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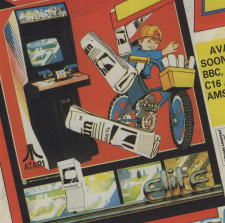


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NEWS & REVIEWS

8 NEWS + REVIEWS

Fly high with Eagles from Hawston, collect Monty Mole tokens, check out the Mystery of Arkham Manor, deal over the new Amiga.

13 REVIEWS THIS ISSUE:

Arkhamoid gets the C- VG Game of the Month Award, C- VG Hits go to Bud Wanderwhan, Monty, Head Over Heels and Barbarians to name but three.



GUILD OF THIEVES/PS4



SHADOWS OF MORDOR/P102



RAVENFLAME POSTER/PS8



BARBARIANS/P102

INSIDE STORY

The best is out! This month's C+VG is hot property. It's so wonderful the pages aren't signed. We've laid down the law and captured-on-exclusive on **Guild of Thieves**, the latest from Magnetic Scrolls and Rainbird. Seeing is believing. But you probably won't believe your eyes! Ace programmer **Steve Turner** has also written an exclusive player's guide to his breezy smooch for **Nevada, Reno/Reno**. You'll be caught on the hop without it. The exclusives keep on coming. There's **Pitara's 3000** and **Melbourne House's Sideways of Murder**, the follow-up to *Jane of the Rings*. We've also negotiated money off details from **Golden Jay's** quirky **Top!** that'll save you a small fortune. And don't miss our **Grange Hill, Bobbie and Muzerwank's Milk Race** competitions. And due to public demand we've also just a fraction of the goodies in this issue. Miss it at your peril.

Tim



GRANGE HILL COMP/58



MARTIANS/REVIEWS/P15



ARCADE ACTION/P50



AUF WIEDERSEHEN MONTY/P18



MUSIC/P56



MUSIC/P56



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DEPUTY EDITOR
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EDITORIAL ASSISTANT
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Deborah St John
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ADVERTISING MANAGER
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Catherine Lee
US PUBLISHERS
Bobbie Patterson
P.O. BOX
New York
COVER
Garry Kennedy
EDITORIAL AND ADMINISTRATION
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News

■ **Walloonia House** is hoping to cast a spell over arcade adventures with the **Wits**, set in the mythological of Midgard and Midlheim.

The programmer is **Simon Pyles**, who with **Mike Lewis**, created the comic strip adventures **Bartholomew and Kwahli**.



Midgard is a world populated almost entirely by magicians, sorcerers and wizards, of varying degrees. You start life as a level one apprentice magician, whose ambition it is to attain the lofty status of fifth level King Wizard.

Armed only with an empty spell book, you must master

within 100 incantations you buy from wise wizards, and travel the land seeking the rare ingredients which are necessary for your rites. Each spell you should pay with invisibility, transmute your opponents, and slay behemoths and monstrosities.

Running parallel to Midgard, sideways in time, lies Midlheim, a land of darkness and gloom, its denizens are monstrous, man-eater and grotesque.

As you progress through the five levels of Midgard and Midlheim, gaining in experience, and flipping the pages of your grimoire, hardthought and strategy is vital. You must continually decide which spells to buy, when to use them, who to trade with and who to kill.

Wits will be available on Spectrum and Commodore 64 disc and cassette in June. Spectrum £7.99, C64 cassette £9.95 and disc £14.95.

■ Danish software house **Kale Little** releases two Commodore 64 titles this month, **Thunder Force** and **Unitron**.

Thunder Force is set in 2050 where two intergalactic forces have become prisoners of a Comg for the Lunatics. They must break out and save the world from corruption. The price is six yet unknown.

Unitron is space shoot 'em up where earth is under attack and you must blow up the reactors on the invading ship, built to defeat them. Price 10/0.

Other titles from this publisher are **The 4th Dimension**, **Wildings** and **Pirates of the Ocean**.

■ The town of Arden is a sleepy backwater where nothing ever happens, so when the editor of a national newspaper receives a letter from Colonel Fontaine, a former War Cabinet member

saying something is terribly wrong in the village, he sends a reporter to investigate. **The Mystery of Ardenham Manor**.

The mystery deepens when the reporter finds that the Colonel has vanished leaving his house locked and the curtains drawn.

As you explore the village of Ardenham and question its inhabitants, the adventure unfolds with Animated graphics, combined with text icons and pull-down menus. The program includes some remarkable features to help your investigations and recreate the experience of being a 1920s news-hound.

You may send regular telegrams to your editor, reporting your progress, and write articles to appear in the paper. It enables you to do this (there are notations and photographs included), with which you can record collect facts and take pictures of suspects and locations.

The Mystery of Ardenham Manor will be available in May 1987 for the Commodore 64 priced at £9.95 and Spectrum and Amstrad at £8.95.



■ **ROB**, the most game for the BBC launched by **Superman** is now available for download by Amstrad for the 5000 and 104000.

Amstrad also takes an option with the intention of launching the **ROB** cross-generational software which it will market as an **ROB** construction set.

ROB is a series of mazes through which the player has to find a way, collecting medals by defeating obstacles and rescuing the mooks from the maze. It has 112 levels, each with a solution which involves strategic, chess-like thinking to effect a problem.

■ **Horizons** is set to launch what it hopes to be the sequel to **Unitron** in the end of May. It's called **Baggles** and has been written by Danish programmers

■ **Aud Wisheswain Mandy** is the latest in **Gremlin Adventure's** games following the adventures of Mandy Mink. You should see Mandy climbing to the top of the charts very soon.

So how would you like to get your hands on the copy of the game for £2 less than you would pay in the shops? Of course you would.

Well, thanks to Gremlin, that's what you can do on the Computer & Video Games magazine collection offer.

Printed below is a special Mandy Minkhead Token. Next month we will print another one. When you have both heads you can send off to Gremlin for your copy of Aud Wisheswain Mandy for £2 off.

The game will sell in the shops for the following: £3.99 Spectrum and MSX, £5.99 Commodore and Amstrad. But with this exclusive C & VG, Gremlin offers you one year's game for £3.99 and £7.99.

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heads to Gremlin Graphics, Intel Centre, Alpha House, 10 Corner Street, Sheffield S1 4DP. Make sure the cheque or postal order is made to Gremlin and NOT C & VG and specify which computer you own. Don't forget the second head will be printed in the June issue of C & VG.





Watch up close, you'll see!



I found your boat! You're trapped! Now I find the boat's way to the port!



The illustrations in this Spectacularly presented on Windows 3.11.



I found your boat! You're trapped! Now I find the boat's way to the port!



■ **Chromavore** goes 1-up on only better! **Sindbad** and the **Throne of the Falcon** are truly humorous and entertaining game-wise. **Marshall W. Rosenblatt**, The College has been transformed into a hilarious and

Block **Police Command** is in the midst of a bid to outflow the **Colony** and **Inter-Office** game. **Inter-Office** comes (and there's much to do. You must steer your ship, the **Siberian**, about the ice seas and out of

also and out in the early regions of the world. **Sindbad** requires a quick mind, strategy, and a lack of a good spirit. **Amade** related features including **Spelling** and **Education** are well as **Reading**

through **Interactive** system. **Sindbad** and the **Throne of the Falcon** comes from **Chromavore** for various systems including the **IBM** and the **Commodore 64/Amiga**.

Poor Madam and the Princess

Bagels will be out on the Commodore 64, price \$9.95 on cassette and \$13.95 on disk.



Games within the next few months — an adventure game. At the moment the Spectrum game is called **Barstitch's Secret Agent**, that may change.

■ **Dear Priestley** is at work on a new **Ship** game for **Windows**, due for release in the autumn to coincide with a new series of the popular animated television series.

But before that **Pratt** will release another **Prattley** game, **Prattley**, apparently set in **Washington** Police where strange creatures left in car collisions and combats and visits.

Playing the part of the **Prattley**, you must first apply for a job at the **Police**. This list of the problems you encounter is how to get into **Prattley** Police's employment office.

Once in and dressed in full **Prattley** attire, the head of the **Prattley**'s staff will set various problems such as fighting fires throughout the **Prattley**. On your travels through the building there will be some pretty funny people to encounter. **Prattley** and his family will also be setting the **Prattley** some pretty difficult tasks.

Prattley is set for release in September on the Commodore 64, Amstrad and Spectrum at £9.95.

■ If you've brought **Mortech's Wild Mobs** on the Spectrum, check it out closely. It might be slightly dull.

An early preview copy of the game somehow managed to get duplicated in the first production run. You can tell it's a bad copy if at the end of the game the score do not return to zero but continue to rise.

If this happens on your copy send it to **Mortech** who will send you a new copy and refund the postage.

A **Mortech** man says "Our apologies for any inconvenience caused because of this mistake. We can only hope to relieve the situation by sending out new copies as quickly as possible."

Mortech's address is **Mortech House, Bay Terrace, Ferryway Bay, New South BR24 5EE.**



■ **Aligato** is set to release three **Double Fun** packages on its **Badgie** label at £4.95. Each pack contains two games.

They are **Rockin' Roger** and **Blagger**, **Quarrel** and **Snake Empire**, and **Myper Circus** and **Killer Web**.

Also coming up on the **Badgie** label at £1.99 is **Table Football**.

■ Look out for something different from **Addictive**

■ On **Livingstone** I presume! **Presume** is the word 'cos these screen shots come with a whole lot of Spanish stuff. Anyway, **Livingstone** is a substantial looking arcade adventure from Spanish software house.

Opensoft, released in this country by **Aligato**, **Aligato**, employees, jumped 'Galle' got ready **Livingstone** will be available for the Spectrum, C64, MSX and Amstrad at £9.95 on tape versions, £16.95 Amstrad disc and £9.95 £4 disc.

■ Every game released by **Power House** will contain either a free game or code book.

All the **Power House** music is provided by the **Power Electronic** Experience, headed by **Wayne Allen**.

Wayne, formerly of **Rock Partners**, has appeared many times on **TV**.

■ **Jon Blinn**, programmer of **Head Over Heels**, **Batman** and **Manthology**, is at work on a new music game. Details are all secret but it's provisionally called **Successama**. After that **Survival** but work on **Manthology II**.

News



■ **Silent Service, MicroProse's World War Two** submarine simulation, has been released for the Amiga. Price £14.95.



■ **Intelligence** departs from its normal style of arcade adventure games with the release in May of **Prohibition**, a gangster shoot 'em up. Three disks are from the Amstrad version but the game will also be released on the Atari and Commodore. No details of price are available yet.



■ **Trivial Pursuit Games Edition** has been released by Dorsetek for the IBM PC and compatibles, including the Amstrad CPC series. It will cost £14.95.

■ This picture of **Donk** and **Mark Hamblin** (London) and **Deanne Whelan** (London) is not what it seems. They are not designed to avoid people who bought **Friday the 13th** but to promote the launch of the **Baby Boomer** edition of the best-selling **Trivial Pursuit**.

It's enough to scare the **Living Daylights** out of you. What, by chance, happens to be the title of the next James Bond film. Donk has swapped the rights to a game-based suit.

Donk promises the new game will be a lot better than **It**

View To A Kill, based on the last Bond spy.

Loosely from the producers of the James Bond films, the game of **The Living Daylights** follows the plot of the **Bond** (as James Bond) played by **Timothy Dalton** for the first time, saving the world in an effort to end the War from a criminal scheme aimed at world domination.

The game is being produced by several teams of top programmers — one in the USA and two highly-rated UK programming teams are already hard at work.

Design Design are working on the Spectrum and Amstrad versions while **Be on Software** are creating the Atari 512k version. In the USA, **Southpeak Software**, of Southlake City, are producing the Commodore 64 and Amiga versions.

The game is due for a summer launch, like the film, and will be released in mid-July. The first release will feature Amiga, Atari, Commodore 64, Spectrum 48K, and 128K, and Amstrad CPC versions. Other versions will follow for the ABC/Hitachi, C1A, Amstrad PCW, Atari ST and MSDA computers.



■ **War Game Graphics**, the first completion of 3D strategic simulation games, is to be moved by **US Gold**. Titles included are **Storm for Hammer**, **Knights of the Cross**, **Command Leader**, and **Tigers in the Snow**. It will be out on the Commodore 64, price £14.99 cassette and £19.99 on disk.

■ **Thalman** has signed a licensing deal with **Electronic Arts** to distribute **Satanstoe** and **Delta** in the United States.

Her's (weather) — 4.0 + 95 Hz on the Commodore 64 — on the Amstrad. English software tops the game — which includes three landscapes packed with buildings, missile launchers, and flying problems — is due for release in the first week of May. It will cost £5.95 on cassette and £12.95 on disk.



Her's II, CXL is due release in 50 for Atari 2600. Out and now, it's being called as the "artificial intelligence arcade game." It is artificial beings fight each other for territory. Their beings must be programmed to fight the computer or other players. It will apparently "eat the finest minds." If you know how your beings build, their IQ will cost you £1.95 on cassette and £14.95 disk for the Commodore 64. An Atari version will follow.

Now here's something to watch out for, Zynapse — the first game from more often than **Dominic Robinson**, the one-coder who did make a truly awesome job converting **Ultarian** onto the Spectrum. **Dominic** has teamed up with **John** to create a game that will appeal to all dedicated gamers everywhere. It's got an alien intergalactic space station, battle through asteroid mines, infiltrate enemy planets and attempt to win the final conflict. **Zynapse**, "a horizontal scrolling game", will be out in June for the Spectrum, C64 and Amstrad. Keep 'em peeled for this one!

This is Movement One — The Morning Trip, *And from the* **Acidling** team of one-coder **Pete Goad**. *Can Peter reach the epic achievement of* **Two Cats** *and* **Academy** *with this series? The answer is, of course, a big affirmative! The plot is fairly simple. You play the part of a* **dead** *who inhabits a massive computer. This dead* **is** *in a* **major** *power around the sun brain. But, you passed it, there are* **ways** *to* **explode** *building* **code** *and* **driving** *energy* **all** *over* **the** *place. The game is an inside* **the** *computer* **communication** *network* **and** *you* **run** *through* **them** *— using* **the** *outside* **would** *through* **your** *resources. Movement* **looks** *as if it's going to be very special. Watch* **it** *from* **the** *Spectrum* **in** *May* **on** *the* **next** *issue!*



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DATA BYTE

News



■ Hang on to your crystals all you of various speed traps. Check out **Scramble** from Commodore on the Commodore 64. It's big fun. Welcome to the hyper-transporter planet which is developing problems. You, playing the part of technician Mick Bradley, have the task of debugging it. But watch out. These bugs are apparently intelligent.

The plot sounds really complicated — reminiscent to "combining on the ship generator unit," "T-1000" and "Termination Stage." But when you get down to it it's a matter of plugging the points with some epoxy circuit action.

■ Commodore's new **Amiga 500** — billed as "the best home computer of any price" — will sell for \$399 plus V.T. But on top of that you'll have to add a minimum of \$299 plus V.T. for a monitor.

The machine is certainly impressive. C+VQ's host George our **Foxy** **Telefound** declares there's nothing to touch this machine.

Commodore use the Amiga as the "ultimate upgrade" for

people who currently own Commodore 64s, Spectrums and BBCs.

The Amiga 500 offers the Amiga standard Motorola 68000 plus three chip word-processor system with 256K RAM which is internally expandable to one megabyte. As a WAP system the Amiga 500 comes complete with a mouse.

An in-built 800K 3.5 inch floppy drives included with the opportunity to add two additional drives. It also has PC compatible parallel and serial ports, and Amiga expansion expansion.

Commodore predicts there will be 300 plus software titles available when the machine goes onto sale in the second



quarter of the year. Amiga titles already available include **Spinball's Stranglehold** and **Blind Spot's Defender of the Crown**.

The Amiga 500 will get its first main public showing with Commodore show on June 12, 13 and 14.

Commodore have also unveiled its new business Amiga, the A2000.

The A2000 is based on the Motorola 68000 running at 7.14 MHz supporting three co-processors, with one mega-byte of RAM which is internally expandable up to a maximum of nine mega-bytes. An standard



there are eight variations including serial and parallel ports and an interface for the detachable 84-key business keyboard. A mouse is included in all configurations.

Prices start at £1,095 (ex VAT) for an A2000 with single 3.5 inch 800K floppy drive, one mega-byte of RAM, keyboard and mouse.

Division Broken, to of **Deception** and **Robert Messer** frame, has re-emerged at **Games** with a new **Sperry-Decker** called **Swimmer**. Claimed to be "one of the most advanced games for the Spectrum to date" **Swimmer** is set on the ice planet Zeta. And you'll need all that ice to stay cool as you set out to save the planet from the onslaught of **Dealers**, the sea world. Your father has left you a detailed map giving a route across the complex platinum pipe system which will take you to the ultimate oceanic to combat the enemy. Your strength and agility must be at its optimum to overcome the many obstacles in your path. Seek out the jet packs, shields and deadly poison hidden along the water route to extend your journey to freedom. **Swimmer** will be available for the Spectrum at £7.95. Release date, May 30.

■ **Remember Swimmer!** That lovely cartoon hero of **Swimmer's World** the 3D arcade adventure released by **Georgyev Games** will fall for back and playing it for laughs again in **Physiocal** of position the **FTL** label. It's similar in style to **Swimmer's World** but an underwater. And just when you thought it was safe to go down to the beach...

■ Who are these games looking bunch of computer industry figures ought posing in a very endearing manner looking in almost some attention? They'll of Virginia, actually. Or more accurately they all work for **Virgin Games**.

The only one we can identify is **MD: Nick Alexander**. He's the one in the middle with a football stuffed up his pillow. The football is a clue for game. **FA Cup '89** — a revamped version of last year's **FA Cup Football**.

You'd think they would have better things to do with their time.



■ How the room call **Pirates** from **MegaPress**, is a computer-aided simulation of the high seas.

Players are tested on a wide range of sailing skills, from navigation to battle tactics and gunnery in a multi-ship — being the **Swallow** — one special victory or defeat.

If there's no crew to gunnery, later, plunder points and further treasure (aided by many tutorials).

Playing variables (and the only reward) meeting for the daring sea-captain either. Get to know the **Commodore** and there could be romance in the air with its beautiful daughter!

The **Commodore** will grant you some level and a title, to and your status-in-combat as a respected captain. Then again, the **Future** could see you branded as a common criminal.

Pirates, is scheduled for release in the US late this fall followed closely by its UK launch and will be available for an offer for the C64, with versions on Apple, IBM and Spectrum planned for later this year.

■ The memory of **Tom Cat** lingers on at **CBI**, with the release of **Traxxon**, a new space shoot 'em up.

Traxxon is a continuation of the earlier coding around **Beam** — one of the Tom Cat planets.

After the Tom Cat was **Traxxon** is destined to be damaged. You are sent to **Traxxon** to repair the damage.

Once there, you discover the **Traxxon** has started to melt down. You have to control and locate the exit from the mineral system to your mother planet (in order to get all **Traxxon** before its inevitable meltdown and destruction. The manual tracks will provide the player with some advice on how to work on the planet's escape and how to shoot the core of the planet.

The price for **Traxxon** is, in fact, unbeatable. The **Commodore** version will be released in May with the **Spectrum** and **Amstrad** versions following in June.

Meanwhile, **CBI's** **Wacky and Moty**, two arcade strategy games for the Amstrad, should be out soon.

■ **Star System 2** — released last month on the Amstrad — will also be released on the Amstrad, Commodore and Spectrum by **Electric Dreams**.

Accessible **Biosynthesis** written by **Douglas Adams** of the **Hitchhiker's Guide to the Galaxy** is due out on the new IBM, Apple II series, Macintosh, Amstrad, IBM 130, Amstrad PCW and Amiga Price £24.99.

May will see the release of **Space Quest** by the fantasy role playing specialist **Sierra On-Line**, but known for **Kang's Quest** and **Black Shadow**.

Sierra's **Demonsprite** will be released in September by electric **Demons**. The player gets a choice of eight from a list of their racing and driving skills.

Bob's Best a **Pirating**, in which the player must climb burning skyscrapers, outwitting fire and rescuing people, will be re-released by **Barron's** (Streams in October).

WFO **Wilder Danger**, the space **Wilder** game which centres on a transforming robot, will be released on C64, and Spectrum.

Prices for games released on the Spectrum, Amstrad and Commodore will be £9.99 and £14.99 ex-VAT.



■ You collected the first coupon. Now cut out another two and use the first in your street with a FREE copy of **Super Sunday**, the truly wonderful American Football simulation from **Mexxon**. We've got 200 copies of the game to give away to the first 200 C+VQ readers to send forth today and the coupon below to **Mexxon, 255 House, 30 High Street, Beckenham, Kent**. Get yours in NOW!

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PAUL BONGHTON:

Shoots from the hip. Likes slip to his cap.

LEE BRATSWAITE:

Radio-Lancashire's son games man, always ready to air his views.

CHRIS CAINE:

The Amiga man. But Caine is able to be persuaded that 64 isn't near retirement age.

DAVID HENROP:

As an Amstrad fan, The Bishop provides what he practices. He is also full of praise for the Atari ST.

STEVE SARGENT:

The Doctor reports from the frontline about war and strategy games.

NICKY TRIVETT:

Reclusive Nicky has the knack with the BBC. Brian Webber: Seen all, heard all, plays all.

JERRY MEIR:

Games expert Meir has the Atari 8-Bit between his teeth. Something he'll eat.

ARKANOID

■ **MAKING SPECTRUM/AMSTRAD'S LAST**
 ■ **BY TOM METCALFE**
 ■ **PRICE: £1.99 (ATARI ST), £1.99 (AMIGA), £1.99 (ATARI ST), £1.99 (AMIGA), £1.99 (SPECTRUM)**
 ■ **REVIEWED BY**

Not about the Warriors has the C+VG of the year book.

Woodshed! 'Tug, we've been fighting over the joystick again — This time just to get to grips with Arkanoid's peculiar controls.

But as usual our Chris Hignley saved about the Tug soon as when it first appeared — and now we're going to raise about the computer operations. Well, as in all things, it depends. Is a non-linear version of Breakout, that ancient game

which as ancient gamers'opinion sometimes brush the shreds off to revive great moments of gaming history.

Finally, as Arkanoid is not necessarily addictive and extremely playable. You're handed from the moment you load up the game.

So what's it all about? Well, you're in charge of a little ball — usually a little ball — that's supposed to be played in space.

Arkanoid is a very simple game. You're in charge of a little ball — usually a little ball — that's supposed to be played in space.

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ENDURO RACER

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 ■ **BY TOM METCALFE**
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Finally, as Arkanoid is not necessarily addictive and extremely playable. You're handed from the moment you load up the game.



MARTIANOIDS

REVIEWS

C+VG

2

- computer on their own, so you know what they do.
3. Screen shows the speed of the enemy fleet, moving in waves to position itself.
 4. Enemies you destroy get both more to the desired position and less life.
 5. Enemies the less you, giving you more chance to destroy the fleet.
 6. Disrupts the boat into three separate components thereby giving you three times the ship.
 7. Army your fleet with a laser allowing it to shoot to the side and ahead.
 8. Breaks the portion of the wall enabling your fleet to an alternative escape route to slip through to the next level.
 9. Wave 22 has 87 extra life. On screen, leaders know your current score, hi-score, number of lives remaining, and level cleared. Points are awarded to you by level 100 for 1000 points or a bonus, depending on the output. Collecting a capsule is 1000 and killing an alien earns 500 points.
 10. There are 10 levels of difficulty, each with a "You're used to work out a game strategy for each screen to succeed — but always be ready to allow for the unexpected incident — that will become an obstacle in advanced levels — the 10th level among them and it's called a trap in honor of Arkadid simply because of the level's design.
- GRAPHICS **Very Good**
 - SOUND **B**
 - VALUE **B**
 - PLAYABILITY **B**



There will be a time when the arrival of an ultimate game in the C+VG office would have created great excitement. The review team would fight among themselves to be first to get the game, load it up and start playing.

But since the awful *Colony Wars* was issued last year and the company was swallowed up by USG Ltd., nothing has been forthcoming from the sensitive software's house. Read in *Peace*, we thought.

Ultimate's past glories have been repeated, cleaned and re-visited. There have been countless Ultimate style games and like formula, although not more out, is a little dated. If very new and then someone really comes up with an impressive 3D wilderness game, then head over from Britain. (Yes, it's in the Ultimate model but graphically it's brilliant).

How suddenly then? *Martianoids*, it's arrival created no mass panic, just a pleasing impact.

It's the much-loved formula but with nothing truly brilliant about it, it could be there anytime.

As always there's just the brief story which sets the scene of the game.

The Martian Empire has launched a vast robot ship into the depths of space on a mission to find new life-forms and gather knowledge. It's called the *Martian Gem*.

Controlling this ship is the Brain of *Martian*, a vast and powerful computer. Your role in *Martianoids* is to be the guardian of the brain, to defend, maintain and activate it in the event of attack.

And that's just what happens. *Martianoids*, unfriendly aliens, have gained entry to the ship and are now interfering with the passages of programs through the brain. Their weapons are capable of destroying all active programs in the brain.

You have to guide the programs from the transmitter to the receiver in each sector of the brain. There are nine sectors of the ship, shown on a display to the left of the main window on the game. The robot — that's you — operates as a little bit. The program is to another ship. You've got to get to the program and get it into position.

The robot is equipped with a laser with which he can zap the various aliens, who can then enter his energy in suicidal attacks on him. It's also equipped with a blaster to destroy walls.

Martianoids is a good game.

- GRAPHICS **B**
- SOUND **B**
- VALUE **B**
- PLAYABILITY **B**



game. After the last 1000 points, that you'll get and you'll need to keep on thinking of the next 1000 points to get you. (You'll need to get a good idea for the first time).

Complete a wave and you'll get a new ship and you'll get the next wave and you'll get the next wave. You'll get the next wave and you'll get the next wave. You'll get the next wave and you'll get the next wave.

The way you'll get the next wave is to get the next wave. You'll get the next wave and you'll get the next wave. You'll get the next wave and you'll get the next wave.

A good idea is to get the next wave. You'll get the next wave and you'll get the next wave. You'll get the next wave and you'll get the next wave.

The game is really interesting and it's good to see that it's a good idea to get the next wave. You'll get the next wave and you'll get the next wave. You'll get the next wave and you'll get the next wave.

- GRAPHICS **B**
- SOUND **B**
- VALUE **B**
- PLAYABILITY **B**

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Warlock



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TROLL



The Doomlord as
WARLOCK



The Doomlord as
GOBLIN



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DANMARK

The world's most hunted mole now becomes the most travelled train as Monty travels Europe, hunted and hunted by the police—mistakenly, actually—in a bid to find freedom, peace and quiet.

Yes, Monty's back in another Grenade escapee, *Aluf Wiedersehen Monty*. This is Grenade's fourth title for the Spectrum, and it's a bit of a mixed bag. It's a fine example of the 'mole' genre which has been honed to a fine art. The game's history is a brief outline of his history.

My Monty was locked up by the law for taking out a tank water. He escaped and eventually fast-tracked, living here in Gibraltar. But this really hasn't been chosen and he's back in prison again. The game's challenge is to take Monty across Europe, raising enough money for him to buy a quick

exit by the name of Monty from which there is no chance of extradition.

