

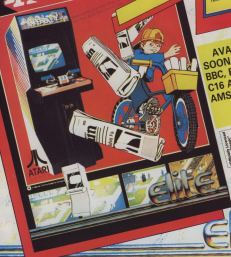
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RELEASE DATE:
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● STAR TREK/60



● JAMES BOND DOSSIER/78



● THE LAST NINJA/115



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● **BIG TROUBLE/REVIEWS**



● **DOC THE DESTROYER**



● **GUNRUNNER/REVIEWS**



● **ST SPECIAL/58**



● **THE BARBARIAN/14 and 42**



● **NEMESIS COMPETITION/77**

Inside Story

Get a firm grip on this C-VG7 New Year. Other people will try to get it all you. Not just for the Arcade Action Handbook stick to the front, but also for our exclusive on The Barbarian, the latest smash from Palace. C-VG casts a magical spell with its Sword and Sorcery special. Dice with death and enter the world of role play and stand in awe of the Metal Heroes. We've also got a 18 page special on the Atari ST which includes a trip beyond the final frontier of space to check out Star Trek. We'll also score the Living Daylights out of you with the James Bond Dossier and Frankenstein. All this plus reviews, news, PGM, a poster and the Rag Hunters. Wow!

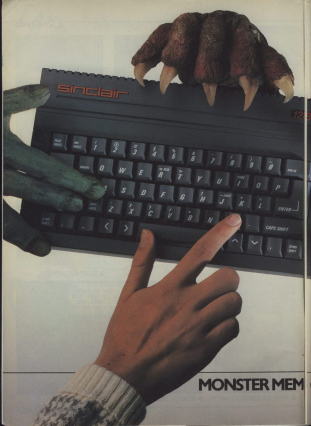
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● **RAMPAGE/REVIEWS**



● **NEMESIS THE WARLOCK/14**



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News

■ **Wood C+VG's Lusty Walker** tries like in the first lane thanks to **US Gold** and race car **David Hall**. David's Formula Ford car has been sponsored by the US Gold outfit for the 1987 season. You'll be able to see the real,



white and blue car on race tracks all around the country in David competes in races for the **Basic Championship** series. Watch out for C+VG's US Gold Fast Lane competition coming to a C+VG near you very soon!

■ **Microprose's 8-15 Strike Eagle** has been launched on the Amstrad PC 1512. It will cost £31.95.

■ **Good news for Gwentair fans.** **US Gold** have released the previous **Desperat Dungeons** add-on for all



versions. More dungeons and treasure-filled rooms to explore. You'll need the original game to load the new chapters. Gwentair fans will love it.

■ **12.00 Friday, April 10th 1987.** Reading University Students Union building. It's the opening of **Gwentair '87** and the crown of the country's **Advanced Dungeon and Dragon** players are gathering to sign in and collect their badges. They've been for the **British Open AD&D Championships**, and for three days of virtually non-stop fantasy gaming. C+VG's D&D correspondents, **Paul Jeffries** and **Mike S. Turner**, of Star Dreams, are here to and not just competing in the competition to find this year's top player. The event is staged by F.S.R. Games' UK division, whose master of ceremonies is **Rik Ross**, who we corner in the bar.

"We expect nearly 600 people from as far afield as

Mersey and Iceland." Rik progressed us into sitting in **Dungeon Masters** for the team competition.

I wound up with the **Backlog** **Bobray Badger**, a team of young lads from Aldershot, who accept themselves well, in a very silly scenario.

The eventual winners are **Boris Clapton's** team, complete with manacles and insane German Embassy impressions.



The notice board reveals that Paul and I are entered for heats in the **Open** at 2.00. The heats of the competition prove to be no pushover, but a lot of fun. I have to play a female magic user.

Saturday 5.30pm: The results are posted on the noticeboard, announcing the 72 best players that go through to the semi-finals. Paul and I have both made it!

At the end of the day the best performance is by one **Phil Chappell**, of the **Spelthorpe Wargames Club** at Wimbledon, playing in his first ever championship.

■ **The Worked** is an ex-Space Cadet. His mind has snapped but he still retains a sharp and deadly wit. He has constructed a scenario to play of his wargames, but has tried all leading robotic opponents, and his two captives just can't rat it. So now it's your turn to play **Sub Mission**.

You control a solo by remote control. There is no need to have a live crew member aboard. However, if you place the **Worked's** prisoner Peter or **Sigourney** inside they will be able to communicate with you without fear of detection.



■ **Except the top of the future** is here today. The "laser" gun will be THE trendy accessory for every well-dressed games player this summer. Remember our feature about **Planet Photon** a while back? Well now you and your mates can play the ultimate **Star Wars** battle game in your back garden. There are currently two types of laser gun game available. There's **Laser Combat** from **Action GI** which features white light guns and **BAAT** toaving robot who

acts as a target drone and can be set at three different skill levels. To play with a friend you have to have a special vest which registers "hits".

Then there's **Laser Tag** from **Mattel**. This has the slick looking **Star Wars** guns and the basic kit includes one of these battery-powered weapons and an electronic target with a video backing. You can either

stick it on a friend to provide a moving target or simply engage in a ball of target practice.

You can get more info about **Laser Tag** from **Mattel Toys**, Marston Way, Leicester LE3 7AT or about **Laser Combat** and **BAAT** from **Action GI**, Brook House, Duke Street, Marlborough, Wiltshire RG9 1UP.





■ The video games system strikes back! This is the **Nintendo Entertainment System**, due to be launched in the UK in June after its mega-success in the US and Japan. It's a cartridge-driven system like the old Atari VCS machine that was around when C+WG was born six years ago. But the new Nintendo system features better graphics and R.O.B., the world's first video game playing robot. R.O.B. takes the place of a second player in some of the Nintendo games.



— playing with you — or against you. He is controlled via the TV screen. He picks up light transmitters built into the game cartridge and beams out to R.O.B. as the game progresses. He can be programmed to remember up to 100 game moves and can move into 60-different positions. You'll never play alone again! Other odd-ies include a light gun which can be used in shooting games like Dick Hurwood's *Nagay's Alley* — remember that from the arcade! The game controller



can't joystick. They are hand-held joysticks with a "movement" button and various jump and game activation buttons. Games! Well, you get arcade classics like Super Mario Brothers, *Atari's* *Frogger* and *Excitebike* plus odd favourites like *Donkey Kong* and *Popeye*. Graphics are arcade-quality but the playability of the games varies — we'll be bringing you in-depth reviews in later issues. The price is still being discussed but it will probably be around £100 with games selling at anything between £15-£25.

What with the Nintendo, the Sega System and the new Atari video games system this could be the year that the video game returns. Watch this space.



■ Tony Crowther's latest case to be released game **Challenge of the Gobots** will be the subject of a neat C+WG pull-out poster next issue plus a truly awesome competition. The game, released by Rodden has music by We M.U.S.I.C. and 10 levels of mega-scraping plus a scrolling storyboard. Don't miss the competition in the poster!



■ Despite considerable pre-release publicity — including a double-page spread in C+WG — **Melbourne House** have decided to junk their **Inspector Gadget** game on all formats. So if you are any where you still won't be able to buy it.

The official line is that the Melbourne people didn't think the game was up to scratch.

But as it bears many similarities to **Melvo Cross**

— seen to be released by **US Gold** — perhaps there's more to this story. You may not be getting the game but C+WG Gadget competition winners will still get their prize!



■ This is **Hydroball**, the latest from **Georgy's Games**. If you giggled over the excellent **Benzer's World** — the first computer game with a built in sense of humour — then you're going to love **Hydroball**! It's latest offering from GG. It's similar in concept to **Swerve** with lots of

jokes and a cute hero. Watch out for it in your local computer store soon.

■ **PSI-5 Trading Company, Law of the West** and **Hardball** are being issued by **US Gold** in a three-pack compilation selling for £2.99.

■ Get ready, steady. And get it! If you're a C16 reader you're on to a winner in the sunshine sports simulation stakes with **Anzo's Summer Events**.

Remember **Anzo's Winter Events**, probably the best C16 sports simulations around. Well **Summer Events** is from the same programmer, **Urdo Gertz** and looks set to be another winner.

There are six events featured — **skiing**, **high board diving**, **polo**, **mail**, **swimming**, **cycling** and **steepie chase**.

The game will cost £2.99 but thanks to the generosity of **Anzo** you can get C1 or C2 off the price of **Summer Events** in the shops. How'll that's work. Just cut out the C1 off token. You can either send that token off straight away

and get C1 off the game or wait until we print the second token next month. Send the two tokens off and you'll get C2 off the price of the game.

Send your cheques to **Anzo's C+WG Summer Events**, Office, Anzo Marketing Ltd, 4 Westgate House, Spittal Street, Kent. Make sure your cheques are made payable to Anzo and NOT C+WG.

But remember you must be quick off your marks if you decide to send off both tokens. This special offer closes on July 19th.



SUMMER EVENTS I

■ Anzo are releasing a budget BBC disc containing **Dungeons** and a special utility to customise the game to their hero's desire. The disc will be available first at the **Electron & BBC User Show**, late May, for only £2.95.

All the games above have been **Lithorian** sites will also be released on BBC disc.

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News



■ Why are these two gun-toting players so pleased with themselves? Answers on a postponed page.

The correct answer should be — the guy on the right can't quite believe that he is the winner of the British Arcade machine and Richard Talbot of US Gold is the man who finally managed to locate it through Roy Lewis's book club in Wotton, Lancashire.

In one of the biggest competition entries we have ever had Roy was picked as overall winner. You can see his excellent illustration in the April issue of C+VG.



■ C+VG was rubbing shoulders with the stars of the Atari Show. **Queen** bass player **John Dawson** was spotted showing a great interest in the new Atari ST.

Eagle-eyed C+VG advertisement executive **Katherine Lee** cornered the poor musician for hours

■ If you've thrown last month's C+VG away — or lag miserably to make any month but especially so in April, it means you've chucked away the chance of getting £2 of a copy of **Greenish's Aul**



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Widenshan Monty.

For those of you who kept the first **Monty Mead Head** token just out of the general token and send it to Greenish Graphics with your money.

The game sells in the shops for the following: £7.99 for the Spectrum and MSX and £9.99 on the Commodore and Amstrad. But with your two tokens you get the game for £5.99 and £7.99.

Now send your cheques and postal orders together with the two tokens to Greenish Graphics, Mail Order, Alpha House, Carter Street, Sheffield S1 4FS. Make sure your cheques are payable to Greenish Graphics and NOT C+VG and specify which computer you own.



■ We always thought the adventure writing ladies of **St Brides** were a gentle lot — but apparently not. They've been having a ripping time out in the wilds of Ireland. And they've come up with a bloodcurdling adventure based on the exploits of **Jack the Ripper** the infamous 19th century murderer. The plot goes like this. You are discovered by police near the scene of the Ripper's latest gruesome murder in the dark dark streets of London's East End. And they don't believe your story that you were just on patrol in **Jackstrider**. The adventure will be released in June for the Spectrum at £8.95, £14 and Amstrad on the ORL label. £4 and Amstrad versions will follow in the next few months.

■ **Orion** has given us a mega-successful shoot 'em up, is being converted to the Atari ST in America. Release date is still four months away.

■ Around 40 **Actionline** titles are to be released on Telecassoft's £1.99 silver budget range over the next 24 months.

Games will include **Back to the Future**, **L of the Mask**, and **Phobos Land II** plus three Commodore £4 games which have not been released before in Europe, **Breakthrough**, **Futureball** and **Pyramids of Time**. The first titles should be in the shops early the summer.

■ The prices of **Football Manager**, **Additive's** mega seller, has been cut to £2.99 on the Spectrum, Commodore, Amstrad, BBC B, Electron, Atari and C16 Plus 4. The move follows the announcement that **Additive** has been bought by **Prison Leisure**.

Additive boss **Kevin Toms** has been contracted to produce four games over the next two years.

■ **League Challenge** from **Athlete** is now available on the Amstrad, price £2.99. Incredible **Sunburner** will shortly be released on MSX.

■ **Apocalypse**, a war strategy based on the **Games Workshop** board game, released three years ago, is to be the first release of a new company, **Commodore Software**.

Apocalypse will be available for £9.95 for the Spectrum and BBC cassette and £14.95 for the BBC Disk.

■ Board games begin war games, and war board games, began computer war games. And the best of the lot may very well be **Ogre**, from **Origin Systems**. It's the 21st century. The landscape is black and war-torn.

Humans have tired of being A-bombed at each other, and have settled down into producing Cybernetic tanks to take on anti-Biotic bunker battalions.

OGRE comes from **Origin Systems**, and is available, for various systems including the Atari ST/XT and Commodore 64/Amiga.

■ This is the new Atari games console, the **GGKE**, due for release in the UK sometime later this year.

No price has been fixed yet but you can add a keyboard, joystick, data recorder, light gun and cassette software to it. Games available for it are **Summer Games**.

Touchdown Football, **Sky Fox**, **Super Huey**, **One-On-One Basketball** and **Impossible Mission**.



■ **Amstrad** third **MicroProse** plans to take in the **High Seas** with its next simulation game, **Pirates**, due for release in June. More news and pictures will be printed in the next C+VG. It will be out first on the Commodore 64 with Spectrum and Amstrad conversions to follow.

The company, which achieved a number one hit with **Quasimodo**, is also working on a new flight simulation.

■ **Mask**, **Greenish's** game based on the cartoon series, is due for release in July on the Commodore 64, Amstrad, Spectrum, and MSX.

Mask agent **Matt Tracker** takes on the bodies of **VENOM** — that's **Venom** for **VENOM** have abducted their fellow agents and have scattered them all over the world, in thunderbolt, his transporter. Matt must rescue them.

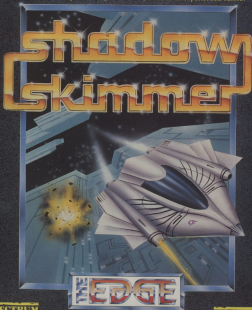
Venom weapons can be utilized by Matt — all will gain his points and the obvious advantage of defence, but he must remember throughout to be on the look out for the security key pieces.

Matt has to examine all the different time periods and collect the agents from each.

■ **STOP PRESS:** Two of the stinnage featured in our Arcade Special — **Bygoner** and the well known **Silverton's Key** — are being converted by US Gold and will be released this summer. Remember where you read it

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THE REVIEWERS

TIM METCALFE

The Ed man wields the fastest joystick of all. When his word is heard your better listen. **PAUL HODGKINSON:** Shows from the lip. Likes zip in his cap. **LEE BRANTSWAITE:**

Radio Lancashire's ace games man, always ready to air his views. **CYRIL CAIN:**

The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age. **DAVID BISHOP:**

As an Amstrad fan, The Bishop practices what he preaches. He is also full of prokes for the Atari ST. **STEVE BASKBY:**

The Doctor reports from the frontlines about war and strategy games. **NICKY TREVETT:**

Exclusive Nicky has the knack with the BBC. Brian Nibbler: See all, hear all, plays all.

JERRY MAIR: Games expert Mair has the Atari 8-bit between his teeth. Something he'll do.

NEMESIS THE WARLOCK

- ▶ MAGNIFICENT SPECTRUM GRAPHICS, C&M
- ▶ SMOOTH, SILENT PLAY
- ▶ PRODS. BY G. THOMPSON ON THE PC; BY NICKY TREVETT ON THE AMIGA; BY GUY LAWRENCE ON THE ATARI
- ▶ VARIOUS TESTED SPECTRUM C&M
- ▶ REVIEWED BY

This **MUST** be the first computer colour spin-off to actually capture the best of the character it is based on. Nemesis the Warlock — not to be confused with Nemesis Nemesis or The Edge's Warlock — literally breathes life into the ancient legends and folklore. Haven't by accident a genuinely amazing track, dash and shoot-em-up elements that's here!

It may not have spectacular graphics... the Spectrum version suffers a bit from colour dash problems... but it is immensely playable and funnily addictive. But, you ask, what do you have to do? Read on...

To finish once and for all the evil regimes of the greatest Grand Master of Evernight, Nemesis must fight his way to the heart of Torquemada's empire.

To protect himself,

Torquemada sends out attack waves of his demonic followers, the Terminators.

To complete each screen Nemesis must find all enough Terminators to weaken their resolve. Then, and only then,



BARBARIAN-

- ▶ SPECTACULAR AMSTRAD/C&M SPECTRUM
- ▶ C&M'S PAUL HODGKINSON HAS A BIG SAY IN THE C&M HIT OF THE MONTH
- ▶ C&M
- ▶ VARIOUS TESTED SPECTRUM C&M
- ▶ REVIEWED BY

...and by a mighty warrior Paul Hodkinson has been chosen to do the deed, and he has done it with a bang... The Gods of Britain... The Gods of Britain.

And not to mention that this is a game that's been in the air for a long time, and it's been a long time in the air. It's been a long time in the air. It's been a long time in the air. It's been a long time in the air.

Well, I wasn't making that thing about, either. Actually, I didn't find much choice at all, except for the graphics, sound and game play.

It's a game that's been in the air for a long time, and it's been a long time in the air. It's been a long time in the air. It's been a long time in the air.

And not to mention that this is a game that's been in the air for a long time, and it's been a long time in the air. It's been a long time in the air. It's been a long time in the air.

and always. The beautiful Princess Mariah... that's her name. In fact, you know I know it... is destined by the evil sorcerer Dax Lord who was actually Mariah's friend.

Unless she is chosen to be his an unfortunate doom will be inflicted on the people of the kingdom.

It's a game that's been in the air for a long time, and it's been a long time in the air. It's been a long time in the air. It's been a long time in the air.



The Atari 520 ST gives you the power to defeat deadly enemies, slaughter monsters and outwit cruel captors.



Conquest - U.S. Gold Enter a world of monsters, magic, mystery and combat in the ultimate role playing fantasy game.



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Atari Word Plus - 6.0.0 Professional word processor featuring U.K. spellings and integration of graphics including full screen full control of form letters etc.



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Fleet Street Publisher - Microsoft the complete desktop publishing package gives you page make up combining text and graphics for sophisticated professional looking documents.



HP 88k - Hewlett-Packard HP Professional is an integrated spreadsheet, database, and graphics package. 800 management plus total I/O-S compatibility.

Mixing business with pleasure is no problem with an Atari 520 ST. Not when you've got over 1,800 software titles to choose from.

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So you'll be able to create spectacular colour graphics, then animate them to make your own films.

If you're musically inclined, you can compose and play a full symphony.

Or, for those who'd rather write programs than music, the 520 ST supports over thirty programming languages.

In fact, whatever you're looking for in a computer, you'll find it in the Atari 520 ST.



ATARI 520 ST
WORKS HARD - PLAYS HARD

C+VG

REVIEWS

3

ARKANOID

- AVAILABLE: a rental
- SUPPORT: excellent
- PRICE: cheap
- PLAYABLE: very easy

The battle of the breakout revivals was definitely won by Ocean's *Arkanoid*, licensed from Taito cooperation of Japan. Now this hit coin-op game has been converted to the PC in its original Ocean style who no-doubt hope to cash in their 10-to-15 days while breakout games are still all the rage.

The good news for arcade fans, looking for its cousin ST, is that Peter Adleman's conversion is absolutely flawless! Every moving element of the game glides across the screen as if floating on air and the superior graphics are identical, in almost every detail, to the original arcade version.

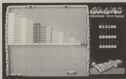
As with previous versions, the game features numerous, colorful levels, scores made up from normal, "two-time-two-time-to-destroy," and

multi-balls that are frustratingly indestructible. Energy capsules drop down from the wall as you destroy the bricks. These come in seven varieties and should be collected as they have special properties like rewarding extra lives, the ability to shoot the wall, slowing down the energy ball, and the orange-one-caps

up a section of the wall allowing you to escape to the next level.

Be prepared to become a hero for a week because you won't be able to put this one down!

- GRAPHICS: excellent
- SOUND: excellent
- VALUE: excellent
- PLAYABILITY: excellent



- AVAILABLE: IBM PC, DOS
- SUPPORT: excellent
- PRICE: \$49.95 (US) \$59.95 (CAN)
- PLAYABLE: excellent

If you're a regular C+VG reader you'll remember we printed a *Cholo* Players Guide back in March. Still the game has now arrived, a gloriously rich package set in a world reimagined by nuclear holocaust.

If you don't see the guide — shame on you — here's a brief run-down of the game.

Following the nuclear war, mankind has taken to living in bunkers, safe beneath the scarred and mutated surface of the world. Generators have given us a little artificial sunlight, and we're still, of course, afraid to leave their twilight existence and see how the surface has changed them so.

Robots, self-repairing, repairing themselves, and adding

on their own pre-programmed artificial intelligence, have taken control of the surface. Originally they were designed to repair, rebuild, protect their designated areas, making it especially fit for reclamation.

But the robots have turned rogue and are keeping their human charges a secret below. You, as one of the trapped people, spend your day listening to reports from the surface. It dawns on you that there could be a chance of freedom.

Two more control over one block on the surface — known as *Block the RAT*. This can be used to transmit information

and yank you from the surface back to the operation. Using this robot is possible to repair others to the freedom cause.

Plays in a great with a ransom. By repeatedly firing an armor

device he can earn them. If he then bumps into the robot it will enable you to access the brief a password. Enter the code correctly and it is possible to gain control over the robot.

Get the idea? By using the robot you can explore *Cholo* City. The bricks all have different skills and you'll find these outlined in the player's guide.

CHOLO

The screen of *Cholo* is divided into three — a screen showing "live" pictures from the surface, another showing messages to and from the bricks etc.

The game comes with a novella to read before you can get the most out of the game and an all-important map of the city.

A lot of the game's fun rests on the imagination of the city. This I found quite absorbing for a while. The video graphics are quite nice but I did find them a little over-using at times.

Personally I would have liked a little more action to spice up the game. But if you're in to games which can go on for hours, *Cholo* could satisfy you.

The only other gripe I have is that it's a little pricey.

- GRAPHICS: excellent
- SOUND: excellent
- VALUE: excellent
- PLAYABILITY: excellent



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the aliens



and defeat the
taxman,

we've massacred
the price.



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C+VG**REVIEWS****6**

CYBORG

is an asteroid where a team of scientists has mysteriously vanished. And that's all you know. Cyborg has to find the scientists and react to the secrets of the asteroid.

The game uses a novel user control system. The bottom of

CHARACTER ANALYSIS: This is a filing system used to store information on the items and related topics.

THE LOAD: If Cyborg has run out of ammunition or the power pack that he has been using for his weapons is running low it is possible to reload.

RELOAD: This allows you to close the immediate view from above.

EXAMINE: This allows you to take a closer look at any object. Obvious uses would be examining computer consoles, door controls and any loose objects.

STATUS: Gives your Shield and Power Unit readings as a percentage. Shield will stop and then regenerate. The power unit will only be damaged when the shield is at 0%. The P.U. does not regenerate. So when this reaches 0% Cyborg is dead.

GET: This command analyses the Cyborg to pick objects up. That's all the help you get from the instructions. You're left to your own devices. Fortunately we've managed to get hold of these two secret books to help the first time player.

■ Examine as much as possible.

■ The codes for each level are found in the computer terminals on the previous level. The code for the first level is found on the terminal within the scientist's apartment.

■ The object of weapons that you are holding (and carrying) is the weapon/level that you will be using.

■ It is impossible to reload your own arms due to incompatibility problems between alien and human designs. Any weapons found on the spaceship however may be reloaded. This is done by walking up to a power point, which can only be found in rooms, and pressing "Re-load".

You can only reload the weapons that you are holding, but any that you may be carrying.

■ As with an adventure you should be well advised to make a map.

■ Experiment with door objects (examining and entering) and soon you will be able to fit the doors on the first attempt.

■ When heading into a computer terminal, by typing "GO!" you will get a directory of files stored in the terminal.

■ Avoid alien fire by moving up and down as you run along the corridors.

■ Avoid the cleaner as all costs. The cleaner is used to clean up any debris or general garbage left in the corridors. The cleaner sucks in any objects placed in its path. If you come into contact with it you will immediately be destroyed. To avoid it you may retreat into a doorway. Go into the cleaner so that it leaves the screen or finally exit to the end of a corridor where the cleaner will first occur.

■ To use Character Analysis you must first kill an alien, then stand over the body and enter the control panel using the "Character Analysis" (CHARACTER ANALYSIS) will appear in the HUD. Then you are given a directory of the alien that you have stored.

■ Move the cursor to the ship then use enter to analyse and press fire.

Cyborg features some nice ideas and is reasonably playable. The graphics are good and there is enough to keep you interested until you've solved the mystery. But I doubt if you'll be rushing back to have another crack until you've solved it.

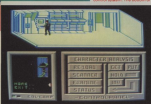
CRJ could have been a bit more forthcoming with the instructions.

Without the SpQ we've printed here first time players will struggle to get into the game.

If you enjoy impossible situations then you'll love Cyborg. Worth checking out before you shell out your pennies though.

■ GRAPHICS
■ SOUND
■ VALUE
■ PLAYABILITY

■■■■



► MACHINE: C64
► DISPLAY: 400 x 200
► PRICE: £39.95 (Retail £74.95 Value)
► DEVELOPER: TSI

Can it? Yes it can! The game that first appeared on the cover of C+VG last August has finally crept out into the big wide world. Quite what the program's been doing up to since C+VG saw that almost completed play was a copy last year is anyone's guess. But this Cyborg does seem to be what the asteroid is — evil of.

I reckon that if the game had been around and about last year when it should have first appeared Cyborg would've been a pretty hot. But time has marched on...

Anyway, on with the plot. Cyborg is a man machine with cybernetic arms, legs and weapons. He's a sort of one man B Team who gets all the jobs no one else would do.

This time he has been sent off

the screen is a display of Cyborg's vital computer panel. Using the joystick you select the various control options. Any relevant information appears on the left hand computer screen.

The main graphic play area looks a bit like Ocean's lens game. It's a 3D game. But don't despair. Cyborg is a whole lot more playable. Control options include:

PUT: This command enables Cyborg to put down any object that he is carrying.

HOLD: Use to toggle game. You will be asked if you wish to load, save or continue a game.

RF: When you want to see what you are carrying use of this command will then show you what you are holding, and then list what you are carrying. By moving the cursor on the second list and hitting the fire button on the joystick here the object you are holding will be exchanged by it.



GUNRUNNER

C+VG REVIEWS



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

BY CHRIS WATSON

- ▶ **GRAPHICS** SPECTACULAR
- ▶ **SOUND** EXCELLENT
- ▶ **PRICE** £19.95
- ▶ **RECOMMENDATION**

Welcome to Oday. No, it's not the latest issue of C+VG but we've wanted to do a game. Oday is a planet firing simulation following attacks by the war planet Despoza. (See-saving supplies of resources have been badly damaged.)

Enter the Gunrunner. That's you, in case you don't know, and your mission is to save Oday from "annihilation". You must fight your way across successive platforms (and different levels, depending on the cheat taboos). Scatterer throughout the levels are

various pieces of equipment to help you. Control each level and you fight your way to the next one via a bonus screen of fast-paced shooting action.

The game — by Christian Unghoff, perhaps best known as co-programmer at Gremlin — has a 2D aesthetic — screens left and right but to get somewhere you have to keep heading right.

