from the clutches of a band of mad bikers and their wild boss who goes by the name of the "Night Mariner".

The game is roughly known as the first video in which the video... and you start. And what you get is basically a game that you can play on any game set across three playing

# COBRA

area — right here in the city, anytime in the country and the factory.

It's about into the main section of the game you must collect level weapons — inside are other knives, pistols or

hand-against-machine guns — second third and/or the section of bikes. It's only when you get to the factory that you'll collect the Night Mariner himself.

At the start of the game Cobra

As it is, you could be a winner...



SCORE 001000

▶ GRAPHICS	4
▶ SOUND	4
▶ VALUE	4
▶ PLAYABILITY	4

and has a pretty brutal headbutt — so he can dispatch the multitude of robots without doing himself any real damage. The action is certainly fast and fun, as Cobra changes around like a raging bull.

Cobra's lives are represented as boxing gloves. In this a clever reference to Stallone's Rocky films? If so, what is the significance of the Quackwater, which shows how long Cobra can last a mission?!

Regular prizes and bonus prizes are two prime ingredients of the fun but they wrap up a lot in the game. The prizes change about on their own according to Cobra's progress — unless he's quick enough to jump over them. The weapons are hidden in the barbers.

Synonyms and synonyms Cobra is easy. But really it's the sort of game you've seen in any home before. It's not all in the name either than on the originals.

▶ GRAPHICS	4
▶ SOUND	4
▶ VALUE	4
▶ PLAYABILITY	4

# BIG TROUBLE IN LITTLE CHINA



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You'll be sorry if there isn't a copy of Savage in your Christmas stocking.

are all going to be just as good. Great graphics, good sound, perfect playability. What more could you ask for?

Now that the real thing is here the imitations begin to look a bit weedy. There's a really only room for one Sauron! — and this is

THE BUSINESS. Except no alternatives and stop at the sign of the chameleoned fat. You won't be disappointed.

► GRAPHICS  
► SOUND  
► PLAYABILITY

► RAVENHORN SPECTRUM (FOR  
SUNAMI) IS THE MOST USEFUL OF  
ELECTRON  
► BURNING MANTLES  
► PRICE IS IN SPECTRUM, AS IN  
CASE THE COVER IS NOT SO  
ELECTRON  
► WHICH TESTED SPECTRUM  
► BURNING MANTLES

TARZAN, the highly muscular  
wildcat raised by the apes in  
the jungle, has been around for  
longer than any other. The first  
story from the pen of creator  
Edgar Rice Burroughs was pub-  
lished in 1911. Books and films  
have abounded. The subject is  
ripe for a computer game and  
Madden has been the one to  
capture the license.

The resulting game is a huge  
scale adventure with stunning  
graphics — some of the best

# TARZAN

I've seen for the Spectrum —  
and super smooth animation.

The plot is simple. Jane, Tar-  
zan's love interest, has been cap-  
tured by Mungo, chief of the  
Worwags. Her fate may not be a  
pleasant one — being devoured  
by a panther and having her  
bones picked over by a vulture.  
It appears the Worwags have

screen by little black boxes —  
some of which are remarkably  
hard to see.

It's only by sliding these up  
and you get to the contents at  
the bottom of the screen.

Within a few screens of sliding  
around the jungle you'll  
nearly become lost. A map, a  
map, the jungle kingdom for a



Tarzan, give up!

been speed by the theft of seven  
gemstones — known as the  
"eyes of the children" — from  
their tribal temple. Unless Tar-  
zan can recover them gems  
within three days, Jane will be  
the main course on the jungle  
menu.

Game play time is measured by  
the changing colour of the  
screen, from morning day turn-  
ing into night and back again.  
The speed at which the clock  
ticks — remember Tarzan only  
has three — depends on how  
well the land of the jungle  
shines. For instance if no gems had  
yet been found the clock could be  
ruined by a swinging big cat,  
the clock passes quickly.

Scattered throughout the  
jungle are various objects  
which Tarzan can use. These  
include ropes, torches, sticks  
and, of course, the gemstones.  
These are represented on the

map, I admit.

Moving around Tarzan will  
come across various animals.  
Some will be friendly and help-  
ful, others will view the Lord of  
the Apes as a mobile snack bar  
and try to take a bite out of him.  
I always found the more times  
I always found the more times

There are also snakes wait-  
ing around, again some are  
friendly while others aren't.

Tarzan can run, jump, duck,  
climb, swim, and, along with  
all the other jungle charac-  
ters, is highly animated.

Summing up, Tarzan is prob-  
ably one of the best looking  
adventures — as most of recent  
months and, although it's a little  
weak on plot, it's addictive  
enough to keep you playing.

► GRAPHICS  
► SOUND  
► PRICE  
► PLAYABILITY

The original jungle setting



One of the best fast computers we've seen. It's very attractive.

between ones.

As they move through the  
maze they will find (or  
misplaced) gemstones cover the  
maze. These must be placed  
away. But be careful, when  
these gemstones are the stones  
are they'll be all alone. Although  
stone's found when they're  
near, you'll find out the  
moment before it's stolen.  
Sometimes they sneak up from  
behind! Don't move them. Really  
you'll be able to get a few shots  
of the Apes. But you'll not to shoot  
from behind of a doorway. They

need to bleed a lot there and this  
could lead to a game over.

Although the game isn't  
a complete original in terms of  
an idea, it's quickly find yourself  
being drawn into and getting  
absorbed in the play.

Graphically it's very nice, it  
feels you probably get more of  
an idea when the gems look like  
from the game than the film.

► GRAPHICS  
► SOUND  
► PRICE  
► PLAYABILITY



- MAGAZINE: SPECIAL ADVERTISING
- ALTERNATIVE: REVISION
- PRICE: £3.99 (INCLUDES JAMES BOND)
- VENDOR: FUTURE SPECTRUM
- PUBLISHED: 2004

Urban terrorism is a hotly debated far fun computer genre. Bombs in the heart of London have in the recent past been all too real. People died—horribly. So to make the suspense of your game the blowing up of the Houses of Parliament could be seen as—at the very least—its very delicious taste.

And that's exactly what the normally ever so tasteful developer has done with City Slicker.

Anyway, enough of the moaning and groaning to the game.

City Slicker is the latest offering from the minds of Technician Paul and his Steve Maudsley and David Coates. It is set in London where an evil



1. Flurry in Trafalgar Square



2. Exploding oilcans

# City SLICKER

Arab Abu, Ezzadine has planted a bomb in the Houses of Parliament set to explode at midnight.

You play the part of Slick, who's been called in by some mysterious department to defeat his forbish plot.

So what you have is an arcade adventure set across more than 30 on-screen in which Slick has 30 seconds in which to find and make a bloody

Dismantle Unit and dismantle the bomb. The backdrops range from the tower of London, Trafalgar Square, British Museum, Buckingham Palace and, of course, Parliament.

Slick moves around London by using the tube. All he has to do is catch a station, get onto the tube and select his required destination. This is a very nice touch.

The game is packed with problems (ohing). You know the type—cut the top weight over the telephone to open it or ring the telephone to distract the guard.

There are many characters who share your energy, including pigmen who's personal habits when flying down your head leave much to be desired.

And there's also a character who comes up all over the place bringing a somewhat lethal touch with him.

Graphically it's very slick. There's also what Newton term the "half flip" feature which moves the screen image a half width, extending the play area into the next room.

If you ignore the background to the game, City Slicker is excellent fun. As it is, it should be renamed City Slicker.

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

# FUTURE KNIGHT

- MAGAZINE: SPECIAL ADVERTISING
- ALTERNATIVE: REVISION
- PRICE: £3.99
- REVIEWED: 2004

Oh dear, I thought, as I sat down to play Future Knight. This looks like it's going to be one of those tedious game to me. Boring a word, I got stuck in and suddenly found myself quite enjoying the game—despite the fact that it is a conventional medieval all-rounder offering in the past.

But this one is well presented, has got some interesting puzzles, nice graphics, an appealing tone which is pretty amusing for the location, and it's played as well. A quality product—as one of my good friends.

They talk on the side of the field, the hero, who is on a mission mission to save his sweetheart Princess Amelia.

Order of the arena on a planet in the Juggernaut system.

There are 10 different levels connected by doors which require a pass to get through. Each level is packed with enemies which require every bit you kill them off. There are also great blood-splattered which great music blasting to get off of.

The 30-second time of other world name, like "Great Knight" which wrap up everything in eight, continues. Which, when selected, offers a choice for a short time following.

you to do whatever you want unfettered. Random play areas across the world which allow hitting both mental bridges, unlock some and finally the princess. There are all sorts of keys to be collected too and a sword which falls off a very large iron—obviously.

Our hero can pick up a selection of armor for his all-purpose steel armor—the best armor is the best for all environments—the other stuff being a bit puny.



The board is a useful game—not only does it kill all items on screen instantly in a case of killing points but it also restores your energy to 100. Energy is the thing you're going to need most of in this game.

The princess can always be found in the second dungeon level. But it's no good finding you way there and finding you've left the all important release spell behind.

You begin the game with three lives and a sword. You can't lose a knight until you find an armor dispenser which gives you a better one. But don't move back in front of a after you've cleared some doors because otherwise you'll lose a sword. But don't lose a sword until you've reached in thoroughly. This might just make something important.

Future Knight isn't too bad a game. It's a bit old but it's got a good story. Like about the System 2's big puzzle design and pretty good value.

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



# "GAMES AT THE SPEED OF LIGHT.."



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- **DEVELOPER:** CEA/CDI
- **PLATFORMS:** PC/PS1
- **PRICE:** £19.99 (incl. £4.99 del.)
- **REVIEWER:** CHRIS

I haven't stopped playing *1942* since I first loaded it some 10.5 hours ago. The game is so addictive, fast, and furious that it must be my favourite shoot-'em-up to date.

The first thing that gets you when you load up is the brilliant music. But for the life of me I couldn't think of the name of the music. It's one of those old war tunes that sticks in your mind and you hum it for weeks. After questioning the family, friends, and relations, Japan (the dog I finally came up with the goods).

I can now reveal that the tune is from the film *Sgt. Striped*, an old British war movie. How long is the game...

The idea is to fly your aircraft from carrier to carrier across land and sea shooting down loads and loads of enemy planes. You guessed it—28 stages of pure blasting!

At the start of each level, you take off from your aircraft carrier and head for the enemy. The screen scrolls up and you are attacked by nearly 100 planes which are willing to die just to stop you. These guys DON'T make ground!

If you shoot the right fighter, it will change into a special "POW" sign which, when picked up, will give you bonus plane extra capabilities. On the first couple of levels, you are given an extra eye, allowing these bullets to be fired at once, on later levels you get two more planes which fly either side of you and help you take on...



▲ Depth is why the game's right up to date

# 1942

You can also protect yourself for a short while by doing a roll. When performing a roll you go out of the enemy's line of fire and can come out of the most vicious attacks unscathed. You are only allowed three rolls per...

life, and you have three lives. When you lose the extra planes and three guns you will find knocking out large numbers extremely easy—but you will be an easier target for most kamikaze planes to hit.

- **MACHINE:** AMSTRAD CPC486 (199)
- **DEVELOPER:** AMSTRAD
- **PRICE:** £19.99
- **REVIEWER:** IAN FAY ARMSTRAD (199)
- **REVIEWER:** CHRIS

22 years after the famous alternative Clapham Common summit of 1983, between President Reagan and Mr. Gorbachev, the United States had almost finished their Strategic Defence Initiative (SDI). Only a mere 60 years late and 41 million traps-bombs were scattered the nation and named to be tested. But how to test SDI without starting the war it was designed to stop? Well, those really clever NSA...

traps have come up with a fine idea, so fine it can hardly be said the satellite circuit boards existing off the components of the main computer—ignoring that it is...

As you control the robot inside the computer you will encounter many 'bugs' and therefore these are sent into the system instead of the usual...

It's a bit of a mess to be honest if loaded. Your robot has also, incidentally, got sensors under his feet which cause it to self-destruct when it comes into contact with anything sharp.

## SEPULCRI



▲ Sepulcri's a game for those who need an illness substitute

Unfortunately the game is riddled with all things sharp! *Sepulcri* is definitely in the mould of Knight Lore and Alibi Bug.

Unfortunately there are a few too many of the latter and not enough really scary logic problems in the game. I just wish there are some real ideas like map doors through which you fall into random platforms containing pig switches that seemed impossible to reach.

The feeling of insight has also been exploited most in *Sepulcri* than in many other games giving the impression of an environment with many levels.

This also helps to give a refreshingly wide variation of room shapes and sizes. Graphics are crisp and well designed with a number of different wall textures and colour combinations (at least colour model which further helps to make every room look...

When you reach the waiting point, a tone will play and you will be thrust onto the next level.

Some areas have different names, starting with Midway then Marshall, Ala, Remount and you finally reach The Final Area. What you get there you'll know the meaning of the word 'hit'.

The graphics are clear and colourful. Sound comes in the form of that fantastic tune, which really drives you on during the game, and also various spot effects which, although clear, are a bit flat.

The game is a blast, and if you don't find it that you don't deserve a 10. It's that simple. What more I say. Can we have some more like this?

- **DEVELOPER:** GIGAWATT
- **PRICE:** £14.95
- **PLATFORMS:** PC/PS1



different. The robot movement is well animated especially when jumping when it does a kind of 'kick-kick'. Its eyes open and close continuously while walking and jumping giving it an evasive quality really lacking in the common characters of some games.

Especially useful for map books is the screen dump feature which lets you make a hard copy of any location at the press of a button. This one real insight into this game though is the number of times you 'have to be standing in a spot or in a position before being able to successfully make a jump.

- **DEVELOPER:** GIGAWATT
- **PRICE:** £14.95
- **PLATFORMS:** PC/PS1



# MOVIE MONSTER

- ▶ MACHINE: C&G
- ▶ GRAPHICS: 100,000,000,000%
- ▶ SOUND: 100,000,000%
- ▶ PLAYABILITY: 100

Now, this game might not be so everybody's taste. It is if you like the old grand old-time TV shows that is a classic monster movie era, you'll love it!

Instead of today's rubber monsters fighting it out on screen, you get some live computer graphics and animation of monsters like Godzilla, M. Menckinque IV, The Clog and Mechagodzilla.

You can select a monster to control, choose a city to be ravaged through and then simply get on with it.

The whole thing is put



▶ If you've a monster mode for just a few minutes, the collection of your monster is superb.

Together as if you were watching a movie. The game begins outside the cinema — which operates as an open drive-in theatre.

You can picture of the monsters you can select. The

city which includes London, New York, Tokyo and Moscow, plus an icon representing the type of game you want to play.

Once you've made your selection you find yourself inside the cinema watching the

action! If you've seen them before you can recognize the various positions to the scenario and the choices. It's almost as if you're watching your monster and to the action that's about to take place.

Each monster has different strengths, weaknesses and special powers. The Godzilla is the king of being of whom though can eat anything. Others can glide or breathe fire, shoot acid or perform a paralyzing beam.

There are five "actions" or objectives to carry out. They are:

Destroy landmarks: Your objective is to destroy a city's landmarks. Landmarks that you find many a thousand high score. They are located at a building near the cable transmitter atop the building's roof. The transmitter may be destroyed... — and the building is being built it.

A priority objective in the main window continuously shows how close you are to the landmark you must destroy. The closer you are, the longer

- ▶ MACHINE: S&T SYSTEM
- ▶ GRAPHICS: SUBBELL
- ▶ SOUND: 100%
- ▶ PLAYABILITY: 100

Odd isn't quite the right word for this offering from Dupell. As we've said elsewhere, this Surrealist-based company always seems to come up with something a bit different. Fat Worm allows a Squinky could just be too different!

The game takes place inside the "electronic landscape" of a Spectrum. You are in control of Worm — one of those nasty little program hackers like to insert into big systems.

Of course the Squinky's internal defences are set to stop you completing your mission — to find a class driver or what is done yourself.

Before you find the drive you have to find and eat 10 rotating stripes called Squinkies.

To defend itself against the Drivies, Bugs and Squinkies your Worm is armed with Squinkies. You have two kinds of

# FAT WORM

Squinky. The new Super Squinky which is sort of jelly which levitates to destroy flying Squinkies. Your worm "lives" these like eggs. From them are the Super Squinkies which shoot out of your worm's nose and egg anything along the country that's bathing it.

Squinkies drop bugs which crawl along and graze food of your worm. Collect four and your worm will suffer a fatal error.

There's a map window at the bottom right of your screen which you can use to find those elusive Squinkies — alongside is

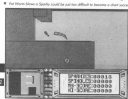
a list of windows which shows the number of Squinkies you've got left, the number of Squinkies you've eaten and your current score/bug score.

The graphics are interesting — but your worm looks any sort of real character which detracts from the game's playability.

It's also quite hard to learn how to control the worm efficiently when you first load up the game. It has a sort of built-in inertia which means you end up crashing into walls and work files. It's also difficult to get which end is which or times, but then worms are like that. I suppose...

If you like computers in jobs the this could be for you. If you're after something a bit more spectacular than chess out. This game from the same company.

- ▶ GRAPHICS: 100,000,000,000%
- ▶ SOUND: 100,000,000,000%
- ▶ PLAYABILITY: 100





4. **BurgerBurger** is well put together, infinitely presented and enjoyable to play

the bar in the middle. You stand at the edge of the city, make your way to the restaurant, save the building into rubble and then leave the city again.

**Target:** Your objective is to escape from your chosen city. You might have been sleeping, or daydreaming about eating Paris in the nightgowns, but those pesky business machines caught you off guard. You were captured, but you're going to escape. You've just broken free in the middle of the city... to escape, you must save the streets at the edge of town in any direction as fast as you can. The safest path is away from the tanks, even if you have to smash a few buildings or other obstacles that get in your way.

**Look!** It's been weeks since your last square meal, and the *MonsterBurger Drive-In* just

went out of business. You are nervous. Your objective is to enter the city and grab down everything in sight. Get as much as you can before the food is destroyed, so head as fast as the hunger indicator as you march west. Of course, if you don't want a ticket to Manderline you can try to get out again. You have a few years before the indicator has stopped to aim. And look out, the National Guard has arrived! Watch the hunger indicator whenever you eat something, and you'll learn otherwise the food meters don't last!

**Search:** Those nasty business have your young one, and you're going to turn the city upside down until you find him. Your objective is to explore the city and demolish everything in sight until you locate the info guy. Occasionally you can hear

the young one's cry. The proximity indicator in the main window will constantly appear during play as evidence from the enemy base. When you've located the building he is in, break it down quick.

**Benefits:** Cities are an incredible nuisance, and you'd like nothing better than to take revenge on those nasty business. Your objective is to enter the city and destroy as much as you can before your endurance runs out. You will be awarded points for all buildings and vehicles that you destroy. There's also bonus for leaving the city alive. This is the best reward!

Each city has a different map, and is packed with well known landmarks. In San Francisco you'll find the Golden Gate Bridge while in London you'll find the London Eye. The monster will come across Big Ben.

**Graphics:** are pretty good — especially the *Goobies*, *Clint*, and *Spider* monsters. *Saunder's* ride — a prototype army vehicle for the army and *Scorcher* from *MadMax*. That's pretty nice.

I love monster films — the bigger the better! So I liked this game. It's well put together, definitely presented and enjoyable to play.

<ul style="list-style-type: none"> <li>■ GRAPHICS</li> <li>■ SOUND</li> <li>■ VALUE</li> <li>■ PLAYABILITY</li> </ul>	<ul style="list-style-type: none"> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> </ul>
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**Strategy:** However soon you've managed to get the car out will reduce your troubles as well. When you move onto the floor your car flashes about, inside you see windows to attack from the outside. To survive you must stop the gas tanks, smothering you to change out colour again. *Clint*, *Spider*, *Goobies*, *Goobies*, isn't it. It's much easier to drive than any of the other *Goobies* is well designed. The top part is taken up with indicators for the colour switch, suit colour, and damage. The bottom section



4. **The follow-up to PG** *Warrior*

shows your current location and the systems involved in taking up with the enemy. *Clint* and *Spider* around the levels is used for. There's a great sense of achievement as you use a *Saunder* model to lift you into a new level of a seemingly impossible obstacle. The car is broken at being sustained and a *Victory* ring.

**Warrior II** is the most enjoyable of the *Warrior* games to play.

<ul style="list-style-type: none"> <li>■ GRAPHICS</li> <li>■ SOUND</li> <li>■ VALUE</li> <li>■ PLAYABILITY</li> </ul>	<ul style="list-style-type: none"> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> </ul>
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# REVIEWS

## 15

- **WARWORLD** (PC)
- **SLIPSTREAM** (LEARN)
- **WOLF** (PS)
- **WOLFENSTEIN** (PC)

Do you think you know better than the likes of *Bobbie Peterson*, eh? Well now's your chance to prove it. You've got a team, a budget, and 10 league matches to play.

You're starting at the bottom of the Fourth Division with everything to play for. It's over to you, pal...

**PG**, not so scary, is it? You've got your squad, but six of them rate as *PG* fitness, one is injured and several don't make up in skill.

You've got a *Belton* coming up against *Conna*, and juggle the team as you might, your stats just don't compare with the opponent's in attack, midfield or in defence. True, you're about equal in defence, but that's not going to get you very far, is it?

**PG**, so you lost that match 3-1. Don't worry, you're still stuck at the bottom, and you need to be in the top three to win promotion at the end of the season.

The *Saunder* are counting on a late season run! Hold up if your performance is disappointing. Yeah, you could buy that promising attack player, but a good-value, but that will put you further into the red. You could recruit the selling club unless midfield player, *Whitlam*, but you'll need to spend more on training if like lady are to have any chance against *United*. And don't forget, you could might for the form in the world but they're exhausted and you'll have to rest him...

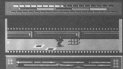
If you ask me, all those much-winded managers got to get their heads back on the straight *PG*.

It's goodbye, whether you're a football freak or not, although the presentation is pretty nice — classic for role model type type text, emphasis to read.

I can tell you, after this you'll think better before you start the manager, after your team has gone down the tubes for yet another season.

<ul style="list-style-type: none"> <li>■ GRAPHICS</li> <li>■ SOUND</li> <li>■ VALUE</li> <li>■ PLAYABILITY</li> </ul>	<ul style="list-style-type: none"> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> </ul>
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# WARRIOR II



4. **Warrior II** is the most enjoyable of *Warrior* games to play

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Remember *PG* *Warrior*, the old *Warrior* game of a couple of years back, and the cartoon you played as the character in *PG*? Well, that's back. This time you expect mission to find the secrets of the ancient which have been buried deep within it covered.

The secrets are protected by a complex colour coded maze, guardians which patrol the system's levels, vapouring walls and traps which allow you to become.

<ul style="list-style-type: none"> <li>■ GRAPHICS</li> <li>■ SOUND</li> <li>■ VALUE</li> <li>■ PLAYABILITY</li> </ul>	<ul style="list-style-type: none"> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> <li>■■■■</li> </ul>
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you might find a red, and riding a sort of floating car floor. It will move as you drive through the pyramid. Combating the *Warrior* is very tricky at first, and even as you discover an alarming way as the *Warrior* kills himself on hostile collisions or touches the surrounding maze. *Devil* by some with graphics.

The key to moving onto lower levels is colour. The *Warrior* is well made for the *Warrior* as the floor, moving into a floor without having the correct wall will cost a life.

Watching the *Warrior* which colour switch left or right, enabling the suit colour to

# LEAGUE CHALLENGE

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By the year 2056 Star Wars Defence Command was operational. Satellites patrolled and controlled the skies. At precisely 19.34 the Alien Force took over the entire defence system and turned it into a deadly weapon.

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► **MACHINE:** CD-ROM  
 ► **DEV:** MADDEN GAMES  
 ► **PRICE:** £19.99  
 ► **BY:** STEVEN PAUL

► **Anyone else at handling speed?**

# G Flash Gordon



The drums... the drums... I can't stand the drums... they're driving me wild...

Actually, they're rather good. Madden's not kept himself out of games such as this; they'll be a grave danger of giving budget software a good name. Then, once again, it's a, hey-out of the universal, all-time-good guy and hero, must be the one to save the day. The game is really three in one. You get arcade adventure, light simulation and high-speed race action. You only have to play them in sequence if you

► **Are there 16-bit spots?**

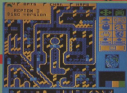
wish. Now if you'll excuse me, I must work out how to escape this rock so it crashes but crashes without burning. That's covered there on reaching that way. If the same fails, leaving. Power all escape route so I can Dodge that spin! ...

► **GRAPHICS:** 8  
 ► **SOUND:** 10  
 ► **VALUE:** 10  
 ► **PLAYABILITY:** 10

even, but Reason offers something more. With this one you can actually re-design the game to reflect your tastes and kinks.

You can invent your own planets and design your own characters if you so desire, although speaking for myself the existing ones are more than

► **For another look, check out our**  
 Fun Update



want to complete the game. Otherwise, it's just take your pick and play away.

The first section is set in a jungle. Flash must find Prince Bann in his cave. A map is essential if you don't want to get lost. Monkeys, leopards, eagles and skeletons lurk in the undergrowth. Snakes lurk in the trees. Flash can blast away, roasting his gut from joints of animals. But remember, if you struggle in the jungle, it's all over with his life.