Basically the game comes down to a real treat for platform freaks as Monty exploits screens after screens, solving easy puzzles, difficult puzzles and some puzzles which unless I had been told the answer, I don't think I'd have got on.

AUF WIEDERSEHEN MONTY comes across like a classic and a multitude of screens, some really do present you with a challenge. Monty is a cute character, the money will be useful, and in *Monty Monty* should really try and repair his car so he can compete in the Grand Prix. If he should win, the prize money

won't go to waste.

Scattered around the playing screens are game goals. Collect the total and get to an airport and Monty can travel to another country.

One catch of advice, it always pays to make Monty jump up and down if he appears to be in an impossible position with nowhere to go. In bits of space you can see the top and bottom of some walls with this and you'll be able to walk into them and push them across a gap to get to a new area, agreement to this. However, if you want a more challenging, although still entertaining, platform game, then *Aluf Wiedersehen Monty* is the one for you.

- GRAPHICS 4
- SOUND 4
- VALUE 5
- PLAYABILITY 10

- RELEASED: GEM 04/85 SPECTRUM £22.99
- DEVELOPER: GEM SOFTWARE
- PRICE: £22.99 in UK and some areas, £27.99 and £39.99 in US and Canada
- REVIEWED: PAUL



- RELEASED: GEM/04/85 SPECTRUM
- DEVELOPER: GEM SOFTWARE
- PRICE: £24.99 in UK and some areas, £29.99 in US and Canada
- REVIEWED: FM

EXPRESS RAIDER

It's the time for some real-life train window vapour-trails again. Express Raider is a mix of martial arts and shooting skills set in the Wild West.

If you've played the game, the chances you'll know how sometimes it can be ultra-fun-ning... but not at the same time. The computer version is the game. Parts of the action will make you want to throw your joystick at the screen. Parts of it will have you on the edge of your seat.

The message is that it's worth getting by the irritating without loss just to play the rest of the game.

The idea behind the game is

pretty basic. You have to fight your way onto a train, fight your way along the top of it keeping them from being to carriage. Then it's on to the next rail a rip-rapping ride to the side of an archway that allows us the journey defending the gold.

All this has to be done within a given time limit—fast and you lose a life. The gold leads to that you can always reload the game when you're left. Some of this is back to the beginning business.

You can play the game in one or of three modes. Real-time mode gives you an amazing 20 hits—fast you only get to play the first few trains. There are eight in all.

In the normal mode you get five lives and get to try all-ghost

train. If you lose all your lives you get the option of going back to the beginning or hitting the Fire button within ten seconds which places you back at the end of the train where you died with your health on a level of 200,000. In arc-mode mode you have to go back to the beginning when you've lost all your lives.

The action begins at the railroad where your company trains take a fire engine at the train— nice graphics here— pull out.

If you fail to beat these railway guards— or let the cash from this part—you miss the train.

Get them and you climb aboard and begin your battle to reach the engine before time

runs out. The first couple of chapters are easy to get rid of with a few well-aimed shots and punches. The next few chapters come if you really are easy to choke. Get in close and cut them with more shots and punches. The only thing that really lets the game down are the sound effects. They're little bursts and poor-sounding effects that are the game. C+VG's Editor Jeremy Adams says that the game should have been allowed to get to grips with this game.

Aside aside, may this the computer doesn't come up to scratch.

Overall, not a bad game—but the sound and beginning bits of gameplay let it down.

- GRAPHICS 6
- SOUND 4
- VALUE 8
- PLAYABILITY 9



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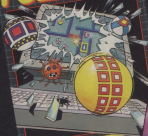


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MOTORBIKING

REVIEWS



With the release of three bike racing games at once, it looks like being a risk taker for motorcycle freaks everywhere. So sit with your helmet and hang on tight for the low-down on the latest two-wheeled thrills on offer for the Amstrad.

SUPER CYCLE

► **DEVELOPER:** AMSTRAD CPC ONLY
 800, 1230
 ► **SYSTEM:** AMSTRAD GOLD
 512K, 128K
 ► **REVIEWER:** DAVID

Yet another racing game from the Eyes of Mars that, like in the past, brought you *Planet* and the brilliant *Planet II*, is here of graphics and gameplay. It offers very little to set the wheel on fire, but it is very playable despite the fact that certain drivers must continually remind the tape to start a new game.

Once the main mode has loaded you are asked to select one of three difficulty levels. Choice of level affects the time limit within which a track must be completed, as well as the amount you add to the prize money. The computer drivers are also less aggressive on the lower skill setting.

The bike's dashboard is a simple affair consisting of a speedometer, rev counter, and a column of lights that tell you which gear is currently selected. Control is by joystick or keyboard.

Your 1000cc bike will lean into each bend with your brake guard only thro' and above the frame. You'll start to drift towards the outside of a bend if your speed is too ambitious for the particular bend. This can be particularly tricky when negotiating a bend and trying to overtake a computer rider at the same time.

Each successive track gets more difficult to complete with the addition of extra hazards such as road works, oil and ice patches, and sharper bends. Many tracks are also set against new graphical backdrops ranging from the plains to the coast, via the desert and Cape Canaveral. Some tracks must be negotiated at night.

Overall, *Super Cycle* has travelled well from the C64 original. It is well programmed, with smooth track handling, good graphics design and immediate and fluid interaction, it's fun to play. If you want a less intensive bike racing game with plenty of action then look no further.

500cc GRAND PRIX

► **DEVELOPER:** AMSTRAD CPC ONLY
 800, 1230
 ► **SYSTEM:** AMSTRAD
 512K, 128K
 ► **REVIEWER:** DAVID

Grand Prix is a split screen, one or two-player driving game designed to appeal to arcade players looking for a little extra depth.

As with *Super Cycle*, your

first task is to select a skill level which affects steering ability and computer rider behaviour. You can also choose between one and two players. The options each of which can be played either practice or full race conditions.

There are twelve international grand prix tracks to choose from, each with its own set of quirks and problems — routes are advised to start with a track

the Silverstone.

Inside there are four or five computer drivers depending on whether a one or two player game is selected, making a total field of six riders.

Control is the same as *Super Cycle* but the program's response is far more sluggish with an almost perceptible gap between moving the joystick, say to the left, and seeing your rider actually lean and turn that way.

Although *Motopole* has performed miracles on the Amstrad, if you want a really playable two player racing game you'd better mind the kids



▲ SUPER CYCLE



▲ 500cc GRAND PRIX



▲ TT RACER

two wheels, look carefully at *Planet II* and *Quel* before picking up the keys to this one.

TT RACER

► **DEVELOPER:** AMSTRAD CPC ONLY
 800, 1230
 ► **SYSTEM:** AMSTRAD
 512K, 128K
 ► **REVIEWER:** DAVID

Digital Imagination has always had a name for producing professionally designed and programmed games. The Amstrad version of *TT Racer* will do nothing but enhance that reputation.

It is a genuine motorcycle simulation in the mould of *Realistic Racer*. It has gone to painstaking lengths to bring an air of authenticity not only to the program itself, but also to the computer and well produced documentation that accompanies the package.

Before each race you have the option of importing your default grid positions (left out of 10 seconds) by clocking a fast practice lap. Although it is not obligatory, you are strongly advised to take advantage of this practice session as it does give you a chance to get used to each track.

If you are lucky enough to have a friend with an Amstrad you can link your two computers together via the RS232 port and then race against each other. The option screen lets you configure one Amstrad as the 'master' and the second as the 'slave'. The game is then loaded into each machine separately and away you go.

The pits area appear as a solid yellow building at the start. When in a race of more than a few laps you'll need to pay them a visit to refuel and get new tyres. The number of times you do this will depend on the set up values you chose for your tyres before the race.

Although the driving location is a little static the overall effect of driving *TT* is very realistic, making your head sway from side to side — driving you completely round the bend! A new set of layers of racing games, simulations and professionally designed and programmed software.

	SUPER CYCLE	GRAND PRIX	TT RACER
► GRAPHICS
► SOUND
► PLAYABILITY

C+VG

REVIEWS



OLLI AND LISSA

- MAJORA VISION
- 3-D GRAPHICS
- PRICE, \$7.95
- VERSION FOR OS: SPECTRUM
- REVERSE, JERRY

"Humans are only scared of invisible ghosts..." This is the opening line to Finland's new one, Olli and Lissa.

The game tells the story of a millionaire who is going to ship a castle stone by stone from Sweden to the States. This would be great, but someone is taking them.

The invisible in question is Sir Humphrey, a very friendly ghost who plays with Olli and Lissa. He's not to keep on traveling, and so Olli and Lissa must help him.

To help him, you must gather ingredients for a potion from around the castle. This potion will make Sir Humphrey invisible, so that the castles can enjoy the big bad American.

Sir H. will tell you what he requires, and a picture of it will flash in the air, showing you what it looks like.

Although this is a nice touch, it's pointless because it will be the only thing around anyway.

Once you know what to get, you can guide Olli around the castle to search for the object. Once found, he must take it back to Lissa, who will mix it up a pot.

Guiding Olli, you will come across signs that are friendly ghosts. These ghosts must be jumped over or avoided in true *Superman* style.

After moving this piece to Lissa, you will be able to search for the next object given, but you won't have to look that hard.

You see all the pieces are on a different screen, which is always divided in four and four.

To make it easier, there are eight boards, and eight screens. On a board on each screen. To collect objects there you must go through screens one and two first.

Should you get all eight pieces, Sir H. will become visible and the game will end.

The thing that grabs me though, is the composing graphics. Amazing, humorous and nice value for money are just some of the qualities of this game. A real cheap thrill!

- Gameplay
- Sound
- Value
- Playability

Psi5 TRADING

- MAJORA VISION
- 3-D GRAPHICS
- PRICE, \$7.95
- VERSION FOR OS: SPECTRUM
- REVERSE, JERRY

There are two ways to trade in space. Either place it alone in the cockpit. Whether you want banking or blasting, you took overall control of the situation. Psi Lines for an even more ambitious format, much closer to a Star Trek scenario. You become a fully fledged Captain, commanding a full crew.

I doubt that there has ever been a more ambitious game on the horrible Spectrum. It even is concept aimed out for the first screen. This is it. But until the 1-3 screen, the first adventure for Psi Lines will be coping with Psi 5's multi-task. This is made all the more tricky by an apparent crash area the crew is located. But don't panic. By the time, hit LOAD!!! and even you'll be ready for take off!

The secret of success in Psi 5 lies on the ground though. If you don't obtain the right crew, it's hard to problems when you're right away from home. Your ship has five posts to fill in different departments, and six individuals to choose from

in each case. It's up to you to decide whether the expert with blasters who knows next to nothing about medicine is a better bet than the multi-weapon expert who lacks fast experience.

Even more ambitious is the



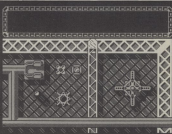
SHADOW

- MAJORA VISION
- 3-D GRAPHICS
- PRICE, \$7.95
- VERSION FOR OS: SPECTRUM
- REVERSE, JERRY

In space, nobody can hear you scream... Olli and Lissa look a little odd. The primary task in Shadow is a reconnaissance trip around the outside of a Star Class Liner, to make sure that all's ship shape. At least you

will have to do a once every five years, which wouldn't be too bad if it wasn't for the fact that the OS-board computer has decided to make this the week for its famous breakdown.

So there you are, all alone at



why had the potential crew have individualized characters, detailed in their reports. Can you afford to take on the engineering genius who is Pezomorph and has had arguments with superiors in the past? Well, you have time to keep an eye on a navigator who is slow to initiate actions and goes to great lengths to please!

Which characters become it obviously makes sense to choose the simplest mission to start with. This won't pay too much, but there's a low risk of getting lost or spaced or attacked in orbit. If you jolly things safe. After that it's the treacherous second lead and you're underway. Even lost off is a tricky business, but at least the instructions suggest the ideal way out, and you'll be advised to follow it.

Pezi doesn't present you with the elaborate graphics of *Star*, you can watch through the view screen as that sophisticated ship success in and out of the lanes that it's also unkindly. Usually though it's a mass of menus and messages, which can take a little time to learn, but it's great they avoid the confusion of *Star* that would test an *Ultimate* to understand.

You just need left-right and select to conduct a department, and then a system of sub-menus lets you issue commands. Let's assume that you're Pezomorph and you're what you get to see. Contact the navigator and to try the step to a shell. Now request scanning to examine the ship, but light will tell you what you're up against and the best choice of weapons. Then receive post-trade to the weapons officer. Talk him to file off with, using the relevant form of attack.

Play for a while though, and you'll inevitably find that Captain Kirk, taking messages from the crew and learning whether you make it or not, is not alone. Pezi has a few niggled edges, but it's good to see something of this scope attempted on the Spectrum. It's exciting and different, and you should give it a try.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



REVIEWS

C+VG

6

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

UCHI MATA

I first got to grips with the Commodore 64 version of *Uchi Mata* towards the end of last year. I found it frustratingly difficult to get to grips with. So, I've got the same problem with the Amstrad and Spectrum conversions. And they have the added disadvantage of not looking as good.

The graphics on the Spectrum looked far from most remarkable, but I liked it just while the game was being reviewed.

There's a practice mode which is supposed to allow you to get to grips with your opponent — who won't fight back — and to allow the various moves.

It's here I found things starting to go wrong. The most I could get my player to do was a fairly simple opponent's action. Here they followed a brief shuffle as I moved the joystick about to bring to capture a spectacular throw. Somehow I never seemed to make it. The player just stood-looking very odd. It doesn't make for exciting moments.

Even if light mode is supposed to be nearly fair — and frankly joystick-wiggling — which allowed me to make some sort of throw. Most of the time I ended up with the enemy with the only factor advanced being the ones handed out by my opponent.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



SKIMMER

Instead of a space programme, and though it's not quite so far and, in the control section just to look things up the defence mechanisms are still active and under the impression that you're a dangerous probe of space-techs. So they start assuming that they've got it got!

Skimming across the surface of space itself has become an extremely popular pursuit, following the lead of *Star* by Orion. But don't think for one minute that *Skimmer* is yet another clone. There's the initial similarity and you're playing a fairly nice ball game. The rest is far more in itself.

If you've ever wondered what it's like to see things like an eye through the pillars and sides of a city tower, wonder no more. Your character looks as if he's the same fashion advanced if applied with a piece of space architecture. Even worse, it looks when it's lit, suddenly you find yourself bouncing away from inside its screen.

Complete control is the key to success. Unless the *Uchi Mata* orb, which looked and seemed, the *Skimmer* really felt like they're going just above the surface, with subtle, subtle acceleration but rather less about it. Such are the hazards of internal gravity. Their pulse lasers only fire

when you're moving too, which means you're likely to be the face of the enemy to blast them.

Sometimes fly low, but not so low that they can't hit you on their tracks. This leaves them less well defended, but it also serves to make order some less structures. It's a crucial manoeuvre and one that you'll need to perfect as soon as possible if you're to progress from level one.

The *Star* Cross Line has three sections, all of which are interlinked, but not necessarily on the surface. Again from scanning toward light sensors and flying under buildings, you find it allowed into the range fields, through barriers which only open when you stop above them. By this stage you'll probably suspect that the designer of this I did see a frustrated man's face.

An added complication is that, before you can progress from one section to another, you have to destroy the key defence mechanism for the section. In a *Comical* game, which you think the action window shows you what this looks like, but it's still fairly well hidden and has to be shot. An accidental collision destroys it, but doesn't open the path to freedom!

You only have three shields, which aren't lost when if you land on a sleeping into the path

of the defence shields as they stream out of their works. You can't see enough if you do nothing, which does wonder to help maintain a sense of urgency. Add the maze element to the shooting and dodging, and you may wonder if you stand any chance at all.

Time, then, to slow down and admire the scenery for a moment. *Skimmer* has the Spectrum looked as bright and colorful. There's a fair bit of perspective in screen graphics, and if that were not being found to lead the *Skimmer* attitude clear. This is one of the finest drawings yet. The hull is a mass of pillars and girders, the smooth of *Skimmer* and unexplained dark machinery. It even appears to follow a logical layout. So that if you look the screens and layout them side by side, you'll have a picture of a totally believable ship design.

My only fear about *Skimmer* (other than what you've noticed) is, may lose some of its appeal. Not possibly not, because when you know your way through the hazards, there's always the temptation to fine-tune your performance and go for ever faster escape times.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

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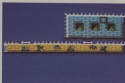
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RANARAMA

- ▶ **MAKING:** CDM SOFTWARE/SPRINT 64
- ▶ **TYPICAL HISTORY:** 1984
- ▶ **PRICE:** \$9.99 (IBM 64)
- ▶ **RESTRICED:** 27 MB
- ▶ **COMPILED FOR:** EGA IN (AMSTRAD) AND ELL IN (Camec)
- ▶ **VERSION TESTED:** CDM 64
- ▶ **REVIEWER:** PAUL

If you're in this issue of C+VG you will have probably had seen Steve Turner's exclusive



never-1 guide to Ranarama. That will give you some idea of the complexities of this game.

To some extent Ranarama is a re-act to Turner's Dragonquest, made of a couple of years back but with a higher degree of 'sneak' left up to later for current tastes.

Maybe, a designer's opponent, has turned himself into a frog, while trying to evade evil wizards.

To triumph against adversity, Mervyn must take on and destroy 17 wizards who are hidden in each of the game's eight levels. There are between 50 and 100 rooms in each level, packed with a myriad of traps

so you can see there's quite a lot of territory to explore.

There are eight levels of wizard, eight levels of power and eight types of sword for him to acquire and use. The easiest way to learn wizard to win their runes and then convert them into the items you require. The mousing power and shields are all useful and the needles on the later levels are great too.

Spell items can also be obtained randomly in certain rooms at spell points.

The rooms are visited from above and remain in darkness until lanterns actually enter them. In this way you build up a map of the game as you go along.

When you kill a wizard you can then play a little sub-game in which you have to arrange six mixed up letters of Ranarama into the correct order. Now this appears a fairly simple task, however I still haven't managed to solve it with any degree of ease. My guess is that it should be put down to luck.

As with Dragonquest, Ranarama involves a high degree of strategy. But the problems are not of such a brain-mangling order that the good game is a fail.

Good fun. A bit that shouldn't be missed.

When you continue to put our good quality games into the spotlight on something new and interesting every time.

I look forward to Steve Turner's next offering. I'm sure it will be every bit as good as Ranarama.

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



TERROR OF THE DEEP

- ▶ **DESIGNED:** GAMESWORKS 64
- ▶ **TYPICAL HISTORY:** 1985
- ▶ **PRICE:** £1.99 (CAG), £4.99 (IBM)
- ▶ **RESTRICED:** 128

When I first set down to play this, admittedly in a spirit of doubtless spite, the initial impressions were "like God! Someone's trying to do a rip-off of The Blobster, and failing miserably!"

Anyway, after several pints of caffeine had been intemperately fed into my system, I finally came to my senses, and realised it was nothing like The Blobster, in fact it was more like an underwater flight simulator!

The game is set at the close of

the 19th Century when a shower of meteorites were seen falling from the skies over Loch Ness.

So large creatures are later reported in the Loch. An scientific engineer living by the shore has developed a diving bell and has selected you to explore the loch and fill the waters of its alien population.

You start your mission, by working on a map of the loch, where you want to be lowered into the dark waters. When you are underwater, the view is from inside the diving bell. Control of this is via your hands which are represented on the screen in graphic form. You control the various items of equipment, including a bigger battery, a light, thermal, rubbers,

strong wheel, and dynamite to throw just a few by moving the joystick left and right, to move the hands onto the various controls, and then more the stick up or down to operate them. You must keep going up for air, as well as supplies and new weapons.

To find out where the aliens are, you must follow the various fish to the sound of the engine, plant some bombs, make trails, and dynamite them. At the end of the game, a newspaper reports how well you did, and in my case, it equally well.

"Occasional Craft Attacks Deserve", even though I was moving at the time!

As I said, this reminded me of The Blobster from Amstrad at

first, but on re-rip tape inspection, I realised this didn't have the same attraction as the other game. The graphics are not quite good inside the craft, and on the loch itself, but the spirit and playability and the movement is quite jerky. The sound is admirable. If you don't react to the off switch on the TV after 40 seconds, you must be as stupid as Les Dawson!

This is a nice idea that hasn't really come off, which is a great pity because it could have been excellent.

- ▶ **GRAPHICS:** 3
- ▶ **SOUND:** 4
- ▶ **VALUE:** 3
- ▶ **PLAYABILITY:** 4



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HEAD OVER HEELS

- **DESIGNED** ANDREW DUFFELL (HEARD)
- **WRITTEN** T. B.
- **REVIEWED** PAUL

At first sight of *Head Over Heels* I thought I was back playing German, programmer Jon Roman's last game. To tell you the truth I could have been playing any of the classic Ultimate games and the kinds of games.

It's very slick, very professional, very pretty and very addictive. And like German — remember the classic mag C+VG printed? — it appears to be a huge game, packed with puzzles, tricks and sophisticated graphics which should keep you occupied for hours. You'll probably end up late from working your fair bit!

In fact, programmer Jon Roman says *Head Over Heels* is around twice the size of German. Gulp! How can you possibly get all that into a magazine?

On the plus. The full scope of *Head Over Heels* has employed four weeks, including three people to a role of fantasy. And the engineer's extraordinary dreams are not yet fulfilled — and that like neighbouring planets with a growing sense of awe.

The planet Proctors has decided to send a spy into the blacksmith empire with the aim to release a message to occupy the three planets. To do this the spy must find the four crystals first while the empire look on.

Why I say this I should say some, a pair of creatures which can operate individually but can also unite to form one entity.

And these synthetic creatures are Head and Heels.

The game comes where Head and Heels have been captured and jailed in the empty headquarters of BlackMoost.

The two creatures are separated by a wall. They both can get out to explore their surroundings. It appears to be a good idea to unite Head and Heels. I suddenly, for that is the problem. Over together and successfully joined their teams will fight up.

Inside the world of BlackMoost, there are the following worlds to explore, Egyptian, a planet with the emphasis on towers, empyrean and stone pyramids. Could this be a clue to the layout of the game?

Planet 8888, the prison planet. Into a planet and look for it. Beware the pit. "Don't fall in," warns the cassette notes. If only I could find the pit, I'd willingly fall in.

Water, jungle, wolves and more await you. Look though, a world devoted to the emperor's love of western foods.

Scattered around the screens are all the 1000 little items — with graphically controllers — are various objects which must be collected or can be used to help you negotiate the problems.

To be honest when I first started to play *Head Over Heels* I wasn't 100% sure. However, after some 700-odd, I thought, "But before long I found myself lost into it and, quite frankly, I was having a good time."

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



- **RECOMMENDATION** VERY GOOD
- **GRADES** 4.5/5.0
- **AVG** 4.5/5.0
- **REVIEWED** JEE

It's about six months ago that I wrote *Thrust II*, which became an excellent best-selling budget game in the last year. Now, I think has done the inevitable, and released a sequel, *Thrust 2*.

The game plays in virtually the same way, only the storyline has allowed for any great means. For those among you who like a story with your games, here's the one for this game.

The Federal Republic Empire has captured a small artificially created planet, which they plan to use as a base for the next offensive against the Empire. In fact, actually, the planet is covered with a red dust, which prevents life existing on the surface, and it's you get the job of collecting some units from underground and bringing them back to the surface, to help purify the atmosphere.

To make your life more harder than it already is, the entire planet, and will explode after a short period of time, and



THRUST II

android guards (when the water grinded games.

To complete the game, you need to collect 18 units in total, and then progress to another planet.

The graphics, sound, gameplay, and control methods are all similar to the game in the original, although this is slightly better.

This means that the graphics

are unimpaired, almost no sound skill gameplay, and totally unimpaired control.

Overall, if you like this, otherwise there's clear even at two and.

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



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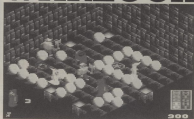
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- **DESIGNER:** AMSTRAD CPC 64K, 624, 1212
- **SYSTEMS:** 1.04 (DOS)
- **PRICE:** PRICE: 25.99
- **VERSION:** 1.04 (AMSTRAD 64K)
- **REVIEWER:** DAVID

Things had been fairly quiet around the Palace World for a century or two. An Uncounted of all things despicable, you had filled the post with advice and efficiency (and) ease. That is until the army of light, lead by that puny-foot, The Light Wizard, stampeded during its advance they weren't welcome — namely in your backyard!

WARLOCK



Not only has that horrid band of gnawing gnomes penetrated the defenses of your realm, "Gnomes" but they've even

had the audacity to convert most of your faithful and well-staff to the light. Light Patently this can't go on, something

must be done before it's too late.

So now the army of light, not to mention that your trust-

- **MACHINE:** SPECTRUM/AMSTRAD/MSX
- **SYSTEMS:** 1.04 (DOS)
- **PRICE:** 19.99
- **VERSION:** 1.04

The aspects of ultimate wars in hand again in this new budget release from Masterbyte. You go in as player as the Light Wizard, Cadd, but reasonably playable to try the best!

Ammaurote uses 3D isometric graphics to depict a vast futuristic city. The subject of the game is to devise means to find and colonize. As more bits of the city will remain intact on the dark surface of each colony for the player to continue to the next stage.

The player is equipped with an Ammaurote 4-armed car, a mechanical device with long mechanical whips and a small variety of "anti-vehicle" weapons. The Ammaurote can fire from the car if it rotates enough and will continue to rotate until you hit either an insect or a building; the latter are extremely fragile so the car must be aimed carefully. The car can only carry a fixed number of Daniels so the player must return periodically to the city gates for fresh supplies, and, if necessary, repairs to the Ammaurote.

The 16-18 districts of Ammaurote are: Tenders, Guitars, Heliopalis, Palatine, Viana, Gc, Capillaris, Agrippa, Carcan, Kahloun, Tral, Okalot, Hapilous, Differus, Aquaria, Viletris, Waverlous, Ploco, Cation, Jome, Dous, Spolans, Klans, Inmep and Yonak.

AMAUROTE

Each district carries the equivalent of one hundred colonies — although the player does not care since no there are no such colonies.

The best of each district is unique: there are no repeated symbols and different buildings are more prominent on different parts of the city.

On the destruction of an insect colony the player may bring fire to any adjacent district making careful route-planning essential.

There are four basic types of insect, each with its own characteristics and powers in its, they are: The Queen, Drone, Scout, and Inquis.

The Queen is the most important insect in the colony, if the Queen is destroyed then the entire colony is lost. In fact, the Queen is the only insect in the colony which

cannot be replaced; the Queen should be the player's first target.

The Queen has two roles to play in the colony. First, she gives orders to the Drones which are instructions provided by the Scout; these could be to collect food or to attack an adjacent player.

The Queen's other role is to build; whenever an insect is killed, the Queen will create a replacement.

The Queen will usually be found near the center of the colony and, as she is immobile and slow when in operation, but she will always be heavily guarded.

The Drones are the most common and least intelligent of the insects. They take their orders directly from the Queen, carry out basic decisions for themselves. Their job is to

collect fuel for the Queen and to defend the colony from outsiders. If you move too close to a Drone it will attack and continue to attack until either it or you is destroyed. Drones are the strongest of the insects; it may take two or three other insects to kill them.