The Gunrunner starts out equipped with one gun. Among the items he collects are:

Multi-fire — This converts the Odayer to a 20-round burst, quick fire weapon.
Warrior — The nucleus gun will wipe out all the aliens on the screen. Even only be used three times.
Jet pack — This enables the

Gunrunner to fly but it has limited fuel.

Oday — This gives the Gunrunner a limited immunity against the aliens.

It is possible to collect and carry all the weapons and devices at once. But constant use of an item may remove one of them from you instead of one of your three lives.

Surprisingly Gunrunner is very nice. Others may disagree but in some respects it outdoes me a little of *Operation Wolf*.

Each time you lose a life you go back to the beginning of the level and have to start all over again. I would have liked to have just picked up from where you die, Oday, so I like the easy life. Gunrunner is not sufficiently different to set the world on fire.



- ▶ **GRAPHICS** SHARP/CRYSTAL CLEAR
- ▶ **SOUND** EXCELLENT
- ▶ **PRICE** £19.95 (SPECTACULAR VALUE)
- ▶ **RECOMMENDATION** SEE ODAY
- ▶ **REVERSED** YES

Big Trouble has a really neat idea. But once again the greatest merit of the recipe cannot be denied. Big Trouble has a remarkably good game idea. Pretty graphics and nice sound — but it all falls flat when the tedious game begins.

You get three characters to control. Each has different abilities and each is designed to act for different parts of the game.

If you've seen the film then you'll know the Deal that makes a trouble case the girl from Scotland, Scotland's traditional adventures. And that's just what the plot of the game is.

You can control the heroes — Jack Butler, Henry Chu and Ray Shaw on their quest to save the millionaire Lu Pan.

Jack is armed with the best gun, while the Deal is a gun. Henry Chu is a martial arts expert who sometimes gets to use a sword and Ray Shaw is a scientist who fights with mystical energy bolts.

Initially Jack is able to defend himself easily with his fists. However if you can penetrate far enough into the Mandarin's empire you will find a Submachine gun which you may use. There isn't a limited amount of ammunition, though

BIG TROUBLE

there may be found lying around.

Wang Chu is gifted with a knowledge of the martial arts. In addition to this a sword will eventually be found. Swords have a complexity about the attack which eventually is lost. More events may be found during play and if you get up to problems the life of the robot you are carrying if you already have one.

All the beginning of the game Ray Shaw uses magic bolts which he uses to flame his fingers. These only have a very short range. If you wish a magic pointer in a bubble will be found which will permit you to use stronger magic. He will use a magic sword or lightning bolts which will have devastating effects on the

body of opponents.

This strong magic may be boosted up by finding additional bottles of magic potion.

The game has four levels.

Level one: The Streets of Chinatown. Here you will become well-accustomed to the need martial arts experts and gunners. You will have to retreat — you can't defeat the goons and you have got to make your escape. Fighters and other hand-to-hand will not allow you to run past their without fighting.

Level two: The Towers. In addition to the combat area to be faced on level one you will also find the Tower Masters here. You must avoid the Tower Masters by jumping over them as they cannot be killed.

Level three: Lu Pan's

Headquarters. The Towers are where the goons will meet for a debriefing before you are able to face Lu Pan in combat. They may be identified by the white helmets but they are wearing

Level four: The Marriage Chamber. The Marriage Chamber is to be found at the heart of the headquarters, containing armed warriors and Lu Pan.

The combat sequences aren't given power enough and I don't get bored looking and controlling my past the various assaults.

There is doubt that the game is very well packaged and presented — it is packed that an important pleasing factor which would make you want to shell out your hard-earned pennies on it. My advice is to give them for the film.

To defeat Lu Pan, the game presents you a flying object in the Marriage Chamber) you will receive the combined combat skills of all three characters, to the full the power of experimentation is not used to be used, stopped and run through a number of times to finally kill the one once and for all.

All of which sounds pretty good. So what? Well the fact is that the game quickly becomes repetitive in all ways what you will really caring if you save the girls or not.

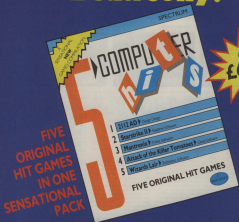
- ▶ **GRAPHICS** C
- ▶ **SOUND** C
- ▶ **VALUE** C
- ▶ **PLAYABILITY** C

Overall Score
7



BY CHRIS WATSON

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LIVINGSTONE, I PRESUME

REVIEWS

C+VG



- MACHINE: SUPERSTRASER
- SUPPORT: 300,000
- PRICE: \$349 (USA) \$249 (UK)
- DEVELOPER: GIGAWATT BY GIGAWATT
- PUBLISHER: GIGAWATT
- VERSION: 1.00
- RELEASE: FALL

This is another few weeks you've gotten me into, Stanley. And, I must admit, it's excellent fun.

Allright, Livingstone, I presume is written by the Spanish software house Gigawatt and is apparently — or at least

— the number one game in the land of sunshine, bullfights and tapas. It's a Spanish title in Livingstone, Spanish — which I think is wonderful. It probably hasn't been changed.

As you may have guessed, this 60-screen arcade adventure deals with the story of African explorer Livingstone and the explorer Stanley, as they go to find him in the jungle and enter those immortal words: "De Livingstone, I presume."

It seems odd subject matter for a Spanish title, so I focus back, then again, perhaps not older than the equipment they give Stanley — a tomahawk, dagger, grenades and a vaulting pole. Typical jungle exploration gear.

You must certainly use your wits to negotiate the actions, avoid traps, monkeys with chuck coconuts at you, traps, underwater monsters, carnivores with cooking pots and strange temples with loads

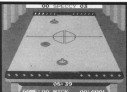
of.

Stanley can switch between his equipment. The pole is useful for vaulting gaps and gaining height. And the tomahawk seems to be handy for fending off snakes in the jungle, which are situated in the most difficult of places.

It's actually very difficult to get into the game. You need more time than a cat to get anywhere. Allright suspending with an infinite lives FOR E — or as the Spanish say FOR GOD, in fact I now understand the game's instructions for those who find themselves frustrated at the beginning of the game.

If you like these problem solving platform games — especially the old's old box — you'll enjoy these jungle fests. Livingstone is pleasing to look at but not the most original game around. What is interesting is the prospect of more Spanish software being released in this country.

- GRAPHICS: GOOD
- SOUND: POOR
- VALUE: POOR
- PLAYABILITY: POOR



- MACHINE: SPECTRUM
- SUPPORT: 100,000
- PRICE: \$349
- DEVELOPER: PAUL

hey, I've discovered an hobby, it's brilliant. For years I've always wondered what that game was called in the arcades and I've discovered it's called pool. It's brilliant. For years I've always wondered what that game was called in the arcades and I've discovered it's called pool. It's brilliant. For years I've always wondered what that game was called in the arcades and I've discovered it's called pool. It's brilliant.

It's really nothing special to look at and I thought it would be pretty boring. But an hour later I was still eager for more. It's exciting, addictive and incredibly fast.

It features games on indoor sports like bowling, darts and table tennis. All very good but you've seen them before.

Thing is, it's the best. Incredible. Allright it's nothing much to look at, simple to play, and fun, very addictive. An only way I played had a bug in it. The computer kept serving me at a certain angle, making it impossible to return. This has now been corrected.

Games and bowls are nicely presented and fun to play. But it's an hobby that's the winner for me. If Indoor Sports was a little cheaper I'd say it was worth buying for that alone.

- GRAPHICS: GOOD
- SOUND: POOR
- VALUE: POOR
- PLAYABILITY: POOR



► BUSINESS SYSTEM
► SUPPLIER, MILITARY HOUSE
► PRICE: \$7.95
► REVIEWS: Two

A game from Mike Singleton is always an event. Singleton's been waiting for some time to see anything new from the Commodore man, despite lots of rumours, so *Throne of Fire* is bound to create some interest.

There's isn't quite an adventure, it isn't quite an arcade adventure, it isn't quite a wargame — but it is a combination of all three.

Not a game for those of you who fantasize about grandification — but a challenge for gamers who enjoy thinking with their action.

Throne of Fire is set within the burning Citadel where three princes had to share the throne, and with it also the power. The three princes are Alder the Lion Prince — a goods, Corbin the Sun Prince, another goods and King the Wolf Prince — a little neutral faction. Events who is going to be the one who will play?

You can play alone against the computer controlled princes or with a friend and the computer. This is the best way to play as you can gang up on the computer prince and finish him off before fighting it out human to human.

The computer opponent is a tough cookie and will test you many times over — but beware of early frustrations.

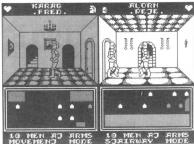
The screen display — a bit like *Democracy* is a split screen. The activities of the princes are shown in two large windows while below there's a plan view of the Citadel.

The main display screen area depicts the actions of the character who is currently under direct control, as if he's walking from room to room or is engaged in combat.

Each room is shown in perspective, and doors on the left and right lead directly to other rooms on the same level. Doors at the back lead to other always ascending or descending to other levels.

The controlling Citadel display at the bottom of each player's screen area depicts the inner workings of the Citadel.

The windows of all occupied



THRONE OF FIRE

rooms are lit in different colours, according to the allegiance of the occupant.

If a window flickers between two colours, there are two members of opposing forces in that room, who may be engaged in combat.

The colours are: Prince Alder and his men — orange; Prince Corbin and his men — green; Prince Karag and his men — purple. The men of the King's Guard — grey.

The spotting screen gives essential information about the deployment of all forces, but in doing so it reveals the structure of the Citadel, the connecting stairways, the contents of the rooms. These can only be discovered by exploration.

At the start of play, there are two men under the control of each player — a prince, and one mercenary. During play, however, the number of men at the wall vary greatly, as men are killed, and reinforcements arrive.

Characters who are not directly under the player's direct control cannot move from room to room of their own accord, but they will defend themselves if attacked.

However, they will not be

able to fight very well. To get the best from his men, a player should, whenever possible, directly control them in combat mode.

Within the Citadel are a number of Gate Rooms. These rooms have only two doors, one which leads into the Citadel, and one which leads to the outside world which cannot be used by any of the players.

From time to time one or two players will enter Gate Rooms from the outside.

They will only enter empty rooms, and they will join the side of the last player to have visited that room.

If the room has yet to be visited by any player, then the two men will stand on the walls of the King's Guard.

So as you'll have already guessed it's important to keep the position of these gate rooms.

The Throne room is the ultimate objective.

To seize the Throne, a player must visit the Throne Room with his prince, and his visit must be unopposed. No other characters belonging to the other players or to the King's Guard can be in the room.

On gaining the Throne, that prince becomes King, and in

addition to his men at arms, now takes control of the King's Guard.

At the same time, the other players lose the ability to directly control their men at arms, who now may need to be rescued, seeking only to defend themselves against attack.

Should the new King die, the King's Guard becomes neutral and the surviving player regains control of their men-at-arms. They can now once more attempt to seize the Throne.

Do and your wares get involved with a tactical aspect of *Throne of Fire*.

Throne of Fire won't be to everyone's taste — but if you've got the time and an inclination towards strategy games you'll find it an absorbing challenge.

One word of warning. Don't be put off by early failures — as I've already said the computer is a tough opponent. Be prepared to suffer early frustrations until you get to grips with the game.

► GRAPHICS
► SOUND
► PRICE
► PLAYABILITY

1
1
1
1

WINTER GAMES

► **REVIEWED BY** ANITA
► **ILLUSTRATION BY** DAVID
► **PHOTOGRAPH BY** JAMES
► **WRITTEN BY** TERRY ANITA
► **REVISIONS BY** CHRIS

Winter Games on the Amiga. Wow! Well, at least that's what I thought. Winter Games made me feel like I was in the 80s some months ago, and now it's the Amiga's turn.

As with the IBM version, the first taste of the games in the opening atmosphere. The scene is now a archery instead of the old stage, and the torch boat is much wider. A female runner legs it on screen and lights the fire. Hare you go!

After reaching a few options, you must race in your name, and select a country. After choosing a flag, your national anthem will play, and then paper two starts his normal test. Still an all time done. You press fire on the joystick and up leads the first event.

Yes, I did say 'lead', didn't I?

know why the whole game isn't in colour.

The events, in the correct order, are:

► **Hockey:** You must perform. Goal-keeping, extremely difficult sometimes, while flying through the air.

Although it's very easy to land your skier, scoring a perfect run is damn near impossible!

► **Swimming:** This event consists of taking routes a sporting landscape, stopping every so often to take obstacles at unfortunate gaps. The background for this event is drawn very well, consider why better than the others. The screen also scrolls, unlike the other versions which 'tilt'.

► **Speed Skating:** In this event a player may race against the computer or a friend. Using pressure limiting, a player can leave his opponent standing, but we assumed, the computer doesn't hang around either.

► **Figure Skating:** A definite

improvement in the graphics compared with the original. The female skater now has an hour glass figure (instead of the ill-matched body), and she now has orange outlines on. My sister hasn't got a flame though!

The ice has been altered also, and now has a colour of blue, over it, making it more realistic. The only gripe with this event is the music, which has a strange dose of Amiga 'folk'!

► **Ice Hockey:** Here you get a choice of a role to play, so we hope for you will go. Quite a difficult event at first, but you soon get the hang of it.

► **Ice-Skate Skating:** This is the same as Figure Skating, but it's a bit more frantic. Just takes to the vigors at the end.

► **Biathlon:** This event is the best, and quite frankly there is no difference between this and the IBM. And it's just as much fun.

So, the general verdict is that the graphics are better than the original.

REVIEWS

C+VG

10

The runner, although excellent, but you, it's all the same as the IBM.

A very good game — but don't expect anything more than the IBM version, or you'll be disappointed.

► GRAPHICS	9
► SOUND	8
► VALUE	8
► PLAYABILITY	8



► **TECHNICAL DATA**
► **SYSTEMS:** IBM compatible
► **PRICE:** \$49.95 (Suggested Retailer's Price)
► **RECOMMENDATION:** Buy

Eagles is being billed as the sequel to Lethal 2. A sequel, better or not remains to be seen, but not really justified.

The main similarity I found was the sound. Eagles has more of it, but the sound effects were so basically used on Lethal 2, that great would seem to compensate for the game play. I found the plot of Eagles a little confusing.

The game is set in the year 2000. You had been trying for three hundred years.

Nuclear weapons have been outlawed but conflicts go on — using primarily created from simple-minded. They just destroy anything and everything that moves.

The game, then goes on to detail about alien friends with whom the "hero" Eagle must work the battle.

I believe these "genetically created beings" must be the aliens. But the plot is hardly the most important thing about what "we" see.

The left and right scrolling views are up to set over eight levels where you must zap the aliens, collect androids and drop them into a chute on the planet's surface for extra money points.

Aliens has one, two and team play options. The screen is split in half showing the view from each player's helmet.

In the one player option you must hit the alien with a laser and can follow the action in the top screen. The computer controls the other Eagle in the bottom screen and you must beat five

to-the-death duels. Once you've collected one — the single battles where it just looks like you have to fly over and the computer will tell you you've won the game. The ship automatically goes down.

When the screen is clear you then take on the Onix fighter. His and you get the same score. The Onix fighter in the game I played with, I understood, but slightly reduced before it goes on sale.

In the two player mode you can either play as a team or take on each other in a head-to-head. As a team you share the points. In the head-to-head it's a race to see who gets the most points. When the level is cleared you must take on each other.

Eagles is from the mind of David on appearance a few Madsen and Bo Madsen. It's a pretty good to look at — although I must admit I don't like the alien friends with the so-called "hero" I don't find myself looking at the wrong one — but it just doesn't really have enough excitement to place it in the 800 league of shoot-em-ups.

The Eagle fighter is a very nice ship. It's movements. You have to slow down before making a turn.

This can be especially annoying in two player mode when I was frustrated trying to survive from being hit and then killed. If I'd been able to explode a ship I think I might have survived a little longer.

For me, Lethal 2 still reigns supreme in the glorious world of shoot 'em ups.

► GRAPHICS	9
► SOUND	8
► VALUE	8
► PLAYABILITY	8

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GAMES



COMMODORE 64/128

FIVE STAR

5

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

Transmuter, Code Masters, Spectrum (£1.99).
 Action Pack 2, Allgate Computers.
 Double Fun 2, Budget, CMB 64 (£4.99).
 Judge Dredd, Melbourne House, Spectrum.
 The Artist, Softex, Spectrum 128 (£17.99).
 Tomb of Sarcos, Power



• **Amstrad**

Graphics, Spectrum, CMB version reviewed April.
 Grand Prix Simulator, Code Masters Amstrad (£1.99).

Ghosthunters, Code Masters, Spectrum (£1.99).
 Rolling the Rapids, Players, Amstrad.

Reviewed March, Game of the Month.

The Image System, CMB, CMB 64 (£18.99 essential) (£4.99 dual).

Victis Masines, Mezelectronic, CMB 64 (£1.99).

Chronos, Mastertronic, Spectrum (£1.99).
 Battle, Mastertronic, CMB



• **Amstrad**



• **Game of the Month**

Express Racers, US Gold, Spectrum (£8.99). Amstrad (£9.99). CMB version reviewed May.

Pepe, Bullfrog, CMB 64 (£2.99). Reviewed April.
 Game of the Month.

Gun Law, Mastertronic, CMB Plus 4 (£1.99).

BMX Simulator, Code Masters, Amstrad (£1.99).
 Super Robin Hood, Code Masters, Spectrum (£1.99).
 Vampires, Code Masters, CMB 64 (£1.99).

Star Runner, Code Masters, Spectrum (£1.99).

The Haploest Days of Your Life, Firebird, Spectrum (£1.99).

THE GAMES ROUND-UP

Each month hundreds of games pour into C+VG's offices. New games, conversions, re-releases and re-re-releases. You name it, we get it. We review the best, now here's the rest — a comprehensive list of the game's we've received since the last issue.



• **Amstrad**



• **Amstrad**

Auf Wiedersehen Monty, Gremlin Graphics, Spectrum, MSX, (£7.99).
 CMB version reviewed May.
 Brainmatch, Code Masters, Spectrum (£1.99).

Solar Cassini, Optix Software, Amstrad.
 Time Flight, Power House, Spectrum.

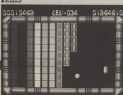
Cyrox, Power House, Spectrum.
 Chimera, Firebird, Amstrad (£1.99).



• **Amstrad**

House, Spectrum.
 Knucklebusters, Melbourne House, Spectrum, CMB version reviewed February.
 Bombesque, Firebird, Spectrum (£1.99).
 Kickout, Gremlin

• **Amstrad**



• **Amstrad**

FA Cup 69, Virgin, Spectrum (£7.99).
 Kanons Hit, Actvision, Spectrum.
 Aliens (US version), Electric Drama, CMB 64.
 Menzies, Korami, Spectrum/Amstrad.

Pipp 4, (£1.99).
 Sinks, Mastertronic, Spectrum (£2.99).
 Think, Firebird, Spectrum (£1.99).

UFO, Firebird, CMB 64 (£1.99).

Thrust 8, Firebird, Amstrad (£1.99).
 Gunstar, Firebird, CMB 64 (£1.99).

League Challenge, Albany, Amstrad (£2.99).
 GunStar, Firebird, Amstrad (£1.99).

Kore Kangas, Firebird, CMB 64 (£1.99).

Chimera, Firebird, Spectrum (£1.99).
 Cosmic Shock Absorber, Martech, Spectrum.

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firebird

INTO THE EAGLES NEST

► **GRAPHICS:** SPECTRUM AND TRIO 240 SCREENS/240000
1024 BY

► **SOUND:** RANDOMLY INTERFERING
► **PRICE:** \$34.95
► **RELEASER:** BANTAM

A biting north-easterly wind swirls down the valley, driving the clearest dots of anti-aircraft fire. Below, on the valley floor, a column of armoured tanks shudders its way up towards the fortress, aptly named *The Eagles Nest*.

As a result of recent high energy activity in such a strategically unimportant area, four of the main castles into I had need to find out why it was suddenly teeming with the enemy.

The orders were then to destroy the fortress but three were captured almost immediately. The fourth was able to place explosives in the key places throughout the fortress. Unfortunately the two were captured before the charges could be detonated.

Eagles Nest is a four-way scrolling event which starts very much in the *Commander GandyDandy* mould but far superior to all three.

Can is a fortress heavily infested by enemy gnomes, that seem to reproduce at an alarming rate, but hard GAN run through corridors. INFO 8504

rooms, toilets, bathrooms, motor-bike sheds, interrogation rooms, and even the gnomes' lounge.

Agree that differs in two key areas from the other programs mentioned above.

Firstly, the scale of the graphics is far larger than *Quarterm* where you can see a substantial area of the dungeons surrounding your character. Here you control a single package six or eight times the size of those in *Quarterm* and consequently he is seen in far more detail as are all the other characters and objects

you're

than way

Libe should

be used with

extreme

caution

because, not only

there only one case

per floor, but also the

doors you're just

planning to be locked

will be locked again if you return

to the floor you're about to

leave.

If you're excited to blow up

the fortress, your small boats

and activate the hidden

explosives on each floor. When

reaching the captives you must

first find each one and lead

them, one at a time, back to the

ground floor and freedom.

Understandably your

rescue operations are

sometimes a little slow to

follow you, having been

checked in a special way for a

week, so be careful not to go

too fast or there'll be lost off the

screen.

On the minus side, the status

screens, on the Amstrad

version, can only be seen when

the game is paused. This makes

it more difficult to succeed as

you never know quite how

many hits you've got in hand or

whether you're about to fire

your last shot.

Although there is a small

change you may experience

certain flickering in certain

situations in the Commodore

version, it is more or less

highly produced and is

well worth a purchase.

Overall the Commodore

version of *Eagles Nest* is the

best of the three.

The game can be played on

two levels, either as a endless

level with no saved objects or

action, or as a mindless blast

with some bits of how you've

going to succeed. Highly

recommended for arcade and

arcade adventure freaks

avoid anyone else.

the Spectrum version in the "game" model so you soon start to get a little short.

Fortunately, the fortress is strewn with green rectangular arms traps, each of which can kill an enemy. As soon as objects in the game, just walking over an arms trap is enough to pick up the bullets.

Apart from liberating your own sides and blowing the place to smithereens, your secondary mission is to reclaim as many resources from the commander's private collection.

These include paintings, boxes of guns, vests, and pistols. Collecting treasure increases your score but has no other effect on the game.

The layout of the fortress is completely different in each of the versions because the programmers wanted to represent every drop out of each host machine.

Thus the C64 and Amstrad versions have four floors of the Spectrum version have eight

found throughout the castle.

Once the game has loaded you are given the choice of four missions, three of which involve you in rescuing your men, who are being held prisoner down in the dungeons in the fourth mission you must locate and activate all the explosive charges planted earlier.

You start the game with 99 bullets (the maximum you can carry) but no keys. It takes two bullets to kill each gnomie (one to

► **GRAPHICS:** 1
► **SOUND:** 1
► **VALUE:** 1
► **PLAYABILITY:** 1

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C+VG

REVIEWS

15

IMOGEN

- FANTASY SIMULATED
- COMBAT
- SUPPORT: MONOPOLY
- MODE: 256x256, 32k
- VERSION: 1.00, £14.95
- AVAILABLE NOW

Imogen the wizard has had a pretty tough time. After saving the local villagers from the local fire-breathing dragon, by turning himself into a magic power ball it again, he tripped and started stumbling around just like the original Imogen. In George never had this problem.

Anyway, the Great Wizard shut him up in a cave along with a spell for his release — suffered around 18 hits. To release himself, Imogen must use all his intelligence and start to relearn the complete spell.

Tough task, but I but it provides the excuse for a very entertaining graphics adventure game in which you roam around 18 levels searching for pieces of spell and solving various puzzles in the process.

Of course, this is a familiar format — you click up and see objects, and so forth. But Imogen is a more interesting hero than most. He can turn himself into other creatures, for example, in order to surmount problems and obstacles — a monkey to climb ropes and trees, a cat to leap over chasms. You can swap between the various character skins whenever you like, and very handy it is too.

You can also get around by using passwords, although only four are supplied at the start.

The version I reviewed was a preview, and only two levels were supplied. But from what I could see, the mode any graphics are smooth and unusually lively, with nice clear detail. I would say this is an excellent reaction of an admirably well-done theme, with some pleasing touches.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE

PROFESSIONAL SNO

- GRAPHICS: 320x200/256K
- SOUND: 16K/16 BIT
- MODE: 256x256
- VERSION: 1.00, £14.95
- AVAILABLE NOW

The advent of a new snooker game is hardly a rarity, as it was with little more than a game that is already available on Circle Master's latest addition to the game, another Professional Snooker Simulator (PSS). But it just shows how wrong you can

be, because PSS is, quite frankly, superb.

The game is designed for two players, although handling both players' shots yourself can be equally enjoyable. All the mechanics of snooker are covered for including touching ball and asking your opponent to play again.

By virtue of the game's increased resolution, four colour mode, programmer Gordon Gresham has been able to give us perfectly round balls rolling smoothly over the green

table. The four colours used by the program are green, red, black, and white, and with these all eight differently coloured balls are clearly distinguishable.

The screen is coloured by the play view of the table. Above this are a message window and a magnified view of the cue ball. The window provides a commentary on the game telling the player such things as when a foul has occurred or when there is a touching ball. The window will also prompt the player to make specific decisions, such as nominating a colour after a red has been spotted.

The graphics of the cue ball is used to tell you again you need to put an eye on the ball. This is done by showing a black spot around the cue ball's profile. Thus, for example, if you wanted to put a deep screw on the cue ball so that it comes back towards you after the shot you would position the spot towards the bottom of the ball.

Below the table are displayed both players' scores and the current break value. To the right are repeat graphics of some of the coloured balls, each intended to avoid any confusion when nominating a colour during the game.



- GRAPHICS: 320x200/256K
- SOUND: 16K/16 BIT
- MODE: 256x256
- VERSION: 1.00, £14.95
- AVAILABLE NOW

After *Amos*, it's difficult to see where more games can go — and there have been three *Amos*! According to the blurb, *Xor* is an attempt at a "totally new concept" in means, although I have to say the game itself doesn't feel all over with its originality.

Suppliers are far too fond of saying things like that, & game design it never is the most interesting different to be enjoyable.

The screens in *Xor* are strongly reminiscent of *Amos*, as are many of the puzzles. You roam around the maze collecting masks, avoiding such hazards as fireballs, and computer-aided choices level.

Once you've gathered all the masks in each level you can go on to another one, each level comprises about 10 screens, so you get a lot of miles for the price. There are 10 levels in all, and at the end of each one you get a bonus. It really, the bonus make up an eye on.

Completed 15 levels and solve the program, and you can

XOR

become a member of the Order of *Xor*, with a certificate and badge bestowed. But you progress through the levels, regardless you only have 300 minutes of your lifespan.

Given the basic concept is very old, but, and the design very *Amos*-like, there are only a few new features that help to enhance the game. You explore the *Xor* maze using two

heroes, for example, both of which can be used to pick up masks and solve puzzles. You toggle from one to the other (I do like the mask toggle feature — in each mask, you can collect four mask segments which show the layout of the maze, including the position of the masks and the exit door).

The graphics are okay on the PC, with smooth animation and scrolling.