In the light section Flash must fight Prince Bann. The idea is not to kill him but to test his respect. If you win his respect he will allow you to pass through his caves onto the surface for the final confrontation with Ming.

The light section is typical of the numerous other martial arts games around. Both characters can jump, kick, punch etc. Try and concentrate on combination head and body blows. If Bann starts to give you a right pasting, back off before going on the offensive again. The longer the fight lasts, the more Bann will hit, reducing his jumping and mobility.

The third and final section is like any other. This installment is divided into three sections. Flash must first shoot down the winged robots, then to do this to obtain full speed on his bike. Now he must face the peril of a mind-blow and finally come the ultimate confrontation with Ming.

I never made it to the final confrontation, so it's ahead that one of the game remains a mystery.

Overall Flash Gordon is excellent fun and a real bargain, adding miles of careful full-price games for shame. Buy it, if you won't be disappointed.

► **GRAPHICS:** 8  
 ► **SOUND:** 10  
 ► **VALUE:** 10  
 ► **PLAYABILITY:** 10

## REPTON 3

► **MACHINE:** CD-ROM  
 ► **DEV:** MADDEN GAMES  
 ► **PRICE:** £19.99 (also £11.99 PAL)  
 ► **BY:** STEVEN PAUL

Here it is, the sequel to the original. Anyone who managed to finish the first two Repton should be thinking for this one.

This is the Repton we know and love, with 24 levels instead of 18 and some two new features to mention, like the time bombs which blow up if you take too long over a screen, or the unpleasant, continuous fungus which streams itself all over the screen, threatening to engulf you.

The aim of the game remains the same — to clear each level of elements, including the ones scattered away in cages and cells, while killing all the monsters.

It's as gripping, entertaining and downright frustrating as



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 Guide Henry, the goblin, through the Golden Hoard and find the ever-elusive Golden Hoard - but watch out! I don't get caught.



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# starBURST

REVIEWS

C+VG

17

# LOS ANGELES SWAT

- ▶ MACHINE: 2-DIMENSIONAL
- ▶ PLAYER: MASTERMIND
- ▶ PRICE: \$19.95
- ▶ RELEASE: MARCH

**Control Game!** Boom! Blastant! Yes, all these sounds come from LA SWAT — which isn't about being a flying man. Despite the name, it's an action-packed offering that will appeal to fans of Green Beret and Commando.

Just when you thought it was safe to go back to work in the streets, a gang of terrorists takes over the West side of L.A. Your job is to clean up the streets by wiping out the terrorists.

Not so easy. Because you also have to solve a hostage situation at the end of each level. Don't shoot the hostage while you hide away at the main monitor or you'll live to regret it. You get a 100-point bonus if the arrests — packed with bonuses.

The terrorists look a lot like skinheads. They are armed with machine guns, which you use to blast you with. If they also have machine pistols, are deadly at longer range.

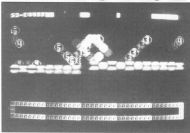
There are also snipers who take good shots at you — but you can hide behind a wall and kill them.

You can also hide in the gaps between the buildings to shoot the terrorists.

The only real prize is the money — it's a few slow-pod not at all smooth. But the hectic action soon makes you forget all about this.

It's only events, so well drawn, and the sounds are simply brilliant. This must be the best Mastermind Atari game I've ever played. Anyone who disagrees with me can just go and blow a brick.

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



▶ Screen of Starburst. 17

- ▶ MACHINE: CASUAL
- ▶ PLAYER: AMBULANCE
- ▶ PRICE: \$19.95
- ▶ RELEASE: MARCH

It's time to declare an interest. Starburst is the product of C+VG — see Her Goddess Tony Tapanahli's fervent mind. TL, as anybody who's read the page knows, eats, breathes and sleeps games.

The reason for arcade games is apparently endless and it certainly shows in Starburst. He's tried to pack every thing he loves about these into the limited memory of the C16.

The plot is simple. The plane crashes has exploded, leaving 1000000000 floating in space. You must do better with those deadly souls.

In all there are five screens to zip through plus a bonus screen in which a list of points are up for grabs.

You start the game with four lives, shown in the form of coloured groups at the top of the screen — orange, purple, yellow and green. If a counter touches your ship, the groups begin to pulse and decrease until eventually the game is over.

Of the eight counters or balls eaching round, just four will stay the same colour as the groups. The other balls are top-up and are given only designed to annoy you.

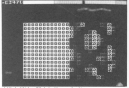
The first screen has three

objectives. Firstly to shoot out the "home slot" which are at the top and bottom of the screen. Succeed and the balls stop into a "bat" in which to knock the balls into the home slot. This though can only be achieved if they can be kept the balls in clearly at an angle of 45 degrees it couldn't. Finally the rogue balls must be guided into the four corners of the screen.

Only when this has been achieved can you get on to the bonus screen. The remaining

screens have similar objectives. One feature is a high speed shoot-around but which is dazzlingly colourful and designed to waste the reflexes. It's frustratingly difficult but, I have to confess, I found it confusing to play. At times I wasn't sure what I was supposed to be doing with this TL facet.

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



▶ Would that you'd had a counter game for us

# STARBURST



- MASHED: AMT'S CRASH COURSE
- SUPPLY MINORITY
- BIRD: 30/30
- WINDUP TALKER: 10/10
- REVENGE: 10/10

John Jon — a legend in his own right — is a rather wacky. He has seen all his best friends wiped out at power-down — which is why he's awaiting all computer programs within the Great Vortex in the sky. He has had their old ways with that.

But it is the most dangerous of things — an amateur program's what is not too cluttered with the idea of anything above a plug-into his services are no longer required.

Determined to avoid the messy ending which befalls other OOD residents, JJ sets about finding a way out of the computer before his late friend — who is really quite an intelligent and free thinking program with a modicum of artificial intelligence but he's need some help in finding his way around some of the computer's more convoluted sections. This is where your assistance would be most appreciated.

In order to help Jon escape alive, you must interface closely with him, his

two friends Andy Caperton and Charlie Diggins, his surroundings and any other characters he may meet.

This is achieved using the HOD — Human to Computer Interface Device — which has been developed by a group of voice artists.

Once the HOD is loaded a number of icons will appear on the right hand side of the screen.

These icons are your entry into the system and most of them lead to an option menu which appears in a window in the centre of the screen. By highlighting the option you require your own already give it instructions to help you escape the computer.

The functions of the icons in HOD are: Status, Chat, Term, Manipulate, Aid, Move, Transport, Help, Store, and Quit. Some of these are obvious, but others need some explanation.

Status allows you to see how you're doing and gives you an idea of the time/point of (Charlie and Andy). This is important as they are quite spooky individuals that are helpful when they are happy.

Charlie's you discuss such diverse subjects as 'the weather' or 'revelations' as well as giving you the chance to ask



people for help.

Term is used when you want to type in something at a terminal while Manipulate allows you to perform simple actions such as wave, wig and hit as well as combining objects together to make new ones — from food!

Move transfers control to the image enhancer on the left hand side of the screen which puts Jon under your direct control in order to move him from location to location inside the computer.

The HOD enhancer will interface with either joystick or keyboard. A nice thing about the Store

option is that it lets you make a ROM save which happens instantaneously and means you can return to that point whenever you wish.

John Jon has a reserve energy pack which should keep him going for quite a time providing he doesn't try making an illegal access (get it? which usually drains his energy pack).

You will need to be thinking like the programmer in order to save some of the more obscure logical commands such as what to do with the reserve packet. Here — think of a famous US Reggae group whose name

is made up from two letters and two numbers.

John Jon is an easy to play arcade adventure that has more than originally meets the eye. For that reason it is worth playing a few times before passing judgement.

But I have hours of fun trying to crack some of the many riddles, puns and gags contained in the more than 50 locations of Jon's tedious prison accompanied by the strains of Bushwacker's absurd symphony.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

## ICE TEMPLE

- PLATFORM: AMT'S CRASH COURSE
- DEVELOPER: BENTLEY BUD
- PRICE: £14.95
- DISTRIBUTOR: JIM

It's a galaxy's most powerful weapon and contains magic beams, the Flare, having just received its safety shogun for the last job in the cosmic attack (which) going around the galaxy filling in all the black holes, decided to spend it on a brand new fuel injection over-heat-cooler, 1800 turbo boost device — with long life.

But on the same day he thought it, he only had to leave it outside the manufacturing, to find it going where he came from. Some little yolk visited his rocket!

Whom else? Not a probe and joy would have stopped the hyper-space button, because when eventually found, it was a waste of time.

He realised it proved to be the Ice Temple, which had quickly realised it just a clever disguise for a mysterious rocket which is draining energy from the planet's core and turning the



whole planet into an icy wasteland. You must be using it to power their space ships and evade earth.

Now MUST take each of the eight pieces of the reactor and dump them down the risk on the ground, so saving themselves and the planet as we know it.

Oh! Ready? Then off we go! This is a game in the Manipulate genre. Nice graphics, great

graphics, and lots of puzzles to be solved.

Now begins the game where his spaceship — starting around the maze-like planet using his triple jet-pack.

And you'll soon discover that the ship is ALWAYS one

location which infers every location.

You can also store objects in the ship — which is useful as you can only carry too many in the pockets of your space suit. You have to get out of the ship if you're to collect things though.

Sometimes bits of reactor are hidden under things — so explore carefully. Watch for traps which point the way to rooms with blocked doors.

Yellow force fields, high on and off and if you're caught enough you can beat them. Blue force fields need to be switched off. Watch for a switch or a small card also nearby — it must be the right colour card.

Blue teleports require the right colour cards. You can move freely by dropping items in an elevator.

Ice Temple is a pretty playable arcade adventure. Nothing new — but very playable and fun to play.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



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- MACHINES: SEGA/GEN
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- PRICE: £14.95
- VENDOR: SEGA/GEN SAC
- DEVELOPER: TROJAN

**Sentinel** — the ultimate in game intelligence! You'll need the address of a chess player, the strategy of a general and the skills of a hacker to work your way through the 1,000 landscapes of Sentinel's world.

You become a robot — the only one who can move about the chessboard world you first yourself in a teleporting. Your task is to wipe out the Sentinel, a strange machine being sent against you.

Each landscape is composed of three-dimensional solids arranged to form hills, valleys and obstacles.

There are three — the basic unit of energy which should be collected where possible. To Sentinel's ally object, you place your token on the base of the square it occupies and press 'A'.

Remember that you too are

safe from absorption until an enemy can see the base of the square (or it's collapsing). You can't be attacked directly by the main indicator at the top right of your screen.

To teleport the robot creates another robot ahead of it to his left (or right) and teleports into it.

If he wishes to increase his height, he may create one or more's boulders behind on. It is best to gain a height advantage over your enemies whenever possible.

The Sentinel is usually in a high position on the landscape. To identify him (your sole objective in the game) you will usually have to blow him, and this may involve positioning your robot on top of several boulders. He cannot move, but rotates (clockwise or anti-clockwise) at 75 of a revolution per turn.

When he is looking at you directly — his level is a different colour to the rest of his body — you will be scanned — as indicated by the gauge in the top-right of your screen. If he can see the base of the square you occupy, his gauge



will fill up with absorption. If not you will only be half scanned. If he cannot see you at all, you are totally safe. When you are being fully scanned your energy will be drained one unit at a time, until you are destroyed, and it is best to move out of his line of vision as soon as possible.

There may be several varieties of maps or terrain landscapes and they act and move exactly like a Sentinel (although they look slightly different). You will hear them turning and the effects of being scanned are the same, although there is no indication of when you are being scanned by more than one opponent except that your energy disappears faster. You

must always destroy the Sentinels before you can take on the Sentinel.

Obviously you should build up as much energy as you can by absorbing all available energy sources. Absorbing a boulder is worth one robot, and a Sentinel is worth one robot and a turn.

The Sentinel is the best thing you may absorb, and no other energy (it'll be taken once he is gone). After this you simply place a robot where he used to stand and hyperspace — this will reveal a new security code to you.

The more energy you possess when you hyperspace, the higher the new level you can



# KETTLE

Tony Crowther, a man who is known for his many works, has just come up with a game so addictive I can't stop playing the thing!

Kettle is one of the most addictive games in the world. Cauter than if you like, because I mean every word.

The first thing that strikes you is the amazing sound, W.L.

Music has created a sound track of bounces, springs and loads of other sort of thing I expect from my Amiga. Great sounding stuff!

After selecting various options for one or two players & etc. I'm the button to start the game. Suddenly, I didn't believe my ears! Bob Hubbard and your heart out! With the music fixed in my head I proceeded in, or hell, I stopped, I stopped.

The aim of the game is this. You must make your way through the levels (20 in all) doing one simple thing. Bouncing! Yes, just bouncing around, bouncing. This is the sort of game that anyone can pick up and start playing. That's what I like.

You are a kettle and you have to hit your opponent — a sort of single death star which always comes back to you — to blast large pots which blow lots of bubbles at you. Inside the pots you will find an alien, a relaxing

pot or the cat game.

Control with the buttons is deadly, as it reacts down your energy very rapidly. Once you have destroyed all the pots on a level, you will get the cat again, giving access to the next level.

This is basically all you have to do. It's that simple. You can set the options so that the game is harder, but that's because if you ask me.

The graphics on the game are simple, but effective. The colours work well and the scrolling is first class. It's a multi-directional. For the uninitiated, it means you



areas.

Hovering over one of these units of energy, you'll see a little in a position where you can absorb your old shell.

If you hover over without enough energy, you will be destroyed. While not immediately absorbing something it is best to remove the units, as something is quicker without it.

There are over 10,000 landscapes to be explored. You get a glimpse of the whole area just before you materialize into a new landscape. This gives you an idea where all your resources are — that is, unless it shows where you are likely to materialize. That could be anywhere!

You need a scale to access each level — and you only get three after successfully completing a level.

Based on a book by Geoff Crammond, the programmer who brought you the much-praised *Warrior and Mage*, *Warrior* is nothing less than a solar game — in fact it's nothing less anything you've seen before. Challenging, entertaining and really addictive. Check it out.

GRAPHICS  
 SOUND  
 VALUE  
 PLAYABILITY



# POWER PLAY

- MATCHES ANDRO CROSSA
- OS: CD
- SUPPORT: WICANA
- FILE
- GRAPHICS: 320x200
- SOUND: 16 BIT
- VALUE: \$19.95

No other programs attempting to bridge the gap between two different types of game and up appealing to so-ota.

Really, this is not always the case as it proved by *Warrior* a necessary, it now belongs to the ever-growing catalogue of Trivia games.

Capitalizing on the latest software boom, *Warrior* has taken the Trivia concept one step further by adding the whole proceedings on what looks like a multi-colored chess board. It seems that the gods themselves carried down who is the wisest and most powerful warrior, further weight to the theory that war was indeed created on god's image.

To write things over and over all *Warrior* has allowed a family of chess and small space called *Powerplay*.

Each day will have at his disposal four warriors to fight the battle for him, according to his own needs.

There are four types of warriors. In ascending order of strength they are Hercules, Cyclops, Minotaur, and Sator — the most skill and powerful warrior level that man, but good of them all.

Once the main program is loaded you must choose the question file you wish to use. This can be one of the four that come with the game (consisting of 2,000 questions in all, or one that you have prepared yourself using *Powerplay*'s excellent question compiler).

Having chosen the number of players, you must then decide on an overall difficulty level for the game. This sets the time limit each player is given to answer a question which ranges from 10 seconds (though slow) to 1.5 seconds (which I found rather short as it takes you that long just to read the question).

It is a game that is so many

areas it is surprising that players answer, gives the option of writing a collectively agreed time limit for their contest.

Each player must then decide what method of control they want to use. Although more than one player can use the same method, when it comes to a challenge the second player has to use the keyboard, which can be fiddly. The new *Warrior* has chosen to use a little less close together.

Each game that you start with three Hercules and one Cyclops, grouped together in one corner of the board. The winner is the god who eliminates all his opponent's warriors from the board. As the start of each game you must choose which warrior will be asked the next question.

Questions are on one of four subjects limited by the color of the square an warrior is standing. The subjects are general knowledge, sports and leisure, science and technology, history and geography.

If a warrior correctly answers a question, points will be added to his wisdom score. And you can move him to any adjacent square not already occupied by one of your other pieces. The color of the square he is in which you move him warrior will determine the subject of the next question he is asked.

There are five strategies to the file. Really there are four principal squares on the board, colored yellow. When stepping in one of these a warrior will be randomly transported to another open square, or move back to the one he is already standing on.

Also, the subject of a challenge question is randomly chosen by the computer.

The more time taken to answer a question, the less points will be awarded. If no answer is given within the time limit play passes to the next player with no loss of points.

If, by correctly answering a question, a particular warrior's wisdom score exceeds 10 you will be asked whether you want to move that piece.

Press the fire button and the

warrior will begin spinning and rotate into the next strategic square on the board. Of course, the warrior in each case up 20 wisdom points.

The advantage of rotation is that a player can withdraw from a challenge before being eliminated.

The disadvantage is that the questions presented to stronger warriors become more difficult.

Trying to move on to a square occupied by an opposing piece will initiate a challenge in which both warriors will be asked the same question.

The question will be on a random subject at the difficulty level of the stronger piece remaining.

The player answering first wins the challenge providing the correct answer is given, but loses the challenge if the wrong answer is given. If neither player answers the question within the time limit the challenger loses the challenge.

The piece belonging to the player who loses the challenge is treated down a level of strength, but his wisdom points are retained in the process!

Although the four gods files that come with *Powerplay* should keep you occupied for many a long winter evening, you can have new ones using *Powerplay*'s question compiler.

Each file you create has four topics and you must give each question a level which determines which type of warrior will be asked it.

Although time consuming, the compiler is a great addition to the package which will prolong its lifespan if you're prepared to invest the time in making new questions.

*Powerplay* is easily the most imaginative computer Trivia game I've seen and I wouldn't be surprised to see more files appearing, either from the developer, or even from third party software users or individuals who fancy themselves as budding *Warrior* magicians.

GRAPHICS  
 SOUND  
 VALUE  
 PLAYABILITY

win by your battle every which way.

The options include one player with two battles — which is a bit more balanced — or two players, and contains the essential. With a simple record, a 1000000 version of it and you'll enjoy a few hours of fun. Put The Game On... easy to use and simple and straightforward. Download, install, and play. Available on CD-ROM.

GRAPHICS  
 SOUND  
 VALUE  
 PLAYABILITY



# DONKEY KONG™

from Nintendo®



Classic arcade action with this all time coin-op favourite.

Defeat the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in downtown New York. Multiple screens and fast moving action, dodge barrels, fireballs and much much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down.

Screens show play from various computer formats.

**SPECTRUM**      **COMMODORE**  
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## SUPER HUEY II

- ORIGINAL: C&A
- SYSTEM: CD-ROM/CD-ROM
- PRICE: \$149.95 (USA)
- RELEASE: 1994

No, a Super Huey isn't something that'll take off after consuming too much fuel. It's a terrificly sophisticated helicopter. And this simulation is the second to last year's best PC flight sim from Camsi. Super Huey II affords you more missions, more controls and more training material. You'll need to spend at least a morning reading up the flight manual. Fortunately, the simulation's instructions also include quick start details, so you can get up and flying within a matter of minutes. Actually achieving something once you are up is another matter entirely.

Navigation is the thing you'll really have to come to grips with to get the most of this simulation. Otherwise you will not have about a fairly simple task. The Huey is equipped with an impressive range of navigational equipment — and you could be forgiven for thinking that you need to be a real pilot to understand it all. It's somewhat of the key.

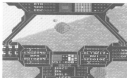
If you missed the original Huey simulation you'll find flying off and flying pretty easy even if you don't come across

the first game it won't be long before you're up in the wild blue yonder. Then it's just a matter of learning how to use the onboard computer navigation systems and generally managing to feel at home in the cockpit.

You can select any one of six missions from the menu. They vary in flying skill requirements and navigational ability. Some are pretty straightforward (beat the enemy's fuel stations). Others are more complex flying missions.

The missions are: **Rescue:** A LH-19 helicopter has crash-landed by a mountain who threatens to destroy all the bases in the area. Only the LH-20 has a chance to stop him. As a challenge, he has sent a message saying he will follow a square course from base to base and will save the main base for last. However, he has not said which direction he will be travelling in. Try to intercept him. That gets easier as more bases are destroyed.

**Block Free:** The rolling hills of California are burning again. Miss LH-20's new fire fighting abilities can help. Get location reports on the computer and get those first responders, fire trucks, the longer it takes, the more damage is done. Fighting the fire with LH-20 is like a dancing



act. If you've got the fire using the thermal image and misses the fuel station the fuel spot is centre screen. Moving over the fire to release fuel may put the fire out there quickly but the fuel station will run quickly too. It's up to you which method to use. You must return to base to refill the tank.

**Ball of Terror:** Now are on your duty in the Mediterranean. Your job is to report an possible terrorist activities. There are gunboats and submarines patrolling on the shore and hostile jets cloud there up at any time. It is impossible to fire on unprovocative vessels but you are free to defend yourself if necessary.

**Oil Fire:** An American Oil Drilling Operation has come under attack by hostile intruders. The logging has been set aside and nothing more is in security. The LH-20, with its fire fighting, defense and rescue abilities has the best chance of dealing with the situation.

**Bermuda Triangle:** The

fourth season has come to the Florida region. The LH-20 is assigned to another reconnaissance in the infamous Bermuda Triangle and you enter information on your mission is available because no-one really knows what will happen in the Devil's Triangle.

**Anti Rescue:** As a Landing Station near the Pole, the LH-20 encounters some of the most severe conditions for flying possible. Rescuers that get lost in a blizzard, or fall into constantly moving crevasses in the ice, or other helicopters may go down in gate force winds. Super Huey II is a very slick flight simulator. It will look like beginners and it won't stick at all to zip lines. It's simply too complicated.

Complex, challenging and interesting to attempt, Super Huey II will get down with those hard to please flight fans everywhere.

- GRAPHICS
- SOUND
- PLAYABILITY



- ORIGINAL: C&A
- SYSTEM: HARDWARE/ROM
- PRICE: \$149.95 (USA)
- RELEASE: 1994

hopeless! What a name for a game. It's almost like trying to stop a game sailing before it hits the stream.

Let's look at the plot! **Albania** is a game about Al Alban and his fight against the Mafia Mob.

The Mafia Mob has kidnapped Al's girlfriend. Bring a hero, Al, onto the scene and destroy the Mafia. Good for him!

The Mob has transported the Cadave and formed a bar zone water system. Use Al grade the river and remove debris and traps for the river. On reaching the Mob's bar the objective that he has set up a defence system which consists of traps.

Yes, computer controlled foes are all that stand between you and the lovely Jane. Oh, I forgot to mention

## HOPELESS

that there are also at least ten or 15 different modes of after you take an exit. Now to know you're wanted!

All has some of the most modern equipment available. The flight is very to the point of the system.

In the air you have a laser. Pretty obvious what that does.

A defence shield. This requires a wall of enemy around it. Destroying anything that comes in contact with him, you can't move when this is active.

And also a scope. This gadget allows you to pinpoint the exact location of nothing.

On top of all this, too, you can report to the good of 'sense



stop and being to look at it as you can only see the eye of the Chuck Norris. Besides that, of the players can so strong which, as any game will know, is extremely rare these days.

You will record the options — about 100 in all — which, well, good, good, good. The power is all full of leaders, leaders and trophies.

Some can do different things. Some can be better to get a better grade in your mission.

Your character is small, animation is crude and general effects are boring. But, graphics aren't everything. Are they?

This game is — no, I'm going to the third and say 'no' — fairly standard and is nothing to get excited about. But, for all you know and there, Jane needs to be rescued. Guide!

- GRAPHICS
- SOUND
- PLAYABILITY



**MAGAZINE: SPECTRUM/AMSTRAD**  
**PLAYERS: 1-2** (SPECTRUM) / 1-4 (AMSTRAD) / 1-2 (SPECTRUM) / 1-2 (AMSTRAD)  
**REVIEWED BY: C. SPECTRUM**  
**REVIEWED: 1987**

Difficulties must have the most amusing and readable instructions in the history of computer games. A job a minute, and well worth reading all the way through.

This is the game that 64 owners have been talking about all summer long and boring the pants off gamers who own a different machine. Now Jimi Jones's action adventure is out for the Spectrum and Amstrad, and a pretty good conversion it is too.

OK, the graphics might not be as impressive as the original — weaves that's why they need the 64 owners for the packaging? But the addictive gameplay still lures beneath the surface.

If you don't know about the game, the basic idea is this: The bad Mad Leader is threatening to destroy the world. Andy, in the role of Jimmy McCollops, all you'd need good gun, have to defeat him. Jimi, as we've all come to call him, left off his chest a highly sophisticated and horribly sophisticated helicopter (code-named the WhiteBull) (code SP-05-1). We had to use this to take out three very special missions in order to defeat the

bad. Then it's back to base where another mission awaits.

Rescue the President, rescue the President's plane and destroy the enemy weapons lab, in mission three you have to find and destroy the Mad Leader's ICBM launch and tracking base — this is the most important mission.

Living is fairly easy — unless you need another aircraft. Then you have to guess if it's a friend or an enemy and respond to the request for a computer password. But WHAT? for Sultans or OVER, DND for Sultans.

Get it wrong and boy are you in trouble. It's clear that the game's missiles, flares, machine guns and other bits of hardware really come into play. Avoid enemy fire by using flares and stuff to delay them away from your cockpit. Blast the enemy with your fast guns, miss and shoot them down with your guns. Sounds easier than it is in practice.