Scouts are the only insects with the ability to fly. They are the Queen's reconnaissance division; they fly around the city searching for potential food supplies.

Insects will not attack the player but they must be avoided as they will kill the Queen of the player if successful. If attacked, a Scout will retaliate but they are the weakest of the insects and are easily destroyed. Killing a Drone also means that any information it carries will be lost.

Ammaurote is an absorbing game; if you're into taking time and trouble to get through to the end, it's a lot more fun than most other games — and the graphics, although not 3D, are a lot better than most of the low-end titles.

A game for players with time on their hands and an attention span longer than half an hour.

- **GRAPHICS:** 4
- **PRICE:** 4
- **VERSION:** 4
- **PLAYABILITY:** 4



C+VG

REVIEWS

10

demons and ghosts (you just can't get the staff! Beas said I can't do it) get you, and Sarah the Gatekeeper from the Fallen World forever — perish the thought. And no, single-handed you can't do it, but you can do it with the "Hearts of Gold".

Luckily, you had an intling something was about to go, just in case, you've left a number of changing patterns (some about as subtle as I have ever noticed) scattered all over you to change from one of your three forms to another, depending on the colour of the hearts. Thus you can change from your current state (in a workshop, into a troll or a goblin, each of which has differing powers and weaknesses).

The main difficulty between your three states lies in the amount you can throw your weight about (and your strength in the magic department). As a troll, for instance, you could take on Geoff Caplan with your little finger (but wouldn't you be a little bit worried about your strength as a troll? As a warlock, however, you could probably give Paul Daniels a good run for his money but you're blessed with magical powers.

One problem remains, where do you leave that "Oh-of-Power" thing? If only you could

find it, the White Wizard would be truly in your hands.

Wanted is a pretty, somewhat crude adventure in which you must take The Diamond around the world picking up objects along the way, and you find the Orb. Then it's off to find and defeat The White Wizard, then the fairies, etc.

Unlike *Amalgam*, also from The Edge, almost the entire screen is blacked out (taken up by some of the larger locations) in the castle, but the refresh time between screens is still a little slow.

The effect is one of being "plop-down" in a single location (black) by which you are made out of intonatable graphics — very atmospheric. Sometimes, though, it's a little difficult to see, or to jump in front of, a few of the walls.

As for the bottom corners of the screen, as the remaining lives and inventory displays together with "Magic" and "Might" meters which help you decide when to take on an opponent and when to back away and look for something else to give you more energy.

Castle corners are often divided by walls, made from lines or stone blocks. In some cases these blocks can be destroyed to make a path through to the other side of the

room. Trap doors allow you to drop down to the floor below while stepping on a platform will send you back up again. Other *Intense Magic Power* acts as transformers to other parts of the castle but, be warned, these are not always reversible, although some objects supplement your might or magic levels, others have the opposite effect and it is important to observe which objects will which to stand in the shape of defeating The White Wizard. Some room-paths are locked and can only be negotiated with the aid of a key. Unfortunately the close looks quite abstract, as a monster key is needed to get that way again. Some doors are only locked in one direction and can be freely used when going the other way.

With atmospheric sound and music, good graphics, design, easy keyboard or joystick control, *Wanted* is yet another shining example of professionally put together titles from The Edge who seem to go from strength to strength.

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

- ▶ MACHINE: SPECTRUM HARBOR
- ▶ PRICE: £14.95
- ▶ PRICE: £14.95
- ▶ DEVELOPER: EMAN

About eight months ago U.S. Golfers said they were going to release a computer version of the Spectrum. An impressive task I thought, but after numerous delays they have finally done it. Not only have they done the impossible but they also get half credit for this fantastic conversion.

Considering the limitations of the Spectrum, U.S. Golf has produced the best sports simulation ever seen on this machine. The generosity of Commodore has not changed from conversion to conversion and it was very easy to get to grips with. It has been based on a Commodore 64 version but even the dullest of us can enjoy playing all four versions of it, so even to be five ahead when the Amstrad version is released.

Leaderboard is a golf game which gives a free three dimensional perspective view of the course. It's very bold and new, there are four courses included, each consisting of 18 holes, so those of you who thought *Amalgam* didn't throw it away don't miss out for the next one or two.

To start a new game is from a TV screen to a PW. When you have chosen your club the strength of your shaft has to be selected (strength of the shaft is chosen) and the strength of the shaft or size which is the finished ball to judge as the gauge balls to test. Once you are on the green you are given a pointer and have to judge the slope of the green by means of a stick in the ground and a shadow. The pointer can be full up to a maximum of 94 feet but you can't see the hole.

When everyone has teed out a score card is displayed for each player one after the other to check your progess, then it is out the next hole. Full marks have to go to U.S. Golf on the excellent conversion of a C64 game which, itself, had been really turned out to be other rubbish.

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

FIFTH AXIS

- ▶ MACHINE: SPECTRUM HARBOR
- ▶ PRICE: £14.95
- ▶ PRICE: £14.95
- ▶ DEVELOPER: EMAN

The *Fifth Axis* makes its debut on the Spectrum about nine months ago, and was a great success.

The game is set in the future, and has the universe all wrapped about its existence. You see, the professor (Loki) built a time machine, and used it to collect evidence from different times. What is wrong with a bit of the "time travelling"? Well, while on one of his many stopovers, across his machine exploded, and scattered itself about everywhere, and it was everywhere!

The world is now riddled up, and you must go and retrieve things that, called the parts of the machine, and return it to the Professor to then use remaining time zones.

To travel back and forward through time, you must use a time transporter, which has just been invented. Very convenient.

By running about collecting the components the Prof brought back, you can't remember them back home. The support isn't as active and you have to collect all the right objects or when you still enough of the professor's robots.

Three dragons, built to aid the Professor, will go mad and attack you on sight. You must get your hands in the market area to your home then.

Once you have completed stage one, you will be

teleported through time to recover a piece of the time machine.

If you succeed, you will be able to show the gods and then you can continue searching items. I get and you will have to go through the last stage again.

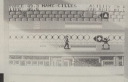
Each of the time zones has different graphics, but the idea remains the same, naturally. The graphics are quite good in some places, particularly in the main character animation, the jumps and kicks you will be a sort of impressive *Wanted* style.

The sound comes in the form of two annoying tunes, the first one's not too bad. Not up to the usual standard though.

The game played better on the Amstrad, but that doesn't mean the M version is bad, but not as good as the original.

Check it out, but don't expect too much.

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



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



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- **REVIEWED: BRAD**

English Software seem to be bringing out a compilation every three to four months on the Atari 1. Atari Smash Hits was released about October and name Smash Hits II is in the market. The only problem with these compilations is that one game appears on them about three times. It was Jet 3000, Jet on the very first three Smash Hits, now it is the third of SmashHits, which has appeared on Smash Hits II, II and I.

The other titles included on this compilation are as follows: Cosmic (Chris Z), Blue Max and Alley Cat. The title of the third one has never been of before and it turns out to be a good game.

SmashHits will be the most famous title out of the four. On the CBMSI I found this game a bit of a let down, but the Atari

version is very good. The animation on the title screen is of the highest quality, especially the flying spaces in the sky. The idea of the game is to race against time around three different countries, with three different types of steering control. To hinder you are your progress are three dimensional hazards which smash into you. This includes a burning ball, a rotating triangle and rockets which are dropped from a plane.

The music that plays while you are racing is excellent and shows the music capabilities of the Atari at its best. SmashHits is well worth its place on any computer, but this is its third time and is the computer is too cheap.

Atari Jet is a total surprise to find on a compilation like this. I for one had never heard of it before. But I do enjoy playing it. The idea is you pilot the jet and fly the jet and have to steer round three-year levelled Pelias. To succeed in this jet's tasks must be performed to show your courage to Pelias. If you do complete a task you are given the chance to start a new and progress to the next level. The tasks vary from having to chase four missiles off a plane of chase to eating twelve goldfish while avoiding electric eels in a golf-like level. You stay on the ground too long and you will be caught in a fight with Smasher the dog. To hinder you is the mad Mousekewer's broom which will sometimes fall on Smasher for help.

The graphics and sound are

average for an Atari game but it is four years old. The game has a very high level of entertainment because you just keep playing to see how fast you can get from Pelias.

Blue Max is another Atari game for the Atari and is again four years old. The objective is to make a final assault on three specially marked targets within the city, you have only one plane and very little time to accomplish the mission. On completion you will be rewarded by the title "THE BLUE MAX". This may sound silly but you have everything against you, he, planes and anti-aircraft guns.

You are able to bomb the targets and show on a bombing run and blow the enemy planes down during the numerous dogfights. An enemy intercept's chance is given to land so damage can be repaired and the plane rearm and refuel. The

sound and graphics are dated but that is expected for a four year old game.

Now if you want a change from the usual games then Cosmic Chase II is for you, it has a nice one of my strongest points as the computer layout out, it kept beating me. The instructions are concise and well set out. The board display is clear and easy to follow, and for improvement of chess.

The program has got a very good reputation and is highly recommended if you want a good game of chess. The program allows you to record 300-00 games on one side of a disk. It also has built in a brush the game in one side of Smash Hits II games highly recommended.

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



THUNDERSTRUCK 2

- **MACHINE: IBM PC/XT/AT**
- **NUMBER: AUDIOGRAPHIC**
- **TYPE: 3D SH (SHARE) 3D SH**
- **VERSION TESTED: 1.0C**
- **REVIEWED: SCOTT**

As you might imagine from the title, this is the sequel to Thunderstruck, where our hero, Sprock, the Space Future Collector, found himself in a medieval castle with puzzles to solve.

Now the intergalactic civilization is back home at the crackling Neutronium in the Mountains & where there's just one thing — all the humans have been enslaved by the villain and Madmaster, who now controls the complex.

Sprock has one chance to turn the tables. If he can find the four pieces of the Deuterium which the Madmaster has so wisely

left scattered around the place, he can assemble it and use it to destroy the villain.

This is a big game. There are 100 locations (although I have to take the author's word for that) featuring a variety of creatures, friendly and unfriendly, hazards, objects to pick up and use, and, of course, puzzles.

Apart from the usual keys for moving Sprock around (left, right, up, down, down's brother and jump), you can also pick up and drop objects and use the computer console (scattered around the 25000). These are either "helpful" items. When you're standing in front of one, you can activate the objects you're carrying, find out your location, give an object to any object, manipulate an object that might be nearby, and take it back again.

There's also an energy meter which shows you how fast Sprock is going and a box which displays the objects he's carrying. It also gives your current score.

The graphics are up to the standards of Thunderstruck — colorful, lively and smooth, and the sound is CR. Like Thunderstruck, though, I found one or two glitches. I got caught in an awkward dead end, and the only way I could get out of it and play again was to reload the — lengthy — tape.

Amazing.

But there's plenty going on and plenty to do, and the game would keep you going for a good long time.

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



21st CENTURY WARRIOR: Apache **GUNSHIP**



The Apache... flexible and elastic like its warrior namesake... Capable of defeating enemy tanks, infantry, and hostile aircraft in the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest battle zones... You'll use an unfathomable array of high-tech information and weapon systems, including lasers, video cameras, night vision, radar warnings, jammer computers, weapons control, flares and a 30mm cannon. Successful missions will be rewarded with medals and rank promotions.

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GUNSHIP for Commodore 64/128, Cassette £24.95, Disk £29.95.

MICRO PROSE
SIMULATION SOFTWARE

- MACHINE: AMSTRAD, SPECTRUM/ATARI
- SUPPLIER: SPECTRUM
- PRICE: £19.95 (SPECTRUM/ATARI)
- VERSION: VARIOUS
- REVERSE: PAUL

Something tells me the peasants are not too keen on your style of leadership. The latest opinion poll says they hate me. Must be something to do with the war, famine, disease and my — sorry — our country's rather heathen basic beliefs.

Well the United Nations seems pretty keen on me. They reckon I'm a good leader. That makes a change from the accusations of tyranny they were throwing at the last year.

Well just like them to go before I face the electorate with my main opposition party giving me the credibility of a 50 per cent lead in the polls. A coalition got the feeling I won't be enjoying a second term of office. Best into a exile at an early age.

Well never! In the name of the game it's Kevin "Football Manager" Toms' latest offering, coping with economic survival, defence, health, famine and getting votes. It's been a long time running as well. It was originally meant to see the light

PRESIDENT

of day around the time of the POW those last in September. President is an update of all those "fun" type non-country games" such as Kingdom and Dictator which were around about five years ago. The President, however, is a lot slicker.

The setting is an unknown country, probably Middle Eastern judging from the amount of oil, sand and oasis around the place.

You have an initial choice of whether you want your country to be poor, of moderate wealth or very rich. The term of your presidency before facing the electorate is two years or 24 complete moves of the game. The country duties involve oil exploration and development, planning for and fighting off attacks by hostile countries, food production, looking after the health of the nation, finding and fulfilling contracts from other countries to supply oil, extracting and dealing in the gold and our own markets. It's really like a computerised juggling act. And all the time you've got to keep an eye on what your people think. Policies which you may be convinced will benefit your country may tend to be irretrievably unpopular.

Bureaucracy is something in this game. The graphics and sound are really worth mentioning. "Who was it that said" "a day is a long time in politics", that two years of being President seemed an awful lot longer. It must have the fun extracted from this game is the same sort of fun people get from Football Manager — and that is a massive selling game. So if you loved managing your own



POSITION THE POINTER OVER THIS (FIRE)

Oil Supply Contract

*** OIL SUPPLY CONTRACT ***

COUNTRY: ISRAEL

THIS CONTRACT REQUIRES THE SUPPLY OF 2 MILLION BARRELS PER MONTH AT A UNIT PRICE OF \$8 57

LENGTH OF CONTRACT - 4 MONTHS

N.B. FAILURE TO SUPPLY IN FULL WILL RESULT IN IMMEDIATE CONTRACT TERMINATION

SPOT MARKET PRICE - \$8 50

MILLION BARRELS REMAINING AFTER CONTRACT SALE - 2

DO YOU ACCEPT? YES NO

football team it may well be worth your while stepping up in the power stakes. My own tests are for something a little more scoring.

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

- MACHINE: SPECTRUM/ATARI
- SUPPLIER: SPECTRUM/ATARI
- PRICE: £19.95
- VERSION: VARIOUS
- REVERSE: PAUL

I loved The Way of the Fighting Fist when it came out on the Commodore 64. It was exceptional. It was the first martial arts game I'd ever played. I was hooked from the start.

The long-awaited Fist II on the 64 was quite a disappointment. It was the same old, same old. It was a bit of a let-down. It was a bit of a let-down. It was a bit of a let-down.

Seeing the Spectrum version of Fist II was nothing to write a 64 legend. It's a bit of a let-down. It's a bit of a let-down. It's a bit of a let-down.

FIST II

always manage to make the a good game. It was a bit of a let-down. It was a bit of a let-down. It was a bit of a let-down.

4 months covering the game program. Since then a variety of other programs, mostly of a different sort, were released. It was a bit of a let-down. It was a bit of a let-down. It was a bit of a let-down.



when you loaded the game, you get a choice of action and a score. You can choose to play a game, or you can choose to play a game. It was a bit of a let-down. It was a bit of a let-down. It was a bit of a let-down.

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

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channel
every 400 hours



Available on TV
with the BBC 2, ASTRA 200

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£19.95 DVD (ASTRA)

CHOOO



FIREBIRD

G
GOLD

C+VG**REVIEWS****13**

MAGIC MADNESS

- **MAJOR:** ORIGIN
- **DEVELOPER:** AMICO
- **PRICE:** \$14.95
- **REVIEWER:** TM

This is the best Arca release for ages. It's a fun, very playable and extremely addictive scrolling arcade adventure with enough features to keep you glued to the screen for hours. And at just \$14.95 it's a real bargain buy.

The plot goes like this. A long time ago, in a country called Neverland, four magicians ruled and each one of them derived his knowledge from a magic scroll. One day, the bright day



clouded over and with a darkening sun, Colin the sorcerer disappeared. Powerful and wicked, he stole the scrolls and killed the magicians. The nightmarish had begun.

The people of Neverland were struck a good witch and asked her for help to destroy Colin. They presented her with four items: a ring, a cross, a wand and a good glass.

She has to steal Colin's treasure, which is well guarded by his hench-men, to recover the scrolls and then destroy Colin.

The treasure consists of four magic objects: Power, Courage and Ice. One scroll is hidden at each level.

You will have to search night through the cavern to find the guardian Gen. Later, you will find lower the scroll to you. You can jump or drop 50.

There are five levels in the game. During your search, you will come across chests. The chests may contain magic objects or items or a balloon that will increase a level for a magic weapon.

Use the magic weapons to exterminate Colin's henchmen. Sounds easy. But it isn't. And you'll have a serious lot of fun attempting to bring sweetness and light back to Neverland. It will take you a bit of time to work out the magic weapon

control system. You activate the one objects in the top left-hand corner with the mouse key. There is lots of stuff on the top of the screen which can demand too much attention when you're trying to get out of tight spots. But this is a minor quibble.

There are seven scrolls out including Colin. They are: Magic, Amulet with a good jewel, Ice kills on contact, Not affected by shooting.

Genie: Has a magic-bite. Use any weapon to kill it.

Merry Emblem: Magically transports you and sprays a grey field to freeze your magic weapon. Use the cross to light him with the good weapon bite. Merman: Found you into dust on touch. It can't be destroyed by shooting of fire.

Light Genie: Desperately tries to catch you and take you down two levels. It can't be shot, but can be shocked.

Nicholas: He is very dangerous. You will get 5000 points when you kill him and release birds worth 1000 points.

As yet, it's already mentioned, the game takes place on three scrolling levels. You have to explore all of them thoroughly in order to discover the four scrolls. And you need all four to defeat Colin.

The graphics are colourful, the sounds are good and game play is great! Get it — it's magic!

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



THE SYDNEY AFFAIR

- **MAJOR:** SYDNEY AFFAIR
- **DEVELOPER:** AMICO
- **PRICE:** \$14.95
- **REVIEWER:** TM



A man's head appears in the night of a gun. A shadowy figure in his hand and the picture to his face. Sydney is the man.

The man's name is Sydney. The man has died on the ground, his forehead by his gun.

As a detective he is called on the Crime Report in the M. He is a man who has been a man who has been a man. Yes, this is another man who has been a man who has been a man. He is a man who has been a man who has been a man. He is a man who has been a man who has been a man.

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The only thing I don't like about the Sydney Affair is the title. It sounds like an Australian town. But from then, it's a really good game.

It's a really good game. It's a really good game. It's a really good game.

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EQUALISER + TERMINATOR

- ▶ **MAKING OF**
- ▶ **DEVELOPER:** Commodore
- ▶ **PRICE:** £19
- ▶ **REVIEWER:** TIM

Who's a time-sneaky software house then? Getting a version of *Monster Boy*, called *Equaliser* that excels in quality, but before the official release hits the shelves. Well, all just £1.99 it's a great deal for a near budget label, Powerhouse.

Equaliser has been written for Powerhouse by Gavin Keohane who is obviously into arcade games in a big way — he has won one of his own projects with a version of Tony Takewell's favourite game, *Raiden*.

Still, back to *Equaliser*, which isn't anything to do with that awful TV show of the same name. In fact the star of this computer version is a lot stronger than the pensioner who wanders around the streets of New York on TV. In fact his favourite monster appears to be an armoured tank. But enough of these fashion notes, on with the game. What is *Equaliser* really?

It is a so-called platform style of game with a nice driving, sci-fi feel and pretty graphics. Basically you have to guide the *Equaliser* through a series of scenes, fighting off enemies and helping others, all in search of your captured girlfriend.

You can get the ladies — but

don't let them gang up on you — and watch out for the flying birds who drop rocks in later scenes.

Remember the a bit of *Glenn of Godin* without the horror element. *Equaliser* is a really playable game, great value at this price.

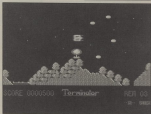
Which isn't really to say of *Terminator*'s after offering *Terminator*. This is a *Terminator* clone without the silliness of the C+VG game of the year. Once again it's a horizontally scrolling shoot 'em up with a *Terminator* type landscape. The alien enemies are pretty fast moving — which is why you need the joystick response to be a bit faster than it is. This really spells what could be a nice cheap classic.

Again, graphics and sound are good and there are some *Terminator* style bits — like the multi-machine boss sub-game and the pointing into screens.

Equaliser is the best of these two offerings by far. Well worth a couple of quid of anyone's money. And you get an audio track after the games — some digitised house music. Turn down the computer and groove along to these sounds instead!

Equaliser/Terminator

- ▶ **Graphics:** 4
- ▶ **Sound:** 4
- ▶ **Value:** 4
- ▶ **Playability:** 4



REVIEWS

C+VG

14

MICRO TRIVIA

- ▶ **MAKING OF** ANSWERS FOR
- ▶ **QUESTIONS** ANSWERS
- ▶ **DATE:** 11/11
- ▶ **VERSION TESTED:** 0.01
- ▶ **REVIEWER:** DAVID BISHOP

Another trivia game, this time focusing the thoughts and creative potential of getting a horizontal, vertical, or diagonal line of three correct answers. *Micro Trivia* is for computer only, a dangerous limitation for any game of this type as one of the prime attractions of trivia games is that they give a group of people the chance to follow up to each other just how smart they can be over it.

At the start of the game you are invited to set the timer at anything between one and 20 seconds. This obviously means how long you have to remember each question, but it wasn't clear if you could get a better score using a shorter time limit.

Once the timer is set, a three lines three marks of nine letters appears. Select your question by typing a number between one and nine (each relating to one of the nine squares). Each question is accompanied by four answers, one of which is correct.

Your score is not shown until you have made a line. Each answer you get right gives you a point score before entering answers to more items points.

The number of points scored depends on the speed with which you answer. When it becomes impossible to make a winning line, the game is over. However, who might be a premature end and your embarrassingly poor score will be displayed. The game comes with a 1,000 "one-liner" questions of varying difficulty. Further lines, each with 1,000 more questions on general subjects, are advertised in the instructions. Subjects include sport, maps, TV and music.

Who *Micro* is a no variation on the trivia theme but, with only 1,000 questions on the disc and a similar number on each of the add-ons, there must be cheaper ways of discovering the level of your mental agility.

- ▶ **Graphics:** 3.5
- ▶ **Sound:** 3.5
- ▶ **Value:** 3.5
- ▶ **Playability:** 3

C+VG

REVIEWS



SHORTS MAD NURSE

- MACHINE: SPECTRUM
- SUPPLIER: PROMARK
- PRICE: £19.95
- REVIEWER: PAUL

This game should be taken into court, it needs help. Great bugs for entertainment.

Mad Nurse is set in a repetitive hospital setting with little bunnies and joy. Training nurse jobs to be in control of patients. These would be too easy for computer delight in such a genre as Time Machine and Lords of the Underworld. However, it's hard on the graphics.

The patient size for play put and go for. They are not all over the screen, snapping from medical duties to patients and waiting for patients to really sleep - falling on a table and going up on the bottom.

MUNCHER

- MACHINE: AMSTRAD CPC 640, 484, AND 6128
- SUPPLIER: BUBBLE BUS
- PRICE: £9.95
- VENDOR: TETRA AMERIKAS
- YEAR:
- REVIEWER: GAVIN

Continuing its quality named 'Mini Bus' line of budget games, Bubble Bus has released yet another version of that classic Pacman. This one called Muncher, has all the charms of the original including food, special pills, and bonus items which make the game flash during which time you can get them.

There is a good reason for this design for simplicity. It may be simple or it may be that far to complete as the players move faster and the time goes on when you eat more pills.

Control is a simple keyboard one, with no redrawing of the character. However, this Muncher sounds effects of a budget game but nothing to get excited about.

It does really is something new that you haven't already played. Pacman's death, from this after you. Otherwise keep your eyes on the prize. There are plenty of excellent budget offerings around that are not of antique origin.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

BUTCH HARDGUY

- MACHINE: SPECTRUM
- SUPPLIER: ADVANCE
- PRICE: £9.95
- REVIEWER: PAUL

Hi, I'm Butch (Butch Hard Guy), Tough, tough and ready to do anything you. My motto "Who Cares Who Wins."

Once you Butch Hard Guy is imported to be a fighter, the world of Butch and the other fighter tough guys. The Harbour, however, steps of the cassette cover. You're in. What you have is a rather good, though there is not so much as you can do.

The world of Butch is that a job? Typing in a holding

simple action. I have no doubt that you will find the 20 screens full of test. And the array of near infinite levels. The game is set in a rather simple, but it's a bit more complex than you can see. But, as a fan, I'm sure you will find it a bit more complex than you can see. But, as a fan, I'm sure you will find it a bit more complex than you can see.

But, as a fan, I'm sure you will find it a bit more complex than you can see. But, as a fan, I'm sure you will find it a bit more complex than you can see.

To free the prisoners, Butch has to punch and kick furiously

at the bars of their cages. Once free the rage off towards a rescue helicopter. If they encounter a friend they end up back in their cage.

Butch Hard Guy is fun but may not offer enough to get the most out of a budget game. You do, however, get a free Butch Hard Guy badge with the game. What!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

PLAN B

- MACHINE: SPECTRUM
- SUPPLIER: BUBBLE BUS
- PRICE: £9.95
- VENDOR: TETRA AMERIKAS
- REVIEWER: GAVIN

Oh no, I thought when this latest effort from Bug-Byte dropped the punch the best. More than a little two-type graphics, elegant sprites and pixel screen resolution to begin with.

But it was wrong. At first, Bug-Byte has come up with the goods. Plan B might be a bit more than a little two-type graphics. It's a real time game that you can play it's been seen from the last game stable.

The second level. You control a man who must destroy the most powerful computer virus. The game is a real time game that you can play it's been seen from the last game stable. And it's a real time game that you can play it's been seen from the last game stable.

You have energy and ammo to you with the way through the game, but both can be reduced. The concept is like a budget game, in design regularly more than you can see. There's a high score table as you can measure your progress.

It's a bit more complex than you can see. But, as a fan, I'm sure you will find it a bit more complex than you can see.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

AGENT ORANGE

- MACHINE: SPECTRUM
- SUPPLIER: ADVANCE
- PRICE: £9.95
- VENDOR: TETRA AMERIKAS
- YEAR:
- REVIEWER: GAVIN

This game has a very unusual plot. You've got to lead the entire universe from a gang of evil aliens. Original, and. These aliens are playing Trivial-type words, that being your clues

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

on eight planets. To stop this happening, you must fly to the final planet, and collect a gang of alien rescuers who will find Agent Orange.

You start with a large amount of money, and you can use it to buy better ships, and buy better ships from your home planet. When you arrive at a planet, you must find any aliens that are ready to be placed more clearly, and so stop the alien invasion of your planet. This is a very good game, and it's a very good game.

In some ways, but this is almost a bit like Asterix, also from the same developer. It's a real time game that you can play it's been seen from the last game stable. And it's a real time game that you can play it's been seen from the last game stable.



There's an alien who's ready to shoot you on the next planet. The scrolling, what there is, is very nice, even for the budget price, and the sound is well below average, even for the 128 Spectrum.