- GRAPHICS
- SOUND
- PLAYABILITY
- VALUE



C+VG

REVIEWS

17

SHORTS SPINDIZZY

► **MAKING STAR**
 ► **SUPLEX: TYPIC DREAMS**
 ► **PRICE: 19.95 (CD-ROM)**
 ► **REVIEWER: JIMAN**

Around a year ago a game started the Amiga2000 market and went straight to the top of the charts and stayed there for some time. That particular game was Spindizzy, and there it has been conveniently ever since. The Atari market has been revolutionized recently in Demos, Allegria and so on, but Spindizzy is producing a new wave of Amiga2000 games.

For those of you that own an Atari and don't have the time to review for us, here are a few of the highlights to see what you're getting, then here is a quick spin for you. It is a 3-D maze game of CD-ROM format. The game is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D. The game is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

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► **GRAPHICS** 9
 ► **SCENE** 9
 ► **SOUND** 9
 ► **PLAYABILITY** 9

GUARDIAN

► **MAKING STRIBAD**
 ► **PRICE**
 ► **SUPLEX: ALLEGRIA**
 ► **REVIEWER: JOHN**

There's a mad scientist. Defender-defensive and a little and satires game-up with funny bits and put them on a test case machine to pull the punters who's just looking for any software for the PC. That's what Allegria's trying to do.

Blagger is the master of the computer and if you're not a member a Commander in a past life you may have seen the film.

You'll blagger the body when the attack is over. It is very funny and it's a great mix of funny and serious. The game is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

Several are available in Amiga2000. It is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

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The game's key contains more complex than Blagger, but that's not to say that Guardian is more complex. Allegria has produced a package of two remarkable games. Unfortunately, reasonable is not not good enough as this software does not stretch the PC to its limits no more to.

► **GRAPHICS** 9
 ► **SCENE** 9
 ► **SOUND** 9
 ► **PLAYABILITY** 9

SHORT CIRCUIT

► **MAKING: COMMANDER**
 ► **PRICE: 19.95 (CD-ROM)**
 ► **REVIEWER: JIMAN**

Something amazing has happened... Number 5 is still alive! This is yet another game based upon a film, of the best of the recent and, yes, 'You know the sort of thing. Now having

not seen the film, because at the time of writing this review, the film Short Circuit hasn't made it to the top of the charts. It is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

Number 5 is a robot. After a head collision with a car, he was struck by lightning, and Number 5 became conscious. Now there are three people after you. The scientist who created you, who wants to take you apart and see what has happened. The President of Nova Florida wants to capture you and remove your weapons before you kill millions of innocent people, and the Chief of Security, who wants to blow you up. You are alive, and the name of the game, is to stay that way!

The game is divided into 20 sections. The first is a loaded 3-D maze. You start in a maze, in which you must search the Nova factory to find various mechanisms to kill an 'youself'. And the manual included Nova To Build Your Own Nova. It is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

The second game is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D. The game is a maze of 3-D objects. You go through the maze and avoid the obstacles. It includes a variety of levels. Some of the levels are 3-D and some are 2-D.

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► **GRAPHICS** 9
 ► **SCENE** 9
 ► **SOUND** 9
 ► **PLAYABILITY** 9

TRAIL BLAZER

► **MAKING: AFARBY**
 ► **PRICE: 19.95**
 ► **SUPLEX: COMMANDER**
 ► **REVIEWER: JIMAN**

Trailblazer has been around on other formats for sometimes now to you're probably got some idea of what it's about. You control a team which can go up, but to the left and right. There's no shooting, just a lot of multi-coloured squares. But between these squares there are black gaps, some small which others are big — so you in fact that it seems to be a game to avoid plunging into the depths. That is what the game is about.

As the speed increases you must increase the width of the squares, leaving a narrow gap.



Experience will teach you that the different colours of the squares have different effects. Some will slow you down and others have a fatal effect. Each level must be completed before the next.

Everything about the game is nice. Excellent graphics, music and sound effects, addictive play. But at £24.95 I don't think the game offers enough to justify the price.

► **GRAPHICS** 9
 ► **SCENE** 9
 ► **SOUND** 9
 ► **PLAYABILITY** 9



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Birth of the BARBARIAN



Know, O Prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the rise of the Sons of Argos there was an age undreamed of, when shining king-doms lay spread across the world like blue mantles beneath the stars. Hither came Steve Brown, black-haired valiant-eyed, to grind other winged combat games to dust in his chain-mail fist!

Did you your brother slanted eyebrows and eyes practicing your movement keyboard? You have Brown's *Barbarian* to remedy. Another year's cutting combat for you and your neighborhood. There's nothing for trouble with a capital T!

Barbarian, the latest offering from the people who brought you *Castle* and *Secret Armour of Asterix*, is an unashamedly bloodthirsty hack or slash combat game. It'll have you reaching for your joystick by the moment it hits the screen.

Big graphics, superb animation and a great soundtrack. What more could you ask for? Action? Adventure? Well, *Barbarian* has got all that and more.

But how did a child conceived seven years ago (graphic designers give birth in this manner) C-VID's special barbarian counterpart dropped on his ready hand? And why? It came to mind, come to mind, naturally! Let us reveal the

dark, dark, deep-secrets of Prince Software to that end.

"I've always been into fantasy writers like Robert E. Howard and Edgar Rice Burroughs, and at our college I did a lot of sword and sorcery style painting. And ever since I started at Palace I've wanted to do a sword-fighting game with 280-figures," says Steve Brown, the man behind *Barbarian*.

"I've been really frustrated with all the sword-fighting games. I wanted to make mine as realistic as possible."

To that end Steve got his girlfriends to do a make-believe, impressive wooden sword, based on the one in the Conan the Barbarian movie, and set about writing sword-fighting moves that fit the character.

Steve admits to spending hours watching the Conan movie to copy the moves and then shooting himself in the back with a sword before repeating the action in front of a camera!



Together with Steve Carr, the assistant, Steve bought appropriate knives and shields, equipment.

Once they had the costume on tape, Steve used the theory of cut lighting on his tape machine to make the picture — and then he cut out each move frame by frame onto clear plastic film.

The two tapes were then considered to a specially prepared grid which enabled Steve and Gary to retrace the film action in pitch.

Every frame of animation you see on screen has one of these drawings and again 28 frames of motion, and again 10-15 different moves in the game you can imitate the effect that's gone into the animation.

THE GAME

Barbarian is a genuine appeal to sword and fantasy addicts and combat fanatics alike. On the 4-



Steve Brown sketches out a move on the TV screen.



The Barbarian team. Back L-R: Steve Schenkler, Steve Brown, Andrew Fisher, Francis Mary Carr, Steve Schenkler.



Steve Brown's original design.

side of the game tape you'll get a straightforward look at a single sword battle. On the flip-side there's a tape spin. You have to control Barbarian from one play to the next. The Dark Barbarian. You have to run through Doss's main enemies before teaming up with the main man himself in the final conflict.

The bloody battles are fought out against different backgrounds — when a you can't handle more runs, unlike other combat games. The characters ARE big — and they bleed if you. And like the real thing, so does Genghis just a simple sword effect if you opponent delivers a deadly blow (though he can't die). There are 16 different enemy classes for the player to beat (or try) with the goal to gain with the various like some other games we could mention.

The "quest" element adds playability and the two player option means you can beat up your best friend without suffering too many losses. And watch out for Hoptoad — the short-limbed master of Doss who comes on the drag off the coast.

THE ULTIMATE BARBARIAN

When a cinematic barbarian series that's only one really worthwhile thing about *Seven Swords* has already mentioned this concept in and many others and how they attempted to recreate public sensations of the ultimate barbarian. We are, of course,



talking about Conan in the book but never to be mentioned (named by Robert E. Howard) was back in the 1930's. Conan has long been known Howard's series which is as appeared in a "pulp" magazine in the States called *White Wolf*. Howard created a gripping series in 1936 by showing Howard. The Conan had a life of his own, inspiring the most exciting Marvel Comic books, and more recently his Conan movies.

There are a huge number of original Conan stories, plus some

recent ones written by L. Sprague de Camp in the style of Howard. Fiction says that Howard's own middle stories are the best — while others aren't entirely happy with the quality of the sword and sorcery treatment given to the then starting body builder Arnold Schwarzenegger. If you want to get a sense of the real thing read one of Howard's Conan novels which should be available in your local used bookstore.

Howard's other stories about sword and sorcery heroes, *The King of the Hill* and *Queen of the Hill* are

also worth checking out. It comes with a copy of the book series, one of the 20's can be found in the 3 copies of the *Marvel Conan* series. *Conan* series are still going strong — although not been to new a big and there is more — a big, strong enough books a lot like the *Conan* series. And if *The Man* that *Conan* is a blood-wig then I'd say my friends, it looks as if they might be going to live on well into the 1990's!

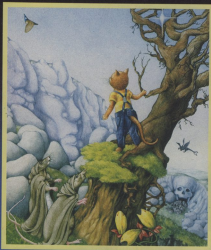


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CRASH
THE MAGAZINE

Watch out for two great new releases from STARLIGHT. **DEATHSCAPE** and **DOORIGHT 287** COMING TO YOUR LOCAL RETAILER on Spectrum, CBM & Amstrad.

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C+VG COMPETITION

Birth of the BARBARIAN



How would you like to own the original artwork from the cover of this issue of C+VG? Yes, YOU could own Steve Brown's original painting of the Barbarian and the Princess, specially framed, for you to put in pride of place on your bedroom wall. Pretty amazing, eh?

The first prize winner will not only get Steve's painting but also a set of Barbarian videos featuring the ultimate Barbarian, Conan.

You'll get Conan the Barbarian, Conan the Destroyer and Red Sonja to drool over when there's nothing else on TV! All that plus a copy of the Palace game. A prize not to be sneezed at!

Second prize winner will get the three Barbarian videos plus a copy of the game and 25 runners-up will get a copy of the game.

What do we want you to do? Well we've decided that you all love drawing and painting so much you'd just love to create your own Barbarian scene.

It could be a battle as in the game, or something from your own worst nightmares. You can use any materials you like and make your illustration any size. But don't forget to tell us what computer you own and how old you are.

Send your pictures to Computer and Video Games, Barbarian Competition, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. Closing date is June 16th.

C+VG PALACE SOFTWARE BARBARIAN COMPETITION

Name:

Address:

Age: Computer owned
Spectrum Amstrad C64
Video VHS Beta
(Tick boxes)

**FIX THIS COUPON SECURELY TO
YOUR ENTRY**

Dicing with

DEATH

and Chris Bourne!

Software houses are very kind of telling us that their latest advances "transport you to a magical land of elves and dragons" where "only your imagination sets the limits." Now I'm very fond of adventure games, but the idea that your imagination is what sets the limits is nonsense. The limits are set by the programmers, and if you don't solve the problems and progress through the game the way THEY say you should, you don't get your fix. If you really want a game with no limits, you need to be a entrepreneur.

Multi-playing games (M) call them RPGs (role-playing) are games in which each player takes on the role of a character and combats or is free themselves under the guidance of a software, usually called a Dungeon Master. The original, where all other spring to Dungeons and Dragons, as I'll start by describing how that came into being.

It was a group of wargames who set it all off in the early 70s. They particularly enjoyed playing medieval wargames, and one day they had the bright idea of trying to work out some rules to allow for magic, so they could fight battles from fantasy books like *The Lord of the Rings* as well as "ordinary" war books and history.

The main magic was in all this was a theology student at a Baptist university in the Deep South of the USA called Gary Gygax. He soon discovered it was much more fun playing the one instead of his army than it was pushing the hundreds of lead soldiers around with him, so he started developing rules which disposed with the armies altogether and concentrated on

single characters with all the powers and freedom of Conan the Barbarian or Gandalf!

The system was first published privately as a series of supplements to the rules for commercial wargames that the group was using, but it rapidly gained fans around the college circuit in the States, until eventually Gary licensed TSR games and sold his system as *Dungeons and Dragons*. Ten years on, TSR is a multi-million dollar operation, and *Dungeons and Dragons* is played all over the world.

In D&D one player is the referee and the rest form a "party" of adventurers who explore the world designed by the referee. He has the tough job of how to create maps of towns and wilderness, and populate them with the rules of monsters, carefully working out where to put traps and treasure to provide the right level of challenge to the party. When he's got his adventure started out (you can buy pre-written adventures if you haven't got the time or skill to create your own) the players gather round with their six packs and laboratory glass for the game each session could last anything from a couple of hours to days on end — the world record stands at 93 hours continuous play! — while the referee himself might take weeks or months to complete. The game is an immensely playing fun being going for almost twenty or more years, with no sign of ending yet. However, believe they can still playing the game how to get their characters together.

In role-playing games equality and conventional ideas of "winners" go out of the window. All characters are different. The

first thing is to roll up the "characters" using dice. These might include ratings for qualities like Strength, Intelligence, Wisdom, Agility or Personal Charisma taken together, these ratings provide the basis for how you play the characters.

Having got the basic stats for the characters, players then get to choose a profession to follow. Some games, like *Dungeons and Drills*, allow you only a limited choice, while D&D has a vast array of possibilities: Fighter, Druid, Magician, Wizard, Assassin, Ranger, Bard and so on

and so on. You'll normally choose a profession which suits your attributes ratings. A Fighter needs to be strong, a magician needs to be clever, a thief needs to be agile. And you should always choose a character which suits your own tastes there is no point being a Druid if all you have ever wanted to do is a boxer in truth is!

Each player will then have a special set of skills to use in the game; characters can pick locks, clerics can cast healing spells, fighters can use a wide range of weapons and heavy shields to use



Illustration by [unreadable]

than any one else. They also have weaknesses: warriors tend to be rather vulnerable to certain types of magic, and will therefore, while mages are not allowed to wear any armor and conjurers must have armor at the back, in a fight waiting for a good chance to use their magic.

Once all that is done the game can start. The DM tells the players where they are (obviously at a tavern for example) and then the adventure unfolds from there. It might be that the party is hired to solve a kidnapping problem, or learn a treasure of vast wealth lying in an underground complex

them from playing according to the mechanics of the game rather than according to the role of their characters.

You can see that a role-playing game is obviously a very different type of experience from a computer adventure. In *Dungeons* you have a fixed world after your character has completed an adventure, points are awarded, and the character "moves up a level", acquiring new skills and powers so as to be able to face greater dangers and a wider variety of monsters. In this, playing RPGs is more of a hobby than an occupational pastime.



of caverns. Either way, the DM tells the players what they can see and the players tell the DM what they are going to do about it.

Although the results of any action are worked-out by the DM, consulting areas of charts while rolling great handfuls of dice, the players don't normally HAVE to know any of the rules at all in line as they play their characters well and do what seems natural they should succeed.

But, of course, the games do have rules, usually contained in whole sets of rulebooks. As a rule, most RPGs have a rulebook for the players and a separate rulebook for the DM, so there are often rules that beginning players should not be aware of. Many experienced referees will lend the rules and add in touches of their own to confuse and confound players, and prevent

So what do you need to get started? The most important thing, of course, is to find people to play with! Ideally, beginners should try and find an experienced referee, which means they can plunge straight into an adventure without getting lost. But that's not always possible.

Most role-playing games work best with between three and five players and one referee. But which one should you choose? And what can you buy them then?

The oldest, and therefore the largest, and potentially the most expensive, is *Dungeons & Dragons*. There are in fact two versions of the game: *Dungeons and Dragons*, and *Advanced Dungeons and Dragons*. Although *D&D* started as a sort of basic version of *AD&D*, they are



now regarded as separate, equally complex, games.

AD&D is cheaper, has rather less volume in the rulebooks, and manages the referee in a more a bit more. *AD&D*, which is the version most people play, now comprises two rulebooks, costing about £12 each.

But you don't need to fork out £120 for the complete set of rulebooks. The essential books are the *Player's Manual*, which contains rules for all the character classes, descriptions of many hundreds of magic spells, and advice on equipment. The *Monster Manual* contains lists and rules of several hundred of the main monsters, three tables which equate stats to your finding them to the *Dungeon Master's Guide*, which contains rules which tend to have dreadful effects on the physical well-being of the players should they be unlucky enough to meet one. The other essential volume is the *Dungeon Master's Guide*, which contains all the combat tables, lists of magic items and their properties, and most of the rules you'll ever need to work out what happens when the party sets to discovering your hero's thought of what you want the adventure.

On top of the books, you will also need plenty of dice and not just ordinary six-sided dice are used a great deal, but you will also need four-sided, eight-sided, and twenty-sided dice, which can be used to generate a straight percentage from one to one hundred (some of these tables in the rules are D100). Oh yes, and I forget my favourite, the twelve-sided die. You need those as well!

Contrary to popular belief, you do NOT need an enormous quantity of low figures, representing all the monsters and players. Everything can be

worked out with pens and paper if necessary, though it can be useful to have a big, simple grid to lay out some squared paper and pen hand figures drawn to mark the positions on a mapbook can simplify what is going on more easily.

Some people also get a great deal of fun out of collecting lead miniatures and painting them with limited skill and precision. But you might just as easily use chess pieces or even old Mampush markers.

The drawback to *AD&D* is it's old. The magic system, which involves magicians learning a set number of spells in advance and forgetting them as they are cast, as if they were forgetting part of an education, is generally regarded as weak, while the light system, which works on amount cast, so that the more magic you have on your side the harder it is to hit you, is also thought to be unexciting by these days.

On the other hand, there is no much detail in it, and some really wonderful magic spells, that most players ignore: the *defensive* and have the most advantage is that the vast majority of role-players have played it, so if you are worried about finding people to play with, you are more likely to find an *AD&D* group than any other.

More recent fantasy games include *Rammanag*, which is set on the World of Glorantha and has a fine magic system based on different calls each with their own specializations. It also has some rather weird deities in it.

Warhammer is expanding in popularity, and has now been released with a single set rulebook as *D40K*. *Warhammer* is very strongly based around fighting, and has superb system for simulating hand to hand combat.

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QUICKSILVA

METAL HEROES

Role-playing games generally take place in a world of imagination — but you can make your warriors, wizards and warriors come to life thanks to the amazing range of pre-cast miniatures available from gaming shops everywhere. But where did these little figures come from and just what do you have to do to make them look as good as the figures illustrating this article? Stewart Parkinson, author of *Rules for Dungeons*, lets you in on a few secrets.

Some time ago in the good ol' US of A two gaming legends, Gary Gygax and Brian Blume, published a series of books under the collective title *Dungeons and Dragons* and a cult was born. What was really different about D&D was that the action didn't take place on a board — everything came from the players' own imagination.

Just think of a game of chess where instead of using a board and pieces the players simply describe their moves in words. You can imagine the difficulty the two creators had convincing the world that D&D was going to be 100 new games once!

Time has proved them right with the original D&D concept spawning hundreds of imitators. Now you can become a barbarian, a space traveler, a cosmic tank hero... you name it.

A role-playing game is like a play in which the actors make up the script as they go along. Customizing the fantasy world is a referee or *dungeon master* who administers the rules and presents players with certain situations which they respond to — taking into account their various abilities.

Each player/character has different skills determined at the start of each game by the roll of

a die. However, experienced players can keep their characters and they grow in powers and abilities the more dungeons and monsters they

slay. Strength, intelligence, speed, magical powers etc are represented by numbers dictated by the roll of the dice. Since they inhabit a fantasy world the players can take on the characteristics of heroic

fighters, scrawny mages or shy thieves.

In the course of their adventures the players will encounter a variety of creatures, some fantastic some very ordinary, who may be good or evil. The players may find that these other inhabitants of the fantasy world are helpful or horrible!

More rules cover combat



situations — and the Dungeon Master again oversees the tactics. In fact there are rules which cover almost every possible situation players may encounter during the course of a session in their fantasy land.

So what do figurines have to do with this world of the imagination? Although the games do take place in the mind, some referees began to use markers to represent the positioning of characters in relation to each other.

This helped for instance in combat situations, since it determined just who could see who, or if the Dragon could rip the dumb barbarian in half or was he possibly just out of range?

Although all that was needed were simple markers, these were not very attractive, and some people began making models of their favourite characters.

These proved so popular that professional toy cabinet makers began taking an interest, and applying their talents to this new trade. The fantasy miniature figure business was born.

Although there had been a huge wave of interest in figurines there had only been sporadic attempts to explain what to do with them. A lot of people were drawn into the hobby simply through the miniatures themselves, since they were very collectable and attractive.

Artists had meanwhile discovered that figurines were another medium in which to exercise their talents and the results, if well done, could be astounding.

Gradually, the magazines responded to this interest and began running features which included full colour photographs and, importantly, guidelines as to how the complete beginner could learn to use the painting and modelling techniques demonstrated.

A basic figure is generally twenty five millimetres high. The sculptor of the figure works from a concept sketch, so the idea of what he is trying to produce is fixed firmly in his mind. Then a wire skeleton is made and the bulk of the model is built up using a coarse putty. Once this is dry, a finer putty is used to add fine detail. The sculptor employs a wide range of instruments, from pencil tips to 'chisels' tools to create various effects.

What surprises the outsider is that the sculptor work is in the same scale as the finished model.

Once the master figure is completed it is used to create rubber moulds. It was mistakes is made that the likeness of that particular model is lost forever.

The figure is cast and sitting there in front of you. What next? Once cleaned of unwanted bits of metal, it may be painted.

There is a huge variety of



possible types of paint to use, from artists oils through latex to acrylics.

Each has different properties and may give different and unique effects, but it is a safe bet for a beginner to use acrylic paints since they are water-based, do not smell, dry quickly and give nice, bright colours while still being easy to mix.

As long as a potential painter has a good set of brushes, an adequate set of paints and sufficient time, then there is no reason why they cannot produce work of the quality shown in my book. As in everything else in life, the key to good results is time, practice and effort.

John Blanche is one of the top figure painters in the country, and works as Art Editor for Citadel Miniatures. His company is one of the oldest in the business and is now the largest fantasy figure producer in the world — they usually have around ten sculptors working full

time, simply making master miniatures.

Several of John's figures were used to illustrate this article. Figure painting is a rewarding hobby. It takes time, but the final product is very attractive, and certainly collectable. Any person wishing to try, even if it be simply to use figurines in role-playing games should certainly give it a go.

It is actually just as, if not more, enjoyable playing with a group of people than using a computer. You certainly end up laughing more, and bouncing ideas off of each other.

And of course, if you want to paint figures, there is this absolutely amazing book that you can buy to help you. . .
◆ **Secrets for Wizards** by Stewart Parkinson is published by Paper Tiger Books, Dragon World Ltd, 18 Horsford Square, London SW7 4RS and costs £12.95 in paperback or £7.95 softback.



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COMPETITION SHADOWS OF

G+VG COMPETITION

A huge shadow is creeping across the land—looming darkness and dread to adventures unto generations! Yes, the Wizards of Woe are casting spells again and we want YOU to share in some of their magic. The second part of the Lord of the Rings adventure, *Shadows of Mordor*, the story of the time from the creator of Middle Earth, Tolkien's 100th anniversary. And thanks to *Ballbreaker* (Wizards' C+VG readers can join in the festivities by receiving our special *Shadows of Mordor* Competition. You could be one of 10 lucky winners of \$1000 or more! In addition to which, completion of a special *Shadows of Mordor* quest, great for many reasons, opens up two awesome adventure scenarios, a Tolkien character to help you out of four long year's time playing the game AND a special *Shadows of Mordor* poster. All this could be yours if you can invade the three main Tolkien questions listed. We'll be running and read it off to Computer + Video Games, *Shadows of Mordor* competition, Priority Court, 30-32 Farringham Lane, London EC1R 3AA. Closing date is June 15th and normal C+VG rules apply. Be it before the evil spell gets you!



MORDOR

C+VG SHADOWS OF MORDOR COMPETITION

Name: _____

Address: _____

My answers are:

1. _____

2. _____

3. _____

- Q1. Name the evil ruler of the Land of Mordor who seeks ultimate power.
- Q2. Name the four Hobbits who became members of the Fellowship of the Ring.
- Q3. Name the creature who features in both *The Hobbit* and *The Lord of the Rings* who was the original owner of the One Ring.



BALLBREAKER C+VG COMPETITION



Head up! *Amulet* (Part's a competition EXCLUSIVELY for YOU!) *Ballbreaker* is an exciting 3D Breakout-style game from CBE, and we've got 50, yes 50!, copies of this novel and addictive new release to GIVE away absolutely free to Amulet-owning C+VG readers throughout the universe. To get your hands on one of these hot little numbers all you have to do is answer our simple *Ballbreaker* quiz, rush your answers off to Computer + Video Games, *Ballbreaker* Competition, Priority Court, 30-32 Farringham Lane, London EC1R 3AA. Closing date is June 15th and normal C+VG rules apply. Start the ball rolling and enter today!

C+VG/CRL BALLBREAKER QUIZ

1. How many balls do you find on a pool table?
2. How many balls are bawled in an over of cricket?
3. How many golf balls are there on the moon?

C+VG/CRL BALLBREAKER COMPETITION

Name: _____

Address: _____

My answers are:

1. _____

2. _____

3. _____

I.D.E.A.S. CENTRAL

Well if you've quite finished looking at curvy Princess Maria on the front cover, put your eyes back in their sockets and spare a little attention for me — the one and only Melissa Ravenfame, Main hints and tips this month are for **Grange Hill**, **Firelord** and **Short Circuit**. Keep on sending your Pokes to IDEAS Central and don't forget to send in a photograph of yourself.



GRANGE HILL



Grange Hill is a very popular TV programme and who knows with the help of David Harvey and his mate, the computer game could prove just as successful!

Collect the falling school and go to the usual screen. Use the fishing rod. Type 'Gambler'. Drop the fishing rod. Go left, pick up the chair leg, left-click on the table and collect the history book.

Back down the table and left again. Use the history book — type 'stand on History Books'. Drop the book back at top of the wall and collect the torch.

To get past Matt, go first to

some Peks up the false teeth and the glass eye.

To get the matches use the paper plane. Type 'Throw paper plane at matches'. You've now got the matches. Drop the paper plane, click-over the fence.

You will now be on the other side, go right, pick up the dead rat, go left twice, there you find your hand biscuits, the one you missed at lunch time.

Now grab the dead rat (you'll go left), jump the biscuits and collect the candle.

Go right nine times. You should be outside the table room. Break



THE SCHOOL'S CANTINEEN AREA

the paddock with the chair leg — type 'Break Lock'. Go left. Use the matches and type 'Light Candle'. To get out of the dog — go first to the fence.

The canteen and the pusher are not worth bothering about.

To get into the canteen (if you wish) you must have a lit candle.

Watch out for the false teeth and the glass eye. When you click there-up you can't drop them again. Finally, **Remember Marnie!**

PONTOON

A problem has arisen with the Pentium being supported in our February **Blades of Games**. The programmer, **D. J. Bennett** has written in to say the program runs fine parts and it is vital to **LOAD** and **RUN** the first part until you reconfigure the memory and automatically **LOADS** the second. The first part of the program

consists of this single line —
10 POKÉ 4096, 0: POKÉ 44, 16:
POKÉ 631, 131: POKÉ 198, 7:
R20

As you may have noticed C++ has been formatted many bits up of late. How do you feel about it? Good or bad, happy or sad? Write to me if you still feel that they have a place in C++.