#### Mad Leader.

Each mission involves flying your Gemini-chopper through enemy defenses, landing at an enemy base, infiltrating it to live up to your name and completing a task.

Mission one involves photographing enemy plans. Jimi is equipped with a special utility gun which consists of sleeping gas, explosives, forged papers, a mine detector and a camera. Our Jimmy dodges guards and explores the enemy base. For some guards are smarter than others that they'll raise the alarm when they spot your forged ID.

Count them with a bit of gas and make your getaway. Get the products of the game and

with Spectrum and Amstrad versions are fairly similar with a few minor differences. Based on a bit better on the Amstrad but the playability is good on both versions.

If you've played the 64 version of the game then you'll find these versions initially unimpressive. But give Jimi a chance and you'll be hooked. Especially if you want a game that's going to last you throughout that winter night.

	SPEC	AM
A. GRAPHICS	0	1
B. SOUND	0	1
C. VALUE	0	1
D. PLAYABILITY	0	1

#### MAGAZINE: SPECTRUM/AMSTRAD

**PLAYERS: 1-2** (SPECTRUM) / 1-4 (AMSTRAD) / 1-2 (SPECTRUM) / 1-2 (AMSTRAD)  
**REVIEWED BY: C. SPECTRUM**  
**REVIEWED: 1987**

Here's a little bit of software that so far MM has allowed to without — the only problem is that MM owners aren't likely to get a chance to play around with the useful utility because Multimedians have the rights for Sunday and Amstrad.

When you get the new Marble Madness game plus an editor which allows you to construct your own MM levels — and you can use the same file builders, all sorts and Mary Persons being ambitious, all the ingredients of the arcade classic.

You can build your levels from scratch or simply edit the one already made already included in the program.

The construction screen shows a smaller version of the play area with icons for everything the different that you can use. The right hand side of the screen and the main screen are used to edit the various items and options along the bottom of the screen.

# MARBLE MADNESS

When defining a playing area you are free to move the object into any part of the screen. To place a new group, move the marker over the shape you want, press fire, that shape appears as

a colour in the play area, where you can move it to the desired position and press fire again to fix it.

To delete a group, move the cursor over it and press fire. All

other items are placed using the cursor and the fire key.

Most interesting is that you can try it out by entering the "test" option. And it doesn't work and you can go back to the edit mode to put things right.

When you are editing screens and the memory is full and then you can save your design, and go back to creating more new MM challenges.

When you are building your own just go back to the main menu and select the play the game mode. This gives you as good a game of Marble as you can expect on the Spectrum.

The construction kit makes MM a whole new ball game every time you play.

other items and special features are placed using the cursor and the fire key.

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	SPEC	AM
A. GRAPHICS	0	1
B. SOUND	0	1
C. VALUE	0	1
D. PLAYABILITY	0	1









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Screen shots taken from various computer formats

# BMX SIMULATOR

- GRAPHICS: OK
- SOUND: SUPER MAINSTREAM
- PRICE: \$19.95
- PLAYABLE: GREAT

If you LIKE BMX, but don't like the things that go with it—bicycle-riding, stunts and tricks—this is the game for you!

BMX Simulator is about as close as you'll get to the real thing without injuring some part of your anatomy. With its two-player option, action-replay mode and colorful graphics, this has to be one of the best games around for under \$20.

You and the computer are lined up, ready to start. Bikers ready, pedals ready, GO! Computer turns the bike at an angle which has to be accurate

everything! As you start, the computer takes the lead, using skill like you've never seen to take the most dangerous of corners. This computer bike is good!

On the next course, you learn about one of the most annoying parts of what is otherwise a super game. This irritating aspect is the fact that if you and the computer collide, only YOU come off. Yes, you lose time and the machine just keeps going.

This game really best when you are just about to win. You are neck and neck. Then the computer turns into you and POKE!, you're out! What a cheat!

If you think the computer



▲ Best time is about as close as you'll come to the real thing on a computer.

you speed around the corner, rounding the steep leads of earth. The computer knows how to play too, and is very good at catching up.

You zoom around the track, using the brake carefully, using the handle to steer, and using a lot of throttle to wiggle sideways when from your feet.

You've done two laps, and are coming up for the last one when... bang!... you're a poor and coming off! The only computer trick advantage, speeding and then leaving you in the dust. The computer wins, you lose. But you DO it within the time limit and have qualified for the next course. Phew!

This track looks harder, more twists, more peaks—more

challenged as you want to see that little bit of skill that saved you, because... W! gives an action replay of the whole game.

When you finish, you are told who is the winner, and you're given the scores. If you are playing in two player mode, you get a score sheet instead of replay.

The tracks are graphically quite good, the only minus is lack of colour, but that's the limit of the machine. The music, although short, is very good and there are three sounds to play off yourself. A great game for the price, very entertaining.

- GRAPHICS: OK
- SOUND: OK
- PRICE: \$19.95
- PLAYABILITY: GREAT



► Choose a two-player game or race against the computer's bike expert



- GRAPHICS: OK
- SOUND: OK
- PRICE: \$19.95
- PLAYABLE: GREAT

If you can fly it once, you can fly it twice. That's always been a primary theme in the heart of software-makers. And when you've got a game as good as the Air King II it's no bad deal for the publisher as well.

It's more of the same, a lot of the same, however as the pace and heat rise in all directions, leaving something endless within it of the 'Ye Olde' Emperor.

The Air King II master you control is 'Joe Young', the case for would be better (and the Young machine that it must be) and I believe will last for

# YIE AR KUNG FU II

getting far on the track with my legs flapping in the air.

Right, here's a quick run through of the Emperor's Features. First comes your little army of wooden fighters.

Next up is the list of the real leaders—Ye, Ho, who besides having deadly fists and feet, has an iron pig tail which he swings around his head.

Then there's Wan Ho, with his flying mass, Wu Chou, a booby-trapping specialist, Mei Ling, who does more than just look happen at you, it's Chi Chin, who sets traps, and finally Li Jen, who is more than a little team with his lightning bolts.

There are various ways to improve your settings, knocking out the wooden fighters in



also has the corner victory battle of suddenly appearing, but right across the screen, should you be able to get the truth.

Each of the following gang has a special feature—it's always there.

Liung Yang, has a fan that can be used which causes more than a flutter in the breeze.

In earlier versions of the game it wasn't Ho Chin's but doesn't you find to worry about it now for leader and for

sufficient numbers gives you a real test. Get five and you can break up a couple of strange-giving tea.

Great graphics, music and sound-effects combine to make the Air King II another winner.

- GRAPHICS: GREAT
- SOUND: GREAT
- PRICE: \$19.95
- PLAYABILITY: GREAT



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# TERRA COGNITA

REVIEWS

C+VG

25

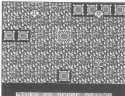
- RATING: SPECIMEN
- SUPPORT: GOOD MATTER
- PRICE: \$1.99
- REVISOR: TM

Here's a surprisingly playable title game on the new Coby Master's budget label. It's the brainchild of Stephen Curtis, the programmer who brought you the budget hit *Nice* to request.

It's when you set up with a difference—in that you can fly over squares of the planet's surface which give you extra lives, extra lives, make you speed up or slow down and other interesting and unexpected effects.

The game is shown on plan view, with the landscape springing down. You have to make your way over 100 squares of colorful terrain to take another ship sailing at the end.

Once field leaves rise up off the surface, should you stop all there, it will explode. Grids, controlled by the computer, come at you in waves after waves. You have a photon laser beam, that will shatter the



▲ Terra Cognita's very playable and great value at \$1.99.

Beats if you are not target.

Your current fuel status is shown as a bar at the top of the screen. Should you run out of fuel, your ship returns to the surface of the planet and explodes. You can pick up fuel by

flying over fuel zones, marked with a fuel 'F'.

You can fly at three speeds. These are: default (normal drive speed), standard (normal drive speed), and warp drive (fast). Upon entering or exiting these

speeds the screen will flash. You speed up or slow down by flying over 'U' or 'S' signs on the surface.

Shoulding the Double gives extra points. You can, however, pick up bonus points by flying over a bonus area, marked with a 'B'—simple 'and it'.

Avoid the time shifter! These will disrupt the operations controller, and take you back to square one.

Everytime you die, you start off on a launch pad. These launch pads are the Coby V. Making things you can fly over.

You can also pick up force field generators that make you invulnerable for short periods.

Very playable and great value. Terra Cognita should prove to be a budget hit.

- GRAPHICS: 7
- SOUND: 7
- VALUE: 7
- PLAYABILITY: 7

# HEARTLAND

- WRITTEN: AMYTHAL BENTLEY
- GRAPHICS: CONFRONTING
- PRICE: \$4.95
- VERSION TESTED: AMYTHAL \$4.95
- REVISOR: DAVID

Another nice slice of American history on the Spectrum. This one was originally released on the Spectrum a couple of months ago and, for all accounts, did very well. Think you've read it.

For those of you that come newly enough to miss the Soby even though the story goes something like this:

Establish the estate, a goodly one (never there was one, but he'll like Heartland) getting new. Before he meets the body of a leading reputation for driving dragons, rejecting demands in dollars and all the other hard work wants per up to. An eye for an eye and control down in a book left the Heartland in perfect form and.

One of the historical pieces of work brought had to deal with

In the Heartland was a character by the name of Milton, the decorated Black Medalist, and the regular in a country during their last years Milton was the last chapter of a book to the great world, thus finalizing his parents.

Your task is to find the last six pages of the book before Milton's will expires throughout the land. Unfortunately, to complete you, Milton has also left six "copy pages in the Heartland, which mean the destruction of your name and have been in with.

Between layout is organized and using the Amethyst Woodrow (which is only a side on top of each occasion in the five levels containing the light and dark pages.

Locations are listed by numbers through which you can move, as well as into the screen, as well as into the left and right which means that the only way to get through Heartland is by making a plan-view map of each level.

There are two of Milton's copies in almost every location. They can be obtained temporarily in a number of ways, all of them violent.

Either you can walk over every square foot or bring a friend of a helper of the little helpers, but watch out for the large flying star clusters—they will invade every your energy.

But don't get too close, either, as you can move through while little star clusters will give you temporary protection from Milton's hit man.

The game begins in your backyard. You better be careful to not as your energy disappears at an alarming rate, possibly a little low fast. In each of the first four levels there are two copies in addition with a further five in the final level set in the village.

When you have found the last two pages it is back to the bookstore in time to be transported to the next level.

If you can't carry any more pages at once it is considered that dark, unwanted, pages should be destroyed. This is done by

making up a seventh page, which immediately causes the first one you got to be released. Repeat the process until a spare page is released and then add a 100-point or so at the top of the screen shows energy, time, and what skills you are

carrying together with the number of pages you've collected. The less of Milton will also appear and disappear depending on how many you destroy and remove your numbers and remove your numbers in addition with and the larger the numbers face the higher is your energy drain.

Heartland is intended to be a hit on the Amethyst and should appeal to the thousands who spent last summer glued to *Corona Pro*.

If you're after a pretty steady adventure, broadly presented with exciting, good sound effects and loads then Heartland is for you.

- GRAPHICS: 8
- SOUND: 8
- VALUE: 8
- PLAYABILITY: 8

- MACHINE: SPECTRUM
- SUPPORT: MAM (or Home)
- PRICE: £2.95
- REVIEWER: PAUL

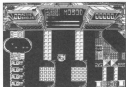
Tonight there's gonna be a breakout. The Warglers are on the loose again, determined to bust their maniacs out and back out of the pen.

These evilists, or Terminuses, depending on your viewpoint—have spread chaos throughout the galaxy with their anti-educational campaign. But time ran out when the last ren in the gang's loose. Again.

It's a new hold-along within Terminus: The Prison Planet. Prisoners, he languishes at the mercy of the system.

But the cyber Warglers are determined to free him. Not much is known about Terminus because nobody gets out to tell. Controlling the four Warglers you must enter the vast maze of

# TERMINUS



■ At £2.95, Terminus is a Cheaper Topper

Terminus, explore, avoid or kill the angry guards and hopefully free the boss.

The four Warglers all have different abilities which can be used in different parts of the prison complex.

Marked and Xare: These move by flying. Once these two are being driven off, they get grounded until they can recharge. The indicators are at the top centre of the screen, under their name. As with all four Warglers their exits prevent them from the strange fluids and toxic substances as long as the batteries are charged.

Magnic: An expert combatler

who can hang from the ceiling, hardly for getting him past most traps, as long as there is a ceiling to cling to.

Boke: He can walk around, but prefers to bounce everywhere, steering around it the air as he does so. To get him to land without a shaft is difficult at first, but once you get the knack this is an useful character.

Talports link the different security zones. The main system will return you to the Command centre, where the rest of the gang wait.

There are recharge units throughout the complex which replace lost energy in the



■ More maze type fun

Wargler suit batteries. If you run out of energy...

There are energy locks restricting movement around the complex. They are controlled by computer operators which look like huge TV sets. As you look out of the screen is a platform. Standing on it will turn the machine on selecting one of four possible doors. Leave the platform when the eye on the screen points to the one you want open. To the right of the screen receiver, stand on it to "login" your position.

Your scanner has a range of both the width of the corridor walls and the depth of the ceiling. At any one time, therefore you can only see 1/4 of the entire complex.

Terminus is a neat, surprising game. At £2.95, you can't fault it.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

REVIEW

- MACHINE: SPECTRUM
- SUPPORT: SPECTRUM GRAPHICS
- PRICE: 9.95
- REVIEWER: PAUL

The long 8x game series it's covered them again this Christmas. We've had Fire II and Fire King II & now here's the follow-up to Graham's Way of the Sage.

This is a mixture of the classic Graham led and good old arcade adventures, with scopes of adventure to be made.

It's only a one player game—but it still does have a limited style screen and does very amusing.

But the character sometimes appear odd as while the scenery is still nice, the above which gives an odd sort of perspective to the game.

It's a CR, mind you.

All in all, interesting every one game like this, being successfully completed your training — in Way of the Sage of course — you are now ready to escape your captives and take back the bits of freedom from the wicked Hammer to appreciate the God Bless and release him from eternal hell.

Your quest seems complete. Graham's best boss where you must find the keys to go on.

Good inside you must kill the

# AVENGER



■ Avenger's game for logic and map making fun.

map guardians of the maze, beware, as they may be killed on a 1000:1 ratio and in a combat mode.

Use your Shuriken wisely as once they've gone you will have your unlimited combat with to rely on.

As you fight your way through the maze, whenever you may call on the God Bless to replenish your endurance and inner force.

To complete the game you must collect the scrolls and escape from the Cave having avenged the death of your father and restoring Kusan from the power of Yaximus.

One thing the game includes the long story you need love to get in. There are good and evil God gods — but you'll have to fight off Hammer's minions

while you search.

Can you think you'll succeed in this game. Fire which Bores you open with the first two you collect very carefully. Some doors have more keys hidden in the rooms which are beyond — often a door!

Be careful going through unknown doors. You have to position your character just right to get the through. As first it's a little confusing.

Overall, while I was allowed through — but no, I've had to played my character in the right position.

There are six levels of the map to explore — an perfect with freedom to rest up. Be careful as most of them are intelligent and will follow you about unless you knock them off.

Graphics are interesting and the music good — most come from local efforts. There's also lots to do and the feeling that if you could just open one more door, a whole new world would be revealed to you!

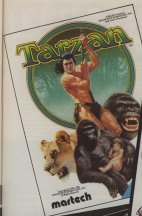
Avenger isn't a winning game but it is pretty good. You'll get map files and a worthy follow-up in May of the Tiger.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

REVIEW



**martech....**  
**LIVE THE GAME!**



- MACHINE: PC/UNIX
- RELEASE DATE: 1992
- PRICE: \$39.95
- REVIEWER: TIM

Fate Cooke's *Tau Ceti*, released last year, was a classic. And this sequel is almost brilliant. No Spectrum owner should be without it. Suitable as that.

*Academy* puts you back at the controls of your Gal-Cor Skimmer. But this time there are 20 — yes, 20 — missions to complete. You can design your own Skimmers (called using the built-in "constructor" system option). And there's even a feature Star Map program too.

All the additional excitement of *Tau Ceti* plus a refueler for more. You'll find that in miles if Let's take a look at the game that will boost your skills all...

After an incident on Cygnus in 2181 when a trouble-prone planet refused that serving order when dealing with the main central sector and reduced half the planet to molten lava, Gal-Cor decided that a special training center was needed to develop an elite range of pilots for the advanced military Skimmers used in colonization and reconnaissance work.

The Gal-Cor Academy for Advanced Skimmer Pilots (AASP) was founded to meet

this requirement. Only a few meet the exacting requirement of flying and combat skills. In order to graduate from the Academy, cadets must complete 20 missions, grouped in five levels of four, successfully. On loading you'll see the main menu which offers you a variety of options, all of which lead you on to different sub-menus.

The first thing to do is to enter your name. Move the pointer to "Enter a New Cadet" and press fire. The screen will change to the New Cadet sub-menu. Type in your name and your date of birth. Having entered your name the main task is to choose one of the four level missions. Move the pointer to "Select a Mission" and press fire. The screen will clear to the mission sub-menu. A list of four missions will be shown.

To select a mission simply move the pointer to it and press fire. Below the mission list is a set of options:

Info on this mission will explain the task required and ships and buildings that you are likely to meet in a mission. You can also call up information on the planetary system where the mission is set to find out about conditions on the surface. The program will also recommend a suitable Skimmer.

Having chosen a mission you will need to choose a Skimmer. Move the pointer to "Select a Skimmer" and press fire. The screen will clear to the "Skimmer" sub-menu where a list of six Skimmers are shown. Three are already constructed and named. These are ready for you to build and equip them.

Below the list of Skimmers are more options. "Info on this Skimmer" gives a list of the equipment carried on the Skimmer. "View Plans" allows you to see the planned level. "Design Skimmer" allows you to put together a customized craft for a particular mission.

The prearranged Skimmer for the first mission — "B D Move..." — is DC31 Lenin. Select this Skimmer and return to the main menu. You are now ready to try a mission! Move the pointer to "Assign Mission" — The screen will clear to show the Skimmer's instrument panel. On the top line is a "Status bar" which will show the ship's state (locks), the mission score and the mission time. Below this is the instrument, various gauges and

disks and a small blue rectangle — the computer window.

You are now in one of the game's two modes. This is ground mode where you can communicate with the Skimmer's computer by using the commands you'll remember from *Tau Ceti* — plus a couple of new ones.

Type MAP, if you are off-course, and all the correct words scroll up in your Skimmer's message window. Type LAUNCH when you're ready and you're off! And just hope you've selected the right Skimmer for the right mission!

The mission page from complicated *Tau Ceti* style puzzles, to cut and cut shoot-arounds which test your lightning and flying skills — just to give you a taste, here



► The Spectrum owner should be without a copy of Fate Cooke's Academy.

- MACHINE: MS-DOS
- RELEASE DATE: 1992
- PRICE: \$39.95
- REVIEWER: TIM

Mount *Bazooka Bill* — an ever-shifting and all-around flapper type. He's the star of the first release on the new Amiga label — Melbourne House for another game.

And it's a wonder. OK, the starting screen among will look at the screen above, you see the voice of Bill from *The Young Chees and the Top*. But it's just *Go Green* here — but that's where you are wrong.

*Green* here didn't have big screen-style graphics. *Green* here didn't have a 300-light spectrum. *Green* here didn't have 80 a neat soundtrack which really drives the action along. And *Green* here didn't have a sense of humor.

But a mission is a pretty simple. He has to go up to his flying skills to reach the island in the

# BAZOOKA BILL

South Pacific where General MacArthur is being held captive by revolutionary forces.

He starts the game in the city, totally unarmed — except for his bazooka, which he uses to good effect. A giant fat ape (and loads of his assistant

come at him from all sides.

Good he comes across a knife which he can use, then later other weapons come to hand — machine guns, bazookas and lasers — to be sure.

You collect weapons you're collected by getting the right bank and hitting the right button.

Quick manipulation is essential if you find yourself in a corner.

If you stick to ground level you'll soon notice that you've been running around in circles. You've got to get up on the upper level if you want to reach the island where there is a jet waiting for you to crash it and fly to the island.

The first bunch of enemy troops you meet simply shoot at you — and that's one ridiculous dropping bomb which you have to avoid as well.

All the artificial you have to fight off during the landing sequence and climb aboard a jet which will take you into the sky light sequence.

By your jet through sequences of obstacles.



► Bazooka, bombs, planes and things to shoot. One of the best classic shoot type games on



# DEMYTAU CETS II

It's a new mission title. At the DR. General, Laser One, Mission Incomplete, it is Mission, Mission in a Haystack, Where to Go?

All Skillsets are equipped with different gear — installed in the ship's arsenal. The equipment includes missiles and lasers of various — but this time you also get delay bombs which are VERY useful in tight corners.

Each of the built-in Skillsets has different capabilities — but you can customize your team. Assess your teaming on each of the missions by selecting the Progress Report option. This will display the four missions available on the level along with a score for each mission and an overall team score.

As I've already mentioned, it is possible to design and equip your own ship for AWP mission.

Corp's budget will not stretch to design your ship over 1000 credits. If either of the two figures are over the limit then you will show red and you will need to remove some items of equipment selected.

When you are happy with the equipment selected, move the pointer to the "Design Complete" option. This will take you into the Design Panel screen, where you can design the Skillset's Panel layout. If you have chosen a large complement of equipment, for a Skillset design you may find it a little tricky to fit all the items in the available screen space, a useful trick here is to turn the zoomed-in view in a corner of the display to allow you to place items on gauges off to one side.

You can save your game position at any time, and you relying on help about the different missions supported by the Gal-Corp shipping team.

From the main menu you can only leave your design.

To move on to the next level and the next block of four missions you load, have an average score of 80 per cent.

All this and I haven't even mentioned the 3-D, 3-D, 3-D, 3-D game or the CODES puzzle you'll need to solve on some missions. But every game has got to have its extras.

Galaxy is an amazingly playful and totally addictive 3-D. It is thinking like Condo for putting the AWP mission in, it's there you can actually get some ideas...

- ▶ GRAPHICS 4.5
- ▶ SOUND 4.5
- ▶ VALUE 4.5
- ▶ PLAYABILITY 4.5



There is a list of possible equipment, in the centre are two or three icons showing whether the Skillset has the equipment; have many items the Skillset has had strength left and has.

The two main limitations in equipping a ship are the weight of equipment and the total cost, both shown at the bottom of the screen. The basic Skillset hull will not carry a weight of over 100 Galactic Megatons and Gal-

- ▶ WRITING: CHAMETRAJ/SPIRIT/THANE
- ▶ GRAPHICS: JAGGER
- ▶ MUSIC: BY AN UNNAMED AND UNIDENTIFIED MUSICIAN
- ▶ VOICES: TERRY, DANNY, SETH/PAUL
- ▶ REVIEWER: PAUL

The credits have proved a good time mainly for software houses looking for new games. Galvan, however, proves that not all coin ops happily make the transition to computer.

To be honest, I don't remember seeing Galvan in the arcade, but Jagger says these conversions are quite faithful to the original. All I know is that certain parts of the Arcade game give the severe vertigo and a headache.

Some of the colours are so garish that the music straight to the back of the ear. Several reviewer's retina isn't fun. Add to that some really stupid juddering instead of scrolling and you've got a game I found very hard to play for more than a few seconds. The same juddering also affects the Spectrum version (released last month).

The Commodore version is much easier on the eye and, if I've forced to make a choice, gets my vote as the version to play. At least the game scrolls smoothly.

Galvan, the character you control, is the lone surviving member of the Cybernoids. His task is to retrieve the Techno Crystals of the Planet Cetus of androids, robots and various other organisms, including multi-headed options. Not the most original idea, I feel you are, but in the top, tops. Don't mind of most isn't you that really doesn't matter. It's the action that counts, and the plot may it's hard not to see the failure. So, I have enough interest or attention to make it a game.

# C+VG REVIEWS GALVAN



mission.

As Galvan moves around the screen he encounters power pyramids. These boost his energy and need give him more powerful weapons, ranging from a blue light neutralizer to his Master. For a lot of the time the most use he has to get out of his hole.

Galvan involves a lot of music, but quiet, movements looking a blue light neutralizer to his Master. For a lot of the time the most use he has to get out of his hole.

Galvan involves a lot of music, but quiet, movements looking a blue light neutralizer to his Master. For a lot of the time the most use he has to get out of his hole.

Your average level is represented by a bar on the screen. His energy needed to be at an all-time low and that means he has to talk with his hole to survive. It's a shame I've never been really good with giving games a sixth one two and a mouthful of the bestie since.

Of the three formats Galvan has been released on so far, it's Commodore users who get the best conversion. But even that one isn't exactly the best it is.

- ▶ GRAPHICS 4.5
- ▶ SOUND 4.5
- ▶ VALUE 4.5
- ▶ PLAYABILITY 4.5



fighting them off. Easy for either Spectrum and Amstrad versions.

Then it's off to do a bit of music (singing) — with more music on the ground and in the air to keep you busy — and you reach your objective.

If you lose all five lives the game gives you the option to start again when you get off — if you are quick enough to beat the ten second countdown, and to the 10 key, to find why can't all action games have an option like this. No more boring back to the beginning screen here. The last word is that you don't get to keep all the weapons you've collected.