The graphics are good, and mostly black and white with very little color. And nearly all the characters look the same. But it's a real time game that you can play it's been seen from the last game stable.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



Combating the nurse you must control 'up the babies. But before that's babies, put them in bed and watching when medicine bottles. Points are scored for babies saved.

During a game you have three nurses, each of whom is allowed three misdeeds before getting the sack.

I think this game is probably the wildest game I've ever played. Don't buy a

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Awarded to Top Flight Stunt Pilots Only



The Sports Jet Simulation

The Decathlon of Sports Aviation Events is a tough and dangerous competition, the ultimate challenge for any stunt pilot. To compete in it, you must learn to fly the 80-51—a fully automatic, 300 mph sports jet. To win you must be prepared to live dangerously.

Acrojet puts you in the hot seat to experience the same thrill, excitement and split second action as real stunt pilots.

Superb 3-D graphics, sophisticated cockpit instrumentation and lightning fast joystick response enable you to perform precision loops, rolls and inversions. Even the death-defying Cuban Eight.

In this simulation there's no room for human error. Only for skill, courage and nerves of steel.

Up to 4 players can compete in Acrojet. Challenge your friends and become the World's Greatest Sports Pilot.

Acrojet for the Commodore 64/128, Spectrum 48/128 and Amstrad CPC series. Cassette £9.95. Disk £14.95.

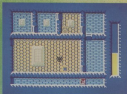
MICRO PROSE
SIMULATION • SOFTWARE

Steve Turner's

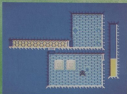


RANAFAMA

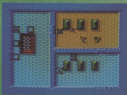
Ranafama is all set to rocket programmer Steve Turner and Hewson high into the software charts. Here C+VG presents Steve's exclusive hints and help for troubled gamers. It's straight from the horse's mouth . . .



• The flag and a collection of items. 124 seconds



• Is this a dead end? The flag is in a flag



• Better still in the Spectrum version.

In Ranafama you control Marco, a warrior's apprentice, a survivor of an invasion of alien warlocks.

We managed to make capture your hat look better than it really is. You can't see it until you're trying to remove it, just as you can't see the floor until you're standing on it.

You have to build 12 worlds per level, which are guarded by troops scattered over the 16x16 tile rooms on each level. The size of the rooms is from above with five or six to a screen. A room does not become inhabited until you visit it.

Once you reach a wizard, you tackle him in sub-games which require lightning tactics.

The game is basically a shoot-'em-up, where the warden are continuously generated to give a continuous action feel. There are eight levels of wizard, eight levels of power and eight types of shield for you to accumulate and use. The easiest way to accumulate items is to defeat wizards to enter their rooms and then convert the rooms into the items you require.

The wizard, power and shields are all graded and the results on the later levels are graded too.

Spell items can also be obtained randomly in certain rooms of spell points.

THE BASIC RULES

The creatures you can expect to find — or why you'll find you.

Dark Warrior: First level fighter. Not very intelligent. Has good shield and lightning.

The Guller: Second level fighter.

Provides light and warmth in the dark and drops bombs.

Steel: Third level fighter. Formidable warrior generated by their associations.

Guard: Fourth level fighter. Protected by magic and meteorological attacks by laser creations.

Death Sergeant: Fifth level fighter. Fast and deadly.

Shield: Sixth level fighter. These are almost invincible and will drain energy from the living.

Archmage: Seventh level fighter. Mastering spiders who have a taste for bugs. **Magician:** Eighth level fighter. Fast, cunning and very evil.

Warlock: Found on levels one to four. Will only attack you if your status is less than their. Otherwise they will run. Best defeated by magical wonder rather than violence.

Warrior: Levels five to eight. Don't attack unless you have a Power level four and high shield spell.

MAGIC WONDERS

Shielding Shield: Hide or run.

Lightning Shield: Slow but can attack in groundwaters.

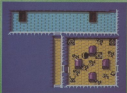
Order: Four shields rotate around shielded energy. One attempt to shoot.

Energy Ball: Pure energy.

HOW TO SURVIVE

When you are underpowered it's better to remember discipline is the better part of valour.

Move quickly from room to room avoiding trouble. Pick up any energy available you find but remember your



• Is the flag in trouble here or what?

RAMA

Player's Guide



which depends on locating the words and activating their magic.

At the start of a level many doors will be hidden so learn the PPD spell ready. Later when you have explored most of the level use the PPD spell and the map to locate the remaining words. Remember they move about intelligently so on your way to them check their position.

A quick rest trace if you have a powerful enough attack spell for a level is short on a spot that inflicts the magical attack weapons.

If the object can be destroyed in one shot you have a good chance of obtaining the level and can go on to the offensive defeating everything in sight. Remember that one shot is needed for the treasure boxes described above. If they are off what are needed will be the level or a real one.

WEAPON

Learn to recognize the enemies as their are sightings. Obtaining a powerful attack will save time and maintain very aggressive. Really soundings many will get done or make less pain. Only take on the enemies if your attack spell can destroy in one or two shots. Run from the rest.

MAGICAL RESPONSE

If you enter a room with a small scenery object, magical attack weapons will appear around it. Either destroy the object or wait the rooms. There are no points for destroying the attack weapons and they are quite deadly.

If there are many initiators in a room, try a line of attack, the best place to stand is in the end of the line so the enemies

GETTING TO POWER

Use these to attack enemies in a room. Do not use them if a word is in the room so you may destroy him, being the distance to his room.

In the design levels use Claps of Power with care as they may just destroy everyone in the room so they all attack you at once!

BARLOCKS

Before you enter them, clear the room of other enemies or you have a good chance of making up the room. Try to locate the words in a small room or a corner so the non-combat go far. When you describe the words you do not to accidentally leave the room or they disappear.

MAGIC BARR

This is not easier than Crosses of Ice. Concentrate on one letter of the word as a time and wait it to be placed. Usually start with the letter 'A' as they are easy to find. Some people find it easier to start with the first letter 'A' and wait out the introduction of a letter to the right. The rest usually follow in place as they come.

There is one time to think, do not try to control the words in your head just put a letter and keep that the button and magical moving. You will soon get the sound of reading now either right across the word by an unending thing and jynk. The jynk will be central between words so a magical move may require left, left, left to place the word over the required side of the letter. The right then right flow to move the letter over three.

USING YOUR BARRS

If you are MORTAL use whatever comes you have to fire up a power spell so you will have to drain away using the gate.

It is wise to Group another energy spell if you can whenever the frog starts flapping and looking very miserable. They will avoid being MORTAL, and being transported to a random room where it may be difficult to find a high enough to replace your spell.

Try to believe your spell taking care of your status above on the spell screen. If it shows anything other than minimum your power spell is not really high enough to.

of the other spells moving. Use your energy, it is not a big advantage using high level power or shields and you need them.

When you finish a new level for sure to keep your energy you have already done so in clearing the previous level. To stand a chance on a level you need power attack and defense spells of the same level. Levels are mentioned in increasing difficulty left to right then top to bottom. The attack spells are essential on the lower levels to reduce damage. Without them a single MORTAL.

OVERHILL & THE TRAY

It pays to start the levels one at a time in order of difficulty. To get maximum points, destroy all enemies before eliminating the wizard on a level. When you have a few minutes without the wizard will disappear.

Try to control level with enough time to give your chance at the next level. This may mean leaving enemies alive. Only spend extra time controlling a level if you have the extra time to do so.

POSSIBLE SPELLS

Steve Turner is the man behind a whole array of top new titles for Nintendo including Dragonair, Aerial, Astro-Cross and Castles.

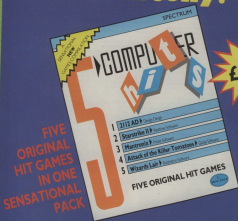
In his early titles, Steve has been programming for TV sets. He attended one of the first schools to have its own computer lab which allowed him to start a computer with a 1.2 bytes.

After learning about these continued to utilize his programming talents.

Such as work in the Dell Service and at home on his first computer, an early IBM. He eventually gave up job to concentrate on game programming.



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I.D.E.A.S. CENTRAL

After many many pleas, Jerry Paris has been persuaded to create a Melissa poster, which you will find in the middle pages. The fame of being a centerfold pin-up shall not go to my head! I would like to take this opportunity to wish farewell to Hannah Smith of Crash — in the past we may have had our differences, but, friendly rivalry never did anyone harm. Meanwhile please keep sending your hints and help to I.D.E.A.S. Central.

SENTINEL

Damon Bayard of Enfield realizes that The Sentinel — which won C+102 Golden Joystick for Best Original Game — is one of the hardest games he has come across but with a little bit of patience and the hints he gives here you should be able to enjoy a truly enjoyable game.

The first 10 levels are very easy as there are no sentries.

Throughout the levels there is a very curious sentry-numbering system. Although there is one sentry on levels 0072, 01 89 and 302 there are 4 of them and the Sentinel on level 0115.

On with the tips. Always try and gain as much energy as possible before absorbing the Sentinel. The more energy the further you go and the less time you have to complete. If you feel yourself constantly being absorbed before you can properly move from the starting position, go in the most unexpected direction.

On level 0200 there are three

sentries and they all look at you within two turns. Have a few goes to feel out how long you have before being spotted. Use this information to try all the possible ways you can go, and you don't always have to absorb your previous robot allies. If you find that a move to a higher ledge can only be achieved, without being spotted by not absorbing your last robot then don't. As long as you don't go too far away you will only have had a couple of energy when you take them back instead of being dead.

If you find there is a level, that although you've tried really hard and you still can't do it, go back to the previous level and gain more energy in preparation over the offending level.

There are occasions when you will hear the ominous beeping sound made by a machine. Don't try to look for it, it takes time to turn 360 degrees that you will be hypersensitive long before you find

him. Instead, as soon as you see the half bar in the top right of the screen, move your robot as far away as possible, preferably onto higher squares, so when you get towards the previous robot you will see the machine. Absorb it quickly though, because it will quickly turn into a tree. When you absorb a sentry place your robot on the square where it was. You should now be able to absorb most of the other sentries, as they are normally on the same level. Always absorb all the sentries before absorbing the Sentinel. If you don't then you won't be able to complete the level.

On later levels the only way to get the Sentinella by absorbing her at three footings. This is useful as your energy. So before absorbing the Sentinel be sure and get all the trees you can use. For the first few levels the Sentinel and sentries only decrease your energy by one point (tree), but sometimes

around the 300 level mark, the Sentinella have a greater power. They first take one point and subsequently take three points (robot) at a time. But when you absorb a tree and make a line symbol in the score line he takes just one point and then continues to take three.

As far as Damon knows the Sentinel only does this, the sentries take just one energy point at a time. Once you have mastered the art of disposing of a tree don't forget that if you want to absorb or create energy on top of a Boulder the cross hair need not move from the side of the Boulder.

This is a time eating movement — as you can transfer without waiting for the very slow scrolling. The cross hair is a nuisance. Don't switch it on unless you are creating or absorbing. Without it on, the scrolling is slightly faster. Moving from robot to robot is painless unless you move higher.



EMPEROR'S SECRET SERVICE

So sensitive was the information contained in On the Emperor's Secret Service (being published in January's C+102) that we feel obliged to place a bug in the program.

Our Dreams, the game programmers, says the strange graphics, which appears in several places like a ladder, prove to be a P... as in long-ASCII which should read PRINTED.

Our Dreams also forgot to include a DATA program which enables CTE55 to LOAD a map.

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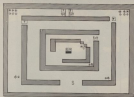
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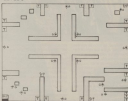
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You'll find that program should
be work.



LEVEL 5



LEVEL 6

Here, as promised, are the next 3 levels of Gauntlet from Binary Beastman. This game by US Gold will get another mention in the

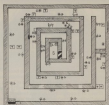
Golden Age's Awards — picking up Game of the Year and runner-up in Arcade Game of the Year.

ATARI

Maze for the Ages — It's time that Jonathan French of Marble, First of Wonders — after level 4, during an attack of alien mail occasionally a flashing alien different to the others will appear just for one shot at it, and it will transform into a flashing spring trapped trap. Move your ship to stick with it, and you will find your firepower will increase giving you a better chance of clearing the later difficult levels.

On the same game, if you are very lucky an alien ship will suddenly appear next to your ship. This will cause no harm to attack you, until the end of level. Don't move near it though, as more

often than not it will disappear. **Bounty Bob Strikes Back** — Use the game as normal. Then press the option key for the game adjustment section. Change the special mode to \$1,800. Then press F key and Option together. Start the game as normal, but if you press any of the following keys you will have various effects. Q — advance 1 level. A — down 1 level. F — toggles 'flood mode' switch when on, it allows you to move anywhere on the screen. Pressing a combination of keys will send you to the screen as if them: 3 takes you to screen 23 or 2 them: 5 takes you to level 5.



LEVEL 4

MSX

MSX

Here are some hints for MSX games from a regular reader of the column — Guy Langley. Look out for Guy's name elsewhere in the magazine as he is going to start reviewing the MSX games and reviews in the office. **Trailblazer** — always move at top speed, and use the jump square to follow rather than your own jump. On the screens that rotate the world 'Shaun' moves to the right, and try to get up as steady rhythm of bounces. Beware of the two green patches or 'wooly jumper'. Always save an odd one bounce for the second level, and don't use them all up at the first.

On **Kaaters (Red Holes)** use the white squares as though they are surrounded by normal ones. When you are stuck on the cyan profiles that require control.

size towards the black squares and you will finish miraculously unharmed. Also beware of levels 1, 2, and 3. Guy warns that these are real killers.

Isafly — all the first levels don't try to cross the diving line. Don't. Try for the cross that get stuck and spin. It is also a good idea to clear the skies of mother ships these take three blasts and when destroyed release three or four smaller 1's with an explosion. By the way, to decorate the bomb, it is C+D on the keyboard and not pull the joystick back.

Cybernet — collect first the two-sided boxes that are 2000 to the starting point and then go to collect the robot searcher — invaluable for exploration and save.

ATARI ST

Rogue What is the first reader to send in tips for the ST and they are for **World Games**.

Weightlifting — with the snatch Rogue is a bit stumped, but with the clean and jerk he's got it down to a T. Grip the bar, then put forward to start the lift, as the bar reaches your chest pull back. Then wait for your man to breath in and out twice. At the end of the last breath pull forward and then wait again for the same amount of time as before. Pull back to jerk the bar over your man's head. Wait once more for a full breath and then straighten your legs and you should get a full

200.

Off Diving — to get a high score dive straight for as long as possible and land in deep water.

Logrolling — if you start the log rolling as soon as you start the game you can throw your opponent with no problem.

Color Tossing — to get a good score your typical tactic is to sit on your main legs. Go faster and faster until your log starts to go back behind you. Keep going until the log straightens out, then begin your throw. Wait until the log is at an angle of 90°, then flip the log.

BOMB JACK II ● BOMB JACK II ●

Bomb Jack II hits and tips from C+VG Readers Software House of the Year — lists.

General Tips — Being in very important, especially when Bomb Jack must jump into a steel platform with a double on. Time is of the essence gets on when there is plenty of space then either push the monitor off or jump to another platform quickly. Often you can jump onto a platform and straight off again without losing energy to the enemy. Or later levels this is necessary as the enemies are sometimes on very short platforms and thus cannot be pushed off. Pushing the enemies off tends to use up a lot of energy and is best to deal for a enemy to get near the end of a platform or Bomb Jack does not have to push them away.

Repetitively pushing the enemy will kill him off faster as you.

Only try to attack one enemy at a time and be especially careful if the enemy's push back to push you off. Watch out as the enemies get stronger and their more intelligent — you will have less chance of killing them unless you have a full tank of energy. Don't kill enemies on your "start" platform as they will simply reappear and push you off.

If a lot of enemies gather around the last sack, it pays to wait for them to turn into jumping enemies as they move off the platform letting you get the sack. It pays to hurry up and get off each screen before the enemies begin to jump. If they start jumping, keep moving and always attack from.

At first the enemies will jump around aimlessly and will not come in on you giving you some time to pick up the remaining

sacks and get off the screen. If however you hang around long enough for the enemies to retreat again, they will become intelligent and start to home in. Escape from these is nearly impossible, so try to clear the screen before they get to the stage.

When it comes to scoring the best tip is to collect as many open sacks as possible, when you get a sack, another will open showing you which to get next. On getting that one, yet another one will open.

Open sacks score you 200 instead of the normal 100 but if you collect six or more you will receive a bonus of between 1,300 and 25,000. Collecting all 18 gives you another extra life.

As for strategy tips, the best bit of advice here is to get used to the screens and what platforms you can leap between. This is

important as you won't have time to stop and think where to leap to next. Know them off by heart as some of the notes and hints find. If you have a stop and think you could become stuck. Try to work out the sack order on each screen as all these extra lives will improve your scores. The secret is to find out which sack is greatest — choose the wrong one and you will not be able to get the next one without picking a sack out of order. After a little trial and error you will find the right one and then use your available skill to get the screen. Be careful when starting about how to move along the platform and get a sack out of sequence.

Some screens have special techniques to complete them. Screen 3 is simply run fast left and don't bother about order. Many

later screens are difficult to clear correctly, but very easy without following with the order.

There are two sorts of screens with special techniques — on some screens there is only one route around them. Find the one way to pick up a sack then back to pick up the next sack then the other way around. Try not to get stuck.

Another little game code given the low score in Paperboy. Get Shunt at home is the main behind this which will enable you to achieve maximum bonus points on the C24 version.

When you start the game do not fire at any grenades, dustbins etc. Just sit motionless. When you get the fire house push your paper, drop one in the front table and then



smash their window — is that order. Then in the top right of the screen the number 99 should appear. When it does, do not shoot any grenades. Dustbins etc. it will just revert back to zero.

Then at the end of the 1985 course you should gain an extra 9900 points. Works only on Mondays and Fridays.

SPECTRUM

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POKES ● POKES

John Danner at Southport on Sea sent in the pokes for Space Harrier along with a picture of himself enjoying a drink in bars. Load in your Space Harrier cassette and then read your 84 and enter these pokes. Poke 2711,256. Poke 8112.8. These fix 2138. This makes the game a lot easier by getting rid of all the poles and also wiping out level 3 completely — which is the hardest.



Bad printing in the C+VG February Book of Games has caused a few problems on the listing for the Mega Lite Commander for the BBC. Line 526 should read 74=20—JEM (28) 0V 2.—1
And Line 798 is DATA
"00001178000000"
in Popton
Line 14120 made 41=3.64
<1000000=1

All the listings work but some people are having difficulty. Remember just one mistake can destroy the program. So check carefully.

And now for Touchdown on the Spectrum. The graphics did not print out in the Book of Games. Here are the relevant lines which contain graphics. Hopefully everything should run properly.

**JON RITMAN AND BERNIE DRUMMOND
PRESENT DOUBLE TROUBLE ...**



•ENTHRALLING•COMICAL•DAZZLING•

Hi! My name's Mr. Head. Some say I'm the one with the besties but I don't think my far-famed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast ... or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us - he's FAST! Together, if we can find each other, we really do make an awesome team, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the suspended kingdoms but by that time I'd run out of laughter ammunition and my buddy was lost somewhere in the better world - it was the closest we had come to defeating that rapscallion - we were jumping for joy, splitting our sides, dying with laughter ... we were Head over Heels!

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QUICKSILVA

Why has the number one Stateside software house decided to invade this green and pleasant land and set up a proper HQ in the heart of the mighty metropolis? Is it because there's some really ace coders hiding out over here? Or are they trying on the hard sell to convince YOU that bigger and better games come from the US of A? C+VG went to see Trip Hawkins, big boss of Electronic Arts to find out while our American contributing editor, Marshall M. Rossenthal, brings you news of EA's latest games which show just why the company can call itself numero uno!



STATUS
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RANGE: 1000
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TRIP'S TOP TIPS

“I'd like gold then we'll have platinum!” says EA boss Trip Hawkins.

Big words from the big county — but they run up the regions behind Hollywood-Art's move to set up a new base in London.

Trip says that over the last few years games made in the USA have been going down well over here — so why not cut out the middle man and bring in the games direct? That way EA can get more feedback on the sort of games PCs want and have more control over the quality of conversions. Simple, huh?

Well, not really. But it's a start. And it's a bid to find out precisely what sort of games you want to play EA have been running some "focus groups" — bunches of game fanatics gathered together to talk about what they want to get out of a game. After all US games players are allowed — they often want things which aren't relevant to people in the rest of the world.

These "focus groups" show just how serious EA are about winning the number one title over here too.

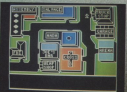
Meanwhile Trip is looking forward to the development of the personal interactive computer disc scene — the next major revolution. This should be like an Amiga with a built-in CD player.

Imagine that! All the power of the Amiga added to the incredible storage capacity of an optical disc. The mind boggles. ☺

Christmas '90 is the time Trip predicts that you'll be seeing this wonder-game. Until then you'll have to make do with your normal run of the mill machines. But rest assured, Electronic Arts aim to make sure there's a lot more fun.

How? With games like Asterix and Obelix, their new. Let our US super-spy Marshall M. Rossenthal tell you ALL about them.

Sterlight is a comprehensive role-playing game — 270 star systems, 600 planets and seven alien races with their own language and cultures to figure out and explore. To begin at the drop-out. Choose your crew wisely. Humans are good!



learning new skills, but aren't very durable. The insect-like Vector is good at using tools but not too bright.

Androids are tough as nails, but can't learn what hasn't been programmed in them. The last two races, the Thren and Blawen are problematic in that the two races talk each other, and will show it off every opportunity.

Creed can be trained to become more effective in their jobs, but it costs of course. The Science Officer can increase his ability to analyze sensor readings, while the Navigator can become more adept at determining the presence of the continuum fluxes in space (which allow near instantaneous inter-dimensional travel).

The Engineer can learn about the latest repair techniques, while the Communications Officer can hone the skills needed to communicate more efficiently. Lastly, the Doctor can hone up (patent) on surgery techniques.

The Spaceport is also where you check on messages, make financial arrangements and see how many credits you've acquired.

Perhaps the most important section of the Spaceport is the Ship Docking.

This is where you can change your vessel's configuration, adding better equipment and stronger weapons.

Once in space, turn to the Ship's console which controls all of your repetitive screens. The Main View Screen occupies the most space, displaying

spatial data and tactical information during interludes.

The Auxiliary View Screen indicates the ship's status as well as sensor information from the Science Officer and Engineering.

The Control Panel is used to inform/control the crew about command decisions, while the Text Window contains all incoming/outgoing messages.

During an Encounter (preceded or otherwise), the Science Officer will use sensors to determine the mass and power status of the opposing vessel.

Communications will allow you to decide on a posture — friendly, hostile or obnoxious. The decision here can make all the difference between obtaining useful information, or having to shoot it out. Starlight's a rich mix of adventure, strategy and action.

You're probably wondering how I got into this mess. So am I. It was supposed to be a simple enough courier job, plenty of empty highway, and speed keeping me ahead of trouble. But here I am, pinned to the steering wheel, nothing working, and that big sucker beeping down on me for the 6th.

As long as I've got this radio channel open, I might as well tell you — unknown listener — just what led up to this whole fiasco.

After the bus dropped the off at the local truck stop, I waited a few minutes, and returned to some old peasant talking about the local bonfire situation two miles out of town.

I bought some body armor, and scurried out into the City.

Passing the garage, I thought again of how some drivers keep a cache of tires. You do, man, man, but I never could get into that.

The Automated Assembly Line computer was busy as always, I kept on moving, pinching my nose while going over the Salvage Yard (the old weapons and damaged cars there tend to stink), and went to check out Uncle Albert's Auto and Gummy Shop.

I know what you're thinking. No car so why look of weapons? Let's just say I like to plan ahead.

That done, I headed over to the Armp.

The schedule indicated that A-Night would be tomorrow, so I took it back to the truck stop and got a room for the night.

I woke up bright and early and went over to look through the latest issue of the American Automobile Association.

I signed the courier missions up for credits. I had the credits and skills needed by two of the three offered, and I could beat my blood slopping to boil. How I was in the proper mood for tonight's bar 'n' games.

I stopped off and checked my Clone insurance. My other body was doing okay, and the bath hose I had stored was close enough to my present status so I didn't have to look over any more credits to update it.

I had the Assembly Line turn me out a hot little number. Good suspension, strong-armor on the back and sides, solid tires and a

punchy power-plant.

I took to the road. Mostly I had an easy time of it. Radar showed any groupings of cars, and since barrels tend to hang together — I just stopped closest of them. If there was one thing I didn't want to encounter, it was the monstrous M-Big and his cohorts.

Everything was going good 'til the jerk of a professional bustler pulled up alongside and started making obscene gestures.

Next thing I know, there's three hot sockets on my tail fusing lead and firing heavy bullets. I managed to scorch one of them, and he spun around and collided with his buddy before exploding. Radar showed another five came up fast, so I abandoned the road, and detoured to a mountain pass.

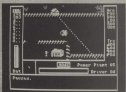
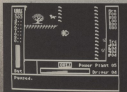
That's where he was waiting for me. As for what happened, try to imagine firing a three-carrier at top speed and meeting an immovable object.

The crash must've knocked the car out for a few seconds. I came to, and found myself stuck like a fly on a spider's web with doom about to crash on my dock.

The driver's getting out.

He's just standing there, grinning. You said he never faced Peter's last (and most important) lesson: always have an exit up your sleeve. In this case, that's the late on-scope aimed right at his belly. With the little machine gun inside that's connected to the foot switch I'm tapping now.

I liked it hope he'll be hungry, 'cause he's about to eat 20 rounds of burning lead!



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Muskets & Mules

Muskets and Mules is the only Historical Play-By-Mail game currently running in Britain. Steve Busby, C+VG's History Man, bravely shoulders arms and, equipped with a large supply of stamps, sets out to wage war by mail.

Play-By-Mail — or PBM for short — is a strategy game in which players never meet but send their orders and receive reports through the post from a central controller.

Perhaps it should be called PAY By Mail, since the controller is a business company which charges the players for each move, with their playing in itself they've either reached their objectives or had enough.

In return, the players get hot action, a challenging game which they would otherwise never see, and the guarantee that someone else is looking after the game mechanics — or rather something else, since with a few exceptions all PBM games are computer-mediated, and PBM itself is substantially the creation of the computer revolution.

PBM began in the United States, and it still has more supporters there than in this country, but there are already 24 French PBM firms, and perhaps 5000 players.

At the moment PBM covers everything from fantasy gaming, including the highly popular *Tricks of Crime* game, to modern politics with games like *Global Diplomacy*, or even the futuristic fantasy of *C+VG's* own *Domination* (announced last November).

But the only PBM historical war game running in this country is a lone player game of strategy and diplomacy in central Europe.

between 1805 and 1809, at the height of Napoleon's power.

Called *Muskets and Mules*, the game has been in existence for less than a year, but already has 10 participating teams. It is run from just outside Cambridge by the PBM firm Historical Engineering, whose head, Aiden Powellford, presents himself as the "game master" "born of the time travel act".

I met Aiden in the tea room of the Cambridge University Library — well, you don't get disturbed that way. He turned out to be a 26-year-old with a history degree, management and programming training, wild string eyes and an Apple Macintosh Plus.