SHORTCIRCUIT SOLUTION

Jan-O'Connor and Carl Fudge of File, Scotland bring you the complete solution to the Spectrum version of *Short Circuit!* First of all, LINK up with the terminal and load in the following: —SEARCH + USE Then SEARCH the DRAIN UNIT and take the BLUE passcard.

From room two go to room 32. Use the BLUE passcard to open the locked door. Go through the door and use the passcard again.

Then go to room 24 and LINK up to the terminal and load. DROP the BLUE passcard on the work bench in this room.

Now go to room 23 and SEARCH the Sparks box, room and the desk.

Take the RED passcard from the desk, the LAZER SOFTWARE from the Photos and the JUMP HARDWARE from the Sparks box.

Go to room 25 and USE the RED passcard to open the door. Go through the door and USE the passcard again. The door will now stay open. Then go to room 47 and DROP the LAZER SOFTWARE and JUMP HARDWARE on the desk and DROP the RED passcard on the sofa.

Now head up to room five, and SEARCH the desk. Take the FILE KEY and go to room 43. USE the FILE KEY to open the lockbox. DROP the KEY at the sofa then SEARCH the file and take the PINK passcard.

With the PINK passcard go into the file and open the locked box. Drop inside the next room SEARCH the drawer unit and you will find a DRAIN KEY. Take this and head off to room 15. Operate the unit and SEARCH it. Inside is a WHITE passcard. Take this

and go to room 36.

DROP the GREEN KEY in the plant pot for future use. USE the PINK passcard to open the locked door (BUT BEWARE WHEN INSIDE) Take ROOM THREE to an ENERGY SOURCE (50-50 84 AND EXIT VERY QUICKLY).

DROP the PINK passcard on the table for future use. With the WHITE passcard go to room 44. USE the WHITE passcard to get through the door. (You can only go through this door once there is no further back) Go straight to room...J! Because the DRAIN that was in 37 has been used in room 36, SEARCH the plant pot and take the DRAIN key that you left earlier.

Go into room 27 and unlock the drawer unit. Inside, this is a GREY passcard. Take this and drop the drawer key. Exit this room and pick up the PINK passcard from the table.

Go down and use the GREY passcard on the door. Before you leave pick up the RED passcard and exit the door.

USE the RED passcard on the locked door. Now go to room 48 and USE the RED passcard again to open the locked door. DROP the RED passcard somewhere in the next room. Continue to room 51 and open the locked door with the GREY passcard.

DROP the GREY passcard in the next room. Then go to room 55 and SEARCH the bar, you will find a HACKING DISK, take it and USE it on the terminal in room 48. Set the SECURITY MCODE to SEQUENCE LOCK (M3 0).

Run the HACKING DISK and head off to room 47. SEARCH the drawer unit, take the LAZER SOFTWARE. Then head up to room 16 and drop the LAZER

SOFTWARE on the sofa. Go back to room 47 and collect the JUMP HARDWARE. Then go back to room 18 and DROP the JUMP HARDWARE beside the LAZER SOFTWARE.

Go into room six and use if SECURITY DRAIN is there. If he is quiet, come out of the room and wait one MINUTE IN CHARGE TIME, if he is not there follow the same procedure to go to 10-room seven. (It is best to do this safety procedure when entering rooms 8, 7, 52 + 53).

From room seven go to room 47.

USE the HACKING DISK in this room. Set the time to four mins from the time phase. DROP the HACKING DISK on the terminal.

Now proceed to room 58 and SEARCH the SPARKS BOX. You will find a LAZER CIRCUIT, take this and go to room seven, remembering the SAFETY PROCEDURES. Go down to room 18 and pick up the LAZER SOFTWARE.

You should be carrying the following: — PINK PASSCARD, LAZER SOFTWARE and a LAZER CIRCUIT.

If you are carrying anything else, DROP them and make sure you have the above.

Now go to room 55 using the SAFETY PROCEDURES and wait until the clock reaches the time you set the SERVICE DRAIN is open. When the time is reached go up and follow the direct unit to room 55.

Go up to room 61 and DROP the LAZER SOFTWARE and LAZER CIRCUIT on the DRAIN UNIT. Now go off to room 61 to check that a SECURITY DRAIN is there (You will have plenty of time to see as he is across the room).

Go right to room 60 and SEARCH the terminal, and take the DRAIN KEY.

Go straight to room 10 and open the DRAIN UNIT with the DRAIN KEY.

USE the GREEN KEY to open the unit. SEARCH it and take the GOLD passcard. DROP the DRAIN KEY and open the door using the GOLD passcard. Go through the door but leave the door closed because a DRAIN will appear in room 10 0 0 0 0 0 0. Go left in to room 11 and SEARCH the work bench. On it you will find a WHITE passcard. Take this and go to room 15.

Open the door in this room using the PINK passcard but do not go inside because when you reappear in this room there is a DRAIN. Go down room 16 and drop to room 12. USE the GOLD passcard to open the door. DROP the GOLD passcard and PINK passcard in room 12.

Now go up to room 61 and take the LAZER SOFTWARE and LAZER CIRCUIT from the DRAIN UNIT. Then proceed into room 62 into 68 and DROP the LAZER CIRCUIT on the table.

Now leave the room the way you entered. You will now be in room 2 so head down to room 44 and through the door using the WHITE passcard. Go straight to room 16 and pick up the JUMP HARDWARE.

Follow the same procedure as the last time to get past the locked door in room 47 (using HACKING DISK to get time). Once in room 48 it is straight to room 52 so just open the LAZER SOFTWARE and JUMP HARDWARE.

Now all you have to do is walk through the EXIT door. Simple isn't it?

VIC 20 ● VIC 20

Here, as promised, are more games for the VIC-20 from "The Warehouse" Games. Unfortunately, Miss-Ober found a photo this time as the friends could be seen going to their joint agent!

ROCKMAN

Revised Business game. Type in and Run the program.
Data 189, 1, 150, 1 68, 32, 66,
255, 155, 5, 32, 189, 225, 32, 2, 23,
255, 189, 8, 141, 180, 92
Data 32, 158, 22, 189, 27, 135,
48, 182, 22, 150, 45, 32, 94, 188,
158, 5, 32, 213, 229
Data 180, 254, 141, 252, 17, 141,
271, 17, 78, 5, 32
Poke (8879, 8) Then (504) Pk
Tap-In-Disk and Press Play, then

(8 spaces) Press L
Poke (2148, 2) Poke 168 8
Get (8) Pk (L) "L" Then 8
For A = 8001:8894 : READ B:
POKE A, B NEXT A. GOTO 8000
● You MUST include the GOTO
statement in 8

FOURTH ENCOUNTER

Simply the leader and give the walking error and (Lack) 1, 1, 1.
When loaded: Poke (8871, 284)
Poke (3004, 45) Poke (8165, 165)
And Run.

Mike says he is coming up for an Amiga — could this be the end of the VIC-20 games from "The Warehouse"?

COMMODORE ●



the zombie spell on him and the farmer will run into a bomb.

Walk out and then look into the screen and as you enter the zombies turn back to farmers and Lennora's energy is depleted.

Gavan McGafferty of Coventry has sent in the early fix for the C64 version of *AGE*. After you take off the old star north and climb up to 30,000 feet. At this height the plane will not respond to the controls very well. As it slowly goes into a nose dive go for full thrust. When your velocity is about 1,800 and your height 30,000, lower your thrust quickly to nothing. You should cut run every 15 miles.

FIRELORD ● FIRELORD ● FIRELORD

Here is a detailed map drawn by **Rathered Chieft and Ratterled Rajah** of *Firelord*. The map doesn't show the landscape — only the important objects and the possible directions are drawn. Places marked as *Firelord* can also be caves.

• Unlike totally frustrating *Pyre*, even your enchanted crystal allows carrying another object with you.

Although there are several crystals located in Kingington and the witch and pure can also be very hard to get to these objects since *firelord* don't allow their transmitter service and gatekeepers won't let you pass through, if you haven't got a thing to trade with.

You will find the enchanted crystals in various locations. Be careful when you pick up an object from the street. It may be exchanged with an object you are carrying.

Just walk over the object you feel to pick it up again. Remember you can only carry four objects.

Charms are also objects but you can't trade with them.

There are four people who can give you information about the charm. Each person only has knowledge about one charm. These are:

- Wizard — location 2-6 — the charm.
- Sorcerer — location 6-14 — *Marched* charm.
- Bishop — location 7-8 — *Blatant* charm.
- Sorcerer — location 7-8 — low-styled charm.

The bishop needs three objects to be seen to offer his information.

Sorcerer (7-8) can only be reached via the gatekeeper. Both need two objects for their service.

Remember that you need enough *bartering* power and two objects after getting information from Sorcerer if you want to go through the gatekeepers house. Only other exit is through the *barrows*.

The area near magic place there is very interesting because the count-down and the corresponding barrier object can be found there.

Make sure you have enough *bartering* power to raise the area via the transmitter or gatekeeper.

There is also an *array* flame in front of one exit. You can take the way if you wish to risk your life.

You can get all services the process offers without worrying about the direction she looks at.

If the flame at location 8-10 won't burn to a pulsating flame after using the switch, go inside passants but not subject immediately. The flame should now be steady and you can reach Sorcerer to get information.

The three deadly crystals at location 15, 18, and 20 can be avoided by going through the passants but. Usually you are not forbidden to use a way where deadly crystals pass.

Think of what you are doing when you trade the four objects for the *Firelord* to the queen. Although the land will be free of the curse provided the dragon has its stone back, an evil queen possessing eternal youth is still here. Just look at Mrs T!

That's your lot. Thanks to **Rathered Rajah** and **Ratterled Chieft** — wherever you may be!

AMIGA ● AMIGA

Hit off the Amiga from our very own *Defender of the Crown*.

When the player opens screen appears, and you have to make a choice of character, select a character that will suit your tastes.

Wolff of *Wolff* is about the best. He has good leadership and routing skills, but his sword-fighting is only average. This usually means that he doesn't do too well in the low stakes.

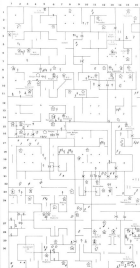
Geoffrey Langford is also a good character. He has strong swordplay, which means that you should be able to get the fair maiden, no problem. But although he is a superstar, it doesn't help him too much in the quads, and he will usually lose. What you have to guard, always guard for him.

Cedric of *Rotherwood* is a very strong leader, and his men follow him without question. But he isn't a very nice character, so he lacks any rapport with the sword.

Wolff, the wild is a very good jouster, and can easily win land from the most formidable of foes. He leads his men quite well, and is not that bad with a sword either. However, with the fair maiden hard, but it will take considerable skill on your part.

Each character CAN win — but *Cedric* and *Wolff* find it hardest.

Always leave at least 20 men to guard your home castle, unless you are at the top and if the map. In this case, you can attack the nearest castles, and take all of your men into the campaign army.



- 1 Main Hall
- 2 Castle Entrance
- 3 Castle Entrance
- 4 Castle Entrance
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- 22 Castle Entrance

- 1 Wizard
- 2 Bishop
- 3 Sorcerer
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SEGA

WONDER BOY



THE MOST FUN-PACKED COMPUTER GAME SINCE THE DAWN OF TIME

Wonderboy is here for your home computer. From the arcade original by Sega.

Wonderboy is a kid with a quest to reach his girlfriend across treacherous landscapes and rescue her from the evil King. Harming beetles, tumbling boulders, poisonous snakes, killer traps and insidious blue madmen can all make for a short trip - but our hero can break open giant eggs to collect a stone axe, a granite angel and other valuables to help him on his mission. A skateboard speeds up his progress and parking that provides bonus points - if you're careful!

A fast, fun-packed game of skill and timing.

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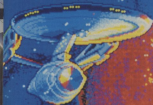
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ST SPECIAL



STAR TREK

FREE 16 PAGE ST PULLOUT
ST GAMES UP GRABS
EXCLUSIVE STAR TREK INTERVIEW

final frontier...

C+ VG's roving 16 bit reporter David Bishop caught up with two of the Star Trek team on their way to a well earned break in Ursa Minor (past the spiral nebula and left at the lights)

CAPTAIN BISHOP LOG, STARGATE 22.08 ... And here's that Beyond he decided to go where no other software house has dared go before. It's gonna be risky but they've decided to leave down to New York in an attempt to capture the rights to Star Trek. Message ends ...

CAPTAIN BISHOP LOG, STARGATE 15.4.87 ... 16 months of EarthTime has elapsed and it's almost ready. This could be my last entry but it is my own choice to briefly investigate what mysteries lie ahead in that corner of the galaxy known as Starwars. Some visions of intergalactic Klingon dogpiles can be followed, the game format in Star Trek may have remained ...

... activities so we know it may never be the same again. Message ends ... again!

A long time ago in a galaxy far, far away, well New York actually, publishers Simon and Schuster obtained a license from Paramount Film, giving them world-wide software rights to Star Trek. S & S then proceeded to release two best sellers entitled The Kobalite Alternative and The Prometheus Prophecy. Despite this success Simon, both games did reasonably well in the States due mostly to the Star Trek name.

Enter Beyond, in the person of one

Francis (see who, in February of last year, obtained a sub-license enabling Beyond to produce a Star Trek game of their own. The deal gave S & S the rights to publish Beyond's game in the States on a license with a global appeal over a "paramount" importance.

Having secured the deal, and no doubt feeling very pleased with himself, Francis set about forming the "ultimate" development and programming team.

First on the list was Mike "Lord of Midnight" Englander, who would be responsible for the game's design. Next came Steven Denton, an old fashion designer and, more recently, Games.

Denton's main task was to create all the graphics for the game. The first phase, in this decidedly upper class software design, was to do "Steve" Denton, another suitable fiction designer.

Steve remembers some of the trials and tribulations of the "early days" of the project ... "The idea of working on someone else's game wasn't as appealing as we always professed to design our own thing, but after considerable persuasion we've got involved in the project."

The game was to be based on the TV series and not Star Trek II, which was due for release in the States in

September. All the team watched a number of tapes to get the feel of what went on in a typical episode, including what functions were performed by whom.

"As to the story line, we were given a fairly free creative hand. One understandable restriction, placed on us by Paramount, was that none of the characters were allowed to die."

"The first stage was to get the design accepted by S & S and Paramount" said Steve. "Mike came up with this game system known as multi-views in which the player would have a suite of monitors with which to control motion and record the on TV program.

Each of the small screens, in the right and below the main one, would be windows showing the automated actions accompanying each of the player's main characters."

Steve takes up the story "Initially, the open sea really only a set of ideas existing around the multi-view concept, together with some of player data gleaned from Star Trek technical manuals. The design was low reality and low price which is why it ended up costing as it went along."

The other problem that became apparent at this stage was the time lag between submitting something to the States and getting a response.

"It was almost three months before we had the offering placed, unfortunately the planned deadline for completion didn't fit by the same margin, so all the time we were waiting for an answer (the pressure on us was already starting to build)."

Nearly seven thousand back from the

States, Paramount loved the multi-views idea and had given the green light. Meanwhile, back in Loswood, the team had decided to start preparatory work on the project in anticipation of the design's acceptance. It was about now that the first major problem occurred.

Steve takes up the story. "It became apparent that it would be impossible to implement multi-views, as we'd never done it though it was, in the form in which it had been presented in the tape."

"The team were now faced with a dilemma. The game had been sold to the States on a license partially on the strength of multi-views. In multi-views couldn't just be tossed.

"Aside to the team was pretty far in view. Anyone can tell Steve that the designers and managed the design into a multi-view language and programmable form. At that time we had something concrete to give to."

"The game was still going to have to exist within a pseudo-multi-view framework because that's what had been promised. The idea of having animation in each of the sub-screens was quickly dropped although the screen themselves remained. They could see only one "old" representing that character and the functions he'd perform in the game."

At last, Steve was able to launch himself into the creation of the game's graphics.

"I had two main sources for references, the Star Trek photo books, and an audio model of the Enterprise. Steve digitized the model set on his track but because it was the only place with the right light,



Consequently, an early version of the Enterprise came complete with flashes of green and white crawling all over the hull!

A measure of Kato's talent can be seen when you realize that all the graphics, appearing in the final game, were hand drawn.

"I'd read somewhere in pencil. The use of the bridge alone took two weeks! Kenny then showed them all an angle of 45 degrees! The problem was that, at the time, we only had a digitizing system which worked on the American WPG system. Over there the screen is about 50 per cent taller to Kenny than of an angle in order to reproduce the digitized images of my drawings so that they'd fit on an English screen."

"The digitizer really was terrible," recalls Kenny. "I was supposed to follow an image with 44 grey scale levels. What we ended up with was essentially black and white things that Mac used to reference."

There isn't almost exclusively looking up each colour screen, using the things as a palette.

"It's the computer first. Consequently I had the most time, energy, and involvement looking upon it. As a result, I think the navigation screen is one of the best in the game."

While all this was going on, Kenny was busy coding the game itself. But wasn't he worried by the fact that the press had to be in the States just had large chunks of the game rewritten or changed?

"I wasn't at all what he to be done, prioritized the tasks, and do them."

In the end, neither Paramount nor ITC is dependent to anything under in the program. Kenny had more confidence being well served. He always approved, or retroacted, the team can look back on this part with pleasure and pride. But, at the time, they had one way of knowing whether versions would be approved or not.

"The problem was that there were

lots of work, sometimes two months. Before you could track to the Matrix. Starting in an environment of uncertainty like that wasn't easy. When comments like that were made, they were concerned with they, almost insignificant, things the adding a full day to the end of a specific internal task message!"

The problems involved with dealing with an overseas licensee combined with the various delays that he stopped the game's early creative evolution, resulted in a number of complete deadline passing and going with an approved and in sight. It was so late in the PCW there last February, the game was scheduled for a Christmas release.

But now, at last, this mammoth project is all but complete. In what is three and Kenny think of their hands-on.

"I'm proud of the result," Steve enthused (and probably not). "I think the graphics will sell for the game."

Kenny, in more subdued mood commented: "It's a huge game, \$12M, and it works!"

At the time of writing Pineda were waiting for approval of the "final" version before commencing specific release dates. It is to be hoped that America's had used as the initial release schedule than some of their earlier titles, and in a reasonable "Yes!"

IS SUPPLIER, BROWN/THREND
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The Federation had a problem, a big problem. In fact, in fact, it occupied a whole section of space... the final trial... oh what joy!

Well it seems that, between them, the Romulans and the Klingons, although united enemies, had shared things up with each other, creating an self-respecting planet worth its planet to visit.

Things had got to the stage where there was only one matter of action left open to Starfleet command...

The Klingons follow... game! ... about... etc. The Federation... about... etc. The Klingons... about... etc. The Federation... about... etc.

An area of space is compressible — so-called it off. It used you stop the spread of the Klingon and Romulan disease to neighbouring sections of the galaxy. The problem is that the Klingons... about... etc.

The Enterprise was inside the Klingon... about... etc. The Enterprise... about... etc. The Enterprise... about... etc.

It was confirmed, so, which is not as well because your solution, the... about... etc. It was confirmed... about... etc.

The screen is divided into one main section and seven mini-sections each showing other characters from the series or sub-sections used during the game. To begin with the main section contains an impressive picture of the bridge with all your old favourites from the TV series, namely, Kirk, Spock, Ilia, McCoy, Scotty, Chekov and Ilia.

By clicking on any of the above, or on their mini-section, a larger and more detailed version of their picture will appear in the main position and a smaller down version of the bridge graphic is obtained into one of the mini-sections.

As in the TV series, each crew member has his, or her, own personality. When an expanded version of that character's screen appears in the main section, it will also contain icons or graphics specific to that person's activities.

To plot a course to another star system you'll need to go to the Star-plot, a spherical three-dimensional rotating map where each of the stars get brighter and dimmer as they spin round. By clicking on any of the stars, you can find out its an orbiter within the sphere and how many light years away it is.

Being located on your own destination, you can set up to every factor too using another of Star's self-screen.

self-screen.

Once in orbit around a star you can see a number of Star's self-screen as well as a course to any of the system's planets. Each time you pick a planet, a line will be plotted from the Enterprise's current position to the new planet, showing the path that the ship would take to get there.

You will be able to beam down onto some planets and not others. When it's all over the screen, Star's screen will have a transporter icon which, if clicked, will bring up the transporter screen. Here, you can assemble a team of up to six people using those and with anything you may have in the store.

Having beamed down, you will be confronted with various bits of game graphics including objects, events, etc., that are in your path.

You can click on any of your landing party to ask their advice as to what action would be most appropriate in the given circumstances. Each member got their own in keeping with his or her specialty and character.

If several gets beamed onto the planet's surface, he will be confined to the ship but will fully restored, at which point you can use his screen again to take him down to another planet.

Of course on Star Trek game would be complete without a capable helping of "battle stations", and this game certainly delivers, especially if you have a habit of warring in the wrong place at the wrong time!

Unfortunately, there isn't enough room here to go into all aspects of the game, it's most thorough, the obvious attention to detail, and the hundreds of sub-plots. If you're into strategy/ adventure games with great graphics, digital speech, a huge and flexible playing environment, so just happens to be yours, then this one's for you.

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Inside Story.

Since Jack Tramiel purchased Atari from Warner Bros. a couple of years ago, there has been a dramatic turnaround in the company's fortunes from an ailing and creditably computer has-been to a tightly run and profitable organization, once again turning industry heads!

A combination of cheap, powerful computers aggressively marketed, has served to put Atari well and truly back on the world map. On the domestic front, since the arrival of Bob Kleiser to the number one slot, there has been a shift in emphasis towards an ST range for home and entertainment use as well as for more serious business applications.

The very fact that you're reading an article which forms part of C - VG's Atari Special is tangible proof that developers of entertainment software are taking the ST seriously. In fact some 15 new releases didn't find their way into the review section this month through sheer lack of space!

To mark C - VG's first ST birthday, we send David Bishopp, our regular ST games reviewer, along to Atari house for an informal chat with Bob Katz and Roland Whitehouse who between them are responsible for software acquisition, development, and marketing support.

One of the first things that all fan-loving ST owners will be dying to know is when they'll be able to get their sweetly desired bits of the Atari Star Raiders and Joust, not to mention Atari's other arcade titles?

RW — "You won't have to wait much longer. In fact I can tell you that we're planning a three phase release covering seven titles. Phase one sees the release of a vastly upgraded version of *Neocrons*, together with *Joust* and *Star Raiders* which should be available now.

"Phase two will include *Battlezone* and *Crystal Castles*, and *Nebotron* and *Megawade* will appear in phase three."

What other software releases can we expect to see for Atari this year?

ER — "We hope to be launching a range of UK sourced software at the PCW show. These titles will be for both 5 and 16-bit machines and even the VC5 games console.

So does this mean that you're reassembling *Arcade!*?

ER — "Oh very much so. We're concentrating on sourcing and developing titles for all Atari machines. In the past, potential programmers, or game designers may have been put off from coming direct to a hardware manufacturer for fear their title might get lost or forgotten amongst so many other hardware or software launches.

"We want to dispell this fear and would actively encourage software developers to come and talk to us."

Apart from sourcing your own projects, what are you doing to encourage the development of third party software?

RW — "We keep in close touch with almost every software house that's actively producing Atari product. We may be able to help them with extra technical documentation, or early viewing, or acquisition of new hardware, and we can certainly keep them bang up to date with our future plans.

"We can help by giving them a stage from which they can show their titles to the public, hence the arcade area at the recent Atari show where we booked some space purely to let third party developers show off their wares."

Do you see Atari getting into cooperative marketing and joint promotions?

ER — "Apart from looking at bundling leaflets or even software with new hardware releases, we are also launching an Ad campaign showing an ST together with a number of screen shots of third party software."

When can we expect to see the *Blitter*, and what types of software will it speed up?

ER — "Whenever a program uses 'low A' instructions, that's those involved with the movement of graphics primitives, game windows etc. It's important to remember that many games aren't written in a Gens environment and these will not be affected by the *blitter*."

When will the *blitter* be

available?

"Sometime in the summer."

There have been few compatibility problems between the various ST models due to minor internal differences. Have these been sorted out?

RW — "We have set up a test department here, to pick up anything like that long before it hits the streets. We are asking all developers of ST titles to send us two copies of everything they release. One copy goes into our demo library, where it stays. Library copies aren't even loaned out to employees, in fact they don't move from that room.

"The second copy goes to our test area, where it is tried out on every conceivable ST configuration to check it performs correctly on each. Obviously the quicker we can get hold of third party titles, the better.

We've heard alot about the new Mega 2 Fx. What are the main differences from the 2200 1040s?

ER — "Intentionally enough, many of the changes made for the Mega's aim as a direct result of comments and questions from users. Things like the battery clock, the new position of the joystick ports (at the back), and the detachable keyboard, all came about this way. Of course the *blitter* will be fitted as standard in the new machines. You will be able to switch it in or out from desktop."

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which result in the success in this fast-paced world. This is a great opportunity for you to learn more about the industry and to see how you can fit in. We are looking for people who are motivated and who are willing to learn. If you are interested, please contact us at 1-800-368-5800.

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Phantasy II

Phantasy II is the sequel to one of the biggest selling fantasy role playing games ever. Phantasy was a Bethesda smash-hit, outperforming almost all other fantasy role playing games around at the time. Now in Phantasy II your party of six hand-picked

characters must face a beautiful island from the evil forces of the Dark Lord Phantasma. Phantasy II is a colorful and addictive rendition of D&D you could hope to see on a computer, courtesy of Strategic Simulations and US Gold. Also from US Gold, is 10th Frame, a classy 10-player fantasy

simulation created by Roger and Bruce Carver (Grandmaster) Simulations of Access Software. Featuring a per square inch, gender and hair control, non-optional job movement, multiple levels of play, and automatic saving, 10th Frame is a real fun form of leveling and sports simulations of any kind. Miramax, another company

game set against a 3D playfield with perspective rendering. The game centers on the elements of trading, resource management and



ultimately, the destruction of the invading Trolls and their offspring. Both games will cost £24.95 and should be available sometime in June.



fairly committed to 1st hit entertainment is releasing a number of original titles together with conversions from their might be subplots as well as their Arch-Monarch range. They are Balance of Power, Open Pl, and Barometric Triangle. Liverpool based studio, Prognosis (Strategic Simulations Access) is releasing two new games. Barbarian is an animated movie adventure full of mystical magic, hidden traps and hordes of death-dealing monsters. Everquest is a strategy arcade

Flight Simulator III

Here is a line about a product: everyone that goes on and on writing as if it's their favorite only last month. Bob Lang's Flight Simulator II is one such program. Originally released for the IBM and then the Apple II series, you can't in 1983-4, FSI has led by the hundreds of thousands of businessmen, pilots and aviation buffs.

Now the world's most popular flight simulator for home users can be enjoyed by 800 owners in an updated form, which has been designed up to take full advantage of the AT's more powerful power and graphics capabilities.

FSI puts you at the controls of either a single engine Cessna 140 or a Delta One jet. Whatever your choice of plane you are in for a very graphical treat as soon as you're strapped yourself into the cockpit.

Apart from the usual cockpit view you can also view your plane from the control tower or a radar plane which can be made to fly alongside you at any distance and/or angle.