Galvan 28 is an action

packed addition, more Galvan. The graphics are big and bold enough for any console or PC, and it doesn't take itself as seriously as Green Street action. The great music and sound effects are the long on the table.

Don't be put off by people who tell you you've seen it all before — just grab the joystick and make your own mind up. One of you aren't into tanks, it can still be nice. It's not my top five.

- ▶ GRAPHICS 4.5
- ▶ SOUND 4.5
- ▶ VALUE 4.5
- ▶ PLAYABILITY 4.5



Galvan — not the best arcade conversion ever!

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# C+VG

# NEWS

## MEDALLION FOR GAC!

A new label — Medallion — has been created by Incentive Software, the releasing games created using Incentive's own **Graphic Adventure Creator**.

The first two releases, which should be available by the time you read this, is *Legend of Apache Gold*, by Peter "Subham" Tarrance, a western with a special "extended life" feature. This is followed by *Winter Wonderland*, with a Himalayan setting, in which you start out to find a lost civilisation — and then the sport changes! Both games are priced at £1.95. Reviews next month!

## GRAPHIC JEWELS

Level 9 announces the arrival of "learning graphics" to be featured on releases from the projected **Knight One** onwards. These will be incorporated in disk versions for Commodore 64, Amstrad, Amiga and Atari ST, and will be drawn via digitisation by Godfrey Danson, who produces the superb Level 9 games. Their development system is being changed too. After some years with the venerable BBC, at the hub of these operations, it plans to be taken by the Atari ST. This decision has been made after a lengthy evaluation of both the ST and the Amiga as possible contenders.

One bonus will be a saving in compilation time, which on the BBC is currently several minutes for a typical Level 9 adventure. Using the ST will cut this to mere seconds.

Finally, Level 9 announces that *Level of Darkness* is available for the IBM PC, and confirms that this is compatible with the new Amstrad 5112 PC-compatible.

How would you like to join C+VG's adventure review team? Yes, you did read that correctly! We're offering you the chance to join the world's best adventure team and the world's best computer mag.

We're looking for an experienced adventure player to join — or women — the telephone on Friday afternoons when we run our **Adventure Helpline Phone In**. Although we're got literally thousands of clues for hundreds of games, a personal knowledge of adventures would be an advantage.

The qualities we're looking for are some one who stays cool and calm when bombarded with the most obscure questions and a good telephone manner. And because C+VG's offices are in London, it would be convenient if you lived locally.

Interested? Write to C+VG and do not more than 20 words tell us why you think you would be suitable.

## HERE'S LOOKING AT YOU

Every month **Adventure Helpline** puts you in the picture on the latest games, reviews, help and hints. Now we want you to put US in the picture about YOU.

We want to know what you look like. So when you write to us, why not send in a photograph as well. If they're good enough we'll even print them.

Now there's an offer you can't refuse — instant stardom in your own home, school or even office. Just imagine your photograph turning up in thousands of newspapers across Britain and even the world.

# INCENTIVE OFFER

Yes! We've persuaded **Incentive Software** to knock three whole quid off their brand new adventures, *Apache Gold* and *Winter Wonderland*! Both are adventures created using Incentive's highly praised **Graphic Adventure Creator** and will be released on the new **Medallion** label.

They normally retail at £7.95 but C+VG readers who send in the special coupon will get them for just £6.95. You'll get an even better deal if you decide you want BOTH. If you send off for **Winter Wonderland AND Apache Gold**, Incentive will knock a whole £3 off the combined price. £12.90 for two adventures can't be had!

*Winter Wonderland* is a graphic adventure set in the Himalayas — your quest is to locate a lost civilisation. In *Apache Gold*, created by Peter "Subham" Tarrance you fight against strange Indian powers in search of treasure. All this excitement could be yours at a cut price!

Just fill in the coupon, cut out the token and send it off with a postal order or cheque for the correct amount — £6.95 for one £12.90 for two — made payable to **Incentive Software Ltd**, to Incentive Software, C+VG Office, 2 Minerva House, Calvert Park, Aldermaston, Berkshire RG7 4QW. DON'T send any money/coupons to C+VG please!

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## BURNING QUESTION

It's a satisfying feeling to have completely solved an adventure, isn't it? But Andy Kim doesn't know whether to give himself a pat on the back, or not.

He has been playing *Fatherhood 411* and thinks he might have finished the game. But if so, he has reached a very unsatisfactory ending.

Having broadcast the victorious words of everybody over the airways, he gets the message "Well done. The body would be cured, but you are not," and is then tried to death by some rather stoicist man.

"Is this it?" Andy. "If so, it seems rather harsh." If he has got something wrong, that perhaps he needs to know how to use the *Walter-F* properly, the combination of the 4-D locks, and how to enter the grey steel building? Has he completed the game, or not? Who can help?

Who can help with a golden child? Ian Sutton of *Beowulfed* is searching for the child in *Sphinx*, and wants a very definite route there. No obscure clues, please!

The *Pawn* is one of those games where different people manage different problems — and get stuck on the others. So between us, we should soon have this advantage beaten? Unable to set the lead, I helped Simon Hammond, his in his turn has found a way past the Necromancer, and you'll see this in the class section, if you too, are trying to enter the ice tower!

How do you set the Ruby

Chain in *E. V. Schwartz's Journey To The Plains*, asks R. W. Hume of *Lomestadt*. I can't help on this one — my problem is more fundamental. How do you get *Journey To The Plains*, RWF? I've neither seen nor heard of it before!

"What is the answer to the riddle: 'What do the Sun brother's quarrel about?'" asks Michael Ledwith of Melbourne, Australia. He is playing *Dart Crystal*, and needs to tell Angles the answer, to be able to get any further in the game.

What Gregory Quinn of Perthshire thinks must be the most illogical and unmanageable adventure ever, is *Island*, by Crystal. "ASH help would be welcome," says Gregory!

William Hume's problem in *Ultima 2* can be solved by the possession of an arch which he takes off, suggests Tim Hammond of Southampton. The player should be at 9-6-6 for arch. Meanwhile, how can he open the doors in *Hotel California*, New San Antonio, and *Apocalypse City*?

And finally, how do you get the snake out of the basket in *Zorro*, asks Adam Bennett of Cheshire?

## LIFE AS A WIZARD!

We always have Paul Crippen as a wizard at solving adventures, but Paul is not the type to boast about his achievements.

The other week, it just cropped up in casual conversation, that Paul had, in fact, attained the status of Wizard in *MUD*, a game he has been playing quietly as

home in his "spare" time.

To become a Wizard requires special skills, like collecting treasures and dropping them in the swamp. But also, kind and helpful deeds count a lot — and Paul is a past master at helping struggling adventurers!

With the rank of Wizard comes some potential privileges, which make *MUD* quite a different game to play! You can arrange things so that creatures kill or cast spells on specified players — or you can save them yourself! But of course, too much of this sort of behaviour, and demotion could be just around the corner!

So what's a day in the life of a *MUD* Wizard really like? Paul takes Perseus the Wizard's arrival with a crash of thunder, and utters all:

"Hi, Keith! Just dropping by to let you know that after almost a year of struggling against terrible odds, evil dragons, a battle with a Superhero, and Staff, I've finally made it to Wizard on *MUD II*."

Staff, in case you're wondering, is a fellow Wiz. I use the term "fellow" in the loosest possible way. He is often to be seen roaming the land spreading pain and death with every beat of his evil heart! It has been said in some quarters that he makes the Black Death look like a flu bug!

Staff made things rather interesting for me when I reached the rank of Mage.

Then I was, taking a quiet walk across the North Pasture, heading for the Swamp Muds with nothing but an armful of harmless treasure and a longsword for company, when suddenly a rain, a gale, and a cavern appeared out of thin air and launched a combined attack on me.

The gale and the cavern menaced on their way to heaven,

but just as the rain was about to be dispatched, the gale re-appeared with a weapon and the words: "Have a broadsword, sucker!" I departed at high speed.

When I logged back in at the tavern, who should be there trying to look all innocent? Yes, Staff!

Not all Wizards are as dedicated to mysticism as Staff — most are quite friendly and helpful. Like Lucinda the Wizard, who has been known to let another his quest to help a fellow kill a heavy percentile.

Then there's Shaddock, the Necromancer, who walks the land saying like the village idiot when really he is one of the smartest and most generous players it could be your good fortune to meet.

This is a successful play, for while most players are busy saying things like "Oh look, there goes that silly old fool" to each other when he passes, he picks up all the treasure he can carry, and slips back past them again before anyone spots what he is up to!

Must go — I left some bacon cooking back in the Wizard's home! Bye!

And with that, Perseus disappeared in a cloud of smoke, leaving a strange scent of smoldering Danish pig behind him.

## SHINE A LIGHT

Melanie Harlow asked some time ago, what three objects I would choose to start out on an early adventure. My answer was sword, lamp, and keys — skeleton or all-purpose bunch of.

Melanie agreed about the sword, but as Elvish swords glow in the presence of enemies, he felt there would be enough of them around not warrant a lamp!

He wasn't too keen on keys either, since he felt sure they wouldn't help with enchanted doors. I suppose this depend







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# ADVENTURE

# C+VG



# 4 REVIEWS

► **DEVELOPER:**  
CRUISE, BROWN'S,  
& TRAMER  
► **SYSTEMS:**  
IBM PC/XT/AT OR  
IBM GASTRAN/IBM  
PS/2  
► **PRICE:** \$17.99

You wanna control a cute little blue rabbit with a machine gun? Good. If you don't, then you're gonna miss out on a lotta fun.

The rabbit in question is Buggy — what an original name for a rabbit. He's blue, he's three feet tall, and he lives in Chicago in 1922. Buggy's aim is his (japan) from breeding and that's it to become Public Enemy No. 1.

Your job is to advise Buggy in his struggle against the mobsters, and ultimately make him the Top Dog, sorry, Rabbit in Chicago — in place of that "fat wimp" Capone. To do this you're going to have to be ruthless, and in some cases, downright evil.

It all begins outside a bar. If you step inside, you are, of course, Buggy in Chicago — in place of that "fat wimp" Capone. To do this you're going to have to be ruthless, and in some cases, downright evil.

To enable you to identify with 1922 Chicago, the game features a menu-driven conversation system. If you

type **TALK TO** (Character name) the computer offers nine options ranging from **GREET** to **THREATEN**, and your choice often has humorous repercussions.

For example, if you threaten the paper boy, the computer shows the conversation in the

form of: I say 'Hey kid, I don't like da looka ya face!' and the wendy boy: 'And to like da looka ya ones?' We later like did you just handed me a compliment?

By setting up protection rackets, you soon get enough cash to hire Louis and Muscles, and then you've got to make a business for yourself. Here ends Part One of the game, and it will not enable experienced adventurers.

Part Two, The Chicagoed,

on the reverse of the tape, is a bit more difficult. Here you need to obtain \$15,000 for a bullet-proof Cadillac, and the characters you meet can be generally unfriendly, especially Police Chief Inspector Mowen.

The same was written with *The Quill*, so has limitations with vocabulary. However, by experimenting with words you'll soon get to know what it accepts, and in any case, the most important input is by use of the conversation menu.

Buggy's 70 or so locations, each have a septet-sized graphic to go with them. These are drawn very quickly, although they do tend to be rather repetitious.

In Part One your score is measured by how much cash you've got, but in the second part, it is your position in the Top Ten Public Enemy chart that counts.

The only help you are going to get is from the inlay card, as no **HELP** feature is provided, and if **SAMINE** is only rarely helpful. If you try to entrance a room, you are told: "See one, ya soon 'em all."

As the interviewee: "Ya wanna stop beatin' ya face?"

Matthew Woodley

# BUGSY



Chicago, 1922. I'm in a street full of bars and pool halls. Most in setup. Very atmospheric. I know!

I'm outside Daviney's Bar. The street leads west and east.

KENNETH HAN

# ESCAPE

► **DEVELOPER:** G2-ONE  
► **MACHINE:** STARS AND STRIPES  
► **PRICE:** \$17.95/\$19.95/\$17.95

*Escape* is the first in a series of 144 adventures for the Atari Game computer. The author W. H. Freeman has created a small, but good adventure.

Because it fits into 144, *Escape* doesn't have the world's greatest parser or vocabulary, but it does have a well thought out plot.

The player enters the game to discover he is in a prison, not knowing who he is or why he has been placed there.

Stepping outside his quarters, he finds himself in a large courtyard, complete with a guard who takes great pleasure in removing from the player's inventory anything he can get his hands on.

From this point the game opens up, and he can move about easily, visiting such places as the mess hall, Governor's Office, etc.

It's not until the player returns to his first location, and starts solving out the small

problem of how to open the door, that the game *Escape* begins.

I felt the same began a little odd on an adventure of this sort. I had expected to see split-screen display. In fact, reading text is the method used.

The puzzles are not too difficult, and it would seem that the game has been written with the best time Adventure in mind, using straightforward English, and logical answers to all the puzzles. It's got one of those Adventures with hundreds of locations in most of which nothing seems to

happen. It has that odd magic I once stated when first I stated something that changing things to a "new window".

That magic seems to have faded somewhat these days, but among computer bookshelves, *Escape*, and the author "Big & Easy" (but from time to time someone reaches into the old treasure chest and brings forth a jewel). *Escape* is one such jewel.

—Matthew Woodley, G2-ONE  
10000 20th St., Denver, CO  
80202, Area 213-2821

► **VOCABULARY:** 4  
► **STRATEGY:** 4  
► **PERSONAL:** 4  
► **VALUE:** 4





**Our American adventure detective Marshall M. Rosenthal, has just discovered this diary which he thinks holds a clue to Infocom's latest adventure, read on.**

**9:00 A.M., April 19th.** Hell of a night. How many bars did I go to before? Good thing I like instant coffee. Yikes my head feels like a tin can stuffed with gravel, rolling downhill.

Morning mail. Used bills, boring ads, and new-arrival pitches for computers and microwave ovens. Hey! A letter from London. No, make that Cornwall. Don't know anyone there. Am I? Some detective, stop the drinking and stop the damn thing. It's from Tamarah. What's she doing away from the States?

Hmm. Imagine that, engaged to a British aristocrat. Too bad Jack. They like it financially strapped since he took over the title from his dead Uncle.

Still, now it's Lord Jack and he DOES have the castle, barons and all, even if he has had to turn it into a tourist attraction.

Just what I want to read, two-pages of gossip on old friends of the dead Uncle and members of the "upper crust".

Apparently there's going to be a memorial birthday dinner for the dear departed later this month, and I'm invited. Some sense of humor she's got. Well, I wish her luck.

**9:15 A.M., April 20th.**  
Another letter from Tamarah? She must be reading about Jack the Glass-Killer and other Cornish legends. Now it's black widow spiders and night-vision from the ghost of Jack's old dead girlfriend. Leave it to Tamarah to create a Haunted Castle. Wait a sec—about Britain by an author?

broken on a boat by an adult elephant stepping on it.

Lord's beverage was to shoot the beast and bring back its foot to use as an umbrella stand in the castle's foyer.

There's even mention of some of the curses and mummies that he brought back with him

gleaming mahogany table. Tamarah looks great, firing right in with all the leather-bound chairs and plastic fringes of carpets at play.

Good lord too, but I'm not too keen on the guests. Wince! Frowny! Sore! Okay. She's kind of a fine spin, a bodacious, painter and sculptor.

She looks like she's accumulated a lot of secrets about this place over the years. I wonder if there's anything to the rumors that she once was Lord's mistress?

Then there's the so-called Honorable Sir Vane. A cold-hearted criminal.

It's also odd how Jack's old girlfriend, Drinah Hallow, drowned so soon after he broke up with her. Especially considering that it was once her fling with his best friend, Ian Fenton.

Speaking of Ian, of course he was invited to this too. I wonder if the really obscure his reputation as a lady's man? It's hard to believe that he and Jack are still good friends.

The servants are all acting like out of a scene from *Upstairs, Downstairs*. I heard one say in passing that Drinah has been re-animated as an ancient ghost, the White Lady, and is making the rounds of the castle's newer Residential Wing.

Not to mention the ghastly comments that must get whispered with Dr Wynchik being here. It seems that Drinah's grandfather recently died after having Wynchik, who is supposed to be an authority on rare diseases.

Well at least there's no

► *Continued on page 88*



How did a poisonous snake get into her drink, driver? Indigestion or no, looks like I'm on my way to England.

**2:50 P.M.** (or maybe that's 7:50— I always get these time zone changes confused) **April 20th.** Fortunately, I can hang up on the castle during the airline flight. The nearest brewery that Tamarah stuck in one of her letters goes into just about every nook of the castle, from the stone taverns poking through the mist to the hedge maze complete with a stone fountain filled with goldfish.

It even includes such important information as the time Lord Lionel's foot got

from his excursions across the world. Those might warrant a closer look.

**7:00 P.M.** **Good time!** **April 20th.** Some place for a castle, this countryside gives me the willies—it would have to be a full moon tonight! Heck of a time for a birthday party, even if the guest of honor won't be attending. Well, Lord Jack seems a right-enough guy, but something other than this maudlin event seems to be bothering him.

Better hurry if I want to get something to eat! If guess dressing for dinner here requires a bit more parache than jeans and sneakers. Some Dining Room.

Great big fireplace,





# C+VG

# 6 REVIEWS

maintaining the locality directed at the average reader. Manager Hyde, you can see the delight in his eyes every time he gazes at another location that he might be able to cart off. If luck can't sweet the dishes on the estate left to him along with everything else.

I guess the Lordship is resigned to having to deal with his...  
**3.50 P.M.: April 26th.** Quite a meal. Had I guess I wasn't the only one surprised to hear Lord's voice broadcasting out of his library last night in the corner by the south wall. Some alcohol?

Perhaps, it was just a supposition that one of Lord's valuable treasures might be lying around. For something that would help her to pay off the debts. But now, it's quite a reason for the whole crowd.

These kind of the 'V' games aren't to my liking. And there's still the question of whether Tamara is just paranoid, or if someone or SOMETHING is really after her.

**11.00 P.M.: April 26th.** Everyone is being over so polite and correct about this whole affair. So much so that my suspicions are thickening at me like a migraine headache. I just found a secret door in my room (Tamara says Queen Victoria once spent the night here, if so, she'd be here any moment).

Anyway, this would certainly explain some of the mysterious comings, and going that the servants have been talking about.

Nothing supernatural about this hidden passageway — just plain dark.

Swift-acted music, and it doesn't look like anyone bothers to dust. Oh well.

take a time to earn my keep and look. More later....  
 The diary ends here — the rest of the pages have been torn out.

Such is the burden of being an accomplished young sleuth. You've no recourse but to go and help your friend. Along the way, you'll have to participate in a clearly written treasure hunt, find out what's going on with all the ghost business, and deal with the "creant" (I of British society).

What's more, there might just yet be a dashback before this is all over.  
**WUBS!**

Interactive text adventures may come and go, but *Moonmist* is forever.

With this in mind, enter *Moonmist* and the world of public society, Lords and Ladies, grand manners, and hidden wickedness.

*Moonmist* is an introductory-level mystery, appealing to both the younger player as well as those who have never tried a text adventure game.

Author Stu Talley's philosophy is to try and get people involved, by making the program work for them and with them.

"One way to do this," he says, "is by having things happen FOR the player, like a door open that is closed but not locked — it's not necessary to make the player do every single action."

Talley continues: "There's no reason not to help the player during this adventure. Why not help him off the bed if he keeps by me sitting down?" Talley believes that he, and the program, have an obligation to be helpful. This is elaborated further by a command which lets the player



instantly go to any location by just typing in its name.

A Gothic mystery also has rules that must be obeyed. One of them is to imply violence, without going for the popular by dragging in non-graphic reality.

Jim Lawrence, Talley's collaborator on *Moonmist*, has written many of the *Hardy Boy* and *Nancy Drew* Mysteries.

*Moonmist* is a master at creating tense situations without resorting to the tired clichés of blood, gore and one-sided monologues.

*Moonmist* allows you to play as either boy or girl. A helper will ask you for your name upon arrival to the castle... Lord or Lady?

From then on, the program recognizes your gender. A mix of both of address is thus applied for those uncertain.

The use of Gothic motifs is not so much in the events themselves, as in the descriptions of surroundings and atmosphere.

The best of fog upon the moors, the full blooded wind of a distant ship off the coast.

Playability has been greatly increased so there are actually four complete and separate versions of the game to explore. Each one is different, showing the clues, hiding a treasure in a different location, having you in a certain the situation and motives of the other people.

The program comes equipped with ten tourist brochures mailed above, as well as a map of the castle. Besides a booklet on the *Legendary Ghosts of Cornwall*, there's also a neat treasure map.

Some prefer no more hints than that of a well lit and well locked room. But for those bold enough to venture out amidst the fog and craggy rocks, great adventure awaits.





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**COBRA**



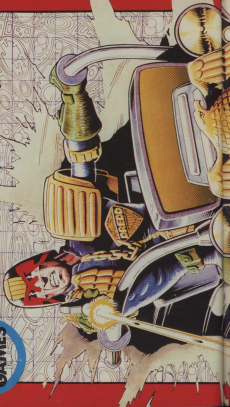
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# REPTON 3

THE ULTIMATE CHALLENGE



The Screen Editor



The Character Editor



Being pursued by a monster



The Time Bomb is finished



The Poisonous Fungus gives a headache



Collecting a Golden Coin

## Are you ready for the ultimate challenge?

Our original Repton game was immediately acclaimed as a startlingly new concept - a game requiring creativity to complete its arcade-style screens, and Good Logical Thinking to solve its strategic puzzles. Repton involves relaxing leisure from cleverly-constructed traps at falling speed whilst avoiding the fearsome monsters and scuffling traps. This fun-but-challenging game reaching new heights in BBC Arcade adventures, enthralled the Merry User magazine.

Last Christmas saw the release of Repton 2, longer and much more challenging than the first. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron."

Now, completely rewritten and improved for the Commodore Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen designer is included. Try to devise screens that will puzzle your friends, then see if you can solve their newly-designed screens. Another innovation is the character designer which enables you to design your own monsters, rocks, eggs, spines, diamonds... city or bit of the game's characters can be redefined as you wish.

Repton 3 is much longer than its predecessors - it has 24 level-design screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a Dribbling/poisonous fungus which grows when obstacles die, time levels, on-time obstacles (for puzzles in the 4th dimension), and golden screens as well as several rewards for your endeavours. **Over 1000 complete Repton 3!**

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If you complete Repton 3, you can enter our competition. Prizes include over £2000 in cash, with fabric mugs, badges and pens for runners-up.

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ACORN SOFTWARE

The screen pictures above show the BBC Micro version of Repton 3.



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# I.D.E.A.S CENTRAL

Hi, Melissa R. here. This issue I.D.E.A.S. Central has expanded to cover four pages — which means that each month we will be able to bring you more hints, tips and tricks for YOUR computer. And when you write to IC in the future, please enclose a recent photo of yourself — passport size if possible. Who knows, one issue you may open up C + VG and find your features starting out! Just imagine the same at school, or being mobbed as you walk down the street! Send everything to Melissa Reverendine, I.D.E.A.S. Central, Computer + Video Games, Priority Court, 38-32 Farnington Lane, London EC1R 4AU. See you next issue!



Illustration: Clancy Egan

## SPECTRUM

## SPECTRUM

**Ultimate Flamingo** from the masters themselves at **Hexagon**. Don't fly into the generator ports as they will separate wires which will throw your Maria Lighter Fuseboxer to create a 90-degree turn when trying to manoeuvre through narrow holes, as when flying between aerial masts. Hold the fire button down and move up or down.

Attack the alien waves from behind as they always fire backwards.

Destroy complete alien waves to gain bonus points. Shoot at ground target to gain bonus points. You will be unable to

destroy attack components of the Dreadnought pre-destructible, so shoot all obstacles to be safe. Avoid areas with long shadows or the Super Dreadnought because the shadows a high surface which you could fly into. To gain height and fly above alien missiles you should fly in a direction and a full loop. After the 'Land Mine' message appears on the screen, you should launch the master runway of the Super Dreadnought as soon as possible, in order to avoid the extra nasty aliens which appear after the message.

Hexagon have also sent these tips and hints to **Playboy**. At the beginning of the game, you should

keep going up the screen and pressing the left key you find an enchanted crystal. The crystal will give you firing power. Once you are in possession of an enchanted crystal you should enter a house and try and steal something. You can liberate these objects by making with other characters. Try stealing a couple of diamonds from the Witch. As in search of the Wizard you will be able to give you some impressive armour to help you. Beware of the traps which you will encounter on your travels if you're into them, you will lose a life.

To close the ice flames (which traps) you must run at them

head on and then retreat rapidly before they change into deadly beasts. Try to find the green figure which look like enchanted crystals. If you're them they will give you crystal that reduce your firing power. You can battle with the Hebeal to gain a magic spell. This will enable you to transport a magic place very quickly. Unless you will find some challenges and hints to get you through the game.

Charlie Morgan of **Cosplay** has just managed to escape from **Demon's The Great Escape**. You must escape with the right combination of objects otherwise you will be recaptured and sent to



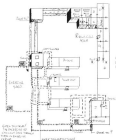
colony? If you do manage to escape and don't have the right signals with you, the message will give you a clue as what objects are needed to escape successfully.