He started war gaming the way we all did, by simply messing about with the toy soldiers, and so his *Muskets and Mules* arose from a ten-year-old obsession with an old boardgame of the Napoleonic Wars that he used to play. Basic historical research came from a few standard textbooks in the period, which had provided a surprisingly readable writing for the game.

Muskets and Mules plays on a hex-patterned map representing central Europe from Skell to Brest-Latovsk (ask it up!) and from the Baltic to southern Italy. It was glad to see Italy included, in other great bits of games, but it had a vital effect on strategy. The four players each take one of the main powers of the period together with all their land forces — France, Prussia, Russia and Austria.

The game starts in 1805 with France at war with Russia and Austria but Prussia neutral. What else like Russia and the Kingdom of Italy (neither Italy is either neutral or allied to one of the major powers. The question of how these minor states behave

is covered in depth by the attractively packaged rulebook for the game, which includes a very fine *Blunder on the march* and extracts from contemporary newspapers inside.

If it seems the rules look like a mathematical problem that you can't solve, this is meant to reproduce the problems of controlling Napoleon's *Grand Army*. My own reaction was to grumble about "playing the rules, not the game", and about "hoop-stapled rules", but Aiden has found that most players prefer such complex rules, and get a lot of game satisfaction from making them work.

It is a truth that when outlining a historical campaign most wargamers will find out what actually happened, avoid all the mistakes made by the real-life commanders, and in the process find even more spectacular mistakes of their own to make. What really happened in 1805 was that Napoleon countered an Austrian thrust into Bavaria by encircling the Austrians with his own army and leaving them to surrender at Ulm.

He then pressed on to Vienna and not far from his greatest victory, the destruction of the confederated Austrian and Russian armies at Austerlitz. So he in *Muskets and Mules* can French players first managed capturing upon on Brest — for their, not every player in Napoleon's *Grand Army* played in Napoleon's *Grand Army* players have begun the game by pushing forward into Bavaria, which means they haven't read their history books or they think they can do better.

One participating team instead for Italy, and this just forced the French to conclude peace with a substantial loss of French held territory. (Not have the Prussians been able to keep up diplomatic pressure.)

Some of the diplomatic exchanges are impressive, others are just too long. "As the game *Muskets and Mules*" wrote one frustrated Austrian to his Russian ally, "I would want you to consider that my country would probably drink it, to drink everything else".

The players submit their orders each week (two or three weeks real time, depending on take) both in writing and in the form of specially marked maps. The computer then generates maps to the next move showing the players the precise location and condition of their troops, together with any other factors about their countries and allies.

Muskets and Mules is believed to be the only PBM game which provides the map service —



effect of which is to greatly simplify play. Without the computer it would take five times as long to produce the material each move.

The problem is that it costs quite a lot. The rule book must be bought for just under £20, and thereafter each move is charged at between £10 for the cheaper, Prussia, to £14 for the most expensive, the French.

The high cost is due at least in part to the game being in its early stages — Aiden says that as more players start to play *Muskets and Mules* the price will come down — and it does provide the players with rapid, reliable, moves at regular intervals. I have played postal campaigns run for pleasure in which the only cost was the postage, but I will admit that moves happened at rather irregular intervals of about six months each, and that such campaigns are hard to find.

At the only little historical PBM campaign on the market it has already attracted a few overseas players, and those who play it seem to derive a lot of thought to it. One even played in a set of circumstances from the hotel. If anyone is really rich, Aiden will arrange delivery of game reports by helicopter for a mere £2,000 a time.

Muskets and Mules PBM game is being planned, called tentatively *Jubels and Maelstrom* and covering the entire war theatre in Europe, the Mediterranean and the Atlantic between 1796 and 1818.

My overall impression is that *Muskets and Mules* is a good mixture of the standard two-type game and the modern diplomatic game, combining some of the best elements of both.

The focus on all sides are structured with reasonable historical accuracy, and the player can exercise control down about as far as the highest level, which is so low no any commander should wish to go.

However, the only way to test a game is to play it, and there is a chance coming up in one game shortly for C+VG of all the Europeans. I shall enjoy playing that role in 1805 — it was, after all, only five years from when the Russians invaded Switzerland.

C+VG

PLAY BY MAIL



Hi, this is Wayne again, bringing you the brightest and biggest PBM pages around. This issue there's another of my Wonder Offers, news of the recent PBM convention plus readers comments. All this and the first of our heavy metal music review columns. Enjoy!

The Second British P.B.M. Conference

I've received loads of requests to go into further detail about the conference as some people couldn't make it. Your wish is my command!

Over 1800 P.B.M. fans from all over Europe gathered together at the Poshchester Hall, Quornway, London for the highlight of the P.B.M. calendar.

Inside the hall they had a chance to visit stalls from over 20 companies and examine over 180 P.B.M. games at their leisure.

It was their chance to ask questions directly to the game-makers and find out exactly what their games were all about.

Visitors could also take part in a real life roleplaying adventure which was being run by The Laboratory organisation — featured in C+VG a couple of issues ago. This involved wandering into smoke-filled rooms, with mugs full of a padded sword and shield, looking for treasure and getting involved in punch-ups with real monsters.

There were roleplaying competitions, run by the more than capable Freedom Warriors with many trophies up for grabs.

One award which was very well received by the crowd was "The farthest distance travelled to get to the Conference award". This was

won by a gentleman who came from Berno, Switzerland! Other close contenders came from Holland, Belgium and the very north of Scotland.

You could even enter the C+VG Mass Warriors competition to try and win the many prizes on offer from the biggest score every hour!

There were live combat sessions in the form of laser room battles, with authentic costumes and weapons, from various re-enactment societies.

Many free t-shirts, start up packages and t-shirts were given away, most of them by me, to the people answering silly questions I was asking from the stage.

At the end of the day, over 300 people were still waiting behind to hear the results of the votes for the various awards that were up for grabs.

It's A Crime

The first point I would like to make about anyone intending to play this game is that it depicts American street "gang" activities and morals. Some of the terms that are used during a gang's actions may be offensive to some people. It is suggested that young children or anyone of an impressionable nature should not play this game.

Have you ever seen the film called "The Warriors" in which a American street gang have to fight their way across various gangs' turf to get home?



Well, this game is very similar to the film.

You become the leader of a street gang who's main aim is to become the roughest, toughest gang in the area — as well as controlling the biggest area of turf.

Once you have done this, a selected few of you become noticed by the authorities and they promote you to boss status. Then it is up to you ultimately to become The Godfather by wiping out all the other bosses.

People intending to play *It's A Crime* should note that it is a computer mediated, hard deadline game. This means that a computer processes all your actions and these are limited to the ones that are either printed in the rulebooks or discovered to be game progressors.

Furthermore, your turns have to be in by a certain date or you will be at a serious disadvantage. For example, your turn sheet could be sitting on my mantelpiece when it should have been sent in, and another gang controlled by another player has already ordered an all out attack on your gang!

Once you have given your gang an original name, no longer that 20 characters, you send them out on the road to fame. Look up in the rulebook what actions you would like them to perform and set them to it. You can do ANY of the following:

Autobats This is your chance to ambush another gang on their turf. You send a bunch of your gang to attack and inflict heavy casualties on the victims of your choice.

Buy: With this order you can buy either shotguns or machine-guns to increase your attacking strength. You can also buy small bombs to blow up buildings or streetside to park and make large financial profits.

Control: Probably the most important order in the game. This allows some of your gang members to enter a block and either terrify the residents or combat the ruling gang for the right to control the block and receive the protection money.

Enter: This gives you the chance to obtain some new members of your gang.

Fix Bombs: To obtain maximum effect you should have already purchased some small bombs (see *Buy*) when receiving this order. If you are successful you usually receive a payment for your troubles.

Mag: This order sends some of your people out to mug some unfortunate person.

Robbery: You send some of your gang to rob a particular building and you receive the stolen items for cash.

When you start off you only have twelve orders to select from. As you get further into the game the number of orders available increases to about 20.

Once you have played the game for several times you get into the swing of things. At the bottom of your turn results sheet is a section devoted to special meetings and "The New York City Post".

You get a special meeting about once every five months. Usually an ex-leader of your gang turns up and gives you advice or special orders that you can use to increase your gang's capability.

I have had the chance to buy some walkie-talkies, which increase the defence strength of your blocks, recruit a martial arts expert and buy some dodgy development shares in a building from an equally dodgy relative of mine.

The building concerned "mysteriously" burnt down and I received a large insurance payout for my troubles.

The New York City Post is a list of random crimes and

fighters that have happened in your game. It lists the places where other gangs have gone something of note.

One pleasing aspect of the game is that your gang name gets mentioned on numerous clues that flow from time to time if you have taken part in a major crime. This really IS economy!

Gangs: Your gang consists of three types of members — Pri's, Punks and Recruits. Each member of your gang has to be paid and this comes out of the protection money you receive. Obviously if you haven't enough income to pay your gangs wages, then your members are going to leave in going somebody else's gang.

Pri's are the hardest fighters, recruits are the weakest. You can gain or lose members of your gang depending upon the results of your actions.

You can spy on other gangs and ascertain their strength if you so wish. Conflict between gangs is resolved by comparing the amount of gang members available added to what kinds of weapons they are carrying and using. Later on in the game though this may change due to other factors you discover.

Notority: This is the most important part of the game. This judges how well you are doing. All the actions your gang try will not automatically succeed. The police are out there to stop you and stop you they will do so even if it means laying their life down in the line of duty. Another gang may attack you, or the residents of a block may try to run you off. If anytime in the game this happens, you will lose notoriety.

However if you complete a successful robbery or attack another gang and win, you will gain notoriety. The person who has the most notoriety is the number one player and you receive a lot of the top 1000 players with every turn you receive to see who's who.

Wayne's Verdict

It's A Crime is, in my opinion, the easiest computer moderated P.B.M. to play at the moment. Making orders is easy, mapping is simple and there is nothing in the game

which is complicated.

It costs £2.50 to issue four orders, 11.25 to issue ten. You do have a choice over the amount of orders you issue, as you get harder into the game you will have to issue less order turns all the time or you will get nowhere fast.

My main gripes about this game is that you can only control forty blocks per gang. However you can "split" your gang, which allows you to effectively have two gangs at half strength and both gangs can each control forty blocks each.

The catch here is that it costs you another £2.50 at 11.25 depending on how many orders you issue. So you could find yourself paying £2.50 per turn for issuing 10 orders each for two gangs.

If you have never played a computer moderated P.B.M. before then give *It's A Crime* a go!

For all you computer buffs

and those R.J.C. Games run it's a Crime on three 30 meg machines namely an Apricot Zen, IBM XT and a Tandem. The latter have boards specially imported from the USA.

Wayne's Wonder Offer

Every C+VG reader who writes into me, enclosing the C+VG P.B.M. logo will receive:

- A FREE set up to *It's A Crime*.
- A FREE rule book.
- Two FREE turns.

Furthermore, in conjunction with R.J.C. Games, I have arranged for a special game of *It's A Crime* to be set up for C+VG readers! ONLY C+VG readers will be able to play and therefore the first player to obtain Goldfinger status will become C+VG's official champion and will be able to play FREE in another game of *It's A Crime* as well as receive

FREE start ups in many of her R.J.C. P.B.M. games. They will also receive the C+VG Official Champion trophy.

The entries for this one off game will be dealt with on a "first come, first served" basis.

Hints

● When you start, buy and sell loads of stockpiles as initially you stand a smaller chance of getting caught by the maximum speed.

● Stockpiling elsewhere is a good way to gain rapid notoriety.

● Aim to control at least two blocks per turn minimum.

● When attempting a robbery try retail areas first as they yield better profits.

● Don't attempt a robbery when your visible tables are on. The police know it and interrupt you.

● Don't use an ambush order in your first five rounds.

MAIL DOMINATION, C+VG'S VERY OWN PLAY-BY-MAIL GAME, CONTINUES TO SHOW GAME MASTER DAVID BOLTON BRINGS YOU AN UPDATE

A big hello to everyone who was at the second PBM Convention, especially the players of game 40 which was started on the day.

Quite uniquely this must be the only game in which all the players have met personally. Thanks to the organizers, especially Mike McHenry and to Anand who lent me a machine for the occasion.

We now have nearly 45 Mail Domination games on the go and have just acquired a laser printer so the printers are our biggest bottleneck presently taking 30 minutes per game. This should allow us to increase our throughput without slowing games down.

GAME REPORTS

Game 13 is raising steam and has now reached turn 13. As it has passed turn 10 no more submissions can be put in.

Not all games have reached this far, and this month's winners for the highest points on turn five are:

Game 17 — Player 11 — 111 points, + 3 turns. Adrian Neal, Boston, Lincs.

Game 15 — Paper 7 — 101 points, + 3 turns. C. Murphy, Birmingham.

Game 4 — Player 9 — 101 points, + 3 turns. P.G. Denny, Bishop's Cleeveford, Hants.

Thanks to all who sent in their ages and the votes for the submission on whether players lists should show complete alliances or just who you are allied to. The overall result is a slight margin of Yes to No — not enough though to change it so the system will stand as it presently is.

COMPETITION RESULTS

Quits a few of you wrote rather ideas for Domination or my next PBM game.

Anyone who wrote should have received a personal letter from me by now and the best idea submissions will have received three turns as prizes.

There are two new options for Games — 12 and 13. 12 allows cards to be dug and 13 is for reinforcing armies. Read your PRINTOUTS.

The winner for the new game ideas competition is Steven Smith of Repton, Lincs, for his Top-Magic game.



We will rock you

When the kid appeared in the office dressed in torn denim, studded leather jacket, dripping chains and a handful of grease in his hair, we knew something was up. "Do you wanna rock?" he yelled. He then introduced the mysterious Wayne Sawyer, C+VG's new music guy, and made a editorial decision: WE WILL ROCK YOU.

For quite a while C+VG has debated whether or not to have a music page. We know you

people out there might have other interests apart from computer-linked hobbies.

So as we like to try anything once, here is Metal Mayhem. The aim will be to review mainly rock and heavy metal albums, but we are open to suggestions if you want other types of music covered, then we'll write in and tell you.

Also, continuing in great C+VG tradition of giving lots of things away by running competitions, the first five people

to write into this page and name the current lead singer of Deep Purple will win a copy of my album reviewed on this page.

DARK ANGELS from new Demands (Metal One Plug.)

Since their formation in 1983 and despite various line-up changes, Dark Angel have always been praised in the Metal underground scene as the leaders of Thrash Metal.

They have released just one previous L.P., called *The First Arrival* which was hailed as a metallic masterpiece and it felt a hard act to follow. However, believe it or they have done, with an album that is as heavy as it is hot.

With an obvious liking for death and the dark (lots of this scene's kids have titles that refer to death or darkness), Dark Angel by through this album leaving a

sure of themselves, cryptic and technical-sounding notes in their wake.

The lyrics are about darkness, dependency and death and feel angry. Don Deary shows them out fast and ferocious. The opening track, *Iron* which the album gets its name, literally leaps out of your speakers and hit you like a punch. **STRYPER**, *To Hell With The Devil* (Metal For Nations.) A complete change of tack now. Stryper are a Christian Heavy Metal band and they do it very hot you know it.

Every chance they get they use to rock your throat.

I could handle all the songs being about Jesus and God, I could handle all the Bible quotes given and all over the album, I could even handle the way they give acknowledgment to Jesus Christ in the spiritual thanks columns as if he was some kind of leader or stage manager, but the trouble was the picture of the band on the back cover! Four guys, standing there made up in the style with loads of make up — so much so it was a woman's face — a woman — all dressed in diamond, crystal bejeweled yellow and black suits and one of them has got Jesus in their hair and right across. Not your common or garden Christian but a holy death.

Leaving the band's religious stance for the moment to concentrate on the album, Stryper with this release have shown what



a complete band of musicians they are.

Their music is very much in the early Rainbow style, plus a touch of Boston, which leads of high pitched vocals and lead guitar, supported by an able rhythm section. They continue heavy comedy tracks like *To Hell With The Devil* with quiet ballads like *Free and Heavenly*, but it just doesn't quite come off. **METALLICA** = *Master of Puppets* (Metal For Nations.)

I was really looking forward to this album after hearing their last release *Ride The Lightning*, which was a superb album. However I found this album slightly disappointing as some of their originality seems to have been lost.

One point of interest is that the band seem to a few hours and when it ends a song. (Not much of where I was several times on the album stopped and started on various occasions.) **JURASSIANS** = *Sea Of This Earth*.

Question: Do you like technically brilliant guitar playing, drum machines, instrumental plus a selection of various styles of rock? If your answer to the above is yes, here is an album. When I received this album I thought "How 'Hell' never heard of him". So I was unimpressed at first. I was impressed with what I found to say the least.

Not only is great instrumental as a studio session player and a teacher (some of his former pupils have included such giants as Steve Vai of David Lee Roth Band, Kirk Hammett of Metallica and Larry Coryell of Phish). Jay also writes, arranges and co-produces all his own music.

On this album he does all the instruments as well as play bass, keyboards and percussion. He does lots of other things too, but so my mind what he does here is PLATY.

This album was a joy to listen to, an advance of music/being a refreshing change.

OK, *When The Mirror Cracks* (Metal For Nations, MFFW14) This is another band that seems to be quite a bit mixed up. Listening to the album I jotted down about seven bands that they sounded like, from Genesis to Whitesnake.

The band are based upon the old format of creating albums, recorded guitar tracks, and semi-instrumental songs. In *The Mass* is a typical example of this, with lead singer Jonathan K screaming "Will You LOVE me" in between flurries of guitar and drums.

Their music is mixed up, the album is very well produced by Fred Stone (their lead guitarist) and it is clear that he has all the knowledge and skill to make a potential dull album sound quite exciting.

METAL TOP TEN

1. Metallica: *Master of Puppets* (MFFN 600).
2. Metallica: *Ride the Lightning* (MFFN 27).
3. Metallica: *Kill 'em All* (MFFN 7).
4. Anthrax: *Spreading the Disease* (MFFN 62).
5. Manowar: *Hail to England* (MFFN 19).
6. Stryper: *To Hell With The Devil* (MFFN 76).
7. Warrant: *The good, The Bad, They Warrant* (MFFN 42).
8. Wendy O'Williams: *W.O.S.M.* (MFFN 24).
9. Tank: *This Means War* (MFFN 3).
10. Twisted Sister: *Art and Hardness* (MFFN 34).



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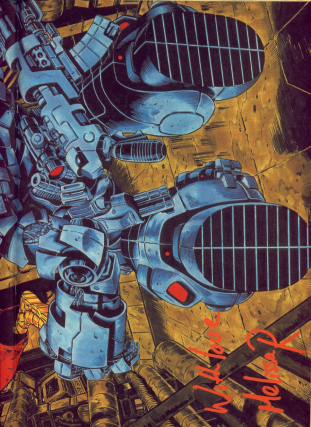
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MAIL

■ The technique of the Red Herring is only effective if the stolen object is truly useless, and cannot possibly be used otherwise. I am now stuck at the very end of *Roller of Shards*, having returned Hurn from the wardrobe. He is described as being tied up, so presumably I am supposed to free him. FREE HURN, no . . . RELEASE HURN.

UNITE HURN . . . UNITE KOPPE, HORNIS, COBDES . . . / Oops, well and truly stuck. Was a mistake, what about the carving knife I am carrying? CUT CARVE HURN/HORNIS etc. . . NO!

In desperation I consulted my index of clues from magazines, and am told it is a dud. Assuming this is true, then we have here a situation where the knife could be used and I bring to know why the book cannot be cut with a knife. The trouble is, this is the logical thing to do, and I cannot think on the illogical workaround! Forget experts on this. Or a just pure vocabulary I am struggling with — his not mine!

There is nothing wrong with including end-herrings within games, as long as it is what they are. The danger lies when the author does not anticipate possible uses of the object, and fails to allow for them. Malcolm Gladwell, *Deeply*.

■ Your greatest fail here once again. And I am now completely and utterly frozen. I cannot step inside my own toes (how without) borders of newspapers (mostly

female, of course, due to my incredibly sexy body and (usually good looks) cramping me.

The reason? ANOTHER (wagger) mention in your brilliant pages! The nerves of shock and happiness were too much for me, and I have been emotionally drained for nigh on a week now.

Now one, Keith, for such a great review of *Band's Tale*, I personally am sick and tired of getting paper-reviews for bad adventures. I thought it before reading your review, and was extremely disappointed.

By the way, take a look at the *Dr Who* review (January, P15) and you will notice something very strange. The reviewer is "Tim", and I correct? Timothy Churchwood? Tim the speaking clock? NO! Timothy Minabala, the HISTOR! And what do we notice in the second column, some lines down? I quote: "Don't start that again! Fat C" Here here, I thought, another jewel insert from *My Big!* But wait! He is also doing the review! No wonder your adventure column hasn't shown over the entire mag (which it should)—the fail is obviously strictly designed and complexity off his reviewer — he talks to himself during his OWN REVIEWS! Mike Thomas.

Mike Thomas, *Creativity*. P.S. I am in love with Chris Edgerly. Can you please print a piece of her, and give him a kiss from me? I love her, I love her, I love her.

Keith's reply: Printing the piece is a matter for the wife talks to herself, Mike. But consider the other matter accomplished. We at C+VG

will do anything in the interests of reader service . . .

■ You may be interested to hear that Melbourne House, in whom I have great faith, refused to exchange my tape copy of *Lord Of The Rings* for a disk, even on payment of the difference! I hardly think that type of customer service is good for their reputation. In fact, I was told by a rather important sounding lady on the phone, that if I wanted a disk version I should go out and buy one! Not that that helped, because I couldn't find an outlet that sold them! Michael Gosson, *Newcastle*.

Keith's reply: In my old 1980-86 days, I dealt frequently with a specialist software firm called Molimex. It was their standard practice to offer a disk upgrade for a cover charge, in return of an original tape. Ahh — those days. You'd have thought that with the profits flying around these days, firms would be happy to oblige!

■ I live in a cluttered room, suffering from possibly terminal stock, my new copy of C+VG lying on the floor. Is the price increase of 3p responsible for this state, or Tony Tataro's's ranting? No, it is because I see in the 'New Month' column that as from the March issue, you will be printing COMPLETE solutions to certain adventures. To say I am stunned is an understatement!

Only last issue, in your July issue, you criticised the *Dashed* magazine *COMPUTER* for the printing of the solution to *Hulk* (the same game as you plan to start your series, coincidentally!) Many in the time you have announced that you want such a feature, by saying that it spoils all the

enjoyment of the game, does not a much better help-source, etc.

Why this sudden (and unexpected) change of policy? I have been a loyal reader since issue 8, and never before have you suggested this, so why now? I would be most interested to hear your reasons, but in the meantime, call for the series of solutions to be stopped.

The adventure column in C+VG is the best on in Europe to my knowledge, don't spoil it now . . . William Fern, *Jerseyville*.

Ashley's reply: Thanks for the compliments, William. What I said about *COMPUTER* was tongue-in-cheek, a bit of general banter between Christian Macintosh and myself. Keith was chosen to start with, due to the very large number of letters received requesting help for that game. But read on . . .

■ I read in this month's C+VG with interest. What's this? As of next issue you'll be printing complete solutions to adventures? Oh come on!

I've been reading C+VG ever since that first October issue some years ago, and most of your changes have been for the best. It was C+VG that first caught my interest in computers, and C+VG more specifically your articles, that got me into adventures.

However, I must say that this new idea is probably the worst you've come up with so far. Please tell me it WASN'T your idea?

Andrew Ashford *Widland*.

Keith's reply: There are people who want solutions, and those that don't. I have very mixed feelings about it, but decided to give the idea a try for a few months.

ADVENTURE



HELPLINE



Fewer one month to the next, it's strange how the spread of games mentioned in the *Moplin* mailing changes. Of course, there's always the old favorites, like the *Mystarion* Adventure, *Infocom*, and Scott Adams classics, guaranteed to have a sprinkling of problems every month. And then there's the somewhat expected "new entries." The month has seen a veritable line-up in *Fawn* problems — only to be expected as new machine versions have started to appear at an increasing rate.

But an unexpected phenomenon has been an sprague of questions on *Imbald* and the *Golden Map*. This is a Mastertron adventure, going back to 1981 — the dawn in my life, or one third January 1981! Perhaps something is going on that no one has told me about!

And all at once, threads are being made on *Friday*, but not at home! *Enigma*, *Fuchs* and *Stephen King* are the last two readers who have written to say they have completed this *Infocom* epic — and both are from West Germany.



"I desperately need some help with this completely dead, but brilliant adventure," writes Simon Ferrel of Colchester. A trail is blocking Simon's

path in *Colosseum* of Magic, and every time he tries to do something, he gets knocked off his horse. "Can you also tell me what I am supposed to do when the gods are playing a board game?" he asks.

The only husband I have ever heard of, is Scott Adams' *Mystarion* Husband. But R. Cooke of Cardiff has managed to get himself stuck in another husband. This one is from Pacific Software, and dated 1984. Is there anyone else out there who has played it and can help?

What Mr Cooke is looking for is the second part of the *Golden Mask* — he found the first part in a tank of water. In his search, he has killed two of the *Greaves*, but is unable to pass the one at the mouth of the gulf near the big dipper.



Mike Thomas (oh no, not him AGAIN!) has moved his wardrobe, and discovered a flight of some steps leading downwards. But he can't get much further without getting killed by three of *Dreadful's* female vampires. Now there's a problem to get your teeth into!

A couple of BBC golden editors are playing *Martin Bennett* of *Sutton Coldfield* like can't answer the riddle at the end of *Kingdom of Hamel*, nor can he understand the banking system in *Chowden*.

Another editor is creating *Adrian Smith* of *Cambridge* some distress. Not quite so old or so golden as these BBC games is *Infocom*, whose *Martin* has reached inner hell, but Titan thinks he escape. Tipping *HELP* reveals the words *Virgil's help* — but is there a special command required to get it?

Aspe Christoffersen of

Genboe in Denmark, does not know what to do to the last husband in the five chapters in *Causes of Chem*. He's also playing another adventure.

"OK, in *Fine Search* is a bad game," says Aspa. But by going it a chance, he found he almost liked this *Dank* work adventure. However, he now needs to pass a guard, and knows he must be the last. Seems the guard won't cooperate, but he won't accept the gold coin Aspa keeps offering him. What is really worrying, though, is a handsome girl that is fixed to an object. Neither "burger" nor "hamburger" are understood by the program. Is this a bug that is preventing Aspa from completing the game?

And finally, there's *Stuart Walker*, of *Widow*, trying to kill the *Box*, in *Sinbad* and the *Golden Ship*.

If you are suffering from an Adventure, there don't forget to drop us a line. We will get back to you with a good tip if possible, but come what may, we WILL get back to you! and of course, we'll be delighted if you can help us to help other desperate adventurers!

There's *Paul Coppin*, professional adventure-tester and inveterate *Simon* sandwich eater. Steve Donohue, home problems a specialty.

Matthew Woolley, a slightly successful adventure player with cash to prove it, plus *Daniel Gilbert* and *Adrian* that who only play to win.