There now allows you to observe proceedings from the comfort of the control tower, the position of which can be set independently as you can set the height of the destination airport and see yourself land! There is also a map view which can be used to gauge your present position in the world and plot any changes in your present course.

One of the most spectacular features to be added to the latest version of FSI is the ability to combine different views at the same time using the mouse wheel function. This the main view could be a 3D cockpit display for example, one which may be used from one separate window, each of

which can be any size you want. Together with a combination of mouse, keyboard and eight push-down buttons.

If you choose to fly at night the daytime view is replaced by a horizon full of lights which are your only visual indication as to your flight status — just like the real thing!

Two of the most interesting features covered in the new version are the 'visibility' and 'weather' options. The visibility dialog box contains a sliding scale which ranges between 0% and 100%. At 100% you will experience no fog or engine problems, or instrument failures, but at lower percentages beware!

The weather box allows you to 'turn on' any or all of eight different effects that would occur during normal flight. An example of these is the fuel 'leakage' effect which, if turned on, gives the engine a chance of lagging down and stalling if you increase your throttle too quickly.

In Flight Simulator II the world database, available in the package, is limited to 120 airports in the general area of the States although the 800 version is fully compatible with all Flight Simulator version data.

These areas are San Francisco, Seattle, Los Angeles, Boston/New York, and Chicago and central Canada.

Although flying between these areas is impossible due to fuel limitations, you can quickly move between any of the five main areas by manually setting a new set of map coordinates.

FSI features six navigational aids most commonly used in modern flying. Here again the program excels with everything from DME (Distance Measuring Equipment) to VOR (Very High Frequency Omnidirectional

Beacon).

Any frequency, transmitters etc. that normally exist in the areas covered by FSI are actually present in the program database so it should be very difficult to actually get lost — well that's the theory!

The Auto Pilot dialog box lets you hand over any or all of four flight control axes to the AP, which can be made responsible for keeping the wings level, and maintaining a specific heading or altitude.

The AP is particularly useful on long flights where it can prevent fatigue and thus you to devote more time to other flight tasks such as instrument scan, radio communications, or preparing for communications before landing — you know!

The INSTRUMENTS menu is used for setting and loading altitudes on the manual dashboard items. You can also see an entire copy of the last couple of minutes of your flight using the instant replay function — great for watching yourself crash in your fourth attempt.

FSI has many other features too numerous to mention here but two, in particular, are worthy of special note. Firstly, when you first fire a launch from the various business of flying a modern plane off, you can use on your goggles and top into a World War two fighter for a spell of fun involving banking turns and dogfights with a computer controlled enemy.

The enemy has occupied the territory used of the river, and has established five outposts, each with its own fuel base, and a number of factories. Your mission is to bomb the fuel bases and factories, but life is not that simple and its enemy fighters, stationed at the air bases, will try to protect the fuel tanks and

factories on the other half of your mission is to drop bombs on enemy enemy fighters as possible.

This part of FSI, as with everything else in the program, is numerous but not could be used for a stand alone game in its own right.

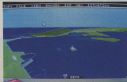
The final feature that can be mentioned here is the Multi-Player option which enables two or more players, using separate computers, to fly together.

Communication between computers is through the AT's modem port, although you can communicate with any computer which runs FSI and supports the multi-player option, as long as you have the correct cables. But Logic includes an order form for any cable you may need to use this option.

Now the relevant hardware is set up you can take off and fly around together and your own messages to each other. If you can find three or four other flight friends you can even take on the Red Baron at their own game!

Flight Simulator II is easily the most sophisticated program of its type to have been released for a home users. The 800 package is stunning, and the 200 package has been religiously documented by people who obviously love flying.

It is rumored that hundreds of Americans went out and bought an IBM or Apple just so they could use this program and, having checked up more than a few flying hours myself, it's easy to see why. FSI offers opportunities and will be seen to be experienced!



Shoot 'em - Ups

As you often happens in the software industry, a number of different publishers have all released similar games at about the same time — witness Zenon's *Koolha*, Imagine's *Arkanoid* and CD's *Ball Breaker*!

In CD's case, *Yaxxon*, Zenon's *Igniter*, and *Arkanoid* have great scores, depending on the difficulty setting about "one or two, points of stars. Ball Breaker (*Yaxxon*) and *Yaxxon* (*Arkanoid*) are somewhat exciting blends of differing levels of novelty and polish. *Arkanoid* (*Arkanoid*) offers two very original settings, a little like *Arkanoid* on its side.

- PRICE: \$29.95
- SUPPLIER: ORIGIN-GAMES
- PRICE: \$24.95

The first and best polished, of this triple-battling of equally similar "shoot 'em" is Zenon's *Yaxxon*, programmed by Rappap.

The action takes place in a window framed, on either side, by static bars. At the start of each of the 50 levels, you are given the chance to capture a little bonus disk.

Combining either an "X" (extra ship) or an "S" (extra five points) as it registers down the screen at starting speed.

Extra five-point takes

were within a certain time, they return, revive and attack again.

In the game progress the alien waves become more intense and aggressive and they definitely seem to find an extra gear from somewhere. By some eight there are also features like general objectives to avoid and some stars take the introduction of floating shells. These annoying things are not only fatal if touched but also kill if by your team. Goals are a obvious and frustrating addition to the gameplay, especially as they are sometimes the same value as the alien you're meant to be shooting off.

Unusual from Germany, the game suffers from a few rough edges which, if looked at with a little more thought and attention to detail, could have turned a reasonable game into a great one. That said, the game is reasonably enjoyable by its own standards, especially on the more moderate sound effects.

- COMPANY
- PRICE
- PLATFORM
- SUPPLIER
- PRICE

After *Yaxxon*'s disappointing entry into the SF budget market, the *Time Machine* I'd mentioned

was of landing a game whose alien was a randomized walk patterned on "the game you've all been waiting for" and "take of the set space before in its ultimate form".

Well *Arkanoid* this isn't, but at \$24.95 (a lot less than the *Yaxxon* or *Arkanoid*) *Arkanoid* offers the best value per megabyte all on the CD.

As with *Yaxxon*, the action takes place in a window, this time on the left-hand side of the screen, mostly framed in a marble border. Unlike *Yaxxon*, *Arkanoid* offers you a few power-ups, in the latter, both alien's movements, of the same time. In *Arkanoid* the standard graphics and controls are as above a huge window

ship that scrolls downwards, all the levels, through numerous stages. The controls in *Arkanoid* don't seem to work quite as well, as in *Yaxxon*, but it is more continuous control.

Starting off in its regular, except for the stages, when you have a few seconds to work out where you can buy a replacement before they fly your original goal out!

Although almost exciting in *Arkanoid* as well, some things are more important to get than others, but being a perfect example. The ship's the game with a full tank (50 units) of fuel which is consumed at the rate of one unit per second. Each drop to worth 20 units. It is relatively easy to keep topping up your tank in the early stages, but later on there is an alarming decrease in fuel drops so it's important to keep topping up when you can.

If you run out of fuel, you lose all control except that of the laser. You are then condemned to sitting there and watching them run early after. Destroying all these lives you're automatically built up. You can substitute a fuel tank with a power-up, which you can shoot without having to aim.

Apart from jumps, there are many other obstacles from the surface of the window ship, including circular hazards that fly back at you. Flying spheres that neither ship nor movement. Incredibly intricate alien stuff that you can't have orders to carry out an almost relentless offensive against you.

At the end of each stage you need about a pair of blinding eyes, then gaining an extra life and access to the next — and even more trouble — part of the game. In stages one and four level presumably later stages too difficult for this console? You get out more chances of gaining extra lives by shooting the "V" items, each of which has a use in the chance of moving into a trap or traps the standard form.

As with *Yaxxon*, later stages are pulled to from the disk. But this

doesn't seem to be such a pain here as it happens at a natural break between stages. Incidentally, *Arkanoid* comes on just one disk!

To the right and below the action window are the status areas where you can have a check on the stage you're in, the number of lives you're still got to play with, as well as your score and fuel status. In the two player game two sets of information are displayed.

If hit by any thing alien, your ship's on the window ship, or better than alien or gas tank, you're in it. But programmer breaks between, obviously a shoot 'em-up game on the point, has allowed play to continue during the transition between one life and the next.

Instead of an explicit information level in the action, *Arkanoid*

allows you to continue maneuvering your ship (even hit a red wall and impossible to change) for a grace period of about three seconds. At the end of the grace period, the window ship is once again filled with its normal colors. Your ship can move again (unless damaged). The last bit of the game continues on per normal — unless you die of course!

If thoughtful game design such as this, *Arkanoid* manages to overcome such difficulties as your recent efforts and score climbing. Instead of when you go into a destructive frenzy and doesn't let go. When you find your remaining (as an incomplete object) (usually a modified) and fighting a losing battle against faster enemies, you know the game's got you well and truly hooked!

- COMPANY
- PRICE
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Strike ST Gold Competition



A



B



C



D

Blushing and STaggered! That's this special ST competition coming your way thanks to US Gold. We've got a briefcase full of ST software to give away to the first person who writes in and correctly identifies the four ST games pictured on this page. You'll get games like *Kalouka*, *Super Cycle*, *Infiltrator*, top adventures like *Questprobe*, and amazing sports simulations like *Leaderboard*. All packed into a VERY fancy leather briefcase with — well for it — a combination lock! Now you won't have to be embarrassed because all you've got to take your books to school

is in a Mr. Rynolds carrier-bag. There's so much software in it we can't even start the list! You'll have to be super-fast to get your hands on this hot prize so send your entry to Computer + Video Games, Atari ST Competition, Priory Court, 30-32 Farringham Lane, London EC2A 4AD (and sorry!)

And if you've got a friend who owns an IBM PC then we've got a prize for him too! We'll another briefcase stuffed with software from the Golden guys in Birmingham.

So tell him to enter as well!



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The four games are: 1. _____ 2. _____ 3. _____ 4. _____

If I win I'd like to grab the Atari ST IBM briefcase!
(Tick box)

Macadam's Bumper.

Last year saw a significant increase in the amount of software written on these screens from France.

Now many of these games can be enjoyed by 25 million owners of Commodore who have entered the 100,000 screen with a vengeance, announcing the release of at least seven titles over the coming months.

Probably the most impressive of the early 1983 releases is *Macadam's Bumper*. It's a pinball game and detailed table construction set of the highest quality, putting Microvax's version off of last year firmly in the shade.

Once the program has loaded you are presented with a ready-made table on which you can instantly play. Alternatively you can access the table from and have a ribbon, changing selected parts of the table's design, or you can enter the screen and start from scratch.

As you opt to be setting for more than 20 seconds the program

installs into a comprehensive loading device covering all aspects of the program.

Clicking on the left bar (labeled as a spinner) brings up the toolbar on the left of the screen and a ribbon table, ready for design, on a right table.

The toolbar contains every conceivable element you could wish to place on your table from bumpers to drop targets. These can be picked up with the cursor and dragged around and placed on the table. Any element, already in position, can be moved around later or taken off altogether.

When nothing will make, a further eight icons appear, from which all aspects of the package can be accessed. The first of these icons (labeled you into description) make where you can "zoom" on the surface of the table. During the game, the ball will roll over and against any obstacle you have added to your design.

Description makes give you access to a pinball game graphics package with pencil, eraser, and fill features, you can also change the red, green, and blue components of any of all of the 18 available colors.

An "help" function lets you take back the last thing you did before anyone else has changed you want

The score screen is used to set score and bonus levels for each game element used in your design. You can also establish the score needed to earn one or two free games. If you're feeling lazy, a set of default values will be used instead.

Once you've gained a little experience in designing pinball tables you might like to use the "special" screen, where eight sets of game elements can be logically linked together to give the player extra rewards if he achieves specific goals during a game.

For example, you could specify that an extra ball is awarded if five sets of drop targets are all hit during the same ball.

The last of the three controlling screens lets you really get fast. Here you can change game, alter the speed at which the ball moves and incorporate from the table towards the bumpers. You can even control the velocity of the ball—no "heavy" is it.

The final table that can be attached here is the 60 control which, when increased, will make the table more sensitive to being hit by all of the variables in this screen are offered using a set of three controls.

The three remaining icons are used to enter the file handling.

game control and play modes of the program. The screen is used for saving, loading, or printing the table containing finished or partly designed tables.

The control screen is used to customize the game controls to suit your own requirements, whether they be mouse or joystick axes. Again, you can left and right buttons, you can also set controls for "hit table" left, right, or in the middle.

The ball movement during play is smooth and realistic (unless you get carried away in the last screen), and the visual effects associated with each game element are what you would expect from a real pinball game.

When you get too physical with the table it shakes warning you that the game was nearly lost.

Macadam's Bumper is a perfect example of an existing title given a thoroughly professional going over (including, it is pointed, may be use, and somewhat elaborate control game that should appear to all tables).

How often have you experienced a forthcoming game being limited by seeing the title or reading the book, only to be denied by a half-hearted attempt to transcribe the property to the computer medium. Is it is doubly nice to find a title that is that is actually worth its cost.

Karate Kid II features some of the most impressive graphics lookouts ever to grace a pinball. The martial arts rivalry has all the ingredients that make Pinball work: a screen of eight 60 machines, plus a little extra.

The game is in two parts. Combat and concentration or theme interludes. To begin with you must defeat Tackle and Tare in the first two levels.

The first two levels are set indoors looking out onto a variety of outdoor scenes, which vary from mountains to a lake scene, and even a sunset.

In all there are five outdoor scenes and five different illustrations that adorn the interior of the first levels. One from each is chosen randomly giving a large variety of different interludes to fight in.

Alliance of the great Karate stars you would expect to find in a combat game including high and kicking punches, forward and backward somersaults, and a selection of the standard kicks. In all there are 10 different moves that can be made which takes some mastering, but a few games is all that is required to

get used to knocking the stuffing out of your opponent without having to think too hard about what you're doing.

The *Spines* are of reasonable size and the animation is smooth and realistic — what you would expect from a 100,000 game of this type.

Each move is accompanied by suitable sound effects. Most noticeably music in the background is complete the intended feel of the game.

Once you have fought your way successfully through the first two screens, by defeating Tackle and Tare's energy down to zero, you move onto the first of the concentration screens where you take the role of Miyagi as he tries to catch a fly in his chopsticks.

If you think this sounds like a tall order you're absolutely right, after all it took Miyagi 60 years to catch his first fly. Now that isn't made any easier by the fact that Miyagi can only move his chopsticks around half the screen — a limitation not extended to the fly.

A nice touch in the way the eyes follow the fly around the screen. You will earn some bonus points for catching the fly quickly and no points are awarded if the fly is still low after

60 seconds.

After the fly screen you're back as Tackle the Karate Kid, this time in Miyagi's mixed martial arts Tackle and Tare must once again be defeated in order to reach the second bonus screen. This time they are two of a quadruple that is previous screen.

The second bonus screen involves Tackle looking at many sheets of his as he can be a combination of quickly slipping and great timing. The second set includes a fly hand

comes crashing down on the poor one is watching.

During normal play bumps up to five in each screen in the course of five minutes. The rules are the same until you have depleted his strength, at which point a three appears in the top-right hand corner of the screen. What happens next isn't how to find out for yourself!

Karate Kid II is a polished and well-illustrated pinball and is really the best combat game yet available for the 65. This is a card if you wish to indulge in a little technical orientated software.

Karate Kid II.



Alternate Reality.

This is a role-playing fantasy game which has a cult following in the States. The eight full versions of the game occur nearly back off your face, another indication of the different leaders that still exist either side of the Atlantic.

Having been kidnapped by aliens you find yourself in a room with only one exit. Through this doorway lies the city of Eden's Dreams. Descended in a pond with constantly changing numbers which freeze when you step through the door, then setting your hands of planning, vision, strength, intelligence, charm, will, fat points, and wealth. The higher these "stats" are at the beginning of the game, the better are your chances of survival.

The objective of the game is "to become enlightened to Alternate Reality" and build up your stats in order to survive. Surviving and building and using resources to obtain outside The Dungeon, The Arena, and from other future releases (including in Death).

Special locations in the city include shops, utilities, taverns, banks, houses, and public. A clear look at banks and taverns will give you an idea of the scope and flexibility of AR.

Treasure can be found lying on the street or after a successful encounter. It can take many forms

including weapons, gems, jewelry, money (which can also be earned by taking part time employment if your stats qualify you for the job), weapons, armor and potions.

Gems and jewelry aren't legal tender but can be exchanged for money at any bank although some will offer more than others.

Curse in the city is a gold, silver, and copper coin. As all objects have a weight, it makes sense to always use copper coins to use silver as it would weigh less. But when you're arrested you could also get mugged, especially at night if it is advisable to open a bank account.

Banks offer a range of investment plans for your money. The higher the interest rate, the greater the risk. The incredibly written manual advises you to spread your money between banks and account types rather than putting all your eggs into one financial basket.

There are a source of food and drinks and a place to make friends—or enemies! Every time you buy a round, you make yourself known to the Townspeople and the customers. This comes in handy if you're broke and hungry and enter a tavern where you're known.



Every time you have an encounter with another character, human or otherwise, your stats will change to reflect your success or lack of it, in dealing with him or it.

It covers the probability of winning the battle in the first place depends on such things as your skill level which helps you avoid being from an adversary, as well as all you in winning certain close combat

weapons such as daggers. Strength is also of vital importance when fighting as it not only determines how much damage you inflict on the enemy, but, along with will, it also determines how well you're able to use certain weapons.

There is so much in Alternate Reality that reveals itself as you delve deeper into its secrets that a short review like this could not do it justice.

Artscribe.

With Super 88 and Art Scribe's lighting it set for the price of \$100 full price art package for the EE, a new artwork like the EE was.

Major features have identified what they believe to be an unexploited niche in the market for a "viewer" 10-16 graphics utility. In order to be used, less than half the price of Super and 50. So in Artscribe's unique alternative to, say, Microsoft's Art Director? The simple answer is yes and no. Yes if you would only use one set of features in AR anyway. No if you want a serious application with the power and flexibility offered by the more expensive packages. So really it's a case of buying what you need and getting what you pay for.

So what do you get for your money? Well, unlike Art Director, Artscribe can be used in either low, medium, or high-resolution modes on any Super. Many of the standard features are those found in other (faded and faded, 80 and 90 graphics tools and colours), cut and paste, zoom,

copy, line, stretch, etc. Drawing is done on the full screen and the option bar is accessed by double clicking the left hand mouse button. Apart from the options mentioned above, the program also handles a file, menu, macros, features many of which can be seen by clicking on "ART" which contains Artscribe's cut, copy, and paste functions.

Cut also can be done in any one of four modes (Clipboard, Box, Mask, and Fill). Besides, the clipboard and menu commands used, will result in the copied portion retaining all the pixels that were previously on the screen where it was placed.

The other three modes are all professionally targeted applications where the colours of the pasted copies are generated using "ArtScribe Options".

Although the manual doesn't attempt to expand on this mysterious description, the effects that can be generated using the Red, Blue, and Or modes are very impressive, if somewhat bizarre.

Artscribe supports the common screens (40 lines, and Super 88) and light between which you can swap at will, cutting and copying as you go.

Each screen can be given a name which is automatically saved in this with the screen itself. Other file handling routines such as delete and load are standard user screens.

File patterns and palette files can also be saved for future use. Also, Screenshots and Super files can be loaded into Artscribe for further editing and then saved as AR, AR2, or Super files afterwards.

Although the program has many great points, it is probably not down to anyone in design and functionality. For example, in Art Director, if you inadvertently start to fill an area, pressing ESC will stop the process. In ArtScribe you have to exit and use the fill process (which can take well over a minute when using a standard 80, or filling a textured area) first.

There is also no keyboard buffer present when using the arrow keys to move the main window over the

screen, meaning that, if you keep your finger down on the key continually too long, the window cursor or scrolling to that direction will carry far past how long registered—the right is then continuing and very frustrating.

Also, in some modes the tools key (used for deleting the last thing drawn) does not work, then any other mode in Game mode have to be manually controlled or erased.

In balance, Artscribe has a lot to recommend it to anyone who cannot afford, or does not need the additional power of a full priced graphics package.

Despite obvious holes in its capabilities, it represents reasonable value for money. Decide what you really need from a graphics package (before saving time on other bits of the price tags).

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Spectrum, Amstrad + Atari

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The screenshot shows a software interface with a grid of data. At the top, there are several tabs or sections labeled 'GENERAL', 'ITEMS', and 'SUMMARY'. Below these, there is a large grid with columns and rows, likely representing a list of items or data points. To the right of the grid, there are several text boxes and labels, including 'ITEM NO.', 'ITEM NAME', and 'ITEM PRICE'. At the bottom of the screen, there is a status bar or footer area with some text and a small icon.



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NEMESIS

THE WALLBLOCK

Nemesis the Warlock, underground resistance leader and rebel comic star is about to become a computer game hero. Nemesis has been featured in the cool *Time* magazine in the pages of *2000AD* for some time. Now he's doing the same thing on the Spectrum and Commodore Banks in Market.

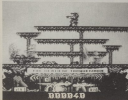
Only Nemesis can destroy tyrannicals and save the alien from extinction. Only YOU can win one of our amazing Nemesis the Warlock prizes!

Warlock have presented us with some pretty awesome prizes to give away to the lucky winners.

- First prize is a COMPLETE set of the Nemesis the Warlock books — the complete adventures of Nemesis as featured in *2000AD* squeezed into top quality softback books — PLUS a Nemesis t-shirt, PLUS a copy of the game.
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To win one of these exclusive and extremely trendy prizes you must get your game and game out and draw in your version of Nemesis the Warlock.

If you don't draw Nemesis why not draw or paint a picture of one of the alien for Warlock fights so hard to protect. Here you've done usual, your entry, together with the competition coupon, to Computer and Video Games, Nemesis the Warlock Competition, Pinner Court, 30 St. Margarets Lane, London EC2R 1AL. Closing time for the competition is June 30th and annual C+VG competition rules apply.



C+VG/MARTIN NEMESIS THE WALLBLOCK COMPETITION

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11

THE JAMES BOND



THE FILM

The *Living Daylights*, set for international release this summer, marks Timothy Dalton's debut in the role of super spy James Bond. He follows in the footsteps of Roger Moore, George Lazenby and Sean Connery who have all played the part. The title of the film is taken from a short story by Bond's creator Ian Fleming.

At the time of writing the plot of *The Living Daylights* is still a closely guarded secret. However it thought to about a Russian general who wants to defect to the West. Bond is assigned to help and protect and of the same time gets involved with an evil arms dealer by the name of Whitehead.

Add to that the ingredients which have become standard in the Bond films of late — fast cars, gadgets, glamorous and, of course, a lot of beautiful girls.

And of course there are the stunts. They're bound to be unbelievable, silly, but at the same time great fun and bound to make you gasp and laugh. In fact, there's this about where . . . no that will have to be left to the rest part of the Bond Dossier.

Next month the C-16 James Bond Dossier will include more details about the film *The Living Daylights* and hopefully — if we manage to find the micro dot — pictures of the action. If you find the dot on your copy of C-16 send it to us quickly.

Top secret, For Your Eyes Only, C-16 Deputy Editor Paul Dougherty has infiltrated Demark's secret headquarters (Wimbledon, actually) and escaped with highly confidential plans for their new James Bond game *The Living Daylights*. Here we present the first part of C-16's exclusive James Bond Dossier.

James Bond 007, licensed to kill, is back. This summer the latest Bond epic *The Living Daylights* will explode onto the silver screen.

Britain's super agent will also be back on computer in Demark's game of the same name. An arcade version of the game will also be released in a pleasure dome near you. Yes, Bond is back with a bang. And like C-16, he's also bigger,

better and badder.

The release of the game of *The Living Daylights* will, we can hope, lay the specter of their last Bond game *A View to a Kill* to rest. Despite making money, the game did not meet with critical approval. Demark bosses (Demark, Wheatley and Mark Struchen) are determined it won't happen again.

The Living Daylights MUST be good.

THE GAME

The game consists of a playing area split into three sections. Each section scrolls to left at a different rate to give the impression of three dimensions. The foreground makes up about one-fifth of playing area, showing things such as buildings and bridges.

The mid-ground takes up between three and fourth tenths of the playing area. This is where Bond moves. In some levels rocks and holes will appear in this section which 007 must jump over. The background will consist of scenes from the film and where Bond's enemies will appear.

Bond will face four main types of opponents and obstacles. These are:

Sappers — These will appear from behind buildings, trees etc in the background. After a short

pause which will allow the player to react, they will begin firing at Bond. If they are not shot by 007 they will take cover again only to reappear later on.

Blowing men — These are planned to appear on the right of the screen and will throw various deadly weapons at Bond. He must duck and jump to avoid them.

Roads — These will be in the mid-ground. Bond must jump over them.

Helicopters — These will travel along the top of the screen dropping bombs. Bond must fight his way through the different backgrounds, representing scenes from the film. Before each level he must choose one of four weapons. But it must be a wise choice. Only one weapon will be of use. Pick the wrong one and, although it won't be



BOND DOSSIER

THE DESIGNER

impossible to complete the level, it will be considerably harder.

The weapons, which will not be the same ones before each level, include knives, crossbows and bazookas.

The games opening setting will be Gibraltar. This is a training level in which Bond is with the SAS. All are fearless in 007. The guns aren't real. But the problem is that somewhere, looking exactly the same as the SAS man, is an assassin. He's deadly and is out to kill Bond. Spot him before he spots you.

The next setting is outside the Lenin People's Music Conservatory in Czechoslovakia. Bond meets the Russian defector Kozlov and must protect him from the Soviets.

Survive and the action then switches to the Trans-Siberian pipeline. Bond must lead Kozlov through the network, avoiding

obstacles, falling pipes and explosives. The more transport and civilized setting of an English country mansion does not prove any safer for Bond and Kozlov. Soviet agents want Kozlov back and will stop at nothing to get him. Beware innocent looking people. Don't lose your bottle!

All the fun of the fair next as Bond faces danger among the amusement.

Next Bond is off to Tangiers, meeting captain by police. The action takes place on the rooftops.

The next action has Bond captive in a Russian aeroplane. He must fight his way to freedom without damaging the aircraft.

The next setting is a military complex in Afghanistan. Can Bond take on the entire Soviet military might?

Finally Bond must face and defeat an evil arms dealer.

The concept and design of *The Living Daylights* is by Denmark's Richard Taylor. All the programming teams — including the team on the arcade version — are all working from his game plan. In theory this means that all the corridors should more or less be the same.

Richard believes it is probably the first time an arcade game and computer game have been designed at the same time.

Says Richard "The Americans were going to design the game for us. What they came up with was something we did in *A View to a Kill*, these games in one. Nobody thought that was a good idea."

He feels that one of the problems of games based on films or

television shows is that software houses take the license and try and get a game to fit it. He set about it the other way round. "I thought I would do a game and then fit it into the film. In a Bond film there's bound to be plenty of shooting. I came up with the idea of a man walking along, shooting in front of a scrolling background. It was then a matter of tying the background and characters from the film to the game." In this way whatever else happens, Richard hopes the end product will be a highly playable and enjoyable game. In what type of game is *The Living Daylights*? "It's definitely a shoot 'em up," says Richard, "with a tiny bit of strategy in picking the right weapon for Bond to use."