There are three keys altogether. The first key is easily found in the room next to the cells—using it will give you access to more cells containing German prisoners—this is very useful, if you want if you can explore the 'bad' sound rooms with a reasonable degree of safety. Ordinary prisoners will not call you out to solitary, i.e., towers or the commandant, so well call them my enemy. Also by continuously dropping, poking up and entering the unit you can restore your happiness level and boost your score by 50 points at a time. It is not advisable to be found eating like animals when you escape or you will be shot as a spy.

Third—you will need the key to explore the underground tunnels for the first time, map them and you can proceed the forth again. Don't drop anything while the guards are about. If you are looking for somewhere to hide anything the best places are the lavatory underneath the stairs at your own hut. Notify everywhere else is searched regularly.

Red Cross parcels—these arrive in a certain order. The first parcel is a bag of groceries. Next up is the Cuffers—the most useful object in the game, without them there is no escape. The third parcel is a box of biscuits. This is a useful but useless diversion for the subtle games. Just give it to a fellow prisoner and he will add the goods while you do a little backwash half-way commensurate over the fence.

The last parcel contains the compass which is indispensable for escape. That's all in the Red Cross department and you only



Key to Symbols and

- A: Guard House
- B: W.C. & Shower
- C: Prisoner
- D: Kitchen
- E: Laundry
- F: Cell Block
- G: Storage Area
- H: Staff Quarters
- I: Barracks
- J: Office
- K: Guard Post
- L: Guard Post
- M: Guard Post

Red Cross parcels arrive in the order: 1. Groceries 2. Cuffers 3. Biscuits 4. Compass



get one parcel a day. You will only get all four if (a) Get the first parcel that arrives while it is somewhat safe, then deliberately get caught doing something really naughty and thrown in the plantain. (b) Then the next morning when you are released a new Red Cross parcel will arrive—and so on until you get all four. If you get caught with a Red Cross parcel on you, that object will appear in the new parcel the next day. If you are sent to solitary any doors that you had unlocked will be locked again, so make sure you know where the keys is and any objects you were carrying will also be taken and

returned to their original place. (Shovel—useful for digging your way through one of the blocked tunnels. There are so many locked doors, but don't bother trying to find keys for all of them as there are only three keys in the game and you will need to find the lock picking equipment to open the others. Strangely enough you have to pick a lock on one of the doors in order to pick a lock on another door to get the key which unlocks the door you first picked! Confused? Charlie was. This unlocking door is door K, which will eventually lead you to the escape point to help you to escape. Forget the lock pick you

need to get through door L and the key for this was very nicely hidden below the watchtower marked M. Once you have the papers it is time to plan the best route, plot paths, calculate and plan the escape. Which part of the camp is inside. Which part of the camp is outside and will in the best require cutting through one set of fences. One of the best routes is via the tunnel leading from your hut to the outside yard. There is only one fence to cut through, no logs and only one guard in the yard—avoid of course during exercise periods. You will have to make three trips—carry the tools and objects, cut through fence, drop object and return with cuffers. On the second object and set through the fence again, drop the cuffer, pick up first object and then run like mad to the edge of the screen and freedom.

So, remember the key points—it is important to know where the same commandant is for your own protection. Tunnels are found in the most unexpected places. Don't remember a lock may be needed if you get somewhere dark. Red Cross parcels may contain more than food—many secrets will be revealed if you stand on top of it to pick it up and then use it. Those objects are dangerous... Don't about ensuring your feet! If you escape remember you need to have a compass and forged papers to expedite your escape.

If all of this hasn't enough Charlie has even sent in the map to make things easier for you.



## COMMODORE

Admiral Winter of Tyne and Weir has found a cheat for *Fast II*, which will allow you to walk or wade, walk over pits and waterfalls and walk past guards and other obstacles. When you move and the screen shifts to small space. Feature 1: Hit your lighter twice. If you do it correctly your lighter will continue to move without moving his boots. To make move normally press "feature" until he does. When the cheat you will not see all of the main spaces and you cannot pick them up. Demetrius of Kerak also found this to work on the C128 in C64 mode. He also found that some lights cannot be moved and as if you walk into a room in which there is a man with a lot of strength, that walk out and in again and the computer should find he is a man of little strength. Thanks guys!

A couple of stupid back a reader was asking for some help in getting into "win-space" on *Wile*. Demetrius of Middlesex sent in the solution — that is, freeze the game and press the letter "I" then restart the game and when

you go into "open-space" press the "CTR" key during countdown, you will enter "win-space". This will allow you to C64. Demetrius also said that while playing *Elite* on the C64 that if you lost more than 10 kg of gas then you should get the amount of money that you were owed, so, you should sell platinum at 10 kg a time.

Toby Hight also send the code for help and escape in with the "I" containing instructions on the instructions that if you press "I" while on long range scan, the words "open-space" appears. Jump in the name and it is gone. Useful for finding planet Omega in *Galaxy 2* where the computer says, "leave in 1993 space, about a motherboard and release an energy bomb. The mission craft only release a certain amount of Theracals at a time, so you can shoot them down without too much interference. Never ever buy Turnbles. They are a pain and cost 8,000 in Mining lessons are good for fighting. Does anyone know if shooting ships on this version add to the rating?



© Commodore Technology

## AMSTRAD

A couple of goodies for the new Amstrad magazines. The first one is a cheat for *Fast II*. To use it, you need to be in the game. You can find money in the game on the screen. To prepare to make two beams, leave your joystick pointing up and down. Then, when you see a man, you can make a note. In part 2, make sure you have had something to eat, are following correct sport procedures and catch the plane at the right time. In part 3, visit the president and parliament and keep your eye on both. Make sure you keep it back of screen and faces at almost everything you see. Some readers have written in and asked us to find out the game playing tips are a couple of months ago. So, just for them here is the final solution. Get the top of your screen and go back up the ladder. Go to the hotel and get the animal branch from the top left of the screen. Now make your way to the "leaf" screen and go up to the second level go across this level and onto the next screen. This screen has a bull in the bottom right corner. To the right of the bull is a clock structure with some numbers on it. Ring the number in front of this. Repeat this is a springboard (it is really a pair of bellows) jumping machine on the third level. Get off the bellows and take the bridge. A destructive orange, with which to smash the bull, the shooting off. Go up the nearest ladder to

get to the bottom right of the screen where there is a black box. Go to the top and you have completed a level. For the next level, go to the hotel room and get the ball, take this to the next screen on the right. Go to the top of the screen and stand under the left arch. Drop the ball and it should be going. Do this again with the second ball and the right ball. These should be going in harmony. Go back to the hotel and get the bugle, go to the screen and stand on the sea-side, now press the fire button and a hole should fly in the air with a large playing. Do not move, wait for a gun to come down to you, kill it. Do this a few times to be on the safe side. Go to the top of the screen to get the boat. Go to the hotel and get the key, go to the room with the bells and go down. With your key across to the bottom left of this screen and go down the ladder. You should now be in a room with a small ladder in the top middle. Make your way up the ladder and you should be in a room with prisoners situated on 3 levels. Release them by walking past with your fire button pressed down — be careful here as there is a sniper unless path is very easy to follow here — now go all the way back to the hotel where there is a fan. Get this and go back to the prisoners. When you are there use their formation as a steps to get to the next screen at the left. Circumnavigate this you must do and go left again.

Finally I find you screen as you see the readers in the top left of the screen, but, you have not got yet. Press the fire button down and keep it down when playing up all the ladders. Do not take your finger off, even as you approach the readers. As soon as you are standing in front of her, move and only then have you finished the game. And you should have Oscar Hughes of Stoke on Trent for getting you through.

## POKES

Here we have a poke for infinite lives and infinite energy for *Master of the Masters* for the Spectrum.

10 CLEAR 65536  
20 LET SUM=0  
30 FOR N=0-65536 TO 65536  
40 READ A  
50 LET SUM=SUM+A  
60 PRINT SUM  
70 NEXT N  
80 IF SUM=134477 THEN PRINT "GOODBYE"  
DATA STOP  
90 PRINT "STAFF" (64768) TAP  
100 RANDOMIZE USR 64768  
110 DATA 17,26,5,201,32,45,113,175  
120 DATA 61,32,200,86,5,240,48,250  
130 DATA 17,191,256,218,1,48,125,197  
140 DATA 1,132,2,33,88,178,42,88  
150 DATA 58,108,119,62,200

58,112,119  
160 DATA 62,200,237,76,201,82,268,80  
170 DATA 148,200,62,177,58,148,208,20  
180 DATA 177,260,17,177,268,123,1,58  
190 DATA 6,200,17,76,58,200,268,20,201  
200 DATA 240,58,2,4,248,62,201,82,201  
210 DATA 248,200,177,268,33,82,200,34  
220 DATA 198,262,198,127,200,82,198,82  
230 DATA 198,148,175,58,198,143,198,130  
240 DATA 101

Type this in three rows. Others proposed play the original *Master of the Masters* for the Spectrum come from J Ball of Cleveland Epitaphy in the Time

10 CLEAR 65536: LOAD "" : CODE 80000: LOAD "" : CODE  
20 POKE 22414,154: POKE 82148,237: POKE 82149,250  
30 FOR P=80000 TO 84000: READ A: POKE P,A: NEXT P  
40 DATA  
82,201,80,144,198,82,201,80,  
17,198,198,178  
50 RANDOMIZE USR 65418  
60 POKE 22414,154  
10 CLEAR 65536: LOAD "" : CODE: LOAD "" : SCREENS  
20 RANDOMIZE USR 23278  
30 POKE 23885,0  
40 RANDOMIZE USR 76088  
50 CLEAR 65536  
20 LOAD "" : SCREENS  
30 LOAD "" : CODE  
40 POKE 23885,0: POKE 23885,0  
50 RANDOMIZE USR 65002





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# REVIOUS



**E**ver wanted your very own arcade machine? Bet you have. Imagine it sitting in the

corner of your living room, lights flashing and making friendly beeping noises. Better than a badge, isn't it? And just think how envious your friends will be! You'll be able to have coin-op challenges in the comfort of your own home...

Admit it. We've got you hooked. Well, along with our friends at US Gold, we're offering YOU the chance to win a genuine Revious arcade machine. This Atari coin-op was a mega-hit in the arcades and US Gold are about to release the computer version of the game. And to celebrate that — and Christmas of course! — they've come up with this truly awesome prize for the winner of C-VG's Revious Xtravaganza!

And that's not all. Second prize winner will get a US Gold Brick Bag packed with 25 Gold games for his or her machine.

Then two runners-up will get a copy of the Revious computer game which will be available on the CPM, Spectrum and Amstrad. For more runners up will get a Big Red T-shirt. Now this MUST be a competition you can't afford not to enter!

What do we want you to do? Simple. Just send us a drawing or painting of a Revious space ship. It could be the attacking fighter, enemy defences or even the MotherShip itself. Let your imagination run riot, 'cos we'll want to print the best illustrations in a future issue of C-VG.

You can use anything you like to create your picture and it can be any size. Once you've finished your picture (and send it to Computer Video Games, Revious Xtravaganza, Priority Court, 30 St Barnabas Lane, London EC2R 8AG. Closing date for the competition is January 31st, normal C-VG rules apply and the latter's decision is final).

Remember to fix the entry coupon to your picture, otherwise we won't be able to accept it, and don't forget to tell us what machine you own, or what size T-shirt you'd like. What are you waiting for? — Santa!

## C-VG/US GOLD REVIOUS XTRAVAGANZA

Name

Address

Age

Computer owned (tick box) CPM  Spectrum  Amstrad

T-shirt size: MW

PLEASE FIX THIS COUPON SECURELY TO YOUR ENTRY

# ABOUT THE GAME!

Revious, a hot new old-fashioned, can still be found tucked away in the corner of many arcades. Its classic battle sequences have never really become obsolete, and it's just about to enjoy a new lease of life, thanks to US Gold who's releasing the computer version.

Atari originally released the game in 1983 in the UK, though it was in fact programmed a year earlier by F. Kent, an employee of Japanese based Namco. In playing Revious, you'll create a three-pair scenario based around the planet Revious and its inhabitants — artificially intelligent beings, which (unfortunately for you) react and flourish the planet's very existence.

The game is played from above, though that rather hot look present in many early games when played from this viewpoint is not too obvious. Thanks to some excellent graphics and a clever use of shading which gives the background some depth. Missing above this pace and handling of terrain, rivers, plains and sea stretches all over are the steadily changing or the enemy of which there are about 20 types, all different but with one thing in common — they all open fairly heavily accurate firepower which looks menacing, rather like cannon fire, but are fast to enter!

Many of the enemy boats are stationary, but they will move as you progress, firing in your direction as you try to slip past. Firing your cannons is similar to a dogfight about and through games. If you don't get the enemy's instructions better they fly at you, you end up having to dodge the cannon balls — although when they hit you're to blink your eye to the screen.

The enemy's intelligence is, of course, particularly tricky, being accurate and extremely well fortified with cannon emplacements. Still, if you remember the instructions, level and tone, you might just make it through with a whole ship and hopefully with a decently respectable score, too.

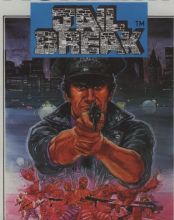
There are various tricks to save bonus points — firing on the odd flag is one way and if you shoot certain enemies on your flight through the game, hidden characters will appear. There are dozens of methods of playing Revious which can only be found through trial and error, although a book has been published giving every vital playing technique in a concise, unobtrusive but getting a high score of ten million.

Revious might be a little hot to sell today on one of the old time classics. The good is in the fact that it's still common in the arcades. Not only is it still available to play, but the game does not let us see after the competition!



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Screen shots from Amstrad version

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# FINGERS



## PRO ACE

► PRICE: \$11.95

For some strange reason the Pro Ace is very pleasing to look at. I just happen to like the black main body set off by the silver top (top cover included) bezel.

It isn't'stupid' at these controls. The whole thing is sturdy built and will be found to be far more than suitable making response time quite slow.

The whole thing was also a little uncomfortable to hold in the hand, all angles edges cutting into the palm. A case will be nice.

► ACCURACY



► ERGONOMICS  
► RESPONSE  
► OVERALL

Makes: All major makes.  
Maker: Duxman, Fielded Lane,  
Bridgton, North Hampshire.

## GUN SHOT

► PRICE: £8.95

Really worth a standard looking joystick, with four coloured lines for the working of the stick for all those repetitive motions.

Fourteen fire buttons, one on top of the stick and the other on the base. It also has another option if you really want your joystick to fit in a cabinet of holes.

The stick is smooth, as if your hands won't be because a little sticky then there's a chance it could slip.

Overall, the joystick pattern will not be the mark of durability about it.



► ACCURACY  
► ERGONOMICS  
► RESPONSE  
► OVERALL

Makes: Various Electronics, 106  
Brent Street, Bandon, London.

## ELITE

► PRICE: \$24.95

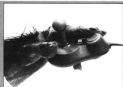
Outraged and sturdy-looking, the Elite is disappointed when you get to grips with it.

The stick takes a very uncomfortable hold and the way the buttons lay in the hand does all the time. It even has a top with sticky tape to keep it holding away.

It does however, respond well and has the feel of something being a long while.

We feel it's a little bit of a let down when you consider the quality of just Tenaxis sticks. Overpriced as well.

► ACCURACY  
► ERGONOMICS  
► RESPONSE  
► OVERALL



Makes: Atari, Commodore,  
Amstrad, MSX and Spectrum,  
BBC and Christmas wish.

InterKard.  
Maker: Duxman, Fielded Lane,  
Bridgton, North Hampshire.

Christmas is a time of peace, goodwill and (my pettico) for all arcade players.

Others on the market at the moment Check out Chestnut's 120 - at £8.95. It features two base fire buttons and a third situated at the top of the stick. A fourth fire button is on the front of the stick, lying under the footflaps.

Slightly more expensive for Chestnut at £14.95 is the Match 1 - It's compatible with all major computer makes.

Britannia Software is also marketing a new hand held stick called the Phaser One. It looks similar to Manetronic's Magnum stick, vaguely gun-shaped with the shaft on top of a pistol grip. It costs £8.95.



This is the first time Computer + Video Games has ever given you a ROAR deal.

Yes, this is your chance to imitate Tarzan's famous yell as rovenous lions rip into red raw meat only inches from your eyes. Only they won't be behind bars — YOU WILL!

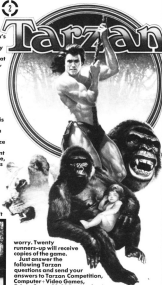
Meets, the people behind arcade combat adventures Tarzan, and Wadco Safari Park, have arranged a special top prize in our competition based around the Lord of the Apes for the winner and their family — that's four people in all.

One of the most popular of the park's attractions is the daily feeding of the big cats. The winners will be allowed to stand inside the "feed wagon" as it is towed through the compound. Exciting and memorable just won't begin to describe this experience. Have you the nerve to go through with something which would even make Big Red tremble?

Not only that. You'll be able to experience the many other attractions of Windsor Safari Park — a walk-through tropical plant and butterfly house, chimpanzee enclosure, the unique African "Tiki" Show and Noah's Ark Playcentre. Then there's the killer whale, dolphin and sealion shows, parrot show plus hundreds of other animals in drive-through reserves.

Tarzan the game is set in the sprawling jungles of Africa. Jane, his mate, has been captured by hostile natives. Tarzan must rescue her.

And if you miss out on the top prize, don't



worry. Twenty runners-up will receive copies of the game.

Just answer the following Tarzan questions and send your answers to Tarzan Competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is January 16th.



1 Name the author who created Tarzan.

- a Edgar Allen Poe
- b Edgar Rice Burroughs
- c George Bernard Shaw

2 In what year did the first Tarzan book story appear?

- a 1912
- b 1934
- c 1900

3 How many Tarzan films have been made?

- a 16
- b 45
- c 80

Tarzan Competition

- 
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- Amstrad  Spectrum  CDM 64  BBC  MSX



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# SPACE CAMP

## Retrace

the past.

The dates:

April, 1990.

The places:

Huntsville,

Alabama. Warner

von Braun and a

select team of rocket

scientists appear on the

scene. Within a decade,

everything will change.

Agriculture will give way to

technology as a small city

becomes the center for America's

rocket and missile research.

A by-product of this technology is

the Space and Rocket Centre Museum,

host to over four million visitors since it

opened in 1970.

Observe Wally Schirra's tiny manure

capsule, or the charred command module of

Apollo 16.

From a moon buggy to moon rocks, over 1,500

pieces of rocket and space hardware are on

display — valued in the tens of millions of

dollars. It is here that SPACE CAMP was born.

Marshal M. Rosenzweig reports.

**S**pace Camp gives young people from all over the world the opportunity to see what it is like to be an astronaut.

Ever since we as a nation 500 when it began in 1960. Today it is up to 1,000 per session, with a day's history of 140 beds for each one week session.

How to explain what Space Camp is like?

How better than to ask the would-be astronauts themselves? Here's Todd, 11, David 13, Chris 12, Lin 12, Jill 14, and Greg 16.

The younger members of our group had just completed level one of the camp's training programme while Jill and Greg were veterans of level two — in which you get to do some really "astronaut" stuff.

Greg: The camp was very different from what I expected. Fun, but also a lot of official work.

David: When you see that big Saturn rocket on display outside in Rocket Park, you really get an idea of what it's all about.

Todd: The equivalent of a thirty story building that projected the Apollo astronauts in the moon.

It was cool! What they had you do made you learn a lot. First you took a test which has some pretty hard questions about the space programme to see what you already know. This way the

could place you in a lesson with others like you and see that you got the right kind of instructions.

David: We spent a lot of time learning about the sun and planets. Mine was Neptune.

Lin: Chris and I were both on the same team, Mars.

Todd: Venus for me.

Greg: Our teams were named after the planets. Jill and I were both Mercury. The others were Saturn and Neptune.

Todd: The first day, Sunday, we

remember got up at 7:00 a.m. After we got dressed, we all did about 10 minutes of exercises to warm up. Then we went to eat in the cafeteria.

Chris: The food's pretty bad. David: It's realistic that way! Greg: (holding up a salted almond in joke.) Look at this stuff. (Unsalted food and pretzels.)

Lin: It's not McDonald's for sure. Chris: Level Two had a list of questions from NASA and competition is involved with the space program. One of the topics was about the space telescope they're gonna build. Outside of Earth's atmosphere, it can see a lot farther.

Todd: Another talk was about laser technology and how it can be used in space to produce all kinds of things that can't be done here on Earth.

Lin: There's a 360 degree theater that you can sit in and watch the pretty projected all around you. It makes you feel like you're flying. We saw a lot of films about space during space missions. David: There's a 32-screen ride that you go on. It lets you with the effect of three gravities. You sit in these seats and get spun around.

Jill: The seat moves back and pushes against you. Then you're buckled into it, so it's okay.

Todd: You have to look overhead all the time, there's a screen...

Lin: (interrupting.) A movie showing space. I think it is. Chris: When it's done, you're supposed to be able to just get up and walk away like nothing happened. A lot of kids had funny looks on their faces.

David: I'm glad it was okay, it takes me and a half-minute for the ride to slow down and stop.

Todd: I saw a lot of kids vomiting.

Chris: Yeah, a sickness while it had normal again.

Jill: Level Two got to try this neat ride that simulates flight

takeoff and returns. You get strapped into a special seat which is inside of a huge ball that's inside of a large vertical tube. There's a huge blast of compressed air goes off underneath and you're shot up to the top of the tube like a super-powered elevator. After a few moments, you drop back down by get stopped by another blast which acts like an air brake. It feels like a big hand towing you back and forth.

Lin: Then they we get to make rockets from kits with solid fuel motors and shoot them off. Chris: One rocket didn't work right. The whole thing developed straight down and burst itself to fly into the ground.

Greg: Level Two is almost fully devoted to missions aboard a full

scale of our mission.



side spaceable module. But first you have to learn about orbital deployment and how to use the shuttle's large remote arms for experiments in space.

**Jill:** Each team also has to design a working space station on paper.

**Ugg:** The station has to be efficient for the year 2020, and you can't use more than six trips to get all the parts into orbit.

**Jill:** We called ours OOPS-EP, the Orbital Space Outfit and Repair Facility.

**David:** I really liked the water stuff.

**Chris:** It's to simulate weightlessness.

**Liz:** One of the engineers was to build a space structure. We used 12-foot-long sticks to make a tetrahedron, which is a three-dimensional figure.



ILLUSTRATION BY JILL

## Color



**David:** What we were doing was creating a satellite and a space station. It took hours of work. Being in the water made it pretty difficult.

**Jill:** Everybody had their own station. The sticks were of a certain frequency, so they didn't float or sink. They stayed exactly where they were placed.

**Ugg:** But we didn't! It was a little going, especially so we had to be able to make motion structures from our four sticks.

**Todd:** Another thing they had you do was to try and spin a ball floating in the water at the deep end. You kept floating around.

**Ugg:** You got to try it with both on the side of the pool. No wonder it helps to have them built on spaceports. **David:** A real surprise to the

one when you pretend that your Apollo capsule had exploded in the water, and you have to jump out and swim.

**Todd:** It happened once to the instructor.

**Chris:** You and another kid jumped into the pool and have to swim for a raft.

**David:** You have to help the other guy in if you're first.

**Chris:** Then you have to be able to pull the raft to the other end of the pool and push over the helicopter landing that's placed there.

**Liz:** It would be easy, but there's a rope attached to the raft.

**David:** Right. The instructor pulled it all sorts of ways to make it seem like the water in the ocean. I almost fell out.

**Chris:** The raft moves around so

much, you're in it, and then when it's!

**Liz:** But the most fun was the shuttle mission. In Level One, you get to orbit for an hour about a part of ground control.

**Chris:** I really like the altitude simulator. The cockpit moves and tilts upward about 30 feet. It's done with a joystick that is used by the commander and pilot.

**Liz:** Everybody made from scripts in order to present correctly. But there's also problems found in. You have to figure out what to do and what to do. On one mission, the cargo door got stuck and wouldn't close. We had to go out and close it manually.

**Chris:** I was the payload specialist in the capsule for that one. We all had to wear space suits and wait for the air lock to be decompressed.

**Liz:** [Laughing] One of the guys almost didn't make it back into the shuttle before we blasted off. Yes, too gay.

**Todd:** At least he got the cargo door closed.

**David:** When you go out, you ride an instructor that imitates weightlessness.

**Jill:** We called the T-DF, the Two-Degree of Freedom. It's a chair that spins you around so it is connected horizontally within a circle. But you don't get dizzy because your whole body is always going together. It moves on air bearings.

**Jill:** The spaceball made it so you used an actual size to create a representative. We did experiments inside of it, like making a hologram with lasers.

**Ugg:** There's also a representative of Houston's Mission Control, with all the instruments, clocks and video monitors. Level Two has two missions, and on the ground I was the Flight Director. Besides being in charge of the overall mission, I monitored the crew inside the

shuttle on one of the television screens.

**Chris:** The short lecture gets used a lot.

**Todd:** Level two does a lot of neat stuff — it sounds awesome.

**Chris:** There's also a debriefing after the mission to discuss what happened. This goes into the problems that occurred, and what should have been done.