Here's an unsolicited testimonial from *Joanne Tasker* of *Claydon*. "Thanks! You're the best. They both Zaps and C+VG, but yours is slightly better, since you care, and answer your adventures." "Only SLIGHTLY better? Shame on you, Joanne!" Service to our readers is the most important part of our job!



Gay Thomas of *Whiteville* is

not so sure that *The Pawn* is the best adventure ever, as many people claim. Some of the puzzles are very neatly designed, says Don, and the ending is a splendid disappointment after all the hard work.

Try taking me to task for suggesting that the parent is better than that of *Infocom*. What the vocabulary may be larger, he says, the linearity and complexity of the parent solve-making definitely isn't.

The two parents are definitely different, and each tends to be a bit specialist at its own thing. But overall, I find that the *Scotch* parent does more for me. *Infocom* adventures often come up with some very dense answers to relatively simple commands after an agonising pause.

Of course, this varies depending upon which machine you are playing on, and I am referring to the Commodore 64 systems, bearing in mind that *Infocom* games do not have problems to look and display. Sometimes, too, the stringing together of commands results in not even the best of the string being recognised, even though perfectly acceptable on its own.

Try a well-reasoned criticism of my views on these parents, and the distress over my *Bard's Tale* review, ours



has a content C+VG Toaster which just goes to show — we don't only award "our" stars in this magazine! We like to be kept on our toes!"

Not everyone, of course has access to a disk drive, and those of us that do tend automatically to rate disk adventures more highly than almost any tape-based adventure. Not so with Gregory Quinn, himself an avid *Infocom* player. *Dreadful*

PROBLEMS? THEN WRITE TO REIF CAMPBELL, COMPUTER & WOOD GAMES, ADVENTURE HELPLINE.

ADVENTURE CLUES

a humble Quilled three-partee on tape, is the best adventure Gregory has played in ages.

"I just love the long atmospheric descriptions they're just like reading a book," says Gregory, adding: "I hope Mad Pike produces some more brilliant games like this."

"I'm sure he will, Gregory, and I look forward to them too. But it just goes to show that quality is in the plot and implementation, whatever the medium used. That will only make possible what can't be done on tape — it isn't a magic formula for success.



The *Prize* was responsible for what Carl Young of Nottingham described as a "rather amusing incident" recently. The game asked him to type in a word from the book (part of the game's security system) and requested page 17, line six, word eight. Carl looked up the word, entered it — and it didn't work. "I found the answer after much wringing about, and completely by luck," says Carl. If you get stuck, then try page 17, line eight, word nine, success Carl! A T-timer thus in his general direction for this tip.

Meanwhile, the game-play problems are gathering momentum in the Helpdesu mall. Two recent letters from Fred Germany showed *Barney Mudd* of Essex trying hard to rescue the prisoners, and to get her safely down the mine, but to no avail. Why do people always want to rescue prisoners, I wonder?

The *Satellites* of Lunderford, on the other hand, is commemorating the fact that he can enter code and gain 40 points with no other apparent advantage in the game. Or he can rescue the prisoners instead, but for no points. Oh yes? And what is the prize for? he asks.

WITCH'S CHALLENGE
From the world's best before
you get the book.

WARRIORS' ENIGMA
The best way to find out of
the game.
Beyond the limits to death
the book.

THEIRTY
A guide is needed to open the
game. Change the code to get
the book.
A good game will bring a
winner.

THEIRTY
The book.
The book.
The book.
The book.
The book.

THEIRTY
The book.
The book.

THEIRTY
The book.
The book.

THEIRTY
The book.
The book.

Don't mention it mentioned by Malcolm Harlan some time back. It appears as a message where you do something, usually in the female mailbox, suggests Gareth. "A fair that, try playing her!" adds Gareth.



Here's an offer Gareth can't refuse! Anyone wanting a complete map of Zork I or Zork II, can take advantage of a kind offer by Dave Harris. Besides a large stamped addressed envelope, and write to Dave at: 80 College Road, Towbridge, Wilts BA14 8SC.

And some adventure support for TI owners, and B. Anderson of High Wycombe in particular, comes from Kirby CSM. Kirby suggests contacting the International TI User Group via Peter Brooks, 36 Railway Road, Colford, Dorset DT1 1JL (tel: Colford 518222). The group's magazine has an adventure bulletin, and will give advice on software availability.



William Stone of Aberdeen, has discovered some bugs in the Alan II version of some Infocom games. Are they present in all versions, he wonders?

In *Wishbringer*, after buying the ticket from Miss Vase, you can pick up the gold zone.

Thus you can loop-buying tickets, and increase your score considerably!

In *Zork 2*, William discovered that if you die after having killed the dragon, both yourself and the dragon are reincarnated. Although unproven, the dragon will follow you around, and will not die for a while, which it thinks is still there too!



Richard Brock of Haverl Hospital has really been feeling the cold this winter. It's where he gets out of *Dracule*'s

couch that it hits him. Who can help warm him up?

Paul Staples, meanwhile, has been both playing the game and not playing the game. Sounds like something out of *Mick Miller*!!! It's true! Despite having discovered a most complete method of cheating Quilled games in such a way that he can get to any location, he cannot get into the mansion in *Dracule Part Three*.

Lost in the forest, and in search of the Carlan Estate, is Paul Wilkins of Lymington, while Lewis McNery of Carrickfergus, has found the place, and trying unsuccessfully, to enter it!



No you can't, says Gareth Williams of Swinton. The crack in Twin Kingdom Valley is a real burning, and it only appears in the Cid version of the game.

Gareth has also cracked how to get the strange Ship of

It's the best part of an adventure that struts a Magician's Scrolls. From when you think it was the stunning graphics of The Pawn which first caught people's imaginations before they went hooked on the substance of the game.

Benefits were no consolation about the quality of their system that they were busy working on the follow up to Pawn even BEFORE the original UK version was released. That follow up was Guild of Thieves.

But the success of Pawn meant that even competing owners under the sun wanted a copy. And that meant working in crowded rooms rather than being out for fresh air.

Pawn was never planned in general or so many versions as now exist. But when you are on to a good thing it would be foolish indeed not to make the most of it.

During the past year, Seattle have managed what they had originally thought impossible. Their biggest triumph was the full graphic version of the Commodore 64.

"We didn't really think we could do that on the 64," Ann's brother, boss of Magician's Scrolls, confessed.

All this took time, for the system had to be re-written. Keeley Pratt was engaged primarily with this task, as usual, and so mainly responsible for the "miracle" on the 64.

During this period, Guild was literally taking shape. Arnie Geoff Chasley had already been hard at work producing the illustrations to go with the magazine. With all the versions of Pawn now by behind them, Guild was ready to be implemented in earnest.

Guild, like its predecessor, has about 50 graphics locations, and these are

produced in two separate versions... one for 16-bit computers, the other for 8-bit computers. Geoff Chasley uses the Macintosh mainly as the Atari ST to produce the originals, which are later transferred to the Amiga and other 16-bit systems.

"The graphics capability of the ST is not so advanced as that of the Amiga, but the results are so good that these seem like a point in working to the Amiga standard," claimed Anita Sinclair.

All except that "special" title screens, of course, which is, grand up to the full power of each machine.

The 8-bit pictures are mainly copied from the originals, on the Commodore 64, by artist Tristram Humphreys, who also acts as graphics artist. These form the heads of all other 8-bit graphics.

Tristram had called in with his first batch of screens when I arrived at Seattle's office, and I was able to enjoy the unveiling of the C64 pics.

Tristram has used different colours in each try (just to give the illusion of more colour than it actually there), and to add a degree of detail that is missing in the Pawn screens. Each picture took less than 30 hours of work to produce.

The 16-bit patterns in the game are nowhere near enough for one per location, but despite heavy compression of the graphics code (down to about 25%), there simply isn't enough room on one disk.

When the space finally fits, what takes priority if there is a new little puzzle still not implemented in the game?

"We go for better complexity in the game itself, rather than for the extra

When Keith Campbell first set eyes on The Pawn it was enough to make him go out and buy an Atari ST just to be able to play it! That was one year ago, and it's seemed like an age waiting for the second offering from Magician's Scrolls! Why has it taken so long, and what have they been up to since last APRIL KC went along to find out.

Guild

will do so for all machines in quick succession, since the backbone work of writing the system has been completed. And then Anita and her crew will be able to concentrate on the next title.

It could be Epica's Westminster Bridge, which will be a completely different type of adventure.

On it might even be one previously code-named GM, another saga of Kowloon. But Rainbow Software, the publishers, will not let us reveal the paper title.

"What is it, you won't have so long to wait this time. It's due to hit the streets within the next two or three months.

THE REVIEW

There comes a time when an editor looks sceptically at a reviewer who has been playing a game for a long time. "Could be actually be enjoying it, rather than playing it because it is his job?"

One minute the page letter is working hard, and the next, even though doing the same thing, he's musing.

Well, I have to admit to a good deal of musing over with Guild of Thieves. Not in the legendary Kowloon, you see

pictures." Anita was quite definite, confirming that, indeed, it is the adventure itself that comes first.

In fact, quality is the prime aim at MS. I posed the view of a Spectrum-owning C+WC reader, who clearly wanted to be able to play The Pawn, and who wasn't worried about being able to do things that are irrelevant to the game just for the sake of a "viewer" screen.

"We come out clean and unashamed that we would need to do, to achieve just that," she explained. "We would love them (the present) had the opportunity, and have to turn the game down drastically, for there is little that is unique to the game itself. We would have a game, just, but The Pawn—in Guild—would be totally destroyed. It's not what we set out to do."

When Guild comes out, it



27. A room, well, well, which seems to be in the middle of a room, but not in the middle of a room. It's a room, but it's not a room. It's a room, but it's not a room. It's a room, but it's not a room. It's a room, but it's not a room.



28. The lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad. It's a lily pad.

of Thieves

taken by boat to a ferry, and dropped off, being told to remain the local master, by way of a last assignment.

You must return with all the booty! Fully informed for the task, you find yourself dropped by boat at the pier, wearing plain, striped overalls, and carrying a satchel bag.

The master of the castle is taking a short walk, while his protégé goes to running a little betting business on the side.

If he has the look of a noble, he may even agree you to have a station, as it will pay out to be possible when the time comes!

But not all the action takes place in the castle. The surrounding countryside makes for a pleasant stroll, through the golden fields of wheat, and perhaps a leonardy chat with the friendly milker Oopie? Watch that step on the way out!

Search, explore, and a thief you may to a hill, find the entrance to the inevitable temple of chaos. Here you may visit the ecological gardens (if you have the cash), and by talking to a peasant find, or perhaps get wrapped up in an encounter with a low-conductor.

Not far away is the local cemetery, with a somewhat central grave. This is where you

will come across what I reckon to be the finest puzzle in the whole game.

Working by night, a lamp on the ground casts upon a protogeist intent on his task, seen through the half-open iron gates of the cemetery.

The lighting and colour gradations of this picture are nothing short of amazing. Further south is a mysterious temple. If you are into demons, you will no doubt recognise some familiar eyes decorating its walls.

On the other hand, if you are into released spirits, you might eventually discover some satanic secrets in the temple's deeper recesses.

The puzzle themes here are not quite so sequential, and are less diverse than those in *Pipes*, so that, to a greater extent, it is possible to concentrate on one at a time, and then go back to a temple to follow up another one.

There is quite a range of difficulty, but even the ones that seem impossible at the start don't come too hard once you've got the feel of the game.

If you can't make all the connections, don't worry—there's a wealth of clues scattered around the game, to make sure you read all the magazines, books, and pamphlets that you come across!

Here too huge adventures, with seemingly endless variety. There's plenty of things to do, including

hiking, climbing, billiards, boating, or just plain gambling, if you are among the less active.

For the more daring, there's plenty of danger, too! How'd you fancy a walk across red-hot coals? A battle with a grizzly bear? Or a trip through a hot infernal zone?

Naturally, I've got hooked, and can't wait until my very

pre-production copy has been exchanged for a final version, in which the computer will be fully implemented. THEN perhaps I'll discover what that publisher had in mind by trying overland halfway through the game!

Could *of Thieves* still be available very soon after you read this? Don't hesitate to get one! But a copy is soon as it's around!

Could hold such a wealth of puzzles and surprises, it will make even the best budget adventures look a pale shadow in terms of what you get for your money!



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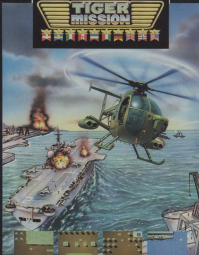
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TIGER MISSION



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ADVENTURE



1 HELPLINE SCOTT ADAMS SCOOPS

Running a Spectrum side by side with the original TRS-80 versions, I could not find any noticeable differences in the text, or the responses, at all, even down to the opening dedications. I did feel that the Spectrum character set and graphics made his only appearance in the screen, and took away some of the original 'feel'.

- SUPPLIER: US GOLD
- RELEASED: SPRING 1984
- CATALOGUE: (044) 1-80-880
- TEL: 011 011 011-0111-0111
- PRICE: £19.95

PIRATE ADVENTURE

Written jointly by Scott and his wife, Alexis, this game starts off in your London flat, from where you have to travel to Pirate's Island. Here you have to build a boat, but in order to sail to the nearby Treasure Island to collect your treasures, you first have to find and win over the Pirate!

Out of the corner of Scott's adventures.

WOODHOLE CASTLE

This game was written solely by Alexis. Grand Grand is lying dead in his coffin, and only by performing a strange ritual around it can you restore him to life. First you must discover the ritual and then find the ingredients necessary, before the final climax around the coffin.

STRANGE ODYSSEY

This is a science fiction adventure. Your space craft is crippled, and investigation of its surroundings leads you to the discovery of a strange alien

teleport device. Discovering how it works is part of the fun — you never quite know at what strange place you might be deposited next, from an alien sea to a nebulae intermission.

Collecting alien treasures, and repairing your ship are the main aims of this game. Oh, by the way — because the Egyptian character format?

BUCKAROO BANZAI

This was not one of the original 14 adventures; it was a one-off, co-written with Phillip Carr, and was based on the

film of the same name, which was shown in the USA in 1980, but never saw the screens in the UK. This is the first UK release of the game on any format.

Scott's Banquo has a vehicle which will travel through solid matter — just as well for it will save some in useful in finding the nuclear device (roving alien) planned. My best favourite of all Scott's games.

	PA	YC	MS	BB
► WOODHOLE CASTLE	5	7	4	
► STRANGE ODYSSEY	5	7	4	
► BUCKAROO BANZAI	5	4	5	3
► VALUE	100	100	100	100

CASTLE EERIE / SHIPWRECK

- SUPPLIER: PANTHEON SOFTWARE
- PRICE: £19.95
- CATALOGUE: (077) 011-0111
- REVIEWS: (011) 011-0111

As the title implies, with this cassette for the Spectrum, you receive two adventures instead of one. Both games have graphics for the majority of locations, along with the usual games save and restore features.

As the name suggests, *Castle Eerie* is set inside a wondrously described sea-down castle, which is apparently haunted and contains quite a store among the local inhabitants. As special agent Charlie Jones, (from the loading instructions, you appear to be a right charlie as well) you are assigned to find out what is happening inside the castle.

Being a right charlie means you turn up in the castle grounds with a gun containing

only one bullet. One bullet means only one chance, so you must make the most of your single opportunity.

After lighting out a trap into the castle, the fun really begins. It doesn't take long to realize that a gang of criminals are using the castle for their purposes, but exactly what it is not yet apparent. Between dodging the heavier patrol guards, you must get around the castle, making use of some of the objects to help you cross between rooms which are inaccessible due to decay after years of neglect.

Every room and corridor must be explored and searched and because the castle is so large that's an awful lot of places. A well-constructed map will help a lot at this stage. Not only that, but as you move towards the centre of the criminal operations, you must contend with electronic

surveillance devices designed to trap intruders like you will.

Once you have figured out what is going on in this very unusual castle, it's time to make your findings known and contact the outside world. From now on, it's a race against time as the villains try to dispose of you at the final battle.

Shipwreck follows a nautical theme in which you must first plan your own survival by making it safely from a passenger train which is about to sink, to a desert island. Once there (provided you make it that far) you must find the items necessary to bring about your rescue.

The very unlikely on board ship where an announcement is made that there is a coal fire in the engine room, although at this stage there is no reason for concern, being a rather shrewd person, you

realize that all may not be well, so you plan your safe escape from the boat.

I have found that once more it pays to be friendly, and tipping a bartender pays its own rewards. The purchase of a map of the surrounding ocean helps a lot, so does finding the ship's current position at sea.

Once free of the ship, and with the aid of a little navigation, you find yourself washed up on the sandy beach of a nearby island. That's where the fun really begins. Finding your way around the ship was not enough, but on the island... well there's a lot of places where trouble abounds for the novice castaway.

Castle Eerie Shipwreck

► NECESSARY	100	100	100
► FANTASY	100	100	100
► TECHNICAL	100	100	100
► VALUE	100	100	100



2 REVIEWS

SAVAGE ISLAND PART 1

■ SUPPLIER: TUNSOFT/ADVENTURE SOFT
 ■ MACHINE: SPECTRUM
 ■ COMPANIES: 14, C-46, C-16, BSC/ELECTRON, ATARI
 ■ PRICE: £7.95
 ■ REVIEWER: MATTHEW WHEELER

The first in the *Savage Island* duology is, aptly enough, called *Savage Island Part One*. The game starts off with you on the beach of the island, standing next to a large stone head rather like those found at Easter Island.

From this starting position you can wander along three different beaches, and if you really want to, you can take a swim in the shark-infested water. But this doesn't get

you very far, so you have to start making decisions about what to do.

First thing on your agenda should be to take some coconuts from the conveniently positioned tree on one of the beaches. But if you hang around too long before finding shelter, a nasty hurricane called Alexia comes and rips you apart in a very unheroic manner.

But this bit of wind there indeed does blow some good, as the hurricane knocks down some trees which you can somehow pick up and carry for use later.

The island's dominant volcano has a crater which has

been filled in with rain water to form a lake. One use of the log is as a means for floating any heavy objects across that you think will be useful.

Also to be found in the volcano is a rather gruesome grisly bear. But the bear is the least of your problems as the random hurricanes loom around the island. I call it random because it is. As far as I know whether you survive the hurricane or not is a pretty random affair. During the days I spent playing it, the

hurricanes never left without killing me.

Savage Island is two unrelated games to be done in one. It was first released on the TRS-80 back in 1982, and although it now has some nice quickly drawn graphics (the screen is split into two, with graphics in the top part and scrolling text below it) it is nothing to write home about.

■ VINCIBILITY: 4
 ■ ATTRACTION: 4
 ■ PERSONAL: 4
 ■ VALUE: 4

SAVAGE ISLAND PART 2

■ SUPPLIER: TUNSOFT/ADVENTURE SOFT
 ■ MACHINE: SPC, TRUM, COMPANIES 14, C-44, C-16, BSC/ELECTRON, ATARI
 ■ PRICE: £7.95
 ■ REVIEWER: KEITH CAMPBELL

To get into *Part Two*, you need the password that ends *Part One*. But there is one snag — Scott has provided two different passwords, one of which allows you entry through a specific object with you — if you are carrying it with you when you complete *Part One*.

You enter the game completely intact, facing a lone field. One short step through it, and you meet a guy and a woman. But before long, you'll have solved that little problem, to find yourself (indeed an alien space ship, where you soon meet up

with a Neanderthal man.

You must experiment with the object you brought with you in a rather random way, and learn how to people transform, to eventually solve the mystery of the stone head on the beach, and the reason for the disappearance of dinosaurs from the face of the earth. Be warned — it is very difficult!

And completed, too, I would have thought these games would have been better bundled together, and sold at about \$5.95 for the test run, and \$9.95 for the graphics version, to make them comparable value to the Scott Adams Scopy tape from US Gold.

■ VINCIBILITY: 4
 ■ ATTRACTION: 4
 ■ PERSONAL: 4
 ■ VALUE: 4

IMAGINATION

■ SUPPLIER: PETERSON
 ■ MACHINE: SPECTRUM
 ■ COMPANIES: 14, C-44, C-16, BSC/ELECTRON
 ■ PRICE: £9.95
 ■ REVIEWER: KEITH CAMPBELL

He's at it again! Peter Peterson, that prolific purveyor of adventures, is back already after *Apache Gold* with yet another offering — this time on the Punched label once more.

Imagination has you sitting in front of your computer with a disk of adventure commands, which you picked up in a dusty condition from under a pile of old games in the corner of a computer store. Despite the fact that the slightest bit of dust on a disk will render it, and probably your drive, unusable, you insert it, and find a menu offering four games.

Select any one of the titles, and you are into the game of your choice, taking part adventures-of-the- "Bad Guy Magazine" puts you in the shoes of a hero on an old world called *Magazine*. If you

choose "2000" you are transported to the inside of a time machine designed to sit in a box. It is much smaller inside than it is out, and comes complete with a timeclock! "The Lords of Half Past Nine" has a scenario very similar to a well-known epic, which "Fossil Miner" consists of a series of rooms, where money gained by you flows from a constant danger.

With all of this, your objective, as determined by the timeclock, is to find the number of stars in the universe. Not an impossible task, you might think, but the problem with Peter Peterson's games is the problems. They defy all logic, and yet seem logical enough afterwards.

Imagination has graphics at most locations, and was using GAC in Peter's inimitable tongue-in-cheek text. Nothing would-be-terrifying, but you can't help being it!

■ VINCIBILITY: 4
 ■ ATTRACTION: 4
 ■ PERSONAL: 4
 ■ VALUE: 4



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ADVENTURE



3 REVIEWS

Hillegards were not blessed with children, but as a kid, spent you and your cousins many happy holidays at their superb seaside mansion. Ruddy died some years ago, and now, following the recent death of Hillegards, you are attending the reading of her will.

days when Aunt Hillegards wanted you about going in there without a map?

At this point the game becomes infuriating, but what an satisfaction gained from finding you are clever enough to solve logical problems? So there must be a way in, and the means is slating you in the face right from the start. When there's nothing left to do, you

thought in the parser and vocabulary, for Infocom's is now beginning to look a little old in the tooth, when compared with that of Magister Soloth.

A visit in the bedroom you used to sleep in on your beds, reminds you of the time when you slept in the bottom bunk, and cousin Herman got sick in the top bunk. . . . You got your own back later by sticking honey up his nose, and was sure it wouldn't feel being out of bed with a cold. That is just one small example of the depth of the back ground theme that runs throughout the game.

An excellent adventure with some different but very rewarding puzzles.

■ VIVID ARTS 10
 ■ J. MISHNER 10
 ■ PERSONAL 10
 ■ VALUE 9

■ SUPPLIER: INFOCOM
 ■ TITLE: HILLEGARDS
 ■ PLATFORM: IBM SPECTRUM
 ■ PRICE: \$49.95
 ■ REVIEWER: KEITH CAMPBELL

This is one of Infocom's best, written by new author 'Hollywood' Dave Anderson, who in 1985 joined Infocom as a writer, and after progressing to manager of testing, became a game writer in 1986.

Your Uncle Ruddy had been a Hollywood big-shot in his time. He and his wife

HOLLYWOOD HI-JINX

Imagine your amusement when you hear they are leaving their estate estate to you, their favourite nephew! But there is one snag — you must spend a night in the mansion and its grounds and find ten treasures hidden on the premises by morning.

On your arrival, you head to the porch, full of anticipation — and find the door is locked. But wait, there's a back door, just by the patio. It just couldn't be that easy though, could it? Of course, that door too, is locked. There's not as awful lot more you can do, unless you fancy chattering your ears to the hedge maze — and how well you remember the

will run to it, and, perhaps, it will run to you! As a puzzle — sheer poetry!

This is a house full of traps and surprises, and just to make you feel uneasy, the sound of nearby footsteps is sometimes heard.

Something heavy falls to the floor upstairs. . . . Are you being manipulated? Or is one of your other cousins poisoning, trying to prevent you from getting the treasures? There is plenty of food for thought in many of the puzzles in HILJ, meaning that they are the sort you can chew over, and come up with a number of angles at all.

There is also food for



■ SUPPLIER: PLAYERS
 ■ TITLE: THE SERF'S TALE
 ■ PLATFORM: IBM SPECTRUM, IBM PC/XT, AT, PS
 ■ PRICE: \$19.95
 ■ REVIEWER: KEITH CAMPBELL

It was the review copy of yet another version of Caladon's Cove landing on my desk, that prompted me to investigate what Nigel Brown and Paul Haman, who are Smart Egg Software, saw up to. Of particular interest is the fact that a new source of adventure games is not using a commercially available utility like the Shell, as is so often the case, but their own, efficient and superior system.

I loaded Serf's Tale into the

THE SERF'S TALE

Spectrum, and found an almost completely different game from the 'standard' Caladon. The text is enhanced and completely rewritten.

In fact this is Caladon Cove in a very different guise, and it stands playing even if you have played the original, since many of the puzzles have been reworked.

The text system achieves better than 80% compression, and as well as having an DET ALL, and DETIP ALL,

commands, plus FILL and ERASE to control the amount of location text displayed. However, you will not find a walk over parser. Nigel Brown and Paul Haman believe the problems in the original adventure were concerned with two walk over in mind, and have stuck to the same format.

A new concept in making progress in the game is the STATUS command, which tells you how many locations



you have visited, as well as numbers of treasures stored. And as it does so, the existing screen is cleared with a rather new obscuring routine.

I had one black mark to subtract, for missing the game Serf's Tale on their Players label. There is no indication for connecting customers, that this is really Caladon. Had this been a smart program, \$19.95 would be the best value Caladon ever!

■ VIVID ARTS 8
 ■ J. MISHNER 8
 ■ PERSONAL 8
 ■ VALUE 8



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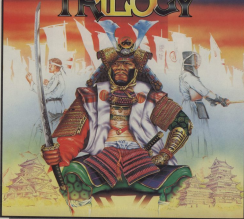
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No, no! We're not talking about the trendy furniture store! This Habitat is the latest and possibly greatest online interactive adventure in the world. It harnesses the power of the C64 to put YOU in the centre of the action. Our Stateside newshound Marshall M. Rosenthal tells you all about the adventure and the Quantumlink system which enables you to access the wonderful world of Habitat!

Who designed and created Habitat?

Responsible for developing this world is the electronic dimension in City Westergate. We can cover how what preparations that might have made, but Westergate's three years of Comshare's Game Division were presided by image processing concepts, and software language design for instruments to be placed on artificial satellites.

Westergate was working feverishly on video streaming being to complete a lot of code before rolling it a night.

A lighting ball struck the building and obliterated every printed circuit, including his terminal, just as he was in the midst of compiling a program for continuing features.

The missing electrical members disappeared his physical body, and left his trapped within the code.

Quantumlink personnel discovered this the next morning when they located the work disk in front a familiar looking figure falling around with his head on the floor. Westergate was subsequently moved into Habitat, where he now resides.

Q - Who's American contribution?
A - Well, Marshall M. Rosenthal, in an effort to be unscrupulous, had even to have it a bit ahead to create a game developer in a package named HABITAT 500-501 5-5001! Rosenthal located Westergate up to a Commodore lab for the following exclusive interview.

Q - How does it feel to be a part of Habitat?