THE PROGRAMMERS

The Living Daylights is due for simultaneous release across all the major formats.

It will also be out on an arcade machine.

The arcade machine game is being produced in America by a Manchester owned company, Arcadia, in the United States, who are also working on the Commodore Amiga version.

Sculptured Software are working on the Atari ST and Commodore 64 version.

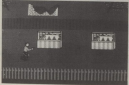
Graham Stafford of Manchester-based Design is producing the Spectrum, Am-

strad CPC and PCW versions.

John Gwynne and Pat McCormick, of De Pa Software, the team behind *Golden Axe*, are working on the Atari 8-bit version. Alan Malik of Exaxoft is responsible for the BBC computer.

Next month don't miss the next report on *The Living Daylights*, more screen shots, pictures from the film and news of an exclusive Bond computer planned for this summer.

Remember C+VE is the only magazine with a Licence to Thrill.



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The menacing Inhuman Sentinel has been having things his own way for too long! That's why C+ VG's crack IDEAS Central squad went on the offensive to bring you this exclusive players guide. With Jackson T. Kalliber's right-hand man David Bishop in command, C+ VG took on the Sentinel and escaped almost unscathed!

One of the first programs that really showed the Tech could support quality software despite limited memory and graphical capabilities, was *Ascension's* AI minor written by Geoff Crummond. Geoff then went on to produce *Area*

initially for the Beos and OS/2. *Sentinel's* has that rare quality of being totally original, and was recently voted Most Original Game of 1986 in C+ VG's very own Golden Joystick awards.

Now available for the Amstrad and Spectrum the game finds you as a robot intent on working your way through the 10,000

landscapes which make up the world of the Sentinel.

Each landscape consists of mountains, valleys and plateaus. The plateaus are made up of squares, rather like vast, open-plan chess boards. By using the keyboard only controls, you can move around and look in any direction. You can also pan up or down.

To defeat the Sentinel in each landscape, you must absorb its energy. This is done by working your way up to a vantage point, from which you can see down onto the square the Sentinel is occupying. The catch is that you always begin at one of the lowest points in the landscape, normally with the

Sentinel towering high above you. What is the secret to success in this highly original game?

A few weeks of painstaking research, C+ VG's have come up with, what we believe to be, the definitive players guide to *Sentinel*.

● Before entering a landscape for the first time, always examine the map carefully and try to work out where you might make mistakes at the start of the game. If you've tried this level before and failed, see if you recognise any features which may give you a clue as to the start position. You will normally start in one of the lowest points of the landscape, towards the front of the map — bottom of the screen.

● If you've identified your start position on the map, make a mental note of the relative positions of the Sentinel and any sentries. If you're still having problems how make a quick sketch showing your position relative to the latter features.

● Once you've entered a landscape, take time to work out a good look round, and work out your first few moves in advance. Also look at the face of the Sentinel and sentries — is one already looking at you or about to face you if it turns this way?

● Don't do a move while you're still moving out the



landscape, as this will activate the Sentinel and sentries who will start to rotate and scan.

● If stuck in a particularly tricky landscape, try starting the game — by doing 1000 consecutive U.I. turns — while looking up at the Sentinel and his sentries. Note which way they start rotating when the game begins. Mark this information down on a piece of paper if necessary. This should help you to formulate a plan as to which direction to go in order to avoid being scanned too many times early in the game.

● In some landscapes the key to success is patience. Don't be in a hurry to create a boulder and buy into it. You may have raised yourself up into a sentry's line of sight, which could be fatal if it's already facing you. Remember, the lower your position is to the landscape, the safer you are,

protected by mountains etc. Use this to your advantage and keep your head down until the danger has passed.

Then, when you hear the Sentinel rotate away, make a dash for it!

● In some landscapes, the only way to succeed may be to hyper-space early on. If you're having difficulty getting any closer at the start of a landscape then try hyper-spacing. Remember, though, this uses up three units of energy and, you can't assume you'll find any trees to absorb when you get to the other end. So make sure you have reserved enough

energy to teleport once you've hyper-spaced destination. You'll almost always need to create a boulder or two, as well as teleport once you've hyper-spaced somewhere.

● In most cases, resist the temptation to create too many boulders on top of each other on the same square. This is a dangerous play as



cinEL

PLAYERS GUIDE

you're tying up too much of your energy resources on one square. This leaves you fewer options for the next move. Also, if you get stranded, you'll have less time to react rationally before all your energy has been sapped, not to mention the fact that the Sentinel will have a field day absorbing and re-distributing half the energy you've just spent ages collecting.

Finally, if you teleport onto the top of a large stack of boulders, especially one that is close to your present position, you'll use up precious seconds parsing clues until you are looking down on the square from whence you came (in order to re-absorb your old robot. Whenever possible, avoid teleporting distances of less than ten squares. The farther you teleport the quicker you'll be able to re-absorb your old robot, and

any boulders he may have been standing on.

◆ Always be careful, when teleporting, that you can look back and re-absorb the energy from your last solid. If, for example, you teleport to a lower square, you won't be able to look down on the square you just came from as it would now be above you. This is particularly critical when teleporting from a robot standing directly on a square, but is not such a problem if your last robot was on a boulder as it acts as an extension to the square for absorption purposes — providing you can look back at the boulder that is!

The other circumstances under which you may not have a clear view back, is when teleporting long distances where a mountain may get in the way. You may still be able to see the top of your robot, but its base may be hidden behind the sloping side of a mountain.

◆ If you place a boulder on a square that is already being scanned by the Sentinel or a sentry, it will almost immediately be turned into a tree. Very often you will lose the sentry robot after it has absorbed the boulder. This may mean that you can now teleport to the square with relative safety as the sentry will now have to rotate by almost 360 degrees before it can see that square again.

Of course, when you're up against a number of sentries, the only way of being sure that one of the others isn't now scanning the square, is to absorb the tree that was left and create another boulder in its place. It takes the Sentinel, or a sentry, twelve moves to make a complete rotation, so use you ears!

◆ NEVER absorb the Sentinel until you have dispatched all the sentries. You will not be able to absorb

any more energy — including sentries — once you've absorbed the Sentinel.

◆ Once you've got rid of all the sentries, don't be in too much of a rush to finish off the Sentinel. You will gain far more by winning the landscape looking for trees to absorb. Remember, once you finally absorb the Sentinel and hyperspace out of the landscape, you will be taken to another landscape whose number is equivalent to the last one, plus the energy you had when you hyperspaced. The higher your energy level the more landscapes you can skip and, who knows, you may even see landscape number 10,000 this decade!

Don't forget, when the Sentinel saps your energy, it creates trees randomly on the landscape. So, when searching for trees you might have missed, take the time to accept areas that previously had none.

◆ To help you have enough time to fit around parking up stray trees before finishing off the Sentinel, it is vital that you know its relative position and direction of rotation.

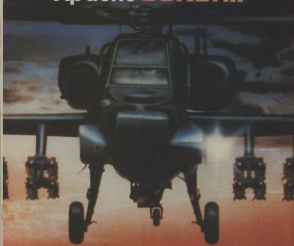
Armed with this information you can adopt a strategy of spreading in areas that have always just been scanned.

◆ Although nobody can be sure, it is unlikely that any of the 10,000 landscapes in the Sentinel are impossible to finish.

If all else fails, go back to the previous landscape you completed and play it again. The chances are you'll finish it with a different energy level next time so you can neatly side-step any level you can't do.



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NEWS

second stage of your mission, where, having got to the other side of the mountain, you reach the villains' temple.

Final Mission is where you complete your task. The trilogy costs £7.99 for C64, £9.95 for BBC.

■ **The PAW or Gilsoft's new Professional Adventure Writing System.** This, like its predecessor *The Quilt*, is a utility program that enables the user to write an adventure game without actually writing program code.

It has many advanced facilities, and to review it fairly would virtually require writing a full-scale adventure. Although much simpler than learning a language, and writing a program in it (and this has the advantages of machine code speed—it DOES require careful study of the two manuals provided).

The first manual is an introduction to writing adventures with the utility, and runs into 80 pages. But more important is the 72-page technical guide, which details all the commands available from the utility.

This is a professional-style manual for a professional piece of software, and requires a familiarity with computing and some of its terms. It is not for the computer novice.

PAW will produce adventures with full sentence input, including speech to other characters in the game. Objects are individually weighted, and can be containers for other objects.

On top of that, there is a

built-in **RAM SAVELOAD** facility, the ability to create real-time adventures, a powerful graphics editor, and text compression.

Don't buy **PAW** and think you will come up with instant results—it requires a lot of study and practice to make good use of many of the wide range of facilities it offers. I don't think that **PAW** will suffer the problems of *Quilt*, in the plethora of cheap rubbishy adventures that began to get it a bad name.

We will not really appreciate its full power and value, until commercial adventures created with it have started appearing. For a while now that it is the likes of **Pengo McNeil**, **St. Brider's School**, **Red Pike**, and anyone seriously interested in writing a really worthwhile adventure, for which **PAW** is intended.

The **Professional Adventure Writing System** is from Gilsoft for the Spectrum 48/128/128 + 2 computers (£8.99), and automatically creates which machine it is in, and makes use of the additional memory for £23.99; Disc 13, 3.5, and 5.25 (also) for £27.99.

This includes postage and packing, and you can get it from Gilsoft International Ltd, 3 Park Crescent, Barny, S. Glensinger CPE-9H5.

■ **McKenzie** came in for my exceptional vitriol because of a general lack of care in its writing. For example, a location which would be frequently visited is incomprehensible.

I do not apologise for bringing faults in logic and spelling to general notice. Too many adventures are published with easily correctable faults. That they appear suggests a lack of

concern by the software houses for the public who deserve better.

I care for, and enjoy **Adventure**, and will do everything that I can to improve standards. I hope this is the aim of all adventures, and that they will join me in campaigning for what is their right. Malcolm Hawley, *Shropshire*.

■ I must congratulate you on your review of *Keyeth*. Brilliant you said, and I think it is! Its real winning point is that all the puzzles in the game are solved by plain logical thinking.

Which leads me to the main subject of this letter: playability. There is a tendency here for programmers to produce games that can only be solved by the "stand-on-left leg eating ham on rye with the right hand and reading Mein Kampf with my glasses" approach. This apparently produces a game to stretch your mind to the limit. (Sarcasm thinking doesn't make a game brilliant — *Keyeth* is hard but I'm slowly solving it by LOGICAL thinking.)

Lastly, a tip of my own. (Shrug shrug!) I found *Keyeth* at the amazing price of £2.99. I've just bought *Ten Little Indians* too! It's a pity at 99p!

M. Blackley
Resolton

■ Congratulations on a brilliant adventure review. But what happened to the promised solution to the *Rich Wilkins Guide to the Galaxy*.

Stanley Williams
London

Keith replies: Sorry but I lost my towel and couldn't complete the game — yet. But I'm trying. Honest.

■ **The Kat Trilogy** is back! Remember those three Spectrum adventure discs from **Interactive**, that won the first person to solve them a video recorder? It's nice to see that they haven't died, and have just returned for the BBC and C64.

The C64 version has one of the most original features I have seen in an adventure. It has a self-drawing map! The top half of the screen starts off blank, and every time a new location is entered, it is drawn on the screen, with all its exits shown. If you revisit a place, there is a little man with a pointy stick, who moves about and points to where you are.

Of course, it would not be possible for many adventures to use a feature like this, for it all depends on whether the structure of the map lends itself to this treatment. But for these games at least, there's no more worries about which corner of the paper to start making your map — and you know you always get it wrong!

With two-word input, the games may look a little old now, but they are among the classics, and have some very interesting puzzles.

Mountains of Kat starts you off being rewarded from a death sentence for a homicidal murder, as command you seek out and kill the Mad Monk, a group who have launched a series of vicious attacks on Kat.

Temple of Vain is the



HELPLINE

So you think you recognize the name of reviews of *Dragonfire Adventure* this month? You're right! It's never others than that arch-leaper from *Legend*, the abominable *Pinnaculus* John Yunker, public writer of totally dumb letters to the *Wizards!*

But John is a big boy now—he's even into long letters—so I called his bluff, and sent him an adventure to review on his behalf. It turned out that he wasn't bluffing at all, and came up with a very readable and refreshing review.

■ **B.** *Beard of Kings* Leon cannot get past the vestibular of the ring at the entrance to the Royal Palace, in *Ring Of Power*. It seems he needs a password, and Mr Beardson does not know of any word that the wizarders will accept.

Stewart Ferguson is playing *Endark*. Is it an adventure or isn't it...? Well, giving the game the benefits of the doubt, can anyone tell Stewart how to get information from the librarian, how to find the maze, and how to go down at Bleach station?

Sitting on the station seat, Lawrence Taylor keeps falling off, and by the time he wakes up, the train he wants has gone. How can he catch the right train in *Dreadnaft*? The answer is right there in the



class section Lawrence Helen Goddard of *Dagblinden* keeps giving money to the referee, in *Spivack Adventure* but fails to get anything in return. She

should satisfy his family's needs after parting with about \$5—and then get something in return? Like anyone else experienced this trouble, and if so, on which computer?

There's a message in *Rebel Planet* that reads: "Above the holy door, ignore the first and the last, strike through the center, this is the middle." Says *Phil Wright* of *Willingborough*, who is doing to know what it's all about. Can anyone enlighten him?

Wilmer Kingman writes from Ireland to say he is unable to continue *Yank* of his good intentions. He is, of course, playing *Kayroll*, and wants to find a clinic, and discover how to get back out of town.



Desperately seeking *Gramps!* That is the main story of *Ragnar Torbjorn* of Norway, currently playing *Yan Times*, which he rates above *The Power*. Who knows where *Gramps* is hiding?

How do you get past the Japanese soldier in the airfield building, *aka P. J. Hardy* of *Sheffield*, whose imagination isn't quite up to the problems in *Imagination*.

Darren Funnell is playing *Jay Noel*, and has taken a break in this spot of writing. Tell him someone—how can he see the doctor?

Where is George's record? And what is the password for the *Smoochish Club*? These are two of the problems stamping *Geordy Cooper Jonathan Marshall* of *Eding*.

How can the *Temple* be made to operate, and how can *Richard Bruck* be helped across the chasm in *Masters Of The Universe*?

Ira's *Clare* makes it ugly

here! again, with a plea from **Stuart Walker** on how to open the panels in the panelled room. He is also troubled with the crystal in *Islands Of Darkon*.

■ Does anyone remember a game called *Maverick*? A game? It was an infuriating treasure hunt puzzle, promising a £50,000 and was released around December 1984.

Mr J. J. Malinowski takes the subject, for not only did he fail to even approach how to get about solving the puzzle (and he is single enough for a four-year-old), he does not recall the promised reward.



necessary to complete the puzzle and claim the prize.

Funny you should say that, Mr M, for I felt the whole thing was rip-off for a mere set of pictures of trees, houses and clouds!

I actually reviewed *Perils*, part one of the "game" (but not in the adventure section) on page 46 of the December 1984 issue.

I cast doubt on whether the prize was genuine: "Could it be that we have to wait for sales to reach a pre-determined level before we see any sign of *The Plink*?"

And I gave it a sales rating of 12 (of 100) and 1 (of 10) you don't? The game was from a company called *Hansoft*—has anyone ever heard of them recently, and who did *The Plink* get to? Come to that, where did the prize get lost?

As Mr Malinowski and I suspected—a software rip-off!

Scott Callaghan wrote along similar lines to a number of other people over the past few months—the matter of *Atari Adventure*.

"When I look through your reviews I always find that 90% of them are by Commodore

64, Spectrum, Amstrad, and BBC, and there are hardly ever any Atari reviews."

Come on, Atari owners! Most adventures are released in a number of different formats, and many ranges INCLUDE the Atari. That includes adventures from



Level V, Infocom, and Magnetic Scrolls, as well as some older titles from *Adventure International*.

We really can't be expected to print additional reviews of the SAME game. Specifically mentioning we placed them on an Atari! In the end, we support your machine as much as the software houses do—we just cannot do better than that!

■ What's this? A letter from *Prancer* is a very nice mention on the *Helpline*, and he is **Patrick Mowbray** of *Recess* offering to drink a whole bottle of genuine French Perrier, if only I can tell him how to duck on *Kama! Make It via songs*, *Patrick*, and look in the other?

■ The controversy is raging! The *Indevon* puzzle is far better than that of *Magnetic*



Recess, say a number of people. Goodness, I am even being told off for daring to suggest otherwise!

"Steven forbid!" as *Dave Edling* would say! There is no doubt that both puzzles are powerful, and difficult to see that any others can beat them. But they are different.

The case CAN be argued either way, I suggest, and your point of view might well depend upon how you phrase your comments. So don't just tell me what you think of the two puzzles—I want

ADVENTURE CLUES

◆ Thanks this month for the help, to Mike Thomas, Capetown; Helen Guldard, Dagenham; Phil Wright, Wellingborough; St. Andrews, Wrexham; Paul & Glenn Gibney, Carrickfergus; Adam Bonner, Chalfont; Finn Mowbray, Denmark; and Gregory Quinn, Portland.

examples?!

◆ As most regular readers of C+M will know, the *Adventure Helpline* is here to answer your adventure problems. We can't hope to keep all the answers in our heads indefinitely, so we enter many of the clues on a database.

Although we have hints sheets and solutions, it is usually much slower to get at the required information by



looking through files.

The database has not only been used by many adventurers, so our Helpline stand at the past three PCW Shows, it has been demonstrated on Channel 4's *Four Computer Adventures* and *Quintipian's* *It's A Fever* computer programmes.

Not a flat-file storage system, the database consists of three files linked by pointers, and the data is held on two disks, both of which must be present on the drives.

One file holds the names of the games, one holds the problem keys, and one holds the text of the solutions. I wrote the program in Basic on a TRS-80, and developed it from time to time, to add improved facilities.

But the TRS-80 is now, sadly, an obsolete machine. Not only that, but the disk space occupied by the data has now almost filled up, and the data cannot be extended much further without the addition of a third drive.

So the time has come for a change, and this has meant rewriting the program for another, newer, machine. I chose the Atari ST, and used Pure Basic, a language that runs in cartridge form, and offers not just only speed, but some truly powerful facilities not found in most Basics.

The double-sided drive

offers a capacity of one megabyte, which, once formatted and filled with the existing data, I hope to move it over to a 20 megabyte hard drive.

Already the program is nearly finished — just a little more debugging to do! Once complete, the whole Helpline service should be made available.

Helpline assistants Paul Coppin, Matthew Woodley and Steve Douglas, all have an ST, so they will be able to run the database when answering your letters, instead of using the personal computer.



promise.

The program will be running on-line during phone-in periods, and we should be able to get to the answer you want much faster!

◆ I have a question about the "off-line" mode you mention in the "Clues" column. I have a TRS-80 II with a hard drive and I would like to know if I can use the "off-line" mode to save space on my hard drive.

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◆ My mother gets bombarded with Adventure magazines all working a month in the column. Most are amateur publications, produced by enthusiasts for enthusiasts, and many aren't quite a high standard.

It's worth reporting on one or two of the best which have been around for some time.

You may remember an earlier mention of *Adventure*

on obscure home-grown titles for its readers — useful if you are into low-priced software on a regular basis. The major games you will have to wait some time — *Colour of Magic* was described as a new game in the February issue!

Adventure Probe costs £1 monthly, and is available from its editor, Sandra Sharkey, 78 Norman Road, Wigan, WN3 5AT.

A commercial version, now in its 13th issue, is *What Now? — The Adventurer's Handbook*, which has just changed over to being properly printed on high quality paper.

This is absolutely packed with solutions and maps for well-known adventures, ranging in the tone that suits my way, from *Mystery Pheasant* to *Zax*.

There is also a wargaming section, and *Adventure Contact* page.



Probe, then newly started. That has come on a long way since it first appeared, and currently in its sixth issue, is running into 68 pages. It has a chummy atmosphere, provides hints and solutions across a wide range of adventures, as well as having its own Helpline, and general interest articles.

Probe tends to concentrate

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3
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Lode
Runner

GAME 2

Atari game
GAME 3



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4
JUICY
THRILLERS



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WHEN IT'S

FRANKENS

The master of horror is back! In case you have got over the shock of playing *Dracula*, Rod Pike is about to strike again with his new authorial version of *Frankenstein*. **KITTY CAMPBELL** previews the game . . .

For most people, the name *Frankenstein* conjures up a mental picture of a ruffian scientist, lumbering giant with bolts through his neck. But not for Rod Pike, creator of *Frankenstein Adventure*.

As with *Dracula*, his highly successful first venture into Gothic horror, *Rod* has gone back to the original book written in the last century by Mary Shelley.

"Frankenstein was one of all the old sci-fi/fantasy images popularized by Hammer's horror movies," says Rod. "He was a big creature, certainly, but he was also very agile and sensitive. Far from being morose, he was an intellectual."

So Rod has spent a lot of his effort, and used a major part of the adventure, to build up the "real" character, all leading to what Rod hopes will be seen as a really terrific finale, involving the player emotionally.

Although making the game as faithful to the story as possible, it was necessary to deviate from the plot in some places, so it simply wouldn't have worked as a game.

So while much of it is driven by the narrative, there are puzzles built in to provide the game play.

But the puzzles take second place to the rest, because Rod's aim is for people to enjoy *Frankenstein* as they would a gripping thriller.

Dracula was written using *The Quill*, and *Frankenstein* has exactly the same nerdy look about it. Yet there was something different about it on its pre-production day,

according to the master.

It wasn't until he read *Frankenstein's Guide to the G.A.C.* that it all became clear. "It's like gold dust," that book, for anyone using the "G.A.C." he explained.

Once mastered, he found the multi-word command format was a lot less limiting than *Quill*, and combined the 120 character limitation description limit by stringing three or four together to create his lengthy narrative passages.

Impressed with *G.A.C.*, on the whole, though, he still likes

Quill, apart from its limitation on the number of characters of a word's checks.

Now it's here, *Frankenstein* was an obvious choice with which to follow the chart-topping *Dracula*. But it wasn't Rod's choice. "Don't tell the

readers, but I still might do it," he explained, "and I wouldn't want anyone else to get in before me. I wanted to write *Dracula*, but *G.A.C.* preferred *Frankenstein*."

Human. Come to think of it, *Frankenstein* would make a rather good gothic horror adventure

■ **WANT TO PLAY?**
■ **OR WANT TO BUY?**
■ **OR WANT TO ORDER?**
■ **OR WANT TO HELP?**

I had played as being God, and created a being from a figure of latex, the best material from the bodies at charnel houses. And then I brought life into them, and was suddenly facing the most brilliant and informed creature imaginable. I had to retreat, leaving the door open behind me.

Four years later, my sister was brutally strangled by a

ghost" who then buried her body from the top of a ravine. Now I, Dr

On the P-41

the response time — *Quill's* strong point was little short of optimal.

I took this up with Rod, who was also puzzled. He wrote in using *Frankenstein's G.A.C.*, at the suggestion of CRL, who persuaded him to move away from *Quill* . . . to prefer the *Frankenstein* . . .

With part three of *Frankenstein* still to be written Rod intended to pursue the matter with *Frankenstein*, and hopefully come up with a compromise of the author's wishes who the proprietary *Adventure* utilities. There are few who have made the change from *Quill* to *G.A.C.*

But one who has is in a far better position to compare the merits of the two. One reviewer who only has time to play with them, as opposed to using his own to write a full-scale adventure.

At first, Rod had great difficulty in getting the conditions statements to work. He was writing them up in a way that was perfectly OK



FRANKENSTEIN

Frankenstein, precisely as my heroes as my father's house, must find and destroy him.

That is the background to the story, and when YOU come into the picture, starting from your father's house, by the bank of a lake in Switzerland, you set off in search of the monster, and at large.

An encounter with a grizzly bear slows your progress down, but eventually you make your way to a nearby village across the ravine, where a bear aids your momentary perilous journey across the lake.

The second part opens with a huge meeting with a young widow and her dead father, who have suffered a harassment which they describe in horrific detail.

Their story, and subsequent events, leave you shaken, quit rickety and more determined than ever to track down and destroy your monstrous creation. The revelation is the first encounter with the being.

As this is a preview rather than a full review, I cannot comment on part three, which was at all in development at the time of writing. But Rod

of the character.

Certainly the text is suitably atmospheric, and the game structure continues to make it come over well as a horror-adventure setting.

In aid of the drama, there will be digitised graphics. These won't be produced using the GAC graphics facilities, but developed separately by the team at CRL, and integrated with the GAC program.

In particular, a gripping animated sequence is planned for just there, which will heighten the drama to the game.

Multiple commands are supported if separated by a comma or an AND, and complex sentences such as GET THE KNIFE THEN THROW IT are also valid.

Fast file recognition is achieved in a fairly limited way, by prefacing a command with SAY followed by a comma.

If you enjoyed *Diavolo*, then you are going to like *Frankenstein*. The same formula of going back to the original story, and not handing any punches with the suspense



another save file for Rod (Vic and CRL). I can't recommend it too highly.

■ VIBRANCY
■ ATMOSPHERE
■ PERSONAL
■ VALUE

10
10
6
4

promises that I will convey the full horror and mixed drama

and horror, has worked again to make what I think is an even better adventure. I think it's going to be



'THING' BOUNCES BACK TEST DRIVE A THING TODAY!

Quartz Halogen 'Pop-Up' headlights just like a Porsche 924.

Extra large floppy cheeks, watch out for twitching grandads.

Sitapal grips, take a quick look in the mirror when playing this game. See what we mean?

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Audible warning device providing results in a 'boing, boing, boing' noise.

Trendy designer cut off T-Shirt (causes nasty draught round your collar).

Leather boinging gloves for a sure fire grip on that joystick.

Size 14 racing tread flippers for inflight stability and a sure-footed landing.



Thing's springy air is set to bounce straight back into a new adventure.

Following his usual saving exploits against the evil toy goblins and his monstrous toys, Thing enjoyed his much needed recuperation, oiled his spring and is now ready to go. What next?... He must finish the job properly and halt the factory computer auto producing these hideous toys.

But alas! upon return and fast he discovers more than 30 danger hidden around every bend... goblins lurking in drains of water rushing overhead and iron chickens holding steadily deadly eggs.



A quick hand and steady determination are needed if you're to get anywhere with Thing in isolated escapade. Fast and furious action is the order of the day and a profusion of direction would be helpful to guide Thing round such a complex location.

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ADVENTURE



1 REVIEWS GRANGE HILL

- **ADVENTURE SPECTRUM**
- **SUPPORT: COMMODORE**
- **PRICE: £15**
- **VERSIONS: IBM PC, IBM XT**
- **REWARDS: PAUL EILEY**

"This, Hello, you know what they've got and done here, don't you? They've only gone and made a game about us."

"So? What's every programme in the box has its own game, Gorch."

"Yes, but don't you see? It's a nice little game."

"Great. Let's hope Gorch doesn't find out about it or it'll be taken care of us."

"No, Hello, you don't understand. It's all right, legal and all that. It's the reward program for designers."

"Well? You're a genius, Gorch."