**Jill:** On one landing, one pilot missed the strip by eight inches. **David:** Having problems was part of the fun.

**Jill:** The computer tells you what being an astronaut is like. Women can do it just as well as men.

**Chris:** Some of my friends are afraid because of the shuttle tragedy. But I still go.

**David:** Oh yes. The space programs have a good record considering what we're dealing with. NASA is dependable.

**Todd:** There's a lot willing to go now. . . .

**Liz:** Like me. I'd go right now if I could.

■ Those over 16 months' despair at the 1997 mission will see two new levels added for college students. Terms contained in programs for adults are planned. Additionally, new facilities are being erected adjoining the museum. The 70,000 square feet will include such things as a full size payload bay mockup and a remote area manipulator. Plus other surprises.

Space Camp The Space and Rocket Center, Trussville, Birmingham, Alabama 35890

Reservations begin in March and continue through early September. Level One — 844-0000 Level Two — 442-9100

■ Rightest picture by Richard M. and Kelly (1997)

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Story, design and concept by Mike S. Tunney.  
Programming by Paul Jeffries.  
A Star Dreams production for C. V.G.

Extract from Topsy's History of the Galactic Empire, Vol. IV)  
By rule year 4918 the Emperor kept total control of more than 400 inhabited worlds, although the real power lay in the hands of the selected civil service which locally ruled democratic governments on each planet. There was a high official who was in charge of research and development and could technically still override all other governments, he had no such intentions. This, however, did not please his son and heir, the mad Prince Wilhelm, who wished to assassinate his father and begin a tyrannical command of the empire.

"That's his," Riggs staggered a switch down on his desk. "The capital is here," he said. "Buck him up to me."

The young man in the cloak suddenly discovered that custom and immigration terminals didn't seem to apply to him. Within five minutes he was sitting in the Commander's office.

"I have, of course, a mission for you. A very delicate and dangerous mission," Riggs looked carefully at his visitor.

"I need you, too," he said. "I've contacted the spy's good team," replied the young man. "This is a tough one," sighed the Commander. "We'll know your contacts, I assume. You know that Prince Wilhelm has escaped."

"It was rumored that he was developing some new weapon, but nobody knows where."

"The prince has a space station in orbit around Ring 5 here. It has a unique defence. It's invincible!"

this leaked out, and the public realized how far the prince has got, the trading markets and maybe even the security of the galaxy would be in jeopardy."

"I'm a hero. If anything goes wrong, you've never heard of me!"

"Correct. For this reason your team will be selected by you from volunteers currently in prison. You shall be given details of their various abilities. You will pick two people."

"Yes, that is all very well, but you haven't told me what you want me to do yet."

"Quite." Riggs paused to open a map out across the desk. "The surface of Ring 5 is mostly sand desert. The atmosphere is breathable, though a little thin. On the western continent just here is a settlement of a small group of space pirates. They prey on the star lanes that pass close to this system. Now the Prince is using them to protect his space-lane lanes. Somewhere below their orbit, or maybe in their lanes as most of it, is underground there is a safe. And I understand it, that safe is the co-ordinates of the space station. One of our operatives spoke to a pirate, but was unable to actually talk to those figures. If we knew those exact digits, we could teleport onto the station!"

"And all you want is for me to break into the base, find the safe, crack it, get the co-ordinates and radio them to you? Hardly worth mentioning really," the young man laughed sarcastically.

"I told you it was a sticky one. Mind you it's worth a million credits if you succeed, and your team will be freed from their past sentences with a fat salary, too. Always supporting you will earn you a million credits."

"Oh I'll try to do that all right, if it proves at all possible." A grin almost appeared on the young man's face as he spoke . . .



"How do you mean, inevitable," interceded the agent. "If you can't actually see it, it must be detectable by other ways."

"No. Not only can it not be seen with human eyes, it can't be detected by anything we've got. Not by sensors, not by computers or anything else. We know it's there, but it doesn't appear to exist!"

"So why not send a fleet of hostile creatures to bombard the area?" "No I'm afraid the attention is a little too delicate for that. If any of



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# EXTRA BITS

## BY ROBERT SCHIFFREEN

This month's Extra Bits page will be the last one to deal exclusively with home-work-aids. Next time, Extra Bits turns into a general technical news, where I can answer some of the more technical problems that C + M2 receives every month. Wonderful new additions will, of course, still go to another file, but I'll also be able to deal with your problems. So, if you are having problems with keyboard-control games, connecting a printer or monitor, or you're struggling to perfect your latest program, maybe the new problem page can help. If I can't answer your question myself, there are 100,000 readers out there who can. Send your letters to the Problem Page, C + M2, Penny Court, 301-33 Paragon Lane, London EC1R 4SH. And if you can think of a better name than The Problem Page, send them to us! We'll be waiting for your letter, so they say...

## WANNA BUY A CHEAP OMNI READER?

If Christmas leaves you with some spare cash, here's some news of a great bargain. Remember that wonderful gadget called the **Omni Reader**? It was a device that looked rather like an old school galleys, with a flat area containing letters at the side.

You connect it to the RS-232C interface on your micro and place a book or some typewritten text on the flat top. Then, as you run the special scanning head over the text, it reads the characters, and passes them to the micro along the RS-232C lead. All very useful if you want to take pages from books or magazines and put them into a

word processor for logging about and reprinting.

The bad news about the **Omni Reader** was that it was too expensive, and the company eventually went bust a couple of months ago. So, what's the bargain, I hear you ask? Well, the company that bought the last remaining batch of **Omni Readers** is now selling them for GBP 95, which represents a saving of around 50% of the original price.

And that price includes RAM and P + P as well, which can't be lost. For more details, or to order one, write to: **Microtech Ltd** of 287, 289 Whitechapel Road, London E1. To use an Omni reader, you'll need a micro with an RS-232C interface, and a suitable cable. The cable should be wired up for use with a suitable (not a serial printer). It connects to the **Omni Reader** via a 28-pin male connector (one with pins sticking out, not holes).

## NO BLACK BOXES HERE

Computational gadgets are often referred to as **Black Boxes** by people who don't understand or appreciate them. Here's something though, which will NEVER be referred to as a **Black Box**. It's called the **Red Box**.

Actually, the basic system consists of 3 **Red Boxes**, called the **Red Leader**, **Red One** and **Red Two**.

You plug one end of a **Red Leader** into your Spectrum, Basic or Commodore 64, and the other end plugs into a mouse pocket.

What you then do, is use the mouse to program the **Red Leader** to send signals round the house, along the main wiring from the socket it's plugged into.

As you have probably guessed, the signals are picked up by a **Red One** or a **Red Two**, which you have plugged into any other socket in the house. **Red One** is our another 1/2-amp socket, which will switch itself on and off according to the signals it receives from **Red Leader**.

So, you can program **Red Leader** to turn the **Red One** on at 7.30 every morning, and then plug the leads into the **Red One's** socket.

The more things to read for the leads to feed when you get up. The **Red Leader** has its own computer and timer built in so, when you've

not actually programmed it, your mouse can't find up.

**Red Two**, by the way, is an infrared scanner that detects movement in a room. If it detects something, it sends a signal to **Red Leader**, and you can program **Red Leader** to react to the signal in a certain way. This would make a great burglar alarm, for example, or you could use it to make your lights go on when you walk into a room, and have them turn off again when you go out.

**Red Three**, Four and so on will be temperature sensors, alarm controls, warning lights, alarm bells and more. All will be programmable under the control of **Red Leader**.

A starter system costs £125, and details can be had from **Electronic Fulfillment Services Ltd** of Chesterton Mill, Frinch's Road, Cambridge. And there's a 14-day money-back trial option, too.







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## BETTER THAN CHEAP

If you're lucky enough to have a new Amstrad PC-1512, how do you fancy lots of free software for all its Amstrad, whose the IBM PC has been so popular home computer for around 15 years, there are literally thousands of programs that have been placed in Public Domain, or if you'd like.

Public Domain programs are usually found on bulletin boards for downloading, and it's perfectly legal to copy them and even make copies for your friend.

Some public domain software is known as freeware, which means that no one is charging any money for it.

Some, though, is known as shareware. Like freeware, you are allowed to copy shareware programs, but if you obtain that you like the program and want to carry on using it, you are asked to send a contribution to the author (usually between £10 and £20).

**Compulink** is an IBM PC user group which imports just about every share and Public Domain program from the States. If you're a member, you get a full catalogue of available software, and you can order it through the post.

They charge £3 per disk, to cover the cost of the disk plus postage. Included in the public domain library are arcade games, occupations, business programs, the word processors and spreadsheets, and some very useful MS-DOS utilities.

Write to **Compulink** at 47 Woodbridge Road, Clidford, Surrey for details, or call them on 0483 60495. If you have a machine 112000 (PS) (monitor 3000 3000), and their bulletin board is 0483 212327. By the way, did you know that the Amstrad PC is known within Amstrad circles as the AMOS? It stands for Amstrad the Big Cat!

## CASSETTE TO DISK

If you have an Amstrad 484, 484 or 4128 machine, there's little point in using tape cassettes software unless you have a company that will take it for you. Anybody can mail order software companies that copy games from cassette onto disk for you, so that you receive the game on a 3.5-inch disk, ready to use. Any reply card or other bits and pieces that would normally come with the cassette are supplied with the disk too.

Here's the good news, the disk costs the same as the tape. Shareware games that cost £1.99 on tape are also £1.99 on disk.

If you order lots of games, they are all supplied on the same disk, with a special menu program available when you load, that allows you to enter the game you want to play.

Casualty games that are normally easy protected are also protected on the disk to prevent program copying.

Probably the software companies whose games are being sold this way are fully aware of what's happening, and have agreed to the idea. Currently, the list of names include Activision, Alligato, Mastertronic, US Gold, Firebird and Micrograph. Details and an order form, from 0277 321644.

## MORE AMSTRAD INTERFACES

Here's news of another load of goodies for Amstrad owners. I know this page is looking rather like an Amstrad column this month, but most of the recent launches have been for Amstrad hardware.

First, there's a set of two optical interfaces for the 484, 484 and 4128 machines. It allows any video game to be used with the machine.

According to the press of paper I have here, using optical interfaces in the machine without a special interface like this one can damage the computer's sound chip, though I don't understand why that should be.

If you do understand, and want to keep your sound-chip happy, price of mind costs £8.95. And you'll be guaranteed no access of noise from your sound chip.

## MORE FROM DKT

I mentioned the TV Tuner from DKT Tuners a while back but, having had in chance to use it in action, I'm mentioning it again. It's a £65-75 device that turns an Amstrad colour CPC monitor into a colour TV. I use the device in action of the recent Amstrad show and you'll be impressed.

Although the tuner is quite separate, it's not cheaper than a colour TV and the picture was generally much better. As, at the moment, the tuner is only available for CPC monitors but a version for the PC-1512 colour monitor may be coming soon. Also, DKT are working on additions to the tuner that will provide Louder, Contrast and Channel, preset tuning buttons and remote control.

New products from DKT for Christmas include a programmable system interface with a 3-channel sound and built-in, for an additional £15.

Finally, a real time clock so that the computer always knows the correct date and time, which will cost £24.95.

There are 50 game bytes of RAM on the clock, which are backed up by a built-in battery. You can use them for storing your own data, by POKING the values into the special memory. More details from DKT on 0449 662924.

## REPAIRS

If your hard disk is playing up recently, here are two companies that will fix computers. **Express Repairs** are in Manchester. You can post your machine to them or, if you're in the area, take it in for a while you wait. Also, they're also doing in the same, and they're on 061 224 1888.

Most visits to the **Computer Repair Centre** in Weymouth. Like Manchester, they offer to either you visit or have all your computer home visits. Call 0908 611002. I haven't tried either of these companies myself, but if you've had your machine repaired recently, why not write in and tell us whether the company who repaired it was worth telling other readers about.



1. TV-tuner



2. Programmable system controller







# ARENA

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On the evening of February the 5th 1987 a man lies slumped over a small keyboard. Both mentally and physically exhausted. He dared to take the challenge. There many more like him all over the world in states of torment, anger and frustration. But he had won, beaten the game, the machine and the challenge.

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# C+VG COMPETITION

# 3

## FITBA CRAZIE!

Here we go, here we go, here we go — for another great Computer + Video Games competition.

And we're going football crazy again for a football signed by the England team as top prize based around the new Commodore game Peter Shilton's *Manchester Strikers*.

And the next 50 winners-up will receive a copy of the game which is being released on the Spectrum, Commodore and Amstrad.

Peter Shilton's *Manchester Strikers* gives you the chance to save the day for England. The pitch is 90 and has three views. The player

takes the part of the goalkeeper.

There are practice sessions, league matches, multi-player games and a range of problems which the goalkeeper has to face in organizing the defence, corners and throw ins.

Right, here's an eye opener a great save for yourself for winning the autographed football of the game! Simple, but answer these questions and send your answers to Peter Shilton Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AJ. The final whiteball draw on January 16th and the referee's decision will be final.

# Peter Shilton Competition

## Questions

1 Peter Shilton has played for which of the following First Division teams?  
a) Nottingham Forest

- b) Spurs
- c) Chelsea
- d) Southampton
- e) Liverpool
- f) Arsenal
- g) Middlesbrough

2 Which of the following has not played in goal for England?

- a) Gordon Banks
- b) Ray Clemence
- c) Gerry Williams

3 In what year did England win the World Cup

- a) 1960
- b) 1978
- c) 1966
- d) 1986

4 It is not more than 25 words, say why you want to win the signed soccer ball.

Name \_\_\_\_\_ Address \_\_\_\_\_

Spectrum  Amstrad  Commodore



# C+VG COMPETITION

# 4

## STEAMING

### GET STEAMED UP!

Here's a competition that will make you hot under the collar. Our mates at Alligata have come up with some amazing prizes to celebrate Christmas and the success of their C + VG HIT! game called *Kettle*. Tony Crowther's latest creation got our reviewers all steamed up — and this competition will bring things to the boil nicely.

You could win a Spectrum + 2 computer for yourself, AND an Alligata kettle for your family! Then 25 runners-up will get copies of Crowther's *Kettle*, which is available on the 64 and Amstrad.

All you have to do to get your hands on a Spectrum, and a special kettle, is to answer the slowly simmering competition questions on the coupon — including the tie breaker — and hot foot it down to the post box with your entry addressed to Computer and Video Games, Kettle Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AJ. Closing date is January 16th, normal C + VG rules apply and the editor's decision is final.



### STEAMING HOT KETTLE COMPETITION QUESTIONS

- 1) What is the boiling point of water?
- 2) Who invented the steam engine?
- 3) What was the name of the first steam locomotive?

### C + VG/ALLIGATA KETTLE COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer owned (tick box) 64  Amstrad

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

I want to win a kettle for my family because \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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


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# STATE OF WAR

British software houses have a poor reputation when it comes to producing war games, according to Dr Stephen Badsey, C-VR's own expert. Americans and Australians do it better. So stiffen your upper lip before reading Dr Badsey's challenging views on the state of computerized kriegspiel — that's war play. He also reviews the latest war games available.

**"P**laying wargames? Isn't it a game, you know?" I suppose that everyone who says that really believes he thought of it himself.

Certainly, the brilliant Gerson officer who invented the integral (war-play or wargame) training system over a hundred and fifty years ago had to put up with such comments. He often wished that he had called the integral something else.

But it is quite true that war is not a game. Neither is war a book, or a film or a television programme. All these are ways of understanding war, and start of taking part in the same war (courtesy of a time machine) they are the only ways we have.

The justification for calling a computer program a wargame, rather than a fantasy or adventure game, is that it tries to simulate the problems and perspectives of war in one place and time. What is worrying is that, at the moment, British commercial games houses have a poor reputation for doing this. Certainly, most serious wargamers that I know who use computers usually buy imports (often American) in

preference to British material. I hope this article might inspire someone to try to change this.

The big advantage of a wargame over other methods of understanding war is that it makes possible the "what if?", exploring the chances of what might happen. The challenge of a wargame, to its designer, is to take an existing event and separate the conditions from the outcome, showing what might have been different. Few people really believe that everything in history had to happen exactly as it did, but the current of history is a powerful force, and to divert it can take considerable effort.

What would the history of Europe have been without Napoleon? Excellent wargames have been fought exploring such ideas as the Germans attacking Moscow, not Stalingrad, in 1942, or the Warsaw Pact invading western Europe in 1955. As long as it is consistent the data for such battles can even be entirely fictional. The *Starship Enterprise* may conduct three Klingon wars in battle with great

realism so long as it does not change its power plant and armory half way through the game.

What this means is that a good wargame must be "freely branched", offering the player the chance to explore his own ideas about a historical event. For a computer wargame this means having more than one scenario, and allowing as many changes in composition of force and circumstances as possible.

An ideal wargames program would be one which allowed the player to design his own game, in the same way that a graphics package enables a non-specialist to draw.

Something like this idea is already available to a limited extent in such games as *Command* (reviewed in this issue) but a complete package would cover, say, land operations from division to army group level in any theatre of World War Two. This would surely be a best-seller among wargames. Any offer?

The completely fictitious wargame is in fact quite well known to board gamers, although it has yet to be touched by computer games firms. About ten years ago SPI produced a boardgame called *Dick*. This was based on the idea of the South winning the American Civil War, and featured a re-match between the Union and Confederacy with light tanks and aircraft in the early 1930s. All the background information came from real studies of tank warfare at the time.

Computer wargames are familiar with "World War Three" games based on a similar mixture of extrapolation and options — *hope?* — as to what is likely to happen. If the World War Three that never happened can be put onto computer why not other war that never happened as well?

In every battle there are different viewpoints, from the commander-in-chief to the man at the shop end, and some of these viewpoints are a lot easier to translate into computer terms than others. It is most easy if the simulation depends upon machines, the performance of which can readily be reduced to numbers.

Probably for this reason, the most successful form of computer wargame at the moment is the aerial combat flight simulator. Flying an aircraft requires constant attention — you just can't stop



to think about anything else — and micros give the feel in this far more successfully than flip-books or boardgames.

Actually, for every pilot's first, most stressful moment, and hardest piece of flying, is not over the target run in combat, but when trying to land back on the carrier after the mission (generally at night).

I don't know if a computer game covering this, but I'd certainly like to see one which covers carrier operations from the pilot's viewpoint. Back in July I complained that no-one had produced a good tank simulator, but as you will see from the review PS2 issue, there's a reasonable job with *TORNA*, as very often or-never?

If the view of a carrier battle from the pilot's cockpit is fast-moving and constantly changing, that of the task-force commander is one of maps, information feeds, occasional fragments of reports and a lot of time sitting around thinking out their implications.

In unintended war, on land at least, the computer games now existing do well in taking over the role of a commander's staff, providing him with information. The *Wargames* series of games from PS2 tries to give the feel of both worlds by having strategy games with — usually optional — arcade-style

front-line games built in, so that the player alternates between strategy and shooting.

They are about to bring out a game on the *Amiga* in which this actually makes sense, since the same man both planned the ship's strategy and commanded the ship in battle. But even with this series the frequent absence of hotting scenarios is a drawback. The kind of strategy game which is worth playing in which wargamers want to play more than once, cannot usually be played by a novice at all.

The same is true of real battles of a certain scale, and it takes even the best time to learn how to do it.

Frederick the Great, Montgomery and U. S. Grant all made a mess of their last campaigns. On the other hand, most wargames can only give a second chance if exactly the same circumstances are offered to them and the element of chance and surprise is gone. While a very good writer

might have described Waterloo, no-one can describe the great battles of the two World Wars, for the simple reason that no-one saw a thousandth part of any of them — they were just too big. Other than the experience of a single soldier, the only other viewpoint which makes much sense is a map with symbols moving across it, whether in a book or on a micro.

It is just one way of coming to terms with the event, and in this particular way (and writers doesn't differ much from sea or air warfare).

Unfortunately, there is in practice another major difference. Both sea and air war are conducted in a largely neutral environment, by machines which go where their commanders want them to go. In the middle of a battle the player in a battleship or the navigator in an aircraft can't run away.

Land warfare contains far more variables, so many that

they usually outnumber the constants in any major battle. Factors like the kind of ground being fought over, the weather, the attitude of the troops (which we call morale) and the actual, rather than theoretical, performance of their weapons are far more important than any fixed data in determining the outcome of a battle. The side with the most troops, for example, doesn't always win. Anyone who doesn't believe this, and who thinks land warfare is easy to model by computer, should read two books, Colin Wilson's *Bomb and the Computer* and Trevor N. Dupuy's *Numbers, Predictions and War*.

Actually, anyone writing a wargames program should read them both anyway.

Any wargame, like any other simulation, will contain a certain number of assumptions concerning the performance of forces in war, as well as a number of facts.

Continued on page 110



# STATE OF WAR



Again, this is particularly true of land warriors, and it's where computer game designers often fall down by failing to research the subject properly. That one aircraft flies faster than another is usually a matter of fact (although it may not do so under combat conditions), but whether one carry fighter better than another can only be a matter of opinion.

Too many program writers seem happy to put forward simulations of "reality" which are unashamedly slanted in favour of one side.

An outstanding example of this is *SP's Horn* — (also reviewed) the declared aim of which is to reverse history and let the Americans "win" Vietnam.

The first question for a program writer is which viewpoint he is trying to represent. If he doesn't know, the chances of his game convincing anyone else are slight.

The second thing he needs to know is what assumptions he is making, and why. It is remarkable how much games can differ in their assumptions. The Midway scenario from *Corps of Air*, for example, allows both sides to be played (at least according to reports from observation almost poor and infrequent, which side spoils the other first is largely a matter of luck, and a player can do everything right and still lose (such as the Japanese actually did — Midway was a very close battle).

The *PSI* game of battle for Midway, in contrast, allows for

very more effective American scouting, and the computer-controlled Japanese always appear on the same course. After a second or third attempt of the historical scenario it is virtually impossible for the Americans to lose. After playing these battles, it is hard to believe that these games are actually about the same battle.

And writers become more concerned with these problems, and in particular with the difficulties of modelling land warfare are overdone, the computer wargames will not become, as it should, one of the main sources of inspiration for British wargames.

Naval and air wargames are considerably more advanced. The best of the British flight simulators, like *Digital Intergalactic's Tomcat* and *Mikroworld's Delta Force Hunter* will stand comparison with anything I've seen from any country. The best air strategy game I know is also British, *The First Four from Century Communications*. (But even so I write this I have been sent Europe *Aldice* by the formidable Australians of the *Strategy Studies Group*, so we'll see.) The outstanding submarine game is the American *Start Tactics*, and the best naval wargame for the very same is *Corps of War* — reviewed below — also from the *Strategy Studies Group*. For twentieth century land warfare *CGP* produce *B. T. Smith's excellent Desert Fox*, which is far ahead of any other British game I've seen, and better than many American offerings.

## WAR GAMES REVIEWS

# NAM

programmes, by everything in fact but the firefighters of which the game consists. It has its moments, but after an hour or so zoning that Kong in the manner you begin to realize why the Americans lost. A far better game could be designed about Vietnam from another viewpoint. I found this one easy

to lose interest in. The game's scenarios have not, however, been chosen to give the Americans an easy tide (the computer always takes the other side). On other are a jungle ambush, an American prepared defence, and a Cavalry assault, the one occasion in the war when American and North Vietnamese tanks fought each other, and the result of the

"This is your opportunity", the game is written about as, "to fulfil the progress of the Communist war machine and show their plans for world domination".

As with many things about the Vietnam War, it wasn't quite like that. This is Nam as the Americans would have liked it to have been, in company good actions in which enemy forces appear unexpectedly, but



## NO LINE OF SIGHT TURN-01

also to be shot at, in which the superior mobility and firepower of the American forces inevitably triumphs.

The game mechanism is an extremely simple one of picking up individual units with a cursor joystick control while avoiding through fire and movement phases.

But it is a pretty silly view of a war that was dominated by politics, by attrition, by constant

blue combat. With both historical and non-historical options some of these rooms are genuine and complete surprises to the player. The top-down graphics are extremely good, although the troops look rather too much like pin-points.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

# BATTLEFRONT

- BACKGROUND — GENERAL PETER DE LA BROSSE
- DEVELOPER — BATTLEFRONT LTD, LONDON
- PRICE — £29.95
- VERSION — IBM PC, COMPAQ

In World War Two the position of Corps commander was the highest at which a general actually fought battles, instead

of planning and controlling them.

This wargame, also by Roger Kesting and Ian Tapp, offers four scenarios for Corps-level activity — the German airborne corps attack on Crete in 1941, the German drive to relieve the siege of Stalingrad, the US Marines invasion of Iwojima, and the repulsed defence of the

# SOFT SPOT

## Bullets

5



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# WAR GAMES REVIEWS

**Strategie**  
**Open-Block**

During the course of the design, the player takes either side against a computerized or human opponent, and a hand-drawing system allows beginners the chance to win. The key to successfully command in this level is "thinking two down" — the Corps commander gives orders through the two or three divisions to the regiments underneath.

The program allows access to reports of the state of the regiments at the end of each

the game is strong on realism, keeping the player in his own mind rather than the troops on the ground may not agree with it!

The game's one weak point is its graphics, which are terrible. The map is an abstract monochrome picture of trees and road-to-road symbols pointed black-on-black in places which looks in a manner guaranteed to cause the user to vomit.

Also, while the two island scenarios are good the others have the problem of Corps command, artificially restricting movement within the area of the map while important things like fortifications just sit at night. But, if you don't like these games, design your own!