MR: It's different, but who's complaining? Before this happened, members of the Game Division used to sit around talking on ongoing debate on artificial intelligence, the

quest to create an autonomous AI thinking, feeling being to appear in software. The Quantumlink network opens up an avenue for me creating a unique world of other ages that can parallel human experience. This is truly an exciting prospect.

Q - Who? What have you discovered about your own life?

MR: Quite a lot. But first off it's called a Turk. I discovered that no one here eats or drinks, although you can still go to bars and hang out. Activities are stress throughout, and you can purchase virtual services and search for stressed and recycled items. The only thing missing around is old made today Friday the 13th stuff. That doesn't mean that everybody is nice, but the general attitude is to be kind and adventure rather than exploit. Besides, the Oracle provides everyone with a fat bank account and it's not easy to live off the internet. Had you be a dispenser and get some tokens.

Q - No! Can't you see a life got boring?

MR: No way! Besides, this is interactive. Everything is constantly in motion whether you're a part of it or not. You may return to Habitat after a few days to find all sorts of new changes. And of course there are the other Oracle players in and out of your electronic life. There's partners for you to discover, adventures to participate in, even social interactions like games and politics if you want. Politics are everywhere, and you have to learn the different rules and regulations of this world the hard way — by experience.

Q - No! How do you do things on an Oracle?

MR: Simple. A keyboard means you around, and there are a selection

items that appear whenever when you need to go somewhere or do something. The keyboard takes care of the rest. Talking in world habitats does take a lot of getting used to though, MR, it's a good enough for Pappas....

Q - Who did you have to create everything from scratch?

MR: Fortunately, no. We could build on some existing software tools, and adapt them to work in whole new ways. Take the story of the Arkers, for example. They may seem to be of the same stuff as the characters used in our Laboratory game, but there are entirely different techniques underlying.

Q - No! Is just what is going on?

MR: In short, every single thing that happens is linked through the floor computer, and that lets other players from all over. The kind of processing takes a lot of power, and we're not using a 1980/800 one like your microcomputer. This body is actually a number of processors hooked together. Eight six million eight ones, and more can be added as the need arises.

Consider just what is going on: color graphics, sound, data input/output, keyboard and joystick commands, AI, operating of the same time. They'd almost get the disk drive to operate and the OS to run on its back and do!

Q - No! How does the software tie in with the 5700/500?

MR: Well, first the program is loaded after entering the gaming center of Quantumlink. Then you get in the disk containing about data. The OS is then controlled by three things, what your level is doing, what other Oracle's are doing, and what the Master Program thinks about the whole business. Think of the data as building blocks that can be formed into just about anything.

Each location (city, forest, dungeon, etc.) is called a region, and I've been able to count over a thousand of them right now. There's a hell more on the way too. Some really awesome stuff.

Q - No! Any comments on how this is affecting your world?

MR: I've no complaints. My Turk is great, and I can change the functions, colors or patterns in a flash. It's great.

Telecommunications services allow people from all over the world to call in using their computer and a phone modem. Unlike other Internet services, Quantumlink is designed for use only with the Commodore 64/128 computers, and even provides the software free with a purchase of the modem.

Q-Net performs a full range of text and information services, but because it's designed for the exclusive use of Oracles it can take advantage of the computer's graphic and sound capabilities. Most of that graphic stuff, with games represented by numbers and bits of graphics linked together from letters. And you'll find the same type of graphics as you can access from a disk.

The software handles everything. Any old modem can be plugged into either and the software will do the rest, even taking care of giving the correct password and name.

User's input is given by pointing to options displayed on the screen. What can be changed? There's even an online Commodore Information Network, with helpful advisors always available to chat with.

Things like to include the People Connection feature special interest groups can be found, a learning center containing educational materials, and even an weather reports.

Plus lots of games, where you can play against the master computer or another player. You can even compile new software permitted by various companies.

Probably the best news is the price. Quantumlink gives unlimited time service for only \$9.95 a month, and that's for 24 hours a day on weekends, and 6PM to 1AM weekdays. Premium services, like Habitat, cost an additional 50 cents a month.

Quantum Computer Services Inc. 8420 Westwood Center Drive, Ft. Worth, Texas 76114

Continued from Page 78

Being able to control heads whenever you want, I've also found that those who enter Habitat the normal way can often choose their gender. Making heads is as easy as going out to the store, and you can take control there directly with ESP. There's even a real option and regular newspaper.

Maybe I should show a classified and see if there are any offers who get rejected from the 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th, 13th, 14th, 15th, 16th, 17th, 18th, 19th, 20th, 21st, 22nd, 23rd, 24th, 25th, 26th, 27th, 28th, 29th, 30th, 31st, 32nd, 33rd, 34th, 35th, 36th, 37th, 38th, 39th, 40th, 41st, 42nd, 43rd, 44th, 45th, 46th, 47th, 48th, 49th, 50th, 51st, 52nd, 53rd, 54th, 55th, 56th, 57th, 58th, 59th, 60th, 61st, 62nd, 63rd, 64th, 65th, 66th, 67th, 68th, 69th, 70th, 71st, 72nd, 73rd, 74th, 75th, 76th, 77th, 78th, 79th, 80th, 81st, 82nd, 83rd, 84th, 85th, 86th, 87th, 88th, 89th, 90th, 91st, 92nd, 93rd, 94th, 95th, 96th, 97th, 98th, 99th, 100th.

Oh! Okay, I wish to see who can control that light? I did find it to be in one region of a tree, because more than that makes me uncomfortable. That's all you can do in a hot hot way, and that's one place I wasn't going to leave out. But I did add a ghost feature to let collected members of Avatar's congregations together, although the full-headed ones are warned by a little face that someone is watching and listening to. Imagine the fun of performing on stage with thousands of thousands of invisible spectators. What an opportunity! And no food means no coffee getting you into trouble.

O - P! Do you're happy in Habitat? Oh! Yes! You had my friends come online and visit me, and I look forward to seeing the world online as Avatar's interest with much others. I do miss the southern California weather though, so perhaps I'll add a heating valve. There's no end to what can happen. We'll go on to this.



Yes, I see the all-powerful Oracle. I have succeeded in showing you around Habitat, so pay attention. Usually I do not bother to make myself known directly. Imagine how much time it

takes to be answering someone's questions about every little thing. That's why I usually respond by mail.

Here we see two Avatars, the one they are called. The fountain of the city of Phosphoria is one place where I manifest myself, but I wish she would have done the same. I also like the clearing on Island Drive, and the small flow area, although it needs to get a lot less polluted there.



This is Valentine, and there is his house, or he'll go to his house and mail. Inside the he's gotten some mail.



So Valentine is no longer next to his, is it?



Let's push to see how. Here, guess she's getting tired of playing Avatars and needs to see the old 2D pack made for another adventure.



I wouldn't have created Valentine with so much more. He's checking the world newspaper, the B&W, to see if there's any mention of what Valentine's been up to.



He's still going to read here though.



At least he's smart enough to use a Vistor.



There's another, and she looks like she's in another one of her great rooms.



Let's leave Valentine to hear the best of her best friends, and look to see a new arrival in Habitat. His name is Marcus, and he's in the process of choosing a head to reflect his personality.



Remember I think I got this to see I could watch Avatars running around the citizens with their heads out off.



Well, to manage that all right. There he does not the show.



Yes, I thought he was heading for the bus.



He came get into understanding quick. Probably a visitor in the other world. He'll be here for a while.



Let's see how Freddie and Valentino are making out. He's following her lead as always.



Freddie is following Valentino's lead as always.



Looks like she's found something.



She better be careful with that crystal ball. He's not! She's telling Valentino to get lost and wishing that she was somewhere else.



Well, she got her wish. I don't think we should watch. It's going to get a bit messy.



It was a couple of hours ago and around one of the best takes (Shoppers). Sometimes I wish I hadn't given everyone alternative status, but at least it keeps them from opening all their little shiny shiny things like getting jobs and working.



For shame! Who made that rule about?



Well, as much for her good looks. Her qualities in the crystal ball, like 3, do that the devil has a sense of humor!



Let's have them to sort things out.



They're gone again, bringing away before or making machine stuff.



So the devil got Valentino got? Doesn't look like he's ever been impressed by the forces.



You had who can't just take into a pleasant forest scene like I can when there's a need for tranquility.



I think that you've seen enough. I have to follow along with Carriquet and Shaggy, but it's time for me to return home.



I think that you've seen enough. I have to follow along with Carriquet and Shaggy, but it's time for me to return home.



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It is from the waters of the other Kingdoms that the great ships sail, and it is from the waters of the other Kingdoms that the great ships sail, and it is from the waters of the other Kingdoms that the great ships sail...



Screen shots taken from Artist version.



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By god! (I) These literary Victorian shoguns are a bit clever. Not contented with the success of *The Fourth Protocol* and *Zoids*, they've come up with an absolutely spiffing new adventure called *Stifflip*. What or who is *Stifflip*?

Well, if you're a fan of those ancient blade and white Fu Manchu movies, old detective films or even managed to catch the brilliant Ben Hurges, Man of Bronze on TV the other month you'll get an idea. *Stifflip* is a combination of all the best and worst things about 30s thrillers, written or otherwise. It's full of larger than life characters—heroes and villains.

Old movies have inspired Rupan Bowater and Paul Harris to create this fun lion shree adventure.

Stifflip also uses the exciting windowing techniques seen in *Zoids*—but the whole game is much easier to get in grip with. As you can see from our screen shots the

control issues are ranged down the left hand side of the screen while the main picture is a cartoon style representation of the location occupied by the character you currently control.

But enough of all this technical stuff. Let's take a gander at the plot.

For countless years British schools have conducted a grueling regime. Cold baths, corporal punishment and over-cooked cabbage.

Whenever possible the British leave their soggy island for good, hence their pre-eminence as a seafaring nation. For from

some they yearn for the sword of willow against leather.

But their contempt for foreign languages has forced them to colonise other countries as the only way of penning them to take up the game.

Now disaster looms for the bowler and brilly

Stiffflip

...this game from Palace! It's enough to make your hair stand on end. After all now things from the people who brought you *Caution* and *Sacred Amour* promise to be really aw. C-VG took an early look at this surefire chart hit and can now bring you this up to the minute report from the Palace throne room!

brigade. The contemptible count Chamelaine, master of disguise and sworn enemy of the establishment, is determined to succeed in his latest and greatest diabolical plot.

His sale of rubber goods, through mail-order ads in a mild service magazine, has led him to creating the Subcontinent Army.

With it he intends to neutralize the storm in wing-uniform, loose-fitting upper lip and generally relax moral standards — leading to the collapse of the Empire.

Worse still, it will radically and unpredictably alter the course of a cricket ball. This heaver must be stopped!

That's where Viscount Sebastian Stiffip and his team of intrepid adventurers come in. They set off to the bowwow republic of Bomania to find the diabolically named Chamelaine and put a stop to his evil plans!

The story unfolds on screen in a series of cartoon strip-like panels. You can see how at a time or two you've always known just what you did to get yourself into such BFD trouble the movie before.

You can talk to people, or fight them, and generally have a spiffing time. As long as you remember the British gadsden symbol code — Pay Up and Play the Game!

If you try too many dirty tricks — these are allowed — you might find yourself battling on a sticky wicket.

As you move through the game the cartoon "paper" peels off to reveal new locations. A nifty gimmick this!

All this plus the Binky T-shirt wardrobe which makes the game so slick to look at and easy to play.

We can't wait to get our hands on a Binked game — and we're betting that you'll find the same way.

To break up your sweat-soaked, back-of-the-neck, the you're-just-lurking-in-the-back-of-the-wardrobe-and-prepare-to-keep-a-civil-upper-lip, play with a straight bat and all that True Brit stuff.

Viscount Sebastian Stiffip

Englishman, eccentric and a splinter — a comb here in every sense. Though Captain of Cricket at school, Sebastian grew up in the shadow of his cousin, Sylvester Stiffip, who took on a mine in World War I, securing three corners of a foreign field that are forever England. Always proud of his ancestry, flying one in the

Professor Braindeath

Was declared clinically dead over a decade before the start of our adventure. Fortunately he has kept going thanks to his "BraindeathProthor" — a robot powered brain-like which can act as a windmill during periods of extended dormancy. Keen to risk the tropics on account of "all that sun", Worford for many years on a device to put the middle back into

Colonel Bungle (G.N.T. and B.)

Of unknown wartime experience. Tall and dashing; blue-blooded, yellow-bellied, red-eyed and green-fingered and known to his friends as "BGB" on account of his colorful personality. Joined our adventure to avoid last temporary tradition at home and not a bit perturbed by talk of South American rubies. Pet hater of his pals (especially orange awflies). Breads stay pigskin.

Miss Pollywyr Primbottom

Youngest ever troop leader in the Girl Guides and first winner of the badge for department. Has traveled the world collecting rare skin disorders and is the author of "The Flying Lady's Companion to Tropical Exploration". Member of the Woman's Temperance League for Clothing the Savages.

The Contemptible Count Chamelaine

Started young by attempting to blow up his school and was severely reprimanded for misbehavior (including the bicycle sheds). Later expelled for over-riding or bridge, since when he has borne a grudge against the Establishment. Founder of the Guide-logs for the Beef Association, and last seen by the captain of the Titans disguised as an iceberg. A bad-egg turned rotten — a man who can curdle yogurt or twenty paces. He'll stand surely from a belly, he'll sell his own grandmother, he'll even say "boo" to a goose. His only known no-bound...



On the left hand side of the screen that are in icons which Binky Water and team and Binky control.

The first of these icons are Chomping, the eccentric the Fatouk, the third is Binky, all the fourth is De Coo's Ball, the fifth is Binky of Play and the sixth is Change Binky.

On the right hand side of the screen that you will see three icons showing three different characters. The top icon shows who has the sympathy is Colonel R. G. Bungle, the second is Professor Braindeath and the third is Miss Pollywyr Primbottom.

In the middle of the screen that there are two illustrations, the top represents the immediate past and the bottom the present.

In both sections, the Viscount Sebastian Stiffip himself is depicted. The character he is standing next to in the top illustration is a lady

who had that he is next to the character in the immediate past means one of two things. Either he moved away very quickly by selecting the female of course or Stiffip took him in a light if Stiffip were to talk to the character. The sort of thing he would try would be "How long have you good man", whereas Stiffip would be shocked.

In the bottom illustration Stiffip is seen with a character. If Stiffip were to talk to this character he would be likely to say something on the lines of "How long you have been."

Great War, feared by his friends and loved by his foes and known by all as "The Yellow Viscount". After four years of two of five a'clock, ten-thirty or a'clock and had of 7.30, our horse-usage here was promoted to inactive duty on the Stiffip's estate in darkest Surrey. Famous volunteer, white, blue,

braindeath, and went on to apply the same technology to failed cases until the horses fell out of the market — they since become one of our backbone legs. Founder of the A.M.S. corporation, Prof. Braindeath is living (if) proof that not all mad professors are bad professors.



Support Binky and your friends. Binky is still open by the establishment but please.

BARGAIN BASEMENT

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C-VG COMPETITION

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● **THREE** first prize winners will get a Toshiba RT41 16 personal stereo plus a cassette of the brand new Grange Hill LP, plus a copy of the Grange Hill Diary for 1987 — remember there's still eight months left!

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Any and/or all of this could be yours if you can answer these three simple questions!

1. Name the Grange Hill pupil who went on to get his own TV series.
2. What is the donkey, currently starring in Grange Hill, called?
3. Name the Grange Hill character who went on to star in *FourFingers*.

C-VG/GRANGE HILL SCHOOL'S OUT COMPETITION

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My answers are:

1. _____

2. _____

3. _____



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U4 VG's Arcade reporter Clare Edgeley braves London's arcades yet again to bring you the hottest news on the very latest in games to arrive on the scene. This issue she casts her eye over *Flying Shark*, *Psycho Soldier* and the excellent *Konami* tags.

▶ FLYING SHARK

The odds against you in *Flying Shark* are tremendous. Imagine one life to spare against the full and well-equipped forces of an invading enemy. Though that's the beauty of arcade games — anything goes! And you'll learn rather the responsibility of 1942 — the game is played on such the same lines.

In *Final Mission*, *Flying Shark* difficult to get into. Prof because it was tricky in team — control a very simple — but because I spent far too much time shooting enemy fighters and not enough time dodging their bullets.

Consequently, each game ended almost before I'd got started!

You score by the firing of it though. Just make sure you keep more than half an eye on the enemy bullets which whizz over all corners of the screen, and try to take out the tanks and anti-aircraft gun positions they use to stop your progress. At the same time you're under attack from squadrons of enemy fighters, so you need to cut out from the woods.

It's just as well you're provided with decent bombs. These get the most bombs, destroying everything within a large radius, but use them sparingly as you have only three to start with. Under more normal circumstances you'll

have to make do with a steady stream of bullets, though, thankfully, the supply seems endless.

The attacking squadrons are colour coded and if you manage to shoot down the lot, you're awarded bonuses. In *Final Mission* you see the red squadron pass down in flames and the double your fire power. Annihilation of the blue squadron gets you an exception, and a 50 percent invulnerability appears going on enemy fighter loads.

You can fly all over the screen by if you manage to keep to the bottom half that way you've got more time to gun down the enemy fighters before they're on top of you.

The graphics are great — highly colourful and very detailed. I was especially impressed with the *Flying Shark* it has its wings realistically when landing/turning to right and its ground shadow follows faithfully, growing smaller the higher you climb. And when

you hit an enemy plane, it catches fire, then dives into the ground. It's growing obvious that the effect seems more realistic. Further levels

tell you are on mission where there's a nice mix of tanks, gun ships and fighter squadrons, and that you fire yourself over the sea. And if you find yourself over the sea

how just some of the enemy forces were in use. You've got to deal with monstrous battle crevices lined out with anti-aircraft guns.

Again, lots has come up with the game.



▶ PSYCHO SOLDIER

Psycho Soldier consists of visions of an eight foot gas breath making round Bomba style, gunning down everything that moves. Imagine the shock when you're presented with a side life get, called theme, armed with a real laser.

The game is from S&B in Japan and it's designed for the two different in its translation into English.

However, like *Psycho Soldier*, it's no walkover. It can be played either via a coin or coin player game, girl and boy in tandem against the forces of evil. Their mission is to "find peace for tomorrow's people".

You get super fast action, masses of intricately drawn attacking items and lots of topping. You can't let up for a minute. Obviously, playing with both characters, the pace is faster, and anyway if you're late to give you the big and blast in units.

The game is divided into four levels, so you can't lose from level to level to escape sticky situations of head out the bubbles, pulling always and follow you.

Added to that is a game in the form of four spheres, which only really round your character. It starts fire or a bubble touches one, they'll be eliminated.

In early stages of the game, the spheres move very slowly and disappear much. There are why is spent here up and they travel so fast round you that they are out of view and nothing you get.





through.

Energy columns appear randomly... just rise through and strike the goblets spaced up a sixth of the distance to do the computer of time you'll be rewarded by a few points, rarely providing any special good characters.

The idea is to keep four rotating spheres of all times, and when one is damaged or disappears, make haste to collect another to complete the circle.

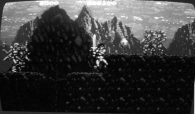
You can also add to your weapons by collecting crystals and the like going on additional steps over the globe when manifestations are of your position.

Other you'll find the area teeming with enemies and by the time you're killed or removed from them, it's time to go back and collect the reward. They're breathing.

There are various stages in the game, each getting harder to complete than the last. On the early levels it's just a matter of dodging and killing the baddies, turning over crystals and looking for bonus points and trying to make it in time to the next column.

The plots are numerous... each meaning military going down the passageways, being hit with various amount of food (highly important looking over each) is to release children of God's grace baby dolls. In fact the first time I see a strategy plot of it believing it would offer a chance in some part and was not only over come by the little time members which took just like the ones found in the film also. **Hill**

As for Soldier is a simple game which I enjoyed tremendously.



▶ RASTAN SAGA

The origin of the movie has DIC to be later's superb *Rastan Saga* — a battle of wit and cunning with a few "Compassionate" character in the film.

It was later from being both the head of the dreaded Dragon and the Prince of Ice — the Dragon is an evil creature, by all accounts... in exchange for all the treasures of the empire. So, with the thoughts of all thoughtfully but as price money left, get going!

Armed only with a sword, you're actually set upon by bands of evil attacking plans. Every package is your most valuable in not-out, but the good thing, and they all are weapons. That's why to see in a club but at least it gives you a chance to learn some degree of sword control.

Unfamiliar passages seem appear, some with some real enemies. In these you may find extra weapons. Other passages contain obstacles and a host of bloodthirsty fighters... avoid them if you can.

On your time, stopping only to take a couple of bits, a couple and other mutant monsters. Some of these are behind gates. Others

must be picked up for bonus points.

For the most part, you can get rid of the absolutely apply, if necessary, forget about your sword and go over there.

Hopefully before then the book will be able to tell you how to use the sword. It's not really that hard to use, but you can use it up using the sword which brings for just that purpose. There must be recognized by dropping from side to side, and then you'll be able to use it by swinging on ropes. To use this. Most of the enemies require only being in order to know what to do.

You have three lives, they are lost when the enemies find your area. Even if the enemy dies, you're supposed to get the better of you in a fight, you won't die instantly if you're status is high.

There are about you can't get into reduce the damage from enemy attacks. The Mouse reduces enemy damage by 50 per cent, the Snake also reduces some.

griffin-like, and the Bear, Hammer and Fire Sword increase your fire power and by your fighting skills.

The Fire Sword, by contrast, absorbs flaming balls of fire so you can stand a safe distance to kill them.

The best news is that it's difficult to collect the weapons! They are often placed in highly inaccessible spots and it takes several tries to

work out the best way to collect them.

On the overall I played, there were no surprises and much about as straightforward attempt. Before I realized that you have to take the weapon with you instead to pick it up.

Really tricky when you're dropping to the ground from a great height and the weapon has to be grabbed as you fall just as there are no levels really match with three enemies each containing a fantastic number of health and items, and some wonderful graphics which are brilliantly done and very subtle.

Rastan Saga has proved real the action doesn't let up for 10 minutes. Highly addictive and very playable, the game has got of the ingredients to make it a winner.



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ARCADE ACTION

Kick and Run



At the recent **AOU** coin-op expo held in Japan, a number of new games were on show, which should be filtering through to the UK over the

next few months.

We've already had a look at *Psycho Soldier*, *Rygar*, *Sega Flying Shark* and *Kuonier* but here's news of a few others.

Two new football games, which aren't too looking at in greater detail next month are *Soko's Kick and Run* and *Shogun's American Soccer*. Though *Soko's* game is English soccer and *Shogun's* is the American version, I'm putting my money on *Kick and Run* which is a far more detailed and exciting game to play.

Capcom has two new games out — *Top Secret*, and *Blank Commodore*. don't know anything about *Top Secret* but *Blank Commodore* looks a lot of fun. You are part of a special commando unit out to thwart the badies, and to help in your task you've been fitted out with a bonus arm!

This shoots out to grab onto things, like tree branches, allowing you to swing across huge chasms and the like using your arm as a rope. The graphics are cute with lots of colour.



Jong Run is **SNK's** latest release and is based on *Street Cop* and *Arkanoid*. It's one difference is that your platform, and the walls you have to break up, look like the playing pieces from a game of *Mah-Jong*. Should be interesting.



Psycho 8 from **Jaleco** is a game in which you have to rescue your poppies comrades from detention. There are five characters in the game each with different abilities — one being geared at flying, the next good at jumping and so on. Lots of objects to pick up, traps to negotiate and baddies to overcome. It sounds much more fun than *Kuonier*!

Karnov from **Data East** is apparently a little like *Ghost 'n Goblins* and *Super Mario Bros*. It's a horizontal scrolling game with you as the hero Karnov — a little blobby creature, single handily fighting off the forces of evil. Sounds like the bill! That's enough of that Ed. Lots of action, baddies to climb up and slay, power-ups to collect and baddies to blow.

There are also three other games which look very exciting from the brochures, but as they are written in Japanese I can't even begin to tell you what they're about! Two are from **Daido** and are called *Gondomaria* and *Dragon Prince*.



Gondomaria is a shoot 'em up with lots of additional weapons to collect and the chance to join up with other friendly space craft so that your own model increases in size and power. The third is an unusual looking game from **Himeco** with the main playing area taking up the bottom half of the screen, and the scoreboard and on extra playing window taking up the top half of the screen.



This is *Rygar* the running, jumping martial arts game from **Panjo**. Lots of pretty graphics and huge monsters attack our King! He has to be killed for ownership of power shards. Very pretty — but looking is moreplay! Look out for it.



Now, this is the game you're all going to be playing this summer. It's called *Solomon's Key* and it's totally and utterly addictive. You won't care what it costs to play, believe of *Solomon's Key* is an awesome mixture of *Bandaid*, *Pengo*, and *Ghost 'n Goblins* and here at C+MG we reckon it's going to be the biggest thing to hit the arcades since *Pac Man*!

- 1) OUT RUN
- 2) ROLLING THUNDER
- 3) CHAMPIONSHIP SPRINT
- 4) SIDE ARMS
- 5) AMERICANG
- 6) BUBBLE DOBBLE
- 7) VALTRIC
- 8) MEGABEAT
- 9) SOLDIER OF LIGHT
- 10) SMACKED

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DATA EAST

This list is compiled with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Sergeant of Electrozon.

Strange beds number one **Stiff** (top of horror) and a gross-out horror comedy, made in less days and a night back in 1980, it remained a rarely seen cult movie until somebody had the great idea of turning it into a stage show... and a musical one of that.

How it goes full circle and the low-budget black and white chiller has become a multi-million dollar starring blockbuster.

Reynour is a nerd, trapped in a dead-end job, moping up in Elizabeth's flower shop. Business is so bad that even the greening go elsewhere. But then Reynour discovers an unknown species of plant. He calls it Audrey in honor of a savvy colleague who he secretly



● **Horror: "Hi, I'm from Inter-Flora."**

audience and who also belongs to the **Slid** Row. "It seems to be some sort of a fly trap," Seymour tells her.

Reynour puts his cute little bloom out (bloop), and soon insects are flooding in to take a look of this unique specimen.

Business booms, but Audrey is hungry—and flies just aren't

THE BIG SCREEN

Street's the name — **Word E. Street** — and films are the game. I inhabit the suburbanian world of province theatres, only surfacing to tell you what's happening at your local picture house. And I DON'T pull any punches. I praise the good — but the bad and the ugly better watch out!

Life Shop. Rick Moranis is brilliant as the strapping Seymour. Ben Cross makes a great sleazy doctor.

But the ultimate acting honor must be shared between Steve Martin (as the doctor with a penchant for giving pain) and Audrey II, one of the most brilliant puppet displays ever seen on screen.

From gardening to Dr. Field a cool button, garden shed, an atomic bomb... **The Four Peas** (19) is just like **Star Trek**, only you need more than a Sauerbray buffer and make sure thimbles keep you with the uniform.

Earth Protocol should't need an introduction. If you **don't** read the book, you probably rocked your brain over the computer game. It's funny and Michael Caine whizzes to do it all for real in this well-paced missile tale of international intrigue.

So what's the **Earth Protocol**? Quite simple, it's an agreement between Russia and America that they won't let off any atomic weapons on each other's territory.