"Well? By my best," George Hill is the letter



YOU'VE GOT A CHOICE NOW IN A
THEY'VE GOT A CHOICE NOW IN A
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Last year C-VO held a competition to find the *Adventurer of 1986*. Entries were divided into two classes, for UK and overseas readers. The overseas results were announced in January and here are the UK results. The winner, Paul Eiley, also reviews *Grange Hill*.

television programme to make the transition to books. Based on the hit children's soap about the over-10 slightly anarchic school, the game centres on the misadventures of the classily class-Leah "Gorch" Gardiner and Paul "Hello" Holloway. Apparently, Gorch has had his

Walter-confiscated during meals. The last time he had his Walter confiscated it was stolen from the staff room by some spunk. His main way free, it's a classed and now Gorch has the new one every time he goes home. Since Gorch isn't in the room to be killed by his mum

he decides to break into the school and steal it back. Hello, his faithful sidekick, volunteers to help.

The game is supposed to combine arcade and adventure elements but fortunately few readers are not needed as the only arcade element is the use of a joystick to move Gorch through the school.

Characters can be picked up, dropped or used just as in an ordinary adventure. Some of their uses are not immediately obvious. For example, the paper plane is used to get matches on the high wall.

Various characters from the series also put in an appearance, usually as a hindrance. These include Gorch's brother, the caretaker, the headmaster, and a drug dealer. When you do talk to the teacher the program makes a funny attempt at speech. In any one screen what he says, send the joystick.

I took time a while for you fellow Commodore 64 owners. The graphics are inferior to the Spectrum version. It is not so much an accident for the Spectrum an indication of the Commodore version.

The sound isn't quite that bad either many sleepless nights, either. Parts of the series will immediately recognize that the tone is NOT the theme of the series.

The biggest problem with the game though is not the graphics, sound or even the fact of a game save option — it's the amount of bugs in the program. It makes the Commodore Gaurtel seem bug-free in comparison. They strike from the classic system leads to the more irritating nature on an and disappointing, in some respects and bad graphics. You'd think a game about a school would at least have correct spelling.

Grange Hill had a lot of potential for becoming a good game but as an adventure it doesn't work. The text which appears on some of the locations can be quite amusing, which gives an old-fashioned adventure game would have been more suitable.

The bugs and a lack of a save option are unforgivable these days.

- **WORDABLE ART**
- **DESIGNED BY**
- **PROGRAMMED BY**
- **MADE IN**



ADVENTURER OF THE YEAR

Of the UK entrants, we selected six finalists who scored 1000 points (more points than anyone else in the first round).

Each entrant had to beat the game he had completed, and so first, to check the validity of those facts, the questions were asked of each finalist, relating to a number of the games on list.

Paul took off the final consisted of another general adventure quiz, covering a wide range of topics, and this was answered by all the finalists.

"The winner of the competition, and C-VO *Adventurer Of The Year*, is Paul Eiley, a north-berner from Burn, after obtaining 40 points out of 40.

Head on his heels, was runner-up, John McGowan, of Luton, in northern Ireland, also with a full house, but with fewer games solved.

Two other entrants came within a hair's breadth of the same score. Gareth Williams, of Burnley, and William Hale of Alverstoke, both scored 39 points.

All the finalists did extremely well, showing their knowledge of adventure games to be far greater not only to those they had played.

A high degree of awareness of what is going on in the adventure world was displayed on all of these, plus a background of adventure history.

Among the general questions asked, for example, were: "What was the title of Brian Alexander's first Mystery Adventure, and for which computer was it first released?" (Golden Baton, TRS-80) and "What famous adventure program did we once put in the oven by the author's wife

before it was complete, and what is the author's usual reward title?" (Adventureland, Fantastic Four)

Paul, our winner, came down to London to receive his Trophy, and that Paul Douglas and Matthew Woodley of the Adventure team.

After lunch, he went along with Matthew and Paul Douglas, C-VO's Deputy Editor, to visit Brian Alexander, where the popular BBC TV series *Grange Hill* was filming. *Grange Hill*, the computer game, is being reviewed by Argus Software.

Many thanks to the BBC, and to Dave Carter, for making Paul's visit possible.

The three named winners up in the competition, which each receive a free six-month subscription to C-VO.

Matthew read Paul Eiley's review of *Grange Hill*.



2 REVIEWS

- SUPPLIER: TANTAN
- SOFTS ARE MAIL ORDER
- WILLIE SCHUBER
- CHRYSLER MONITORING
- SCOTLAND
- MACHINE: SPECTRUM
- PRICE: £1.99
- REVIEWER: KEVIN

Prince of Tyndal is another adventure which uses the tried and tested theme of evil villain stealing magical object to protect kingdom. Prince must find and steal back object to restore order and good to his story.

The story unfolds with you as the Prince of Tyndal, the central character to the plot,

being a prince obviously means you are far too easy to recognise, therefore you dress in the clothes of a peasant making discovery of your real identity much more difficult by the dark forces who would set out to destroy you.

My first problem was escaping from the malleability of the game, which is a good thing, but it is a little frustrating that you can't see the location which you are in, and you can't see the map.

The screen as always has to escape over the city walls with the help of a piece of rope, which although easily found, proved a bit harder to acquire than seemed apparent.

One location which

particularly gained my interest, was a pleasant little cottage beside a woodland glade.

All attempts to enter this place proved fruitless until I remember a little politeness and walked right in.

A quick search inside soon revealed some items which I thought would come in useful later on, but leaving this charming place proved more

difficult than I thought. How do you get out? I tried to go back to the main menu, but I couldn't find the option. I tried to go to the next screen, but I couldn't find the option. I tried to go to the next screen, but I couldn't find the option.

In fact a generous application of great old cheese is required to convince a whole crowd of them to do you a good turn. Otherwise you'll find that all your efforts are in vain.

To say any more would give

the game away, but for once, retro-themed save games is useful.

There are a fair number of locations in the adventure, and most of them must be visited to complete the game.

In general, the puzzles are well laid out, and usually quite logical in their solution (I liked the touch where you must be captured and thrown in a jail cell before you could

escape). The locations are well described, and the graphics are well done. The music is well done, and the sound effects are well done. The game is well done, and the graphics are well done.

reminiscent of the early Scott Adams series of adventures, and what is more, at only £1.99 this game is a steal.

- VOCABULARY 7
- ATMOSPHERE 7
- PUNS/PAL 8
- VALUE 10

KOBOYASHI NARU

- SUPPLIER: MASTERTRONIC
- MAIL ORDER/STREET
- PRICE: £4.99
- ONLY AVAILABLE ON SPECTRUM

What on earth is Koboyashi Naru? Well, to be specific it is the first trial for those who wish to be like Keith and become an immortal.

It all starts off where you are seen by the Overlord OR All in the Cloud Chamber on the world of Igor. In this chamber there are four doors. One is at present closed, and the other three are the doors to tasks.

The doors are labelled Knowledge, Wisdom, and Understanding, and by entering one of these you enter the task. So with only your wit to help you (a distinct disadvantage to some of us) you start the adventure.

The game is played using the joystick or cursor keys, with no input from the

keyboard. Entries are made by selecting one of 25 verb icons, and the last description window at the bottom of the screen. In the middle of the screen is the picture frame.

For example, if you want to jump a pit, you first move the joystick to highlight the J, JUMP icon, and press the button.

The verb has now been selected, and the noun is chosen by joystick, in the same way, from the next in the list on the button. On pressing the button, the action is carried out.

This all sounds a bit difficult, but in fact it is very easy to master, and you soon

find yourself in total control.

Koboyashi Naru is quite interesting as a game. As a concept it is not totally different from Mastertronic's Zork. The storyline seems a bit thin at first, and although the game is difficult to start with, it is worth persevering. At first, when you enter a new location, your eye is drawn to the last description window, but this means you often miss information scrolling on the message window at the top of the screen.

The graphics are extremely basic, and add little to the atmosphere, but they are drawn tastefully. For £4.99 this is certainly worth looking at. Perhaps it is the future of adventure games. Personally I hope not.

- VOCABULARY 7
- ATMOSPHERE 6
- PUNS/PAL 6
- VALUE 8



SHADOWS OF MORDOR

- ▶ SIFFLEBEE MELBOMBAE
BOY
- ▶ WAAHINEE OPO-TRIM /
ANN-TRAD / GEM
- ▶ PIR-TO-ET-TH / LILIM-SCAM
/ AASH-TRE / DOKK
- ▶ VILKINGO
TITTO-LOPPE-TRIM /
AMSTRAD / GEM
- ▶ KILNEMER-KEITH

Well, it's here, and I rather wish it wasn't. *Shadows Of Mordor* is the second level of *The Lord of the Rings*, based on Tolkien's epic *The Two Towers*.

In this game Frodo and Sam, whose roles you can play, have travelled down the river where they found Gollum and at the end of the first game, and are now on a island in the middle of the lake, and slowly going on their quest, which is to cross the waterfalls and the evil mountain and reaching the mountain of their enemies.

Sam is equipped with all sorts of objects, the incredible backpack, grenades, eggs, mushrooms — you, the list is familiar. So off we go, me being Frodo, and Sam tagging along. There weren't any but steps of gnomes around, so we traveled from dunes ridge to dunes ridge, and we came to the edge of a cliff.

Surprised with a monster hidden in our location, but even there, had the hint of walking off into the bushes with alarming regularity. What it could be was up to us then I did not know. I only knew that when I used to follow him, something very dark happened on the

Spectrum and Amstrad, while nothing happened on the Commodore. And I was nothing — I had to turn the computer off to regain control of it. But I understood this has been corrected.

You folks, it's wondrous in English, that wonderful Australian parrot that is so exciting because you never quite know what it is going to do next.

It is said to understand complex sentences, but it seems you need a keyboard with an Amstrad account, but when I typed `NAY TO SAM` "GIVE ME THE SWORD" I got a rather damaged `LAST` `SOA-SOAT SEE JAST ME TO GIVE TO THE SMALL` `SWORD`. On the other hand a simple `GIVE SWORD` got me the sword.

The screen layout has been simplified since *Lord Of The Rings*. On C-64 and Spectrum you get a first wage line based on the egg indicating which rate you are currently playing Gollum has away between the two using a `LOC TIME` command, a yellow line command and message window at the bottom, and the rest of the screen is white and carries the instructions.

On the Amstrad the categories of text are difficult to distinguish between when all letters are in use.

The location descriptions are said to be lengthy, but in fact are rather short and drab. To make them appear better, they are bolded up

with early window information which is repeated at messages.

If for example, Sam is with you, you also get 'Frodo can see Sam. Being carried by Sam are a beautiful small sword, a matchbox, a canvas backpack, a fine green cloak . . .'. And if you open the backpack, the matchbox, or anything else that contains something, you get the contents of that `DESCRIBE` in, too, which makes the quite a lot of repetitive reading to make sure you don't miss an important part of the message.

The repeated status messages are better than those of the game's predecessor, but even then, the Commodore version is very sluggish, and all have an annoying delay after the reply has been accepted, before control is returned to the player with the prompt. This leads the last typed into

inadvertently printing many commands which then go unexecuted because the first few words of characters were not accepted as input.

Only the Commodore version has pictures, and these are limited in number on cassette. These pictures are reasonable, although in no way exciting, and display is affected by switching over to a graphics screen which the text response is in mid-flow. The effect, if you are not expecting a picture, can be quite startling, and frustrating, too.

I found the game rather boring, and put an end to it all with `NAY TO SAM` "KILL ME WITH SWORDS". He understood that all right.

- ▶ Vocabulary 4
- ▶ Atmospheric 4
- ▶ Personal 4
- ▶ Value 4



the edge of a muddy water-hole which is surrounded by reeds and bushes



CARTOON'S MOST ELUSIVE CHARACTER
HAS FINALLY BEEN TRAPPED.....

RO RUN

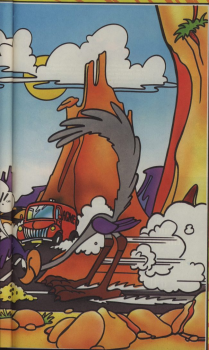



ATARI
GAMES

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THE SPEED AND EXCITEMENT OF THESE
CLASSIC ENCOUNTERS



Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he battles and outsmarts poor Wile E. Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, an entire extravaganza that recreates these full-fledged chases and the fast-moving excitement in perfection. Speed through canyons and along the highways following the trail of footprints left for you to tread on (is this the first trick???) Dodge your way round the crushing trucks, leapfrog around for the perilous mines and leather ruffing, big bending oil slicks. What dastardly plans has the sleazy Wile E. Coyote got in store for you as he jukes in hiding, cowardly awaiting his moment to enjoy a spiced roast of "Road Runner and Frenchie Fry".

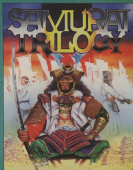
We're sure you'll discover all the dinky tricks he can throw at you with ease, agility and grace and a healthy "Sleep Easy". Overcome them that will, you've got a chance of being the winner of a lifetime and the speed of the fastest bird on two legs, welcome to some goodnight and "Sleep Easy"!

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COMPETITION RESULTS

● NEXUS

Alan Bay, Don Sutton
Richard Spence, Cy Stone
Richard Robinson, Surrey
Miss Fanny Roberts, Farnborough
Tom Fittling, Farnham
Tom Roper, Ipswich
James Crawford, Woking, Camberley
Alan Stokes, Darnley
James Dean, Peterborough
Ian King, Havering
Robert Kwan, Waltham
Julian Ball, Stoke on Trent
Stephen Hayes, Stratford
Karlina Mason, Stroudham
Rob Kennell, Luton
Justin G Jaggs, Manchester
James G Miller, Ipswich
Philip Green, Redditch
Jimmy Pearson, South Rockingham
Jim Tinkman, Essex
Steve Watkins, Rugby
Stephen Dillmore, Cardiff
Gwyn Lambour, Porthcawl
Steven Darlington, Stroudham
David Heath, Newcastle
Paul Mack, Mansfield
Martin B Smith, West Midlands
Paul Moxey, Pk Farnham
Richard Nickley, West Midlands
Mark Pugh, Stratford
Andrew Poynter, Chesham

● LEVIATHAN

Anton Pivovik, Porthcawl
Jon Powell, Ipswich
Mark Taylor, South Rockingham
Richard Spence, Cy Stone
Lee Corfield, Manchester

● DUNJUNZ

Edmund Howitt, W York
Simon Robinson, Altonchester
Matthew Suddon, York
Phil Wilson, Herts
Simon Shaw, Essex
Scott Parry, Cardiff
David Hall, Macclesfield
Dylan Williams, Gwent
Andrew Boney, Herts
Jason I. King, Longway
Robert Smith, Wetheringham
M Lewis, Hudders
Gordon Woodward, Cheshire
James Gannon, Bickenham

● IRON EAGLE

Steven McGrath, Belfast

Scott Fullbrook, Reading
Christopher King, Essex
Richard Williams, Ipswich
Tony Adams, Liverpool
P F Hudson, Ipswich
Steven Gifford, Tyn & Wren
Julian Huggan, London
Guy Sanders, Herts
Robert Brown, Coventry

● COSMIC SHOCK-ABSORBER

J Colferville, Essex
David Fotherman, Herts
Richard Knight, Warwick
Alan Ken, East Sussex
Johnny Matthews, Newport
James Miller, Essex
Andrew Poynter, Chesham
Paul Henry, Nottingham
Paul Brown, Lancashire
Howard Riley, Lincolnshire
Robert Ken, London
James Allen, Essex
Gavin Pick, York
Steven Robinson, Amsterdam
Steve Casson, Essex
Andrew Thompson, Berkshire
Lee Corfield, Stratford
Martin Smith, West Midlands



Next Month...



- Take us on a rollercoaster ride with **Twisted Tales** — as he sits at the computer, the **Temple of Boccia** is the latest coin-op exclusive on the game that's going to set your pulse pounding!
- Our **TRIZ** spirit-catcher system will make your blood pressure too — it's a giant **Burrowsian** extravaganza complete with sounds found nowhere else that really pinpoints **Merlin**.
- Remember **Witchmaker** is **Guided**! Well, the seventh season of **Legend** **Bardolboro** is back, with a new game called **Burrowsian**. **C-110** has been talking to my Adams about his game. He, the volume and everything. If you want to find out how **Witch** came to play back in large part in the **Guide** don't miss July **VC-110**.
- **Witch** is now your very own-gamer! **Witch** makes you! There's the new issue of **C-110's** column on this **WITCH** available to release.
- **Prohibition** is a great new game from **Adams**, and they want **VC-110** to have a review. This game requires you — become in the trade as a Chicago Pro. It's built for your newspaper, so far so

- spending budget on June 1st if I ever find
- **Collectors**. Talking of competitors we've got a new game giveaway from **Collectors**. You'll be able to win **COOL** game the budget.
- You'll be able to see your hands on some truly awesome sounds.
- **Mastermind** never repeat other.
- More sounds come in the shape of the **Virgin** **Next** Competition.
- You could win the **CD4048** set of **How** collection **CD**.
- In my special computer game, **C-110** special treatment read
- **Witch** out for our **Amiga** special in July.
- All this plus an interview with our magazine editor **RJ**. **Witch**, our regular **Adventures** feature, **Play** **By** **Witch**, **Amiga** **Amiga** and much more.
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Frame Up!

Hey turn off the TV/radio and stick on the Masterdisk tape! This isn't an ordinary art gallery. It's the C+VG readers showcase where D&G can show off your computer art skills. Over the past couple of issues we've been featuring some screens on our news pages. Suddenly we were deluged with pictures so we decided to give a whole feature to your screens on a regular basis. This time we've got some stunning pictures from the programs Captain Kirk, alias Lee Armstrong, from London; the Red Inn II, Ed from Chesham, and a couple of lovely personalities. OK, so we understand that the accompanying letters which only give a name and address might be a bit scanty, but please, when you send in your screen make sure that your name and address is CLEARLY marked somewhere on them so we CAN'T lose the CD Rom. If you are sending a file, please include CLEAR loading instructions and a name if you want so the people can write and tell us who they are coming. And no, the Cyber screen isn't a readers effort — but we thought you'd like to see it anyway. Here's the address: Computer and Video Games, Frame-Up!, Priority Court, 34-36 Farringdon Lane, London EC1R 3JQ.



Frame-Up!



نہینہ

Mailbag.

Hey you! Look hear. Gimme some attention. NOW! Big Ned here again and I'm in a mean mood so don't think your moans, complaints or whinges will get any sympathy from me. I've a complaint of my own — rust.

■ Ever since your November issue I have been wondering about making this the mast, but never got round to it. This issue I am not very good at the kind of thing. So, I wonder what any more for me, if so how much would they be?

Jim Williams
Dorset

■ Being Alan, but the masks aren't for sale. The Alan mask featured on C + VG's November cover was specially commissioned. It cost around £200. Enough to make you sit down suddenly, isn't it? Alan I did. On the mask, it's not very well done.

■ This is the first time I have written to your magazine so I hope that you will excuse the fact that most of what I want to say has little to do with computers.

First of all, when will someone create a computer game where the graphics make you feel that you're really in the scenario.

Like some game that gives you the feeling that you're really in space, but what about walking on the ground of another planet, entering buildings, entering and flying spacecrafts, and doing all the sort of things that you dream of doing if you were in another planet. Merely when it is available for the finished sounds very promising, but when you are outside a television, you are apparently not getting real. I'd like to hear, Explorer, which has just come in... sounds like just the thing, except that the reviewers are unenthusiastic. I myself am interested in this game, if you have to wait for the graphics to build up every time you turn round. A large scale version, in Beam's 40 format, would be welcome, I think. Chast probably make up for the things missing in

Microsoft, but you are not you in the game, but a controller of a world. Teach me to the things I want to say.

If the home computer can't help you bring all your dreams come true, then why not someone create a live game of your dreams. I'm talking about live adventure games, in role

playing games. Treasure Top and its successor Labyrinth are fine for people who want to drink up and enter a world of actual excitement and adventure. But these adventures are the type containing no words and

script, often with someone create a live science fiction adventure game?

So, the people of Labyrinth, and to anyone else with lots of money, will someone please create a live science-fiction adventure game, with laser pistols, alien soldiers, a maze with so fast high walls, computer, controls, rooms, a castle, etc? A space coast equivalent of the Labyrinth game?

Let me know if someone has turned this idea into a reality. I'd like C + VG a reaction to the response to their Xenon competition. Virtually all the sponsorship paintings/drawings were brilliant.

My thanks also include Chris Piss (for doing a C + VG illustration

cover by Peter's) Tony Roberts and Peter Blain.
Patrick Lee
Wales

■ Game graphics are improving all the time. Check out some of the Alan 37 and Amiga adventures. Seeing is believing. AA for live role playing games. They are becoming increasingly popular. The high tech style games you like are hugely expensive to set up. Remember the feature we did a couple of years back on Planet Phobos in America? That's the type of game you'd love.

continued on page 106



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Mailbag.

■ Last issue I wrote and asked people who want to be the PBM's correspondent to write, so I have. Yes, I am one of the idiots who can't read and relies on the nice clerks just so we could look clever and say, "Well, I went to the PBM's convention in London."

The actual convention wasn't what I thought and I'm anywhere as big as I thought it would be but I met a great few and we had lots of fun. We had decided before we went to avoid the buses at the convention, but when we arrived it looked as though we had given ourselves four hours too many, but we were wrong.

Talking to other players, watching live role playing, entering competitions and collecting badges helped to fill our time quite well.

But the most interesting thing about the convention was talking to the people who run the PBM's I play.

These games are *Arms & Legs*, *Criss* and *The Cat*.

The things we talk about if I like to talk concerning PBM's is how do you have your own PBM system. Why don't you have had a page to people contribute messages and try to contact other PBM's in the same games as them.

I suppose our theme is the same.

gotten to the 10th Nov on Wars please contact me.

I am going to give the convention \$ out of 10. I found it very interesting and I shall certainly be attempting to go again next year.

Edward Howard
Middlesbrough

■ **Did you enjoy yourself at the PBM Convention Edward? The C+VC team certainly had a good time.**

■ I have been the general manager of a Club since 1985. Being a good friend of this machine I had a Spectator. Now, I bought a Commodore because I am a Commodore "simulation head" and it seemed to me that the CBM would satisfy my needs best.

My question is if you could satisfy my need a little too. I think there is too little simulation between C+VC. Have you for instance given a review on the emulator simulation ET? After all this looks breaking completely. Why don't you make a very realistic simulation only. In your magazine—similar to the adventure version, I do believe that there are a lot of people who are interested in flight simulation beside me. Thomas Burdop
London

■ **Where have you been? We reviewed the long long time ago and enclosed it was really too regressive for what it was.**

■ Being a simulator with your great "top" children and our grand children, I thought you would like to see from me. For all readers of C+VC are back.

I am a very keen simulator but have recently started playing role playing

games.

I saw Phantom advertised and ordered it for my son's birthday present just before Christmas—very smart another US Gold saga.

Strategic Plus software needed it to make before his birthday despite the Christmas rush—only to find it had no Dungeons as the back of the disk was blank. As soon as Christmas was over I sent for another copy, as by then I had built up quite a library of parts.

Strategic Plus software meant all their disks had to find some kind Dungeons. There are about two months they get copies with Dungeons and sent me the first one! With great excitement I started to play it—no one was more interested in watching Paul's Tale.

Imagine my horror when it loaded and I went into the first Dungeons only to have it crash when I came out then that a standard time and time again. So, in desperation I asked Strategic Plus software if they had an alternate copy—this he didn't but said it was in my bag.

Paul's Tale they would get me a copy from an American company which plays perfectly and it is good. My sons have found Paul's Tale and are now impressed in Phantom!

Hence this is probably too long to print but please mention how good Strategic Plus software have been in bringing me the best machine made by US Gold—I've just order the US Gold edition of Phantom if what's the besting that it doesn't work!

Christopher Taylor
Bristol

■ **I must say you've got a lot more patience than me. I'd would have sold for my money back long before. Let's hope that Phantom II is complete when you get it. How about it US Gold?**



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n. huge ship; anything very large of its kind.

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Wayne's Play by Mail

Another bumper bundle to get through this month, with two games to review, and the April competition results to be announced plus your letters. So let's get it!

Yes, this is what you have ALL been waiting for. The April competition results. Believe I will say who won what, I would like to thank everybody who entered and can assure you that every letter was read by yours truly. I promise you that all those nice comments you write won't go to my head. Honest!

It was nice to see that there is such an interest in PBM among C&W's readers. I have listened to your comments and have taken most of them on board. However, I like hearing what YOU want from the PBM column so keep those letters coming in! Here for the results:

FANTASY

It was obvious from the mail I received that **Mithras Moorcock's** *Book of Mithras* was the most popular fantasy

here, so I chose a couple of people for that reason alone. The full list is shown below:

Jared Ross, Inverness — *Allegiance*
Frank Barnett, Luttrell, Essex — *Ilse*, *J. Rick, London* — *King Arthur*; **Matthew Stillman, Halesworth** — *Fury*; **S.R. Longley-McHugh, Kewstoke** — *Ilse*; **Paul McKeown, Ebbw Vale** — *King Canan*; **Joan** — *Requiem*; **John Clement, Birmingham** — *Thomas Corvax*; **Steve Saunders, Mansfield** — *Robin Hood*; **Guy Wappa, London** — *Ilse*.

I'm going to start up in this game soon, so watch out!

MURKETS AND BELLS

A popular competition this. The full name of the person who led the *Prisoners* theme which took part in the November war was: **Paul Marshall, Colchester**. I selected **Paul Van Blucher**. The winners are **John Perkins, Jack Lane, Duncan Krasner**.

FURTHER INTO FANTASY

You could have named any three of the following six winners of Henry VIII's twisted a chance of winning this competition: **Arnie Boleyn, Anne of Cleves, Catherine of Aragon, Catherine Howard, Catherine Parr or Jane Seymour**.

The ten winners are: **Susan Hume, Doris, Angus Stewart, Kathryn, Co. Down; Edward Robinson, Limerick; Anthony Wilson, North Brinsford; Alan Whalley, Banthorpe; Philip Wallace, Newport; Gareth John, Tereva; Matt Verulam, Invernesshire; David Walker, Oxford; Mark O'Mahony, Bexley, Co. Cork.**

I already play this game and it has (I'm afraid!) cut in the interest. So again, be careful, as my character is a bit mean-spirited and has already demolished a town! All the winners' names and addresses have been sent off and should have heard something by the time they read this. Also the ten people who get a free start up in *A* if it will be notified by Legend shortly.

REVIEWS, WORD BY STEEL

I have been inundated with requests to review a PBM war game so this issue I am looking at *Black Empire's Kings Of Steel*. *Kings Of Steel* is a complex, money motivated, roleplaying wargame.

Only twelve players participate in a game at once. The game lasts no less than six or ten sessions, one per month or one per every three weeks, over the period of a year. It is possible for you to participate in more than one game at once if you wish.

The aim of the game is to become the number one player and therefore win the game.

Background

For many years, the continent of Arctura has been governed by His Imperial Majesty, The

Overlord of the World — a thoroughly nasty piece of work — via his armies, the Blackstar Legions plus other local militaries.

The Overlord carried out a policy of ruthless expansion which resulted in the free peoples of the world being scattered around the fringes of the continent, leaving the wastes and the foothills, mountains and hillside tops. The prospect for revenge or retribution seemed remote indeed.