**Aravah Computers** at War, the program allows the player to construct his own scenario, adding scenery to the map and specifying the strength of each formation. The possibilities are

for the price is reasonable, you may not have the tools.

This is itself would be an excellent war game, but it is only the leading scenario for Campaign at War, from the Australian design team of Bruce and Andrew van Troit. The others are scenarios made against the computer or another player but only at Peace Out at Sea of War, Military, the Germans, Tanks Crus and the Philippine War.

You need a disk drive and your own data, and the game is a floppy. But neither is a Home Box. The designers say they have someone who's created 300 of machine-code into the program, and the result is a small war game such that it has been nothing to compare with.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

## TOBRUK — THE CLASH OF ARMOUR

- MACHINE-DRIVEN
- GRAPHICS
- PRICE: \$25

This member of the PDS Management series runs on the Amstrad only. It is a two-player, since it deals with American operations against the Gazala line in May 1942, with Tobruk as the final objective.

The player has only the choice of two arm forces against the computer, but can still play with total dominance.

The game's position in handling of strategy problems. The Germans are given variable air support and moving supply dumps to stress the importance of supply for this kind of warfare.

The graphics are among the best I've seen for representing military campaigns in the desert. The program is that it's over too soon. You can only take one side in one battle of the war.

The reason for this is that all the extra program memory has gone into an updated feature — a

task simulator. The designers call this an arcade spot, but it's mostly that that.

Now it is so out of place as it seems in a strategy game — Roman frequently left his headquarters with plans for the terrain and without the best in a command tank (although I doubt if he personally fired on so many British tanks as this game allows).

Appropriate to this strategy and shooting-on games usually don't work very well — this is one of the better ones.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE



six-hour three-line in four of which is normally used although by a simple map-driven system which takes an hour to set to work.

After that each of the scenarios can be set through in two or three hours for so to the game play. The Corps commander learns how to judge the state of his regiments (and, information on casualties, supply and fuel), and to give an support and extra divisional resources where they are needed.

and less. See war and air war are, tanks, matters of machines. Last war has always been over more a matter of two and people, and so is very much harder to model on the computer. Still, it is a very good attempt, but it is not the perfect game that it might have been.

- GRAPHICS
- PLAYABILITY
- SOUND
- VALUE

## CARRIERS AT WAR

- MACHINE-DRIVEN
- GRAPHICS
- PRICE: \$25
- PLAYABILITY
- SOUND
- VALUE

North American carrier task force leads them, through the darkest before dawn on 7th December 1941, as the

surrounding American fleet of Pearl Harbor.

You check the intelligence and you are set for it, making reports on the other carrier's location at sea or in the air. The weather is clear, although there is cloud to the east and the prediction is for more rain. You check the status and speed of your own ships. There's a report from the Navy, however, the aircraft is in, and it's minutes later reports show Japanese activity on the southwest. At first light to get the first and fourth divisions. The flying clock shows its progress, but you can only get in at the first aircraft when it's late of sinking battleships. You activate the carrier's search and destroy, and send your own to the American airfield. Finally, at

the first light is received, you have to make the decision. This is itself would be an excellent war game, but it is only the leading scenario for Campaign at War, from the Australian design team of Bruce and Andrew van Troit. The others are scenarios made against the computer or another player but only at Peace Out at Sea of War, Military, the Germans, Tanks Crus and the Philippine War.

- MACHINE-DRIVEN
- GRAPHICS
- PRICE: \$25

Ken Wright, author of *Warfare and Strategy*, has been named as the author of the book *Warfare and Strategy* for his latest Napoleonic battle, the battle of Waterloo.

Robert Oates against the Russians of *Warfare and Strategy* 1981.

It is a series of scenarios for his two previous games, but is represented by a few extra features. Artillery is represented separately this time, and so the big battle of Pyrenees the second scenario. It is a two-player game, by which the player takes Corps command in the face of their own forces, works rather better than in previous games. At last, the British of France do have a scenario.

But the game is still very limited, and other good value. You get the choice of scenario, to choose of the sea, or choice of side, or choice of starting position, but not even that.

All you have left is the choice to give the French side orders, but not the other. Unfortunately, the combat mechanism seems to involve such a large number factor that whether you win or lose has almost nothing to do with the

effect you do give them. One result of this is, ability to make Napoleon at War slightly more playable.

The game is a good one, with a few improvements for last time, and it's a good one to have in your collection.

It is a series of scenarios for his two previous games, but is represented by a few extra features. Artillery is represented separately this time, and so the big battle of Pyrenees the second scenario. It is a two-player game, by which the player takes Corps command in the face of their own forces, works rather better than in previous games. At last, the British of France do have a scenario. But the game is still very limited, and other good value. You get the choice of scenario, to choose of the sea, or choice of side, or choice of starting position, but not even that. All you have left is the choice to give the French side orders, but not the other. Unfortunately, the combat mechanism seems to involve such a large number factor that whether you win or lose has almost nothing to do with the

- GRAPHICS
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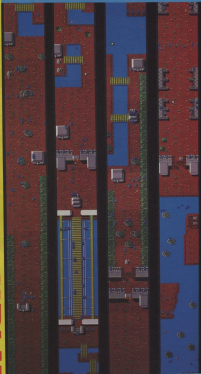
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# ikari warriors



START 1

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3

4



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Use it to plan your assault on the enemy strongholds in search of the captured general's prison.

Spot the tanks which you can use to further your advance and make a baseline for them.

Watch out for the landmines which the enemy stealthily leaves scattered around the landscape. And beware the jungle idols which are really machine gun nests spraying lead death in all directions.

Remember to keep moving at all times — don't be tempted to stick around to machine gun a few extra enemy troops.

Use your grenades wisely to wipe out pill boxes and gain those useful extra supplies of ammo and fuel for tanks.

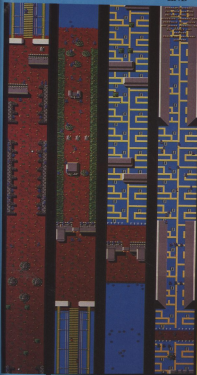
Run over the "smart-bombs" as soon as you see their friendly flashing symbol — this will zap all enemy troops in your immediate vicinity and give you a breathing space.

Try not to blow up tanks with badly aimed grenades. And as soon as they start flashing GIT GIT unless you rotate the fit fit rapidly you'll lose a life. And And there's always another tank around the corner...

If you get really expert you can lure the enemy troops into blowing each other away with their own grenades and bullets, but you'll have to be quick to escape the crossfire.

Plan your route using the special C-VG map and then get stuck in. Remember — local warriors take no prisoners!

● Thanks to Dimension Graphics who put the map together and Bill, who helped them do it, and produced such a killer panel!



5

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# VERA CRUZ

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## C-VG VERA CRUZ CASEBOOK

● Many would-be detectives appear to be missing the button in the shaded area to the bottom left of the screen.

● The carnet (diary to you) contains three names. To open it just press the space bar.

● In the second part of the game it is possible to get statements from both a neighbour and the caretaker. No addresses are necessary.

● CD or CD, depending on the version, are the middle letters of the car registration number.

● The computer recognises SOME nicknames.

Now try to win the Compact Disc Player! Solve the mystery questions and put your solution in the post, addressed to *Computer and Video Games, Vera Cruz Competition, Priory Court, 30-33 Farringdon Lane, London EC1R 3AU*. Closing date is January 15th, normal C-VG rules apply and the Chief Constable's decision is final.

## VERA CRUZ MYSTERY QUIZ

1. Agathe Christie created TWO famous fictional detectives. Name them.
2. Name the jockey turned thriller writer whose book, *Twine Sky*, has been recently turned into a computer adventure.
3. *Vera Cruz* is a French game. French author Georges Simenon created a famous french detective who also became a TV



hero. Name him.

4. Denver boss Dominic Wheatley has a famous relative who created some famous crime dramas in the 1930s. One of these, *Murder Off Miami*, is being turned into a computer game by CRL. What is this man's name? He also writes many horror stories. . .

5. Melbourne House released an adventure based on the adventures of the world's most famous fictional detective. Name the game.

## C-VG/INFOGRAMS VERA CRUZ COMPETITION

My answers are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

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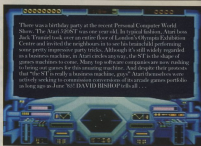
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# STARGLIDER

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## SANS OF TIME

**J**ohn has to be the 30-year-old programmer/designer of Rainbird's critically acclaimed *StarGLider*. In 1990 he co-authored a combined guide to the BBC disk systems well before the publication of the official book manual!

Having researched the whole game file for *Century* (remember the wonder game you could play while the main program was loading?), he then played a major role in the CDi conversion of *Blitz*.

CGV managed to catch up with John just before he set off for a two-week Anime conference in California. He agreed to give us this exclusive interview as well as some useful hints on the *StarGliding*! Here's what *StarGliding* is all about!

**James Fuller and I set down and worked out the basic scenario.**

**Then for next week and I began work on the manual while I worked on the game itself!**

**Wasn't it like working with an author like James Fuller?**

The collaboration worked well, I think. James went on a number of trips during the project and we met a few times to iron out any differences there may have been between the book and the game. He might have wanted to include something in the book and wanted to know if it could be incorporated into the game. Sometimes I would find something in his text that didn't match up with the program and couldn't be put in for one reason or another!

**How much control did Rainbird exercise?**

They were very good about letting us get on with the project most of the time. They did the music and

the loading screen, though. Towards the end there was "marketing" elements to be taken into consideration such as adding the third sight feature because Tony (Rainbird) couldn't play the game without it. There was also the general problem of having to draw the line with say "3DGP". That's enough building touch! How did you get such impressive 3D graphics?

Each object in the game is mapped the whole time, not just while it's on the screen. Once I've converted the data for the objects you can see it from any angle and then any distance could be too far away to be visible. Also, unlike *Blitzkrieg*, *StarGlider* has hidden line detection which "hides" those parts of an object you wouldn't normally see. This helps to make everything look more realistic. Actually I wrote the drawing routines about ten years during the project, each time making them smaller and better. I think they run as fast as is possible



on the ST and could not be squeezed into less space. With such amazing computer/graphics why did you get so non-accepted sound effects?

I wanted to have sampled digitalisations but they would have allowed things down so much that it would have detracted from the playability of the game. Even the ST has its limits.

**What's your impression of the ST? It's really just a glorified Spectrum. Can you explain that?**



Well, the ST doesn't have any proprietary chips for sound or graphics. It's dependent entirely on the power of the 68-bit processor. The Amiga has dedicated chips for graphics and sound too, consequently less is being done in the processor to show it there. Having said that, the ST is a great machine and superb value, also it has many people who also use it Amiga?

Going back to Starfighter, are you happy with the end product? Yes, very much so. You can go on improving a game forever and you may never be 100% happy with it because there is always something that could have been slightly different. There were little things I still wanted to put into the game but it had to be released this week or you know, and I think the version that came out was good. Do you still enjoy playing Starfighter?

Not really, not now. It was a great thrill to start with but I spent a huge amount of time testing the game which was very enjoyable, but I wouldn't play it for fun now. How many levels are there in the game?

I was only going to put four in but decided to add a few more to cater for anybody who couldn't get past them.

How many extra ones did you put on?

Over thirty! Without giving too much away, what kind of things change from level to level?

It's generally more difficult to stay alive on the higher levels, as you'd expect. Things are more difficult to destroy and missiles inflict more damage on you too, which drains your shields faster. Other things become more of a hassle from levels two and three but that would be boring!

Go on, drop us some more details a comedian too.

OK. Well, how long has it taken you to measure heading missiles which move in very alarming ways, usually towards you? The proportion of heading versus normal missiles increases with level. It's always the fly on the Pyramid launchers was best!

Hold there for a Starfighter (?) You'll have to wait and see!

## REVIEW

In the 1981 PCM show, an unpaid coding unit were known called Balanced, he was showing a short demo of a new game being developed for the brand new Atari ST computer.

A year later Starfighter was released to attract universal critical acclaim. You know what Starfighter is part of Amiga and part of the ST - but the superior to Amiga!

**THE STORY SO FAR**  
The game takes you to the planet Nevevia, for various unaccountably protected from its vicinity by the Nevevians, unaccounted ships which were "extensively well-equipped to bring about a noisy and violent life-style modification of any world to invade".

In fact, no conflict ever the Nevevians that their defiance was ignominious, that they had long ago abandoned their home-based army and airbase.

Eggon, the commander Heronius, he had believed for had found a flaw in Nevevia's defenses. Eggon considered themselves to be "favorable, game-playing people and they maintained a powerful turbo-boost on permanent alert, ready to beat the hell out of any planet that had other will".

Kennel's plan was deceptively simple. He had spent the last few years remodeling a new invasion fleet comprising entirely of ships that looked like giant Starfighters.

The Starfighter was a very strange bird that looked in Nevevia's operational highlands and migrated once every five years to the outskirts of the Nevevian system.

It was on returning from one such migration that a flock of Starfighters was entirely wiped-out by a couple of warbirds that attacked them for an invasion fleet.

As a result of the resulting public outcry the Nevevians are forced to reconfigure Starfighters and leave them alone.

Kennel's simple plan worked all too well. After some rehearsal and was named Nevevia in honor to fall into the hands of the Eggon. **PLATFORMS: THE GAMER**

The game starts as you leave one of the four regions depicted on the planet's surface, controlled by ARAMA's Assistant Repair And Maintenance Amdible and left intact when the Eggon attacked.

Although your goal is to destroy the Eggon invasion fleet, success will not come in those a few minutes are passed entirely in their trigger fingers.

A winning strategy will have to be worked out before diving too far into the game or you will be unconsciously expatriated there and there again. This is where the accompanying manual, written by James Fiddler (author of the screenplay of the film E.T. the Extra-Terrestrial) comes in rather useful.

Packed with invaluable hints and tips on how to kill and evade. Fiddler's witty commentary also contains clues such as how to

movement patterns. Careful observation will help you develop attack and defense strategies for the various fighters, tanks etc. Apart from differences in appearance you will discover each with varying speed and maneuverability.

Apart from the regular depots, the Eggon base also has the Young Tower's control deck because they control the underground neuronal system which Nevevia's leaders intend to use for themselves.

The manual tells you how the towers can be switched back on again but you'll need to master the recharging mechanism quickly as the Eggon won't stand by tank and wait!

The best thing you are likely to do once Starfighter has loaded up and check if your skills are...

But that music you hear is coming from your computer!



recharge the NGA's inductive energy pods, and where the Starfighter Dealer's one week open for launch!

What a pleasant change to find the story with the game concept A.T.U. (A.I.) following the manual's lead!

**EVILIN ATTACK FORCE**  
The planet surface is covered with land-based, transport vehicles, skin fighters, air-borne, transport, and other assorted Eggon goodies. Nevevia, the atmosphere above the planet's surface is littered with mines, various missiles, base and base fighters, not to mention Starfighter One.

Most of the Eggon attack several hours after the Nevevians and

The game contains thousands of sampled music, composed especially for the game, and guaranteed to raise the eyebrows of even the most cynical industrialist.

The investment and animation of all the graphical game elements are little short of amazing, reminiscent of the Star Wars arcade machines. As but seemingly less costly than what IS bit technology is capable of.



Starfighter: The most spectacular game type released on the ST to date.

**ST**  
SPECTACULAR

# THE TRAP DOOR

## MONSTER MANIA

Cans of worms, boiled slimies, and eyeball crush are just some of the delicacies demanded by bumbling Berk's bellowing boss. Can you satisfy the hunger of 'him upstairs' and survive the nasties that come out of the Trap Door? There's always something lurking in the dark waiting to emerge in this hilarious graphic adventure.

SPECTRUM - COMMODORE - AMSTRAD - £7.95

Available from your local stockist or, in case of difficulty, direct from John Davill, Macmillan Distribution Ltd, Houndmills, Basingstoke RG21 2XS. Make cheques or postal orders payable to Macmillan Limited and state the machine version you want. Further information on PIRANHA games from:

Richard Bacon, Piranha  
4 Little Essex Street, London WC2R 3LF  
Tel: 01-836 6633





# MERCENARY

The long-awaited ST version of the game has been finally awarded a new and exciting addition, a new and original scenario set in the Second City. A futuristic urban setting, or play scenario, set on the night of the 20th of Phobos, the urban robot shows you, and makes the city one of the most beautiful places ever designed for a beautiful city and underground complex.

You are a skilled pilot who has been hired on Targ which has been damaged by many years of war between the original inhabitants, the great living Polygons and also race of Robots known as the Mechanoids.

Your challenge is to escape the planet by leaving another ship, brought with your ill-gotten gains.

The only thing you managed to salvage from the wreckage of your ship was Betson, your AI friend, ninth generation PC.

Betson will give you information on your location, compare fueling, altitudes, elevations and speed as well as act as a communications buffer with the various moving forces on Targ.

Betson's other major use is in providing an interpretation of his

view of events in stunning 3D cinematographs allowing you to see inside and through normally solid objects. . . . and your last out Scenario!

The action starts as you come to by the remains of the Protectors, your weary intergalactic craft, which is beyond repair after the crash.

Luckily you have landed in Central City, which used to be one of Targ's main centers of population. From here fortunate is that the Revolution Day is ending just 10 feet away, and at 4,000 credits (an absolute mile!)

Flying around in your newly acquired Dart you can see the whole of Central City and, from less than 200 feet, can make out individual buildings which can, of course, be stepped out of existence.

Betson's controls provide you with all the flight and navigational controls you will need while the vector graphic cockpit view is provided as smoothly as silk.

Eventually Betson will receive a message leading you to come to the landing room near the hangar or just to W000. To get there is tricky because you have to land by a lift.

Having descended into one of the many underground complexes, it's time to leave the ship and its AI friend

exploring.

As a shifting, ever-changing underground scene is vector graphics shows first person perspective, giving you the impression of wandering in and out of rooms and door corridors.

As you explore the complex you will find various objects some of which can be picked up and used such as lights, gun trays and keys.

You can identify objects that are of use to all sorts of tables and chairs, some objects, such as medical supplies and gold, can be sold for extra profit if you can only find a buyer.

When you find the briefing room

you will be offered a mission, and, in case necessary, mission, may wish to only accept lucrative contracts.

The beauty of this game, apart from the stunningly smooth vector graphics, is the element of strategy required to negotiate the diplomatic minefield you must necessarily create for yourself by accepting missions from both sides in the continuing war on Targ.

Complete with The Second City, which takes you to Targ's distant, overcast southern hemisphere, and the Targ Star and Kit, in case you get too hot, Mercenary will be a high flyer amongst ST games.



# ART DIRECTOR

It was only a matter of time before the most wanted taking advantage of the power of the new graphics to produce still more exciting programs was Microsoft's Art Director in Microsoft's Art Director in Microsoft's Art Director in Microsoft's

Art Director was Microsoft's art program which will respond to all the needs of the aspiring artist. In a nutshell, Art Director is part of the features of the very latest Deluxe Paint two-D-VII August 88) which runs on the graphically more advanced Amiga, and although slower in the processing department, Art Director compares very favorably to the latter.

It has all the features common to most art programs such as fill, air-brush, zoom, zoom, draw, geometric shapes etc. But this package really shines in its own right when you look at the way a brush, cut from the screen, can be bent, stretched, distorted, flipped, colored, and even made to look as if it was being reflected off the inside or outside of a sphere or cylinder.

Once Art Director is loaded you are presented with a Toolbars from which many of the more commonly needed functions can be accessed.

The Toolbars include the most commonly used functions in a continuously placed. As with most ST art programs Art Director uses

the Atari's low resolution colour mode allowing for 33 colours on a 320x200 screen.

Each screen can have up to eight palettes of 16 colours, and the program can be made to cycle through these in sequential effect.

Each colour is chosen from a total of 255 and increased by giving different values to red, green, and blue components.

These functions not accessible from the Toolbars can be accessed from the pull-down menus in the two status bars at the top of the screen as with any normal GEM application.

There are a number of pictures on the two-disk set as well as a selection of ready-made fonts that can be used for placing text directly on the screen. This is invaluable for certain applications or to save words from an integral part of a screen design.

Amongst the more innovative features in Art Director is the window which allows you to position any graphic of objects (such as fill and change colour) inside the window having the rest of the screen unaffected.

Not only does this make the window mediated functions more flexible but it also cuts down on the time spent waiting for the computer to perform these functions as it need only concern itself with a smaller area of the screen.

Art Director provides you with two pages on which to paint or draw. It is normally suitable to use one as a scratch pad and the



other for your main picture.

But, you can also use both pages for a double-size picture where one page fits neatly on top of the other. Using the Print Page function you can make a hard copy of the two pages combined into one A4 shaped print-out.

Although there are certain aspects of the new interface in Art Director that could have been a more friendly, the program's wealth of powerful and useful features makes its use one of the best graphic packages yet seen for the ST.



# ST SPECTACULAR

# Don't miss this launchpad for all that's new in Atari computing

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# ALWAYS ACTIVE

Just how good are you on your favourite game? Just think! Wouldn't you like to know whether you're king of the joysticks? Well here's your chance. Flick your eye down the following list and let us know if you could do better, or if you've got high scores on games we haven't even mentioned. The newer the game the better, but keep sending in your scores for all those golden oldies.

## HALL OF FAME

Sokobander	527,080	Mail Craggins, Liverpool
Countler	5,187,268	Paul Sharp, Doncaster, S. Yorkshire
Space Harrier	21,308,480	D Murray, Tunbridge, S.W.17
Ultimate 'N' Shadblow	248,790	Kevin Davies, Swansea
Manamix	493,870	Kevin Davies, Swansea
1989	11,494,790	G. D. H.
Iron Horse	261,000	Neil Bell, Doncaster, East Yorkshire
Chameleon	1,379,854	George Brown, Ouse
Express Builder	700,100	Shawn Dixon, Ouse
Good Runner	1,800,000	Peter Huxtable, Holbeck
Mantis Madness	170,100	Adam Mastroianni, Leeds
Ikari Warriors	1,242,000	Samuel Lindhead, Holbeck
Commando	645,500	George Green, Lonsdale
10 Yard Fight	480,000	Brett James, Leeds
Snake Jack	4,105,570	Adam Mastroianni, Leeds

## GAUNTLET TIPS

Now for some tips for all you Countler heads. These come from Gary Spencer who lives on the life of Wright.

When you first play Countler you begin with 800 health.

points, these decrease one every second, and between 2-30 everytime you hit something. However, your health points increase every time you eat some food.

You can choose to play one of four characters — Warrior, Valkyrie, Wizard and Elf. Choose the Wizard when you first start playing, but when you reach level 30 change to the Elf as he collects all the magic potions.

The first seven chests are always the same on each new game. From chest eight onwards, order is random and there are about 80 different chest layouts.

To play the game successfully learn the layout, when to potion, where the potions are, where the food is and the quickest route to the exit on each chest.

If you wait on any chest, you'll lose about 180 health points but the walk will still turn into gold.

Very handy on harder levels. While you're waiting don't move or shoot anything as it then takes longer for the exit to appear.

After level seven, magic potions which give you a 20 magic points bonus are no longer found often. Collect the ones you have off six. You are then able to trade.

However, after level 50 a food appears on every chest and if it touches you it takes one of your magic potions. If you then shoot him, he gives you back a normal potion. Always shoot him before he gets you.

## 10 YARD FIGHT BUG

For those keen on American football and, in particular 10 Yard Fight, Tim McEneaney from Folkestone in Kent reckons he's found a bug.

After scoring or touchdowns you're given the choice of either kicking the ball or running. If you choose to run, you move the ball carrier diagonally backwards to the left for a couple of yards, then straight back for the opponent's players chase after you.

Now a blocker suddenly appears on your side and blocks him on the left of your opponent's players, leaving you to go forwards for a touchdown.

Thanks to the bug, Tim, and if anyone else has found a bug, for some useful tips or recorded new dizzy heights in the high score stakes, why not write in. Read the story below for details.

## SEND US YOUR SCORES — AND TIPS

If you've found a bug in an arcade game, or scored a mega-score, or even if you've got some tips for better arcade games, please write in and tell everyone about it.

SEND IN THE CHIT! games magazine to bring you a monthly roundup of what's happening in the arcades so you'll be reading it BIG time. So if you want to see your name up in lights write to: Clare Edgley, c/o Arcade Action, Computer & Video Games, Pilory Court, 30-32 Farringdon Lane, London EC1 3AU. And if you've got a favourite arcade where you play all the latest games why not let us know about that too. Tell us why you like it so much and what games you play. You never know we might give it a mention on us!





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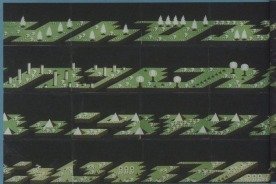
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**THE HIT SQUAD**

Fungus grows on you. Just ask C+VG's deputy editor Paul Boughton! It's the budget game created by Swedish programmer Karl Hornell — who wrote the music AND drew the picture on the cassette cover. Fungus is the name of the hero. He likes mushrooms. And his main aim in life is to eat as many as he can crawl down in one sitting. This is where our map comes in. We hope it will help YOU help Fungus make sure there isn't a mushroom left inside his space suit. Old jokes are always the best.





**F**ungus inhabits a three-dimensional world, where islands are suspended in space. In order to help Fungus eat as many of the Great White Mushrooms as he can, you must leap the chasms that divide the islands and beat off the attacking enemies. It isn't easy — but it's fun! Check out the map to spot all the pitfalls and then enter the competition. You could win your very own mushroom island!