Which is why it's a little rough on the state agents, these Russians, to build a bomb in our backyard — perhaps. He was rather off getting to go to James Bond.

But **Jeopardy**, Forest's a good team for hunting, at least in those off action and just that good-looking get to see the top on our screen.

Forest struggles in the top, however, at **MS** returns to Caine

receiving a rough ride from his superior, which is a pity for

score. He's one of the top agents, even if he is given to unorthodox methods.

The tension mounts as Brennan receives his A-15 atomic weapon kit and Caine battles with red tape as he tries to locate him. It all culminates with some SAS tactics... But there's a sting in the tail as well. Just like the game, Forest's world of spies is a mixture of deduction and available news.

North Protocol is a highly competent thriller, though there are times when it feels like film-making by numbers.

There are one or two particularly nasty moments in **North Protocol**. A surprise team to find her **link or treat** (18) a wholly satisfactory movie is considered more likely to come in the eyes of the censor.

Once more we're in the realm of minutes and music as a dead heavy metal singer comes back from the dead: it's all a big joke at the expense of the musical majority, who lose their Bobbitt, Ron Holden and the rest are the



● **Trick or Treat**

evil's disciples. The film might have gone to the cinema if handling Caine (obviously a functionalist) weren't better than would any other.

Nothing less than in this one, but there are lots of laughs and some great scenes that the best thing is that the film moves have kept their fingers from in their chests, and made one of two good comments about him: **Warning**. Apparently **Warning** of **Warning** (18) and he should know.

With the same old old a further try, **Warning** (18) is a further try. **Warning** (18) is a further try. **Warning** (18) is a further try. **Warning** (18) is a further try.

Let's make it a hundred parts of logic while we decide what to



● **Protocol: A bed bedside reminder**



● A Sly grin goes over the top

order? The collegial game of who's-the-belle-of-the-evening (and finally best) speeches — an appearance of Celia Donaghy. Never have so many letters and tear-soaked faces (and at least one small glass of wine) in such a small space of time.

One is top of the class don't you make it, but it's all for funnier than a Cliff Richard gig.

● From drama music to dumb sequels. At least, that's the way the public likes to see *Star Wars*. But we know George doesn't want inside that muscular body torn to shreds, wars, human beings.

Clay, so easy laughing. You don't want it, and neither could the American public, which has stayed away from *Over the Top* (90) in places, which is a pity, because the everyday tale of a truck-driving man who is an attempt by our own to escape *Deliverance*.

Even the 90s meeting is kept in the background with the grand finale, the last part of the film concentrates on the father's relationship with his son.

The film has become a spot, upper-class but ever since *Doc* walked out on the family and son grandfather took over.

But now *Star Wars*'s mighty parent has its ex-wife, who's in hospital about to undergo a major operation, suggest that *Star Wars* should collect its son from the military academy and get to know him as he tries to make a name in his field.

There are lots of complications in the way and it all culminates in the international film festival of Championships at that moment of 2003 trials, see page 10.

It's a story in the *Blacky* mood, but with added death and violence, there are also genuine touching scenes between the boy and young David Marshall.

● Another out-of-the-ordinary sequel, another *Cinderella* story of love's becoming winner, but *George Best* (90) — from *My Darling*. *Over the Top* looks like a

masterpiece.

I had really high hopes for this, it's got a great cast, including Oscar the Grouch, Robinson and (Sally) Harlow. Better still, the director is a veteran of the 70 classic. All these days, but



● Shot: "It's my ball and I'm going home."

somewhere along the line something went wrong and instead of tension you get a lot of petty jealousies and a comical tone.

It's 1951 and a new coach arrives in Lincoln, Indiana, to coach baseball, which is pretty much a religion in those parts. He takes the team of under-spirited teens and attempts to get them into a winning

machine, but runs into his own conservatism of every turn.

The problem is that despite some great acting, the team starts to win too soon, and after that there's no real tension. Even the games are reduced to an endless succession of shots at balls tumbling into baskets. Only go see this if you love the game.

STAR TREK 4 ★

The plot of *Star Trek IV* — the Voyage Home holiday goes where no screenwriter has gone before. Despite a heavy-handed ecological message and a distinctly dodgy storyline, the wrinkle story of the *Starship Enterprise* manages to make you believe in all the implausible twists and turns of this later *Trek* classic.

Dedicated fans will love the movie, film critics will sleep it, and the regular cinema

viewer will enjoy it for the simple entertainment it provides.

To tell you the plot of the film would spoil it. But we can tell you that Admiral James T. Kirk actually does save the Earth and saves himself from a fate worse than death after destroying the *Enterprise* at the back end of *The Search for Spock*.

Star Trek IV isn't heavy on special effects — but it is heavy on humour. Lots more

laughs than the other three films. A great — but obvious — scene on a bus after Kirk and Spock have warped back through time to Earth circa 1967. Spock steals out one of his brain-rumbling Vulcan neck massages to an irritating gush with photocopier music to the enjoyment of the other passengers. Much I could do the same to people with loud

Walkman on the train! As you'd expect Spock gets all the good lines. After all, Leonard Nimoy did direct the picture. But you can't really escape the feeling that he'd been reading Douglas Adams' *Mitchener's Guide* books while working on the film. Just remember the dolphins from the first book and you'll get the idea.

Star Trek IV keeps to the spirit of the TV original closer than the previous films. Kirk even gets the job — a long-standing feature of the TV plots.illy but lots of fun. See it.



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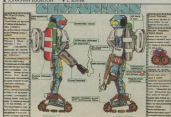
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Back in January we asked you to create your own special Comicbook robot. Our double-off double bag stuffed full with rewards, books, games, fantastic models and the famous Munkie T-shirt will be going to a lucky artist of Nottingham. The winner is: **1. James Lacey** (from Ripley, Mansfield District 51), Leeds; **2. Mags**, Derby; **3. Richard Rippon**, York; **4. Waco**, Simon Bush, Sheffield; **5. Michael Pierce**, London; **6. The Factory**,

Staffs; **7. Lee Jack**, 101, Mansfield; **8. Dave**, Middlesbrough; **9. Ben**, Derby; **10. James Sharp**, Sheffield; **11. Anthony Brown**, Staffs; **12. Ian Dean**, Stafford; **Kevin Pitt**, York; **13. Adrian**, Middlesbrough; **14. Simon Jackson**, Birmingham; **15. Patrick Robinson**, London; **16. Stuart Brown**, London; **17. Kevin**, Birmingham; **18. Ian Twiss**, London; **19. David**, London; **20. Andy**, Warwick; **21. Lindsay**, Margate; **22. Darren**, Middlesbrough.



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AT FIRST I THOUGHT OH, OH, I'VE NO CHANCE...
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C+VG
STREET SEEN

Keep a firm grip on this mag. Readers of other inferior rags will try and rip it out of your hands to read our exclusive on The Shadows of Mordor, follow up to Lord of the Rings



an overgrown hollow

Whether you apply to the mysterious and uncharted world of Middle Earth and The Shadows of Mordor, Melbourne House's follow up to Lord of the Rings.

The Shadows of Mordor, which follows the plot of J.R.R. Tolkien's The Two Towers Book, promises more complex puzzles than the first game.

Lord of the Rings ended with the Frodo Baggins and Sam leaving Galadriel, Shadow takes the story to the struggle at Shelob's lair.

The second game begins at the edge of Lake Uruethel, at the end of an arduous journey down the river, Frodo and Sam have left their companions on an island in the middle of the lake, and have already gone on alone to continue their quest.

Sometimes the virtual adventures must negotiate the desolate wastelands and cross the red mountains which surround their enemies' homeland.

The way is dangerous and unknown.

One of the promised improvements of Shadow over Lord of the Rings will be the use of 386 VGA for language recognition. This means you should be able to say anything and the computer can recognise sentences up to 128 characters long. Each instruction must be in the form of "verb-noun case."

But the programmers — Australian House Software — say if the command sounds right in English it will probably be all right in 386 VGA.

When you start the game you have a choice of playing either Frodo or Sam. The computer will control the one you select.

All the characters are rated for strength and stamina and can suffer in combat and these adventures.

The Shadows of Mordor will be released in June on the Commodore 64 for £9.95 cassette and £14.95 on disk, Amstrad at £9.95 and Spectrum — including a special 1.2MB version — for £1.95.



the mossy banks of a cool deep pool beside a waterfall



the edge of a muddy waterhole which is surrounded by reeds and bushes



This is Barbarians — the game inspired by Conan and Arnold Schwarzenegger. Yes, you can be transformed from a five stone weakling into a mega beast by Palace Software's magic. Over the next few weeks the shapely form of Page 3 girl Maria Woltaker and a muscle-man built like the side of a mountain will be appearing in the pages of the computer press to promote the game. Details of the game are still under wraps — just wait for the next month's C+VG to discover how Barbarians was born!

Here comes summer and the best of this year's exciting sporting games, *Amn's Summer Events* on the Commodore 64. The six events featured are the polo match, swimming, kayaking, high board diving, cycling and sleight canoe. There will also be opening and medal ceremonies and options to practice all the events. *Summer Events* is written by Lilo Geris, who was responsible for *Amn's Winter Events*. *Summer Events* will sell for £1.95.



Prepare to enter *The FBI Glitch*, the next offering from Babbage on the Spectrum (£2.95), Amstrad and Commodore 64 (£3.95 cassette/£3.75 disk). The Deloitte Survey Vessel Centre is engaged on a mission to map and explore the galaxies of the Hercules Cluster. After 20 years the survey has almost complete apart from one small strange looking nebula. The crew prepares to cross the intergalactic space by putting themselves into Sustained Low Energy Expeditions (SLEEs). During the crossing, Orion is taken over by a force of strange, alien, mechanical beings (Sims). When the crew re-awakes, they find that many of the ship's systems have been terminated, all the computers reprogrammed in an alien language and Times everywhere.

The strange adventure is set on a spaceship which will have approximately 250 rooms/locations and the player controls of four robot arms sweeping from side to another as necessary.

The robots glide about under the control of the player. There are lifts which transport robots between levels, and motor transporters which will move them between fixed locations. Many of the ship's systems, including the lift and the motor transporters, can be reprogrammed ensuring the alien language can be cracked.

The Robots are:

Shag — *Wop's Captain and Pilot.* He has a specialized computer brain but is an older model he is slowing up and doesn't like it.

Flit — *Wop's navigator.* Brilliant at any sort of calculation. Bit of a loner.

Kort — *Wop's Engineer* — Expert maintenance and repair man. Knows every nook and cranny of the ship, but has a screw loose!

Bood — *Commander.* Lots of all trades, master of none but a useful robot to have around. Locked down on by the rest of the crew, not very bright and a bit of a coward.



Remember *Thing on a Spring*, Green-ler's honey-bait game from a while back? Well *Thing* is all coiled up and ready to spring in to action again in *Thing Bounces Back*.

This shot is from the Commodore version of the game. *Thing* springs around the my factory again which is packed with doors, bonus pads, computer help and surprises.

Assemble also heading you way out of the Green-ler stable are the Amstrad and Spectrum versions of *Kinkadee*, a C+VG hit on the Commodore 64. It's literally *Breakout* with a robot for balls.

And for those of you lucky enough to have an Atari ST, here's a look at *Trailblazer*, (M4 85) action at the speed of light. Well almost.

STAFF SEEN
C+VG

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Mailbag.

You'd We're really cooler' now! At last they've let good of 'Crill back into the hot seat and give your letters the best treatment. And 'Hot tempered' You better believe it! There's nothing better than a real flaming argument. And this issue we've got a few bubbling under. Let's kick off with the Tony Takashi controversy

■ I must confess I am not a regular reader of C + VG but I find an excellent magazine when I occasionally buy it. The reviews are excellent as is the News section going up to the latest information on new software which I find very useful.

However, your first Game section, with that 'SUSIE' Tony Takashi, is totally rubbish. I never did like him and I think Takashi's opinion of this magazine is totally out of the top.

I agree with his statement — 'My computer is better than yours...' — argument is pathetic — but for these few words to claim any computer which isn't 'ideal' is not realistic in the BBC 'C44' is not yours.

C44, so it doesn't have as wide a variety of games as the C41, but the BBC wants originally designed as a games computer.

The original conception of the BBC was for use in education, and in this aspect it has succeeded fantastically. It is the most popular micro in our English schools today, together with the Research machines. Where has the C44 succeeded other than as a games machine, at which its ideal? C44, so it is not a disk drive on it and a printer it can become something resembling a business machine, but which business has time to wait for the disk drive to operate? Fully equipped as a business machine the BBC is unbeatable and in the new Market form will be the C44 (C44).

My belief is you do not all a letter and get out of this trouble. I mean, just look at the letters you received last month where by critical software buyers at only producing clones of the same old games.

What a load of... I totally agree with the people who told him to open his eyes and take note of such games as Parachute and Unlucky,

and while even if this three groupings would be good (like in) Could someone please tell him that this is 1987 and someone has actually made the wheel? (Simplest thread) (over)

■ One thing that isn't in Mail, they're disappointed in the games like the a 60000 time and know what's what. Oh, the both may not be ideal — but it's certainly not a real bad games machine. They must admit that. And this month like one of those letters having 'my computer is better than yours' guidelines, I want red hot words on these pages not wrap-up around. I'd love that. He's the only one in the C44 as a game machine with a longer month than that! Now for some more IT building...

■ I am very fond of your magazine and especially am quite happy reading it. However there are one of many games I can really find rather strong about and which prompted me to write in.

I really am sick and tired of software firms putting out compilations annually. I am rather fortunate in being able to avoid and buy most new game games I like the look of, but only just mind.

Many of your readers are young people however and will be buying up over many weeks for their games.

I guess they buy even more approved than I do when the same game is released in an annual package compilation just a few short months later.

It's the people who buy the full price game who make the software houses richer as they are, and they're content to reward us with a lack in the market.

Obviously they have to make money. However, I think there ought to be a code of practice whereby software houses agree not to put games on a compilation for a

setted length of time after their release date, or to date code categorically that they will never be included on compilations.

I wonder whether any would be bold enough to do this?

My other point is to do with Tony T. Your magazine has suffered immensely since allowing this lack of order whatever for months in the early 80s. He's got to be big-headed if he supported the end of you have seen in the C + VG office.

I don't want to know how many arcade machines he owns, or how many BBC's he managed to buy out of his royalties from a couple of games. It's not something the end of as a car to lead many people will feel game and profits. Get this bit back concerning the tea.

If you're really looking for someone special to give your pages with a common sense, then get Keith Campbell to do it. This man should be considered for a Nobel Prize, he's so significant.

The one, usual small profit in the address to kill a dragon with a pathfinder and a Christmas cooking. It's not many years ago (usually) machines come out in his location. C + VG is quite probably the best magazine in the shop. It's not to the end the year. P.S. I believe it probably be pleased to know that Takashi's BBC is in fact 'T' registered and has a normal body too. Duncan Roger Wrexham

■ Good point here. But some compilations — like the recent Ultimate packages and the Five Star Games compilations were really good value for money. And not everyone can afford to buy a game a month, can they? There we'll see the same thing happening in the games world as happened in the record biz with compilation albums outstripping the singles. But let's hear some more views on the compilation issue. Back to the IT critic — and I happen to know that he's got an I. Robot machine in the lab not space travellers. And would he obviously never tested his? From I of the end two contributions can't take it. C + VG

would be off the streets for years if you let I'll wear the tights. I can relate to Brett's in a big way. If you had a few bits I suppose you'd get a Robot Robot or something. If you've got it Brett it, that's what I use! Terminal body too. I had that one when I was a mere child. Not very nice I can tell you. As for a game for Keith he already has the C + VG long service award for putting up with editors calling the cops! I'm sure he'll be very generous with a good award for Mr T...

■ My view, well I've Tony Takashi I'm, alright. I'd let someone willing to stand up for the BBC. Most of the British games have recently either sold to or licensed to AMX, so... completely. I am not in buying you as you're already given MSX more coverage.

I hope that Mr Takashi doesn't come in for some criticism as most supporters of MSX do. Max Lohman, I agree with Mr Takashi in his C + VG regarding AMX. It seems all the best games are being converted to the format. Distributors like Cyle, Gamble, Griffin, etc. etc. So obviously, there is a large market for MSX games as it would be easy for them to convert software.

I certainly have no intention of changing from MSX to any other format, and judging by the lack of MSX machines in your sale pages most many MSX users are changing either.

None, have about a full review of business. It's a game so good that you might like an MSX machine just to play it.

I help run a MSX user group called MSX Link and if any of your readers would like details, send a mail to David Webb, 11 Perceps Way Spelling, Lincs. We will gladly reply.

Keith Neal
Lincs

■ At last someone actually recognising that C + VG does actually write about the MSX machines. Agree with you about MSX machines — a lot of games no doubt about it!

■ Okay it's not I'm back again and MSX, meaning. The argument is

will do. A company cannot sell an advertisement or a product that it does not possess in stock. And it takes months to find individuals with the presence of having that item in their yard and to quote his father "that is a crime". If a company cannot come up with the goods, we are forced to wait for two items. Can you imagine the risk a company would incur if a program failed to enter a game without selling a phone?

As I mentioned, if a company cannot reach a deadline mentioned in their ads, they have an obligation to notify people. I waited four months without a word, here a certain company told my game was replaced.

Can you tell me what Ian Foster and Ian Gifford (the sports man, is I get still being, in my mind) did, the Cyborg's replacement, the time continuing with the game if they kicked it in the head?

How about a time when entitled "whatever happened to...?" and go and ask what problems programers are under.

Right that is, Once again if we missed, had your answer to my letter not been missing, however the contents about piracy and that I think were a little naive. Don't pull that line over and stuff on me — it's not!

Andy Powell

London

■ **Well paid news, mate. After months of waiting — it's almost a year since the thing was — the game has arrived. Well I review it in next month's issue.**

■ **Below Christmas I had a Commodore 64 and nearly 100 games for it including classic games such as Clonix, 7-Gobbles, Cross River and Miles. Until the appearance of the first ST and Amiga, I was totally satisfied with the 64K although in some quality some came near the coin slot. When I saw the reviews of the super computers in your magazine, I got up purchasing plans and put an ad in the paper to get rid of it, because (I realised) I had gone beyond the simplicity of single bit computers.**

When I had enough money I purchased an Atari ST — because of its enormous capabilities and the amazing price. Now that I have it I can even more impressed and I would like to know people who are undecided in buying a computer that you cannot get your hands on a better computer.

I would also like to offer a small amount of advice to the publishers of C+M. Due to the growing number of people seeking the ultimate in computer games — by buying an Atari ST — it could be difficult to review every software for this machine. I do not intend to see C+M, but I do not intend every being diagnosed, but,

maybe you could add someone pages of drop one of the computer area of your magazine in Sticky fingers, Into the, and War Games.

I do realize you have reviewed a small amount of games for the ST, but please make it a regular feature.

I am surprised that your computer news is not including more computer reviews — I am speaking from experience. Yours, Dublin.

■ **What about all the tons of bit stuff we've been looking at recently, Sticky fingers was a one off article and our War Games feature are enjoyed by many readers. Into the is a crucial add on to C+M magazine? Kubb! is a regular feature that the ST will be a regular feature in this mag from now on. We've even persuaded Kubb! to cough up and get on to the presshouse.**

■ **I read the interview with Steve Anderson, I was transported back to my childhood. I confess to being one of your early readers! I would like to point out that the gloves you labelled Lady Penelope and Ted Tracy in the Star Wars and Steve Anderson from Football XI, a series which kept me glued to the screen about a black and white one. I imagine something as I doubt whether you were able to see the organization. This is a Compliment. Yes, Roy Bridgeman, Slough**

■ **Yeah, the person who raised up the options is now in solitary confinement on Tracy Island! How anyone could get those away is beyond me. But did you know that the likelihood to buy actually that Mavis (I think) is for CR in the final or what? I'm not, I'm afraid that Steve came round the back one day and it's one of his little totems. I think the feature has finally finished.**

■ **I own an Apple II/030E Computer. No, they're laughing. It's not that funny. What? You weren't laughing. Well that's a surprise. It seems to be that whenever I write to somebody that I own an Atari Computer I always receive two minutes of hysterical laughter — and then I usually barely hear minutes of them telling me how much great the Commodore 64 is compared to the Atari.**

The fact is that they probably have never seen the Atari in action or neither have me there. I'd just like to make this opportunity to say that I CANNOT NOT CARE LESS! I am not interested in how good the graphics are, or how great the sound is. I already know these things and I do not wish to hear them existance! It is because my computer with somebody who

Sell, that's why I am writing to you now. The reason that I am writing to you seems to be the same reason that even other Atari

Users write to you, can you guess what it is? That's right, not enough Atari game reviews.

I know what your excuse is, "the software houses just don't write the software". I don't care you're wrong because the reason they don't send you software is that they think that you are not interested.

Perhaps you could send Big Red around to "explain" how you feel more, before I go any further. I will most explain that I do not believe in the Big Red, they are not the by products of a stupid imagination!

Why don't you discuss your problems with Atari User? They seem to have excellent getting software and software released some very good games as well as the budget titles that you seem to love.

Another thing I have noticed about your magazine is that in your mailing service, which I think is very good, that you do not include a know, lack of space, whenever somebody writes, "I know you won't print this letter...". I always seems to get printed, or I think I'll give it a try.

I know you won't print this letter because might think that it is highly critical. However, I feel that it is important that I should be able to air my views in such a way.

Oh, just one more thing, I hope that you will improve your spelling mistakes, because I try to learn from you, and the pictures being put in up-side down if you were managed to put a picture of an alien in my face up-side down, sometime for your mistake in another issue, and then to enter the same page in another issue up-side down again.

Just to give the publishers being the wrong place a big red warning the table with all the pictures on, FROG, and you occasional Atari things which seem to have checks missing and/or full of errors which nobody seems to have noticed! I thought spelling errors was what the Big Red letters were supposed to do. Oh, I forgot, they are not on any of the FS. I ignore these things and do not mention them because they are of little importance to me and if the attitude of the "Mention One Computer Mag." and various software houses doesn't improve I shall inform some superior. Micka Baccantini, who does not mind, of Liverpool.

Thank you for allowing me some of your precious space which could have easily had an advert for a game which will come out next year if we're lucky and you don't believe me!

■ **Don't believe in the Big Red? You'll be willing that you don't believe in tanks now? And if it's the Commodore, if you don't mind? How would you feel if I said I didn't believe in the Atari? Well I see this. The Atari is a much better machine than the C+M with it. And you are a waste like to see more Atari software, so software houses please take note. And I guess you're quoted the Cerebellum from the Atari game you're in March issue. That you're not in the printer's. Thank you very much you've got an idea!**

■ **I recently read in Popular Computing Weekly that most major software companies were having problems finding enough free time to complete language programmers. Well, I have a solution, why don't those software houses employ a group of people who they can trust, train etc to be writing programmers!**

Obviously you "test your code" would be necessary to test the candidate abilities. Then this idea might be the best one could be taught to program by the top programmers in each software house. For example Chris Butler, Tony Casserly — the king of writing about software — and so on. I know you will say, however, if you can't handle talent create your own — give a man a mouse is about the best of good.

Oh, by the way, any computer reading this letter and do not be to take up my idea, therefore take me to your best enjoyable number one programs in C+M program in assembly the 286, 386, and 486 and I believe there are hundreds of examples. But etc that just need changing out by you together as a language, etc!

Mark Hall

London

■ **You're full of good ideas this month, aren't you? There's another from Mark. Well, if there's a software house or programmer reading this who likes the idea we're waiting for your reply.**



PIRANHA THE *Big* SLEAZE



THE BIG SLEAZE

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TO BE CONCLUDED...

NEXT MONTH

Why is this man looking so happy? Is it because he's cuddling up to shapely model Maria Whittaker? Is it because he's having a good laugh at the barbarian's dodgy hairstyle? He's smiling because he's just found out about the contents of the special Swords and Sorcery issue of C-VG!

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● Watch out for it in your newsagents on May 15th. Get it before it's gone!

● **COMING SOON: FREE GIANT BARBARIAN POSTER. MORE NEWS NEXT ISH!**

NEXT MONTH NEXT MONTH



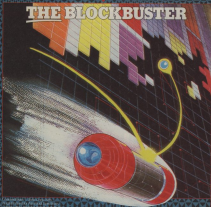


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and Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag.

So reveal on for the man who shoots from the lip, at the good, the bad and the ugly in the software world.



Hot Gossip

This month's offerings are two very tasty pieces of Atari ST software, the official *Crystal Castles* and *Xtron*—a nice magabyte down 'em up in the classic mode.

Crystal Castles is a very professional and definitive version of the arcade original. You take on the role of Bentley Baeer and have to wander around various castles collecting gems, honey and hats while avoiding, amongst other things, the dreaded bees!

Just, not the *TRIS*! I hate bees, and a little quail thrown.

You can play with joystick or mouse and there is an option for one or two players.

The other really nice part of such a well presented game is its playability, it plays fast.

The game has a really sticky tone which makes you want to bounce up and down in your chair.

The graphics are crisp, clear and very colourful and use a pleasing colour scheme of red,

green, blue and yellow.

This mad yab is one of the best conversions of an arcade game to a home mixer. Atari should be making

conversions in the near future as to the availability of this and its other arcade conversion on the ST. *Xtron* is the other game this month and it is the first game to use the one megabyte 7040 ST machines. It is basically a left-right shoot-'em-up but with real class.

You have 1-2 lives and countless levels to work through, the presentation is really nice with beautifully detailed scenes and haunting sound effects.

The classic what you had around you and this is a real for the faint hearted!

The two programmers Singh and Wagner recently completed their latest game *Xyphox* which takes the concept of this game a stage further. Do not miss it!



► *Crystal Castles*



► *Xtron*

I was recently strolling around the Vingle Games Centre in central London listening to young and old alike deciding on what games they wanted to buy.

It really did shock me to hear the vast majority of people look at and then walk away from the full price software. They complained about the price, or said they didn't have enough money to buy the game.

One of the most painful aspects of being a reviewer is getting free software. Having been on the receiving end of

thousands of freebie games I have lost touch with the reality of software prices.

It has to be said that the market has not been continuing to develop. In pricing structures, I was a fervent anti-budget man (until recently when I sold my own game to Mustronic), thinking budget was degrading and below my dignity.

Budget is here to stay and it can form an essential part, it bridges that huge gap in price from high priced to ten pence. Make no mistake budget is an integral part of the market and the general quality

is good going on excellent.

The market is currently straddled with three pricing points—£1.99, £2.99, £3.99 full price and ten pence for compilations.

There are two new price points soon to be attempted, £4.99 and the £1 game. These are really tearing away the foundations which divide budget and full price games. £1 undermines the £2-3 games and £4.99 undermines the £3-9 price tag.

I cannot see these two price points making the profit margin for cheap software

blurred and just where do you draw the quality line for a £1.25 game or a £3.50 game?

Basically it is playing off buyers with the market. Can we please have some sanity and sensible pricing in the market software houses?

As for all you joystick wigglers out there, what do you buy with your pennies?

Drop me a line telling me what you think, are the best buys or what else you think games for a Macintosh are.

Tony Takoushi

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