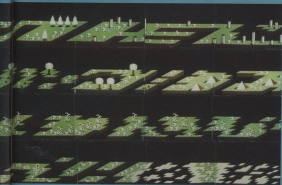
#### ATTACK WAVES

1. Birds — they fly FAST!
2. Bombs — watch for the ring in the tail.
3. Bouncing bombs — they spin too!
4. Daleks — they shoot laser beams.

#### COLOUR CODED

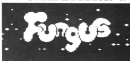
##### HAZARDS

- Green — pine forest
- Yellow — pyramids
- Red — more trees!
- Blue — deciduous trees
- Desert — cast!



## KARL HORNELL

- Place and date of birth: Sweden
- Home: Umeå, Sweden.
- Age: 18
- Games programmed: *Fruity, Ronald, Velocipede Land 2, Clean Up Time, Melon Mania* (coming soon)
- Computers owned: C64, Atari 800ST
- How did you first get interested in computers?: From friends and at school.
- Favourite game: *Super Pipeline II*
- Favourite programmer: Jeff Minter. Because of his original ideas.
- Pet hate: C64 Basic!
- Future plans: To write a blockbusting Atari ST game! And to become an artist...
- Outside interests: Drawing cartoons!
- What are the top selling computer magazines in Sweden? C+VG (naturally), *Commodore User*
- Favourite food: Hamburgers.
- Favourite drink: Pepsi.
- Favourite TV programme: Anything English or American.



### WIN YOUR OWN FUNGUS ISLAND!

Thanks to the extremely generous people at *Players*, the people who unleashed *Fungus* on the world, we can offer the three first prize winners in our grand *Fungus* Competition their very own Mushroom Kit. Yes, you can grow your own Great White Mushrooms in the privacy of your own home. Be the envy of your friends. Have amazing breakfasts. Enjoy a special C+VG mixed grill! All you have to do is add water and the mushrooms will start poking their cute little heads through the peat in no time. Twenty ransoms-up will get an exclusive embroidered *Players* baseball hat. One-size fits everyone. What do you have to do to win any one of these amazing prizes? Just spot the six differences in our two *Fungus* pictures. Simple as that. Once you've found the differences, ring them and send the pictures, together with the entry form, to Computer and Video Games, *Fungus* Grows On You Competition, Priddy Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is January 16th, normal C+VG rules apply and the Great White Mushroom's decision is final.



C+VG PLAYERS FUNGUS COMPETITION

Name \_\_\_\_\_

I'd like to grow my own mushrooms because \_\_\_\_\_

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# C+VG STREET SEEN

They're hot, they're tasty. They're the latest and greatest games on the way to a computer near you.

This time we turn the spotlight on Delta, the next exciting game from Thalman who tell us that programmer Stavros Fasoulas has NEVER been near a Namco arcade machine — honest guy. We'll leave you to make your own minds up about that as you take sneak peeks at *Knackbusters*, *Dragon's Lair II*, *Top Gun* and more. Enjoy the future!



Namco's occasional programmer Stavros Fasoulas is looking for another shoot 'em up arcade with Delta, again for more software houses, Thalman. Get an eyeful of an early version of the game. It's got 64 levels with 648 other obstacles. As you pile up the points you can hit various items to increase your speed and fire power. Delta should be out early in the New Year for \$39.95 on cassette and \$49.95 on disk.



Worst guess is to be one of the most unusual games to be released over the next few weeks. It has to be played to be fully understood. There are two colored rooms built into the program and the player is for them to capture specimens by firing trails from dot-to-dot, each dot being the center of a creature. Points given the more which lay the line trail in a room. The rules of which one follows. New technology, Auto-Computer control. Will it random move? and there is the room which played a certain color in a previous game is said again. (Lizard?) Do you see. River? has great music and will be released by GML.

Dragon's Lair. Software Projects conversion of the ultra successful arcade game, leapt straight to the top of the software charts. Well SP are hoping to repeat that success with *Escape from Singe's Castle*. In other words, *Dragon's Lair Part Two*. If you played the first game — and managed to complete it — you'll know that Singe, the evil dragon, died at the hands of Dirk the dashing hero. Now Dirk must escape from the castle. He has eight tasks to complete — again based on different sections of the arcade game. These include shooting the rapids, riding magic horses, dodging boulders and fighting monsters. The first *Dragon's Lair* game was incredibly difficult to get into but (judging from early versions of the second game) it's much more playable. *Escape from Singe's Castle* will be available on the Commodore 64, Amstrad and Spectrum early in the New Year. Could there be *Dragon's Lair Part Three* on the way? The original arcade laser-disk game is certainly big enough to supply a few more plots. But perhaps the games-buying public will be a little tired of the format by then. Time will tell.



Death or Glory? No it's not a test yet, it's the latest 64 offering from the studios of GML. It may look like an Action clone but it isn't. Not quite, anyway. You zap about the universe in your boy spacebit confining absolutely glorious alien spacecraft-carriers. The biggest you've ever seen on a 64 we're reliably informed. Instead of shooting everything in sight you have to bounce off things and sneak into them. As much as your homefields will allow anyway. Looks good. Will be available after Christmas. Can't wait! ...



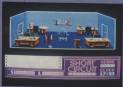
Who said distribution is dead? Certainly not *Knack* Inc. They've got a distribution distribution game of the way called *Knack*. It's a test to the distribution of the sport which means the company's much of your eye and is adding a bit of a commercial right now. The *Knack* Inc. computer market is becoming a market. You have to give your dealer more a street peddle with *Knack*. There are also other things, music, performance, real works and so on. *Knack* songs perform excellent and other things and generally have a good time. The distributor is absolutely unexcusable and it will create new ideas the whole thing along steady. Get over on the 64. Play the game under the C-64 competition.



Top Gun, the number one film this Christmas, stars Tom Cruise, currently the number one screen heart-throb. Ocean has captured the license for the game and, no doubt are hoping for the number one game. Time will tell but in the meantime here's a glimpse of what it looks like. The game will combine flight simulation with shoot 'em up elements as you learn to cope with flying an F15 Tomcat strike aircraft. It should be coming your way on the Spectrum at £7.95 and £8.95 on the Commodore and Amstrad. We wonder if the F15 is armed with Cruise missiles!



It's the 24th Century and society has finally rejected hard drugs. Peace, freedom and equality are a possibility. But as mankind spreads throughout the galaxy it soon becomes clear that these hopes will remain just a dream. Instead the rich get richer and the poor get poorer — and cronger. Some governments start to introduce control drugs. It's called Sky and its production is big business. That's the controversial theme of Sky Runner, Canada's new game from Ace programmer Ian Martin. Your mission is to terminate the drug harvesting. Sky Runner will be out on the Spectrum £9.95 and Commodore £8.95 cassette/£12.95 disk.



Ocean are hoping you'll blow a fuse over Short Circuit, their new release early in the New Year. Based upon the science fiction film Short Circuit. As the recipient the film is set for release after Christmas and deals with the exploits of Number Five, a military robot who has got his wires crossed and decided to be peaceful rather than follow the more warlike intentions he was made for. In the game, Number Five must escape from the military complex by solving problems avoiding guards etc. Graphically it looks rather nice as these screen shots show. Short Circuit will be released on the Spectrum (£7.95) plus the Commodore 64 and Amstrad (£8.95).



Cannon Foes, the Man, Battle Cat, Train, Man and more and other modules their eternal struggle against the evil Martians in Masters of the Universe from US Gold. This is the Commodore 64 version of the arcade game. There will also be an adventure game released about their exploits in the world of Canada. Prices for the arcade version are Spectrum £8.95, Commodore 64 and Amstrad £8.99 cassette/£14.99 disk. The adventure will cost the same as the arcade game on the Commodore and Amstrad, £7.99 on the BBC, Electron and C16 and £9.99 on the IBM.



Wanna get your mouth packed full of knuckle, mate? Don't check out the latest thump 'em and kick 'em offering from Melbourne House. It's called Knucklebuster. It's violent and it could damage your computer. And it'll cost you £9.95 cassette and £14.95 disk on the Commodore.

STREET SEEN  
C-VG

# CG VG Mailbag

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Errr... HELLO! It's me, Big Red! They've allowed me back to do the Mailbag pages again — as long as I don't touch anything. Did you like my staker last issue. I thought it was rather fetching. Didn't like the piece that B-Con stuck it though (I got an with it! Ed Oh, err all right ...

■ I am writing in response to an article you published in your November issue. It concerned micros past and present. Your treatment of the MSX stable of micros was unfair, unjust and biased.

Last month MSX was the best selling micro — Total, by some sold 50,000 — True

marketing strategy was not well thought out and they were initially overpriced. But once that was sorted they sold well.

In Europe they are very well supported — a fact you neglect to mention as at Vera Cruz, Mandagape, Inheritance were all introduced for MSX from France and then converted to Spectrum etc.

You also do not state in your software reviews that games are available

on MSX as you do for others like the Spectrum and Commodore. Games like Super Cycle, Jewel of Darkness and many others ...

All reviewed as available in other formats but no mention of the MSX format, even though an advert you carried said they were.

You rave about the Com-

modore as the best games machine, yet MSX is as capable in the graphic department. As far as basic goes it is provided with better drawing instructions than either the Spectrum or Commodore. It can also be expanded to MSX 2 configuration and up to 128K RAM.

The only thing against the MSX appears to be magazines like yourself who refuse to acknowledge its ex-



istens. Yes, I know your mouse is "if the software house doesn't tell how do we know" oft used and oft paraphrased.

Problems the MSX exists may have had, but, had or sensible basic (start) lack of upgrade facility (Spectrum, Commodore) had disc facilities (Commodore) limited compatibility confined to one make of accessories, or at best third parties.

The fact remains that MSX is not dead no matter what you may say even if you do try to give the impression that it is. There are hundreds of games available.

Not to mention business software etc. A lot of it is in the form of cartridge.

The easiest way to use any software — a cartridge loads in 1-2 seconds and remains plugged in for fast access no need for disc or tape though these can still remain plugged in for file access and dumping to as the need arises as well as the printer.

If you really are unbiased and independent then give us fair treatment. I realise you can not review all makes at the time and that others have been around longer but you don't have to ignore us either or you afraid MSX is less than the others behind.  
D Lucas  
Dorchester

■ I always thought MSX stood for Many Small Expensive until I discovered Microsoft basic. MSX isn't dead — the ED tells me — but it's hardly in the same league as the Spectrum or Commodore brigade. C-VG was about the only magazine to champion the cause of the MSX when it first hit the scene two years ago. One of our earlier issues carried a special MSX supplement — that was before all the specific MSX mags appeared. Maybe you missed it in Luzzax? We'll be keeping a watchful eye on the MSX scene — and I think you'll find Tony Takasaku's review about Konami's MSX version of Nemesis on the back page.

■ I am writing for two reasons. One to please Mr Williams, who says he likes arguments and also to complain about Mark Doney's attitude towards the Spectrum and the Amstrad. I am the proud owner of an Amstrad CPC 464. I have had it for about two years after upgrading from a Spectrum.

Mark should be more careful when he criticises the graphics of the Amstrad. He obviously hasn't seen or played Spindizzy or Fastball's new game. Druid, I have not seen ONE Amstrad game whose colour schemes have been visible. He also says that we would appreciate Commodore or Atari screen shots on Amstrad reviews, but I definitely would not. I like to see what sort of game I am buying and also I am sure there are more Amstrad and Spectrum users than there are Atari ST and Amiga users.

By the way, All this business about taking pictures from the screen by pointing an S&B camera at the monitor is prehistoric technology, if you don't mind me saying so.

My Deal works for a computer company that sells computer-graphic camera systems which take the RGB output from the computer and through a combination of red, green and blue filter wheels produces colour hard copy that would make the tick shots in Star Wars look like a soggy comic.

Howard Gurn,  
Buxton-on-Trent

■ I keep telling Paul Boughton, C-VG's deputy editor, that he's using obsolete technology. But he refuses to stop using his las Brownie. He keeps musing things about David Bailey never using a video camera. You just can't tell him anything. But we would like to see some of your snaps. Suppose there's no chance of a free sample. Is Deal? Deal?

■ I feel that the review of Dragon's Lair did not give any hint that it is impossible to get down the shaft, using the disc, at the start of play. I know of no-one who has managed to complete this part and I doubt if your reviewer managed it either.

If you use cheat games to help you review a game fully, then surely you should tell the readers that this is what you have done.

In my view — and I will be interested to hear other readers views on my letter — the possibility of the game is nil. If you cannot even get past the first part, then the game is a waste of money.

Your reviews play a great part in deciding whether — or not — to buy a game and we should have been warned about the impossibility of playing Dragon's Lair.

Software Projects should either refund the money, or you should demand a poke to allow you to tell us how to get onto the next screen.

This brings me to another question that has been puzzling me for a long time — how do readers manage to discover/look out pokes. I am sure lots of other readers would be interested in how this is achieved.  
Anthony F Dixon  
Halsall

■ Yeah! A man after my own heart Anthony, I figured Dragon's Lair quite enjoyable too. But then I find more games unplayable — joystick keep snapping off in my hands. As for discovering POKES — perhaps there's a wizard he C-VG writer out there who would like to write in and tell us. Perhaps I could persuade

the Ed to run a feature on it...

■ That Robert Schifreen who wrote Five Years of Computing in your November issue really is a prat. In the Mirror Year article he wrote that the C16, Plus1 and MSX machines were out. This is obviously wrong. The machines should have been in the Mirror Present column because all of them are very popular to this day. Companies like Elite, Mazertron, Amigo and Imagine produce excellent games for the said machines. Even more peripherals are being brought out for the machines by companies such as Rantz and Spectravideo as there is no shortage of peripherals either. Most importantly the machines are very popular. There are around 350 pupils in our school and 140-150 have either a C16, Plus4 or MSX.

Robert Schifreen obviously got his facts wrong. He probably had his head in the clouds over the past year. If he was smart, however, he would have noticed the rise of these machines.  
Mark Doney  
Sheffield

■ OK, maybe Robert might have been a bit premature about the C16 — but still it still be as successful as '87 with the rise of the dedicated video games machines? He was accurate in his statement that the original launch of the MSX was a flop in the UK. Last Christmas the machines you mentioned were sold off really cheaply so it's pretty obvious why they sold well isn't it? Robert is as down to earth as the rest of the C-VG team — which isn't saying much...

■ As one of the thousands of proud Atari owners in the UK, I find it very disturbing that the so called 'serious' software houses are giving the Atari a miss as far as new software is concerned.

At the moment, there are quite a few titles being released. "What's the problem then?" you say. The problem is that it's ALL sold out of date. \*\*\*\*

Continued on page 187



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# C+VG Mailbag

COMPUTER & VIDEO GAMES  
20-22 RAVENHOLM LANE  
LONDON, EC0R 3AU

A certain company has just released a series of £2.99 games which are old Adventure International basic programs.

The only people to release a decent amount of good machine code programs are Datatype and U.S. Gold.

I see U.S. Gold, as far as it can tell from press releases, most of their coin-op licenses recently purchased are from Atari but are not planned conversions to the Atari home micros.

The same thing goes for Elite, Paperboy is the perfect example. It's not as though the machine isn't capable or anything. It crushes the Commodore 64, Spectrum, Amstrad, BBC, MSX. In fact with 255 colours on the screen at once (with interlaced four channel sound), playable graphics and over 10 graphics modes, it beats them all put together.

If anybody has seen screens from Alternate Reality or Mercenary on the Atari, I am sure that they will agree.

There are two options open to owners at the moment:

1. Purchase software from importers at ridiculous prices — £26 for *Planet Service*
2. Rip it off!

I am sad to say I have been forced to take option two. I refuse to pay nigh on £30 for something that Commodore owners get for a tenner. I have got four discs full of utilities which copy even the most heavily protected software, even those we rip off from the U.S.

It's no problem getting software either. Just look in the personal sections of mags and write to someone with your machine and lives in the States or Germany.

I have got some superb games from Germany. The States have supplied me

with *Alternate Reality* — *The City and the Dungeons*, *Deathrunners*, *Spelunker* and many more up to six months before they arrive here.

This may sound stupid, but, I would prefer to BUY the original thing than copy it.

The software houses say it is a minority machine. Well, Divers sold well over 100,000 machines at Xmas alone, and are still selling them at a rate that outstrips supply.

The Atari is in the top five machines in the U.S.

If the MUD's of the houses are still not convinced they should have paid a visit to the Atari Show at the end of November and asked the other owners what they have to say.

Jack T's motto is "Power without the Power". Let's not make it "Power without the Software".

Name and address supplied

At last a letter that makes sense! C+VG has been telling Atari owners exactly this for ages now. Especially when they keep on telling us to receive more Atari software. It's a shame — but software houses have been neglecting this classic machine. And again loads were sold because they were CHEAP last Christmas! However, with the rise of the ST maybe people will take note of your glowing sentiment Mr. Anonymous...

I have read your magazine since 1983 and I own a C64 James. At long last I am thankfully getting a brand new computer. Yes, not even second hand!

But, as you might have guessed I have a slight problem and that is WHICH computer. I have ruled out a C64C because of its cost/basis and the Amstrad be-

cause of its seemingly lack of games.

The possibilities are either a C128 or a Spectrum. Please help me in this matter. However there is only one problem, I find it hard to think that the sound on the Spectrum can only be near-ly always get a seven.

For instance look at *Centurion II* on the Spectrum, you guess it sounds, but, the only sound that I could hear was a resonating noise resembling a boogie.

S. Pogonick  
5 Pogonick  
Dublin

Don't know why you've ruled out the 64C — it has much the same basis as the 128 AND you get a really good deal on the machine at the moment. It comes with a whole bunch of games, the dataset and a mouse all in one special package. The 128 has few games written specifically for it — and it always breaks when I try to use it as a tribble. The Spectrum is, on over good value, although some compatibility problems with the Amstrad-2.

Your magazine is the best computer magazine I have had the chance to read. It is full of the things I like, especially games. I started reading your magazine two years ago and since then I have never missed a single issue although it costs me £4 every month.

I guess that you do not hear much from your readers in the Arab world so please listen to a voice coming from the U.A.E. When I first bought your magazine I found it a bit difficult to read but now it is a piece of cake — it has also improved my English. I have even stopped buying Arabic computer mags.

Congratulations on your six birthday — how can you be so young and yet so learned in computers. Keep up the good work or in the mother tongue "Wassala al-mal al-jadid"  
Ahmad Obaid Alnagar  
Sharjah  
U.A.E.

Hey! Hope that's not rude Ashraf! Don't want the IDEAS column coming down on us! And your English must be a bit odd if you've learnt it from C+VG's writers! Seriously,

thanks for your comments. But !!! We'll all have to work a bit harder to make it worth your while!

After reading your July and August issues of C+VG I thought I ought to write and correct a few points.

In the Price of Magic review Keith Campbell says that the VAX is "dated and unsuitable" and goes on to say that Avalon will have a save facility that will also restore his status in the event of a system crash — a feature which MUD lacks.

This is not true. MUD's vocabulary is 1200 words (600 usable by mortal) and has room for about 2600. At present there is 600-700 locations but that is hoped to be increased to 3000 as time goes on (Richard Bartle's figures, not mine).

I hardly sounds dated or unsuitable to me, especially now that the response time is down to under three seconds. And the suggestion that a crash causes status to be lost is ludicrous. Your score is saved automatically every time it increases and you always get returned to the most recent of these.

This incidently is what the save command which puzzled Jim Douglas is for, in the event of a bug in the automatic facility.

I hope this information will stop prospective players being put off a very worthwhile past-time.

Feedback Superheroine  
Cambridge

I like MUD. It helps cool my circuits on a hot day. I find following it is the best — but read-quizzes are OK for quiet relief if you're in a hurry. The Bag Hunters response time is down to three seconds too — but it's still not quite enough for Jackson T. Killbar...







# C+VG

## GOLDEN JOYSTICK AWARDS

It's time for the computer game equivalent of the Oscars once more! Yes, for the fifth year in succession we're asking YOU the loyal C+VG reader to vote for our coveted Golden Joystick Awards. These new traditional awards go to the software houses and programmers who YOU reckon deserve them. Look back at your software collection and work out which game is the best from '86, which company do you think deserves the software house of the year title? Which programmer has impressed you enough during '86 to win your vote for Programmer of the Year? And which game had a soundtrack which blew your ears away? This last category is a new one for this year — but the regular categories remain the same. The first 20 people to send their vote forms in will get the pick of the C+VG software cupboard — so get your entry in today. And remember — YOUR VOTES COUNT!

SOFTWARE HOUSE OF THE YEAR

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

GAME OF THE YEAR

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

ADVENTURE OF THE YEAR

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

STRATEGY GAME OF THE YEAR

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

BEST ARCADE STYLE GAME

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

BEST ORIGINAL GAME

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

BEST SOUNDTRACK

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

PROGRAMMER OF THE YEAR

\_\_\_\_\_

RUNNER-UP

\_\_\_\_\_

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10

C+VG COMPETITION 

# ROLL ON, JOHN

How we laughed when Paul fell off his! How we gasped as Seamus did a wheelie on his! How we all needed miles of Elastoplast to cover the bumps and bruises . . .

What are we on about? Skateboards, that's what. Skate Rock is the new from Bubble Bag. It's an accurate simulation of the thrills and spills of skateboarding — but without the damage to life and limb. Check out our Street Scene pages for details of the game.

Check out this page for your chance to win one of two amazing Big Sister skateboards from Bubble Bag! Two second prize winners will get a Bubble Bag sweat shirt plus a copy of the game and ten runners-up will get a copy of the game for the £4! You just can't lose!

What we'd like you to do is use the special blank board to design your own customised C+VG skateboard. We want to see YOUR ideas for the trendiest boards about the streets. 'Fraid we can't get the boards painted up for you — but your designs will get printed in a future issue of C+VG. And the prize boards do come in very tasteful fluorescent colours! Don't dilly, get your designs rolling in today. Closing date is January 16th, normal C+VG rules apply and the Art Editor's decision is final. Send your entries, with the coupon firmly attached, to Computer and Video Games, Bubble Bag Skateboard Competition, Priority Court, 38-32 Farringdon Lane, London EC1R 3AJ.

C+VG BUBBLE BAG SKATE ROCK COMPETITION

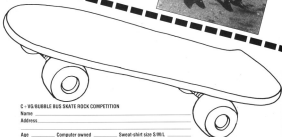
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# COMMODORE USER

## IT'S A CORKER!

Get some bubbly in now cos we've got something for you to celebrate, and I don't mean Christmas. The spirit of giving knows no bounds here at Commodore User. Regular readers have already benefitted from two free gifts in a row but — as the man says — you ain't seen nothing yet.

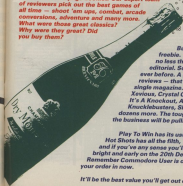
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# THE STEEL MADNESS

PART THREE  
FEATURING

## THE BELIG HUNTER

WRITTEN BY JIM THOMPSON  
AND  
Drew Johnson  
ART BY  
DICK COLEMAN

YOU BETTER  
LOOK AS A LAD  
TO JUDGE HOW  
I'M FEELING.



ALL THEY'VE DONE  
ALONG WITH A FEW  
MILES OF ROAD  
WAS TO GET US  
HERE. THAT'S ALL  
THEY'VE DONE.

IT SEEMS TO  
ME SOMEONE  
IS TRYING TO  
FOOL US.



I WANT TO BE WORKING  
THE OTHER SUBJECTS.



ALL OF THEM  
WANT TO BE  
WORKING THE  
OTHER SUBJECTS.  
I WANT TO BE  
WORKING THE  
OTHER SUBJECTS.



THEY'VE BEEN  
LOOKING AT THE  
OTHER...



THEY'VE BEEN  
LOOKING AT THE  
OTHER...



THEY'VE ALL  
TRIED TO GET  
HERE. THAT'S  
ALL THEY'VE  
DONE.



AND NEARLY ALL OF US  
FOR THE SAME REASON.  
SOMEONE'S TRYING  
TO FOOL US.



THEY'VE ALL  
TRIED TO GET  
HERE. THAT'S  
ALL THEY'VE  
DONE.



CONCEPTS  
ARE USED TO  
KEEP US  
SAFE.



THEY'VE ALL  
TRIED TO GET  
HERE. THAT'S  
ALL THEY'VE  
DONE.



THE PLAN IS  
TO GET US  
SAFE. THAT'S  
ALL THEY'VE  
DONE.

AND THEY'VE  
BEEN TRYING  
TO FOOL US.

WHAT?





NOW ALL WE HAVE TO DO IS  
RE-CALL EVERY ROBOT...



"THAT BRIGHTON-ROTOR  
WAS MANUFACTURED IN THE  
LAST 2 YEARS..."



YOU  
BETTER  
WANT  
YOU  
AND...



"BEST A MOMENT... WE'LL  
LOOK AT THE SCENARIOS..."



... THEY'RE  
COMING FOR  
**US!**...



...LEAVE  
...OUT...

"BETTER FLOODING IN  
IN ALL OVER THE CITY..."



"A MASSION OF ROBOTS HAVE  
GONE MADNESS IN THE PAST  
HOURS..."



"WELL, MELISSA, YOU CAN  
CANCEL THAT ESCAPE  
PERSPECTIVE..."



"WE WON'T NEED TO GO  
LOOKING FOR TAVEN..."



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