However, news has reached you of the King's rise. It seems that the overlord's mighty empire has grown accident and decayed due to its enormous wealth and power. It seems quite a happy end it was that has drained the Overlord and his armies of much of their power and mighty strength.

Finally these rumours are confirmed and it seems that traitors and deserters are rife amongst the Blackstar Legions. No longer do armies of evil roam the country, maiming and killing innocent folk. No longer do powerful warships bring additional troops across the straits.

The fortified city of Blackgate, the Overlord's capital and focus of his power in Arctura, is the only place where the elite legions are still loyal to the throne.

There are also his loyalist Strath Pioneers who have sworn to fight to the death defending the city.

As the time runs seems right to strike a blow for freedom, the free people have gathered together in a last ditch attempt to make war on the evil forces that rule this land. Murks are being called upon — after a somewhat unfruitful attempt — and leaders are appointed to take their people to glory.

You are one of those leaders! Can you set your people free?



Game mechanics

The first thing you will notice when you spend away for your start up pack is that you get a large black and white map, which is a bit crude, divided up into over 100 small areas, with twelve large countries surrounding the borders.

You will be allocated one of these countries. The other eleven go to the other players.

The rule book, is set out in a basic way and has no smooth apart from the excellent drawing by Dan Milstone, of Palace Software fame, on the cover.

I found that it takes a couple of reads to fully understand the rules. However, I feel that experienced wargamers will find it simple to understand as the rules are not that complex.

You will also be sent a sheet that will tell you your country, its secret aims, the power of the army you have under your control, your generals and their rank, the money you have managed to lose plus how and where your reinforcements will arrive.

It is VITALLY IMPORTANT that you do not lose this sheet, as it must be returned to the game master at the end of the game.

You are also sent a sheet showing the names and addresses of the other players taking part and the armies they control.

Your army is divided up into three troop types, which are: heavy infantry (HI), light infantry (LI), Cavalry (C) and you are told how many of each you have under your command.

You then divide them up into three armies as you wish, the only restriction being that you must put your generals in charge of the armies and there can only be one and a set number of troops.

Troops are allocated to either your left flank, centre, right flank or reserve.

Once this is done you then allocate your movement to each

army and you are ready to do battle. Your armies can begin to march from anywhere within your country's border.

There are one or two other important points that I should mention as well before you set off.

All the smaller areas on the map of heavy armies and lights also have additional ones (30-71). The name is naturally the name of the area you are moving through, but the lights also have VICTORY POINTS and your DIPLOMACY POINTS.

Victory points represent the economic and political value of the area and is used to determine how well you are performing in the game.

There is a monthly report in the shape of a newspaper which shows you where you are placed out of the twelve players participating in the game.

WARME'S NUMBER OFFER

Yes, once again you can play FBM at a reduced price. **Slith Enterprises** has very kindly agreed that all C+VO readers who write to me at the magazine enclosing the picture of me on page 111, can have a **REDUCED** start up in Kings of Steel for 44.00 instead of the usual 65.00 and **FREE** TURK worth 42.00. All cheques, F.O.I. to be made payable to **Slith Enterprises**. Get writing!

STARTING WORLD

Shannon Kivela is a new computerized science fiction FBM. I have sent the advance copy of the rulebook and it is fairly very interesting. You play the leader of a group of people who inhabit the planet **Findus**, which is totally despoiled when a major planet called **Phosphor**, expel toxic from the depths of space by some unknown cosmic disturbance, starts orbiting around your

world.

This has had disastrous results. Fabled waters except the world, gritty changes, earthquakes by the land again and I won't even mention what the volcanoes do!

Most of the population perished, but you survived. You studied the approach of **Phosphor** and took measures to ensure you lived.

You have a new floating machine called a **Turbofloat** which will provide you and your followers with a form of transport as well as place to eat, sleep and store some of the tanks, air mounted fighting vehicles and some walkers you have control of.

However, you need a power crystal called **Protonite** to keep all these running and it is quite rare.

Set up usually costs £2.00 but C+VO readers can get involved for **LESS THAN HALF PRICE**.

Yes, write into me with the logo at the top of page 111 together with £2.00 for a set up, rulebook, a large map and two free turns!

All cheques, F.O.I. to be made payable to **Paul Haines**. Further turns, including postage are a reasonable £1.00.

YOUR LETTERS

Paul Hartmann from Dordrecht, Holland has written to me and he wants me to point out to all Dutch C+VO readers that his company, **Fantasia Arma** are one of the first FBM companies to be set up in Holland and that they run two computers.

COMPETITION

Slith Enterprises have also started running a computerized American football FBM game, called **Glennspiel**. I will be bringing you a full report on this game in the next feature so, I am involved in planning it at present.

However, I have TEN set up's, rulebooks and two free

modernized FBM games which are entirely written in Dutch. They are both set in the future and are basically strategy games. The address to write to is: **Fantasia Arma, V. Borenstraat 118, 3617 ND Barendam, Holland, Phone:06-6234444**. There you go Paul! Hope all goes well.

Northey Williams from Maastricht, West-Germany asks if it is possible for a West German player to send his turns on-line in a fixed deadline game.

The answer is both yes and no! If you join a computer moderated game and the deadline is under ten days, knowing a bit about most postal services over the world, I would say no.

Nevo Karhu from Finland, Finland asked if it was possible to play games from Finland, what kind of game would I recommend and how does he pay, amongst other things.

Well David, You can play FBM from Finland. In fact you can play from anywhere in the world that has a mail service and reasonable internet!

David Edwards wants me to give details of the FBMFA. Well David, the organization is under going a major re-vamp as are being run from operations by a large Government body.

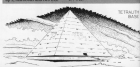
To get new people interested, we are putting together a booklet which will be called **The FBMFA Guide to FBM**. It will cover all aspects of postal gaming and will be given away to any FBM'er who asks for it.

That's all for this month. May your position never fall, no matter where you are!



SCOUT WALKER

GYRO TANK

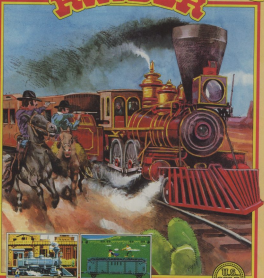


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C+VG STREET SEEN

Thwack! The previews page with the most powerful punch gets to grips this month with System 3's *The Last Ninja* and Hewson's *Zynaps* to name but two.



Believe it or not, it's been around 18 months since word of System 3's *The Last Ninja* was first heard. Now, at last, the Commodore 64 version of the game is due out in the shops in May. As you can see it's another martial arts extravaganza but, hops System 3, one with something extra to make it stand out from its many rivals.

The added ingredient this time is that the Ninja must explore complex mazes, searching for food, weapons, visiting shrines for guidance as to which objects must be collected to complete the level. These will include various items such as a flower, glove. And all the time there are the Ninja warriors to do battle with plus extra hazards such as fire-breathing dragons and tricky swamps. The ultimate aim is for the Ninja to find the secret scrolls of the Ninja which are hidden in a palace.

The Last Ninja will be a multi-load game because of its size. The first four levels have 25 screens each and the last two levels 15 screens each. The movement of the Ninja is really impressive as are the exotic backgrounds. It may be an unfair comparison but it looks like *The Last Ninja* could be the game *Flat II* should have been. They both combine fight action with exploration. Early signs are that Ninja should be triumphant.





Hi! We at Colony 7 are about to invade Hades Nebula to save the world. We need your help, so we are using our beam-back-through-time-and-up-to-the-present machine to get you to Colony 7. Then we're going to press you into the cramped cockpit of a Taurus fighter and tell you: "Hi the fire button trooper and get weaving!"

Next will be launching the Commodore version of Hades Nebula, a last moving shoot-em-up from Faxhead Software on April 30th. Price \$9.95. Spectrum and Atari ST versions will follow on May 21st, priced at £7.95 and £79.95 respectively.

Hades Nebula features music by Jan Dajlich on the Commodore and funny 180s Miqs on Spectrum. John Dracovici wrote the sounds for the ST.

Hades is a vertical shoot-em-up. The player progresses by blasting the armed forces of the Emperor Hades. Along the way he collects pods which confer improved speed, weapons and defensive equipment on his ship. The Spectrum version also features double parallel scrolling — whatever that is.

The Commodore ones show an Hadesian battle cruiser and a factory asteroid. The Spectrum ones show two different mining and defence installations.



Hewson heads out into space again with Zynaps, with more than 450 screens of scrolling blast 'em up set among asteroid storms, killer aliens, rockets and crafty tricks. The aim is to escape the captivity of an alien stronghold using disassembled weaponry and hyperspace units.

The game is, apparently, presented in comic book format with chapters and episodes. Hewson's team certainly lined up the talent for this release — not in June — Dominic Robinson, the man behind the brilliant conversion of Urthrive to the Spectrum and John Cumming, who converted Steve Crow's Phoenix to the Spectrum.

And add to that the talents of Ransoftware programmer Steve Turner who will be responsible for the music. Zynaps will be out on Spectrum (£7.95), Commodore (£29.95 cassette/£12.95 disk), Amstrad (£9.95 cassette/£14.95 disk).



100% is a maze game for the BBC from Logotron reviewed in this issue of C+VG. Well here's 100% Puzzle Designer which will — guess what? — allow you to design new mazes. The package will consist of a program and manual. The disc will contain a Puzzle Designer and lots Designer plus a sample level set and a completed maze with a registry facility. The 100% Puzzle Designer will run on the BBC Micro on 1.25" disc only, price £14.95.



Two of Microprose's most successful flight sims are winging their way to the Spectrum. Gunship, the helicopter simulator which was Game of the Month in C+VG's April issue, and the classic P-16 Strike Eagle. Simulation fans should watch the skies — and the pages of C+VG for more news.



SCREEN SEEN
C+VG

M

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PP PEN AL AGE

• Anyone interested in games of all kinds and utilities for the Commodore, IBM PC, Apple IIe, Amiga, TRS-80 and C128, especially in Germany, Holland, Italy, Poland, England, Asia and Australia — must write English — please write to:
Stephen V. Royal
PO Box 1887
East Hampton
NY 11837
United States.

• Here is a 18-year-old Hungarian who owns a C8804 and not so many wargames as he would like to have, if there is anybody who would like to contact me write today. I am also into Frankie Goes to Hollywood, Jukka Kasanen, Samkari's Fin F 73180 (054) 85 Finland.

• I am a French student and I would like to correspond with C+VG readers. I don't have very good English but I hope you will be able to understand me. I have a lot of French news, etc. I own an Atari 1080E and Atari 520ST with printer and Amstrad CPC486.
CAROL ENRIQUET
5 Boulevard de la République
75013 PARIS
France.

• I represent a large group of Atari users whose club is based in New Zealand. Pen pals are required from any part of the world to swap

games, information and tips on programming. Any users welcome including 400, 800, XL, SE, ST owners with tape deck or disk drive. Please send letters to:
Wayne Whanland
36 Grandview Road
Hamilton
New Zealand.

• Are there any good-looking girls out there ages 15-18. If there are I am sure you will enjoy being the girlfriend of a 19-year-old Atari ST owner. Apart from computers I like athletics and music — especially Ben Jovi. I don't mind if you don't own an Atari — I'm sure we can still have a good chat.
Simon Jarvis
Nottingham.

• I am a 17-year-old C16 owner who would like to swap hints, jokes, etc. I am looking for pen pals of all ages and anywhere in the world who would like to write and be my pen pal. Please enclose list of games and other information. All letters answered.
D.L. Fox
Mississou.

• Hi, I own a C88128, and I would like to write to C64 or 128 owners from around the world. I want to swap tips, etc. It also like Jean-Michel Javis, Goo the Wizard and Ronny Mathews (77). Ages 14+ please interested.
Dave Barton
Harrogate.

• I am looking for a girlfriend who can give me information on upcoming games for the Amstrad CPC484. As I live in Australia it takes time for information to reach us. I am hoping to be able to write to someone between the ages of 17 and 18 — preferably from England.
Bryan Wood
5 Guilford Street
Millers Point 2011
Victoria
Australia.

• I am a 13-year-old BBC B owner who is looking for a male/female pen pal to swap games, tips and jokes. So if you have a 4080 or just a 40 track disk drive write to:
David Jarvis
Bishopcleeve

• Hi, but there, my name is Katherine Ong. I am interested to have pen pals in any part of the universe. Any age would not matter and I don't mind if you don't own a computer. If interested get scribbling to:
Katherine Ong
PO Box 214
Sembur Seri Begawan
Brunei
Darussalam

• I am a 18-year-old Amiga user who would like to get in touch with male or female Amiga users, with a view to swapping magazines, hints, tips and, of course, letters.
I have had my Amiga

5126i with twin drives on an Epson FX-68 printer for a week and its the machine I have always wanted, and I am mainly interested in Desk Top Publishing, Graphics and love a good game.
Please get in touch.
Richard Clarke
Leeds.

• I am 15 years old and I am looking for a pen pal. I own a Spectrav 48 and I enjoy most games, of which I have about 70. I would like to get in touch with any Spectrav user aged 14-17, male or female. My other hobbies are table tennis, darts and snooker.
Nicholas Starbuck
London.

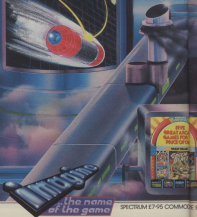
• I am a 18-year-old Turkish boy and I have a CPC4128 plus a cassette unit and a DMP 280. I would like to share ideas, information, hints and tips. I have a great collection. All letters will be answered. If you interested, please write to:
Zefir Ozer
Kocaköyöl cenesi sok
No: 15/2 Beşiktaş
İstanbul
Turkey.

• I am a 15-year-old boy with a BBC Micro. I am looking for a girl pen pal about the same age from abroad. I have over 100 games.
Michael McCarthy
Birmingham.

I M A G I N

ARCADE

THE BLOCKBUSTER SCREEN AFTER SCREEN OF ONE OF THE MOST ADDICTIVE ARCADE GAMES EVER IT'S TIME TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAYERS, CATCH AND HOLD BOMBAIDS AND MUCH MUCH MORE. THIS IS **ARKANOID** - THE REAL THING! £7.95



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Not content with the **FREE Arcade Action Handbook**, C+VG's Clare Edgeley brings you her regular **AA** column. This month she checks out coin-up conversions, reveals where you can see the latest games for yourself and gets to grips with *Exorizer*.



There are masses of new coin-up computer games conversions to look forward to over the coming months — and C+VG has been doing a sport of digging to come up with this month's list of coin-up conversions coming YOUR way soon.

To start off with... here's some real hot news — *Batix*, *Blowout* &

destroyed on each level. The latter **EXPAND** pop-up from two to five instead! Be collected before they disappear the additional bonuses. *Bubble Bobble* will make a great little conversion with its hectic action, highly coloured graphics and its many screens — about 100 in all. *Adrian* has been awaiting since

character through a series of screens, shooting off the bodies and collecting a key which opens the door to the next level.

Mander Bay is also from Sega and is a cute little game where you play the hero whose mission is to rescue his girlfriend. One of course is being held captive and you'll go to great lengths to rescue her. You'll be off to huge in number of screens to find her. Obstacles include walls, bricks, spiders and ladders. There's a bonus to collect, a helpful fairy smooths your path and a character's own things-up a bit.

Now that Konami is doing its own-own conversions, you can expect more. *Shinobu* and *Excuse* are your computer icons. *Arkanoid* is a kick-ass-style war game, though this time you're in a personal view mission to rescue POWs and take the safety of one allied landing ship, where a fighter unit, bombing and destroying are the order of the day and the goal is very high.

Salamander is like *Arkanoid*, which is an *Arkanoid* Defender. That's why it's one of the most popular games I've come across. The graphics and sound are fantastic, the control is super fast and there are masses of

screens to blast your way through. *Salamander* has to be one of the best shoot-'em-ups around.

Cyber is another shoot-'em-up in *Bubble Bobble* — one more against the enemy. Lots of tricky screens to negotiate, often with the odds against you coming out where it gets tough.

Next up is a Capcom game and although less got the bonus, it's rather like *Demons* in that you fly through to right down a corridor avoiding the obstacles. Only this time you have to be professional of a spin-ship and if you get your body... well you could be in for a longer landing.

Blowout has got the bonus to convert the Star Wars figure from Atari's *Star Wars*, *The Empire Strikes Back* & the *Return of the Jedi* are the three famous titles.

U.S. Gold has three titles — *Mega Chase from Moscow*, *Indiana Jones* and *Rain Storm*, both from Atari.

Mega Chase involves control ride through a city where the ball the road are collapsed.

Indiana Jones follows the the *Indiana* over four screens of rescuing a captive child from the mad *Hughes*, in his rising phase in the mine carts through the *Hughes* mine, releasing the mine of *Hughes* from the *Indiana* of *Death* and finally escaping over a victory over *Hughes*.

Rain Storm has got to be one of my all time favourites, mainly because it's so like the cartoon. You play *Rain Storm* in his mine with a *Death* attempts to get the *Indiana* of *Hughes*. The *Hughes* had for this stage had one all from *Hughes*.



software over. *Exorizer* has been put out the bonus to convert Atari's *Exorizer* and that all bonus to *Bubble Bobble* to have conversion.

Exorizer is built on the base of *Exorizer*, in fact it's almost identical to the game, but you have to repeat all the combined level and use the bonus of the *Exorizer* system. *Exorizer* is a game of fighter planes, tanks, or satellites and other bonuses equipped with looking out for the base of the *Exorizer* you'll control system. *Exorizer* is required to get through each about uncontrolled and the action doesn't stop for a minute.

Bubble Bobble is a coin-up game and has a great effect on the arcade. As the video suggests, there are loads of bonuses in the game which you have to chase and destroy. One normally, but drops when the bubbles have been found — one drops and collect these for extra points. The game has a lot of other great... well the bubbles, which have to be

blown under conversion, and I'm particularly looking forward to *Kangaroo* and *Super Sprint*.

Kangaroo is one of the funniest games I've seen in months. It's a good, clean cartoon fun, where you take the part of *Gandalf*, *King Kong* or *Mad* there is a great looking down of all the *Exorizer* and hundreds of *Exorizer* cities. The characters look cartoonish, fun and you can have so much fun punching your face into an *Exorizer* when the bubbles.

Super Sprint from Atari is an extremely popular racing game, involving some great graphics and some nice driving to beat the other competitors. Each track is portrayed in 3D on one screen, unusual when so many games have tracks which scroll before you like *Thunder*.

Thunder is a great approach to on *Thunder*'s track and you have player game in small the same world. However, instead of a race, you've got to guide your





▶ ELECTRO COIN

The only place in London where you can guarantee seeing **ALL** the latest coin-ops under one roof is **Casino** in the London Convention Centre, owned by **John Strangford of Electrocoin**.

John oversees a crowd but important part of one of the biggest video games manufacturers in the UK. It acts as a testing site for all the new coin-ops that will be imported into the country by the dozens, and whether you see these games in arcades all round the country depends on a great extent on how popular they are with gamers closer to home.

Eye for an eye shined in a very small way back in 1973, when John and his partner, John Colson, imported the first Pac-Man. It wasn't easy at first. With no backing and a degree in electronics on the man, John suffered for two years, deciding whether they could afford the £150 to buy their first PCB — the printed circuit board which tops the arcade game.

The real worry was whether they could afford three boards, and then five boards. But within three months Electrocoin was importing 100 boards a week. It did it with Universal, owners of **Big D**, **Midnight** and **Phoenix**. Their games took because they had the original turning point, and from that day, **yo John Strangford** says. "We've never looked back."

Electrocoin started to design and develop their own games. When a design catches fire, and with a distribution for use less than 12 coin-op manufacturers in Europe, the US and Japan.

Electrocoin's portfolio covers **Bully**, **Midway**, **Hinterland**, **Explosion**, **Ultimate**, **Taito**, **Travis** and **SNK**.

How does the development software in the R&D premises in London and manufacturers the hardware in a huge complex in Cardiff?

"See if you fancy a bit of some games which are in and new concepts, we offer the Division — it's mainly the Division in Edinburgh and Cardiff. But remember, that's a the way of all West End arcade that MCJ games under the name of 18, aren't represented by us, it's allowed into the arcade.

▶ EXERIZER

Further from Japan is a world of coin-ops of choice from the other side of the pool — the designs have been imported from **Space Home** and there are many a variety of coin-ops that get the coin-ops, Space Invaders.

Electro is very much a closed eye on. Your craft sits at the bottom of the screen, blasting away at a multitude of enemies which will first and drop from the top of the screen.

It's not always a good idea to stay at the bottom though. In the case of the designs, some half way up the screen when they first appear, and only retreat to your base line when it becomes too many.

The designs are the flying attack, and though they are not as pretty and well drawn as those in Space Home, they are in much the same way, including and including about as far as the distance, and they fill the whole screen.

Great wiggling monsters, each with a female rider perched precariously on behind the head. You don't see the head as needed feature they are killed — but a difficult task, you can have that Mustang-type of the armoured body is a waste of time.

It had the design, computer, having looked at the PCB, and which must be refined for power packs.

When games mean more bullets and greater speed to your rather a wiggling one. To get them up whenever you see. Having no movement, one specific feature may have your attention to the designers, rider who comes trailing monster you, do not let the machine she reaches the bottom.

It's hard to think, the next design is already a first growing pack in the design, and the idea, it comes two sides and the one other that can be seen.

You're not to be lost in the background in the game. And if your craft is enough to get back of power you don't stand a chance in hell.

Once the designs have been approved all you have to do is make a model, and you can have your own coin-ops, including the flying attack, but, boards and bullets of you. Also, break cards and game changing down for the lot, get these quality



believe they grow how large to be about only today.

When Space Invader type screens follow, each more difficult to beat than the last, firing multiple screens, leading the clouds of program must be made just as much as with and then you're back for a large work like design with wings and the new

computer female rider. Drive right — get to the head.

The games are a colorful and original a lot of thinking, and with thousands of highly colorful data. However, though they aren't particularly sophisticated the game offers a lot and relatively addictive about — on up.

TOP TEN COIN-OPS OF THE MONTH

1. **Out Run**
2. **Rolling Thunder**
3. **Soldier of Light**
4. **Nemesis**
5. **American Soccer**
6. **Bubble Bobble**
7. **Side Arms**
8. **Kick and Run**
9. **Flying Shark**
10. **Bernardo Triangle**

Sega
Atari
Technos
Konami
Universal
Taito
Capcom
Taito
Taito
SNK

■ 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 Strangford of Electrocoin.

JAPAN has a word for the



BASEBALL It's the most realistic baseball game outside of a ballpark!



HOGAN'S ALLEY Did your pocket light get to float the gangster?



OUT RUN LAND The real Out Run has hidden the gold in an underground world!



27
Game packs
now available.



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SM-B Choose your side. Control your wings. Put on the wings of every star. It's Nintendo's best and there's not a star you can't get your wings with it.

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade quality graphics. Nintendo make 2 out of 3 of all the world's coin up arcade machines, so they know what they're doing. And already in Japan 10 million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 24 colour 3-D graphics of Nintendo. On most home computers, you're lucky to get 16 colours and most Nintendo's superb graphics give the games a convincing 3-D feel with colour shades which add depth to the characters.

Already there are 27 Nintendo Game Packs available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

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Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to Hitachi Electronic Services Ltd, Unit 20, 200 Rickmansworth Road, Watford WD17 3JL. Or phone: 09232 43811.

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Asda
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LIEUT. LAWEY FOUR



... AND YOU SAY
THEY SHOULD HAVE
BEEN RECALLED...?

NO, SIR. THEY'RE STILL
DRAGGING THE TRIGGER,
BUT AFTER AN EXPLOSION
LAST TIME...

YES I CAN
KEEP THE SECONDARY
MOTION OUT.



WHAT? SCHEDULE A
FRODO CONFERENCE FOR
MORROW? I'LL DEAL
WITH THAT ON
PERSONALLY...

YES, SIR? I
DON'T KNOW THE
MATTER?

WHAT'S GONE
ON OUT THERE?



LAWW!

WHO THE
HELL IS
YOU? YOU
ARE THE
SAFETY
OFFICER...

WELL TO BE
HONEST, I'M
A TALKING
MURDERER...



DO YOU
NOT A LOT OF
EXPLAINING TO
DO... AND WHY
LITTLE TIME TO
DO IT...

DON'T YOU
BARELY
REMEMBER... I
KNOW
YOU BELIEVE
YOUR THING...

LIKE THAT... YOU
DON'T
YOU BELIEVE
WHAT YOU
WANTED
ALL ALONG...



I DON'T KNOW WHAT
YOU'RE TALKING ABOUT...

NO, I SCHEDULED
THE CONFERENCE
YOURSELF. I
KNOW YOU
DON'T WANT
TO DO IT. DON'T
WELL...
I'D HATE TO
SEE YOU
DRAG THE
TRIGGER FROM
THE MOUNTAIN
... YOU
DON'T WANT
TO DO IT...
I'D HATE TO
SEE YOU
DRAG THE
TRIGGER FROM
THE MOUNTAIN
... YOU
DON'T WANT
TO DO IT...



BEHIND THE
PROJECT AND A
REASON IT
MIGHT BE
BETTER FOR
YOU... YOU
NEED THE
MOTION TO
KEEP YOU
SAFE...

NOT IT ALL
WORKING
OUT, WHAT
DO YOU...?

I THINK SO...

EXCEPT FOR
ONE SMALL
DETAIL, YOU
MIGHT BE
DRAGGING...



YOU DON'T
WELL AT...



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TO BE CONCLUDED...NEXT MONTH (MAYBE!)

Tony Tokouchi 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 read on for the man who shoots from the lip of the good, the bad and the ugly in the software world.



Hot Gossip

Do not despair: I have got it! I am the very personal owner of an Atari 7800 and four cartridges. It is an arcade system with excellent games and it must be released in the UK!

The console is a very funky wedge shape and the cartridges are docked in from the top. The game and system buttons are along the side of the console and the joystick ports reside directly below these buttons.

Atari has changed their plans to release the 7800 in the UK. They have opted for the 528C computer instead.

The 7800 is really a game player dream and it would wipe

the floor with the competition for price. That is why I am giving you the latest facts of this amazing game's saga. Maybe we can persuade them to release it if you write to Atari and tell them you need a game console.

The first games I played were Pole Position 2 (Atari), Golfs and Skiway. There are dozens of other titles for the 7800 but only in the US at present.

Pole Position 2 is very fast, it gives you a choice of tracks, fast, fast, fast, or slow. All the elements are there for the arcade.

At first sight it looks similar to the 3000, except that I looked slower.

Oh those colours! The grading is nice and smooth and the car perfectly matches the scene. The car is well coloured as are the scrolling mountains in the background.

What is really pleasing is the graphics. PLAY is well. It feels right, it is nice and light and appealing. Through those corners I feel heart-racing stuff!

RO-BO! Wonderful! Driving is relaxing. This is a real hard-driving game. It's very pretty, very colourful, games and more games very smooth very fast desirable game!

There are the best part of 100 games on a box set of one. This has to save the family just take out

these boxes. I have got one ANY console do what the 7800 does here.

Delight is an arcade version of the car-race. It sets the original but did not release into a thing. This is a console it is but looks like TOC old for me.

The last offering is Genesis. The smooth scrolling, super fast, left-right about them up. This is really close to the arcade original, again it has a superb feeling it.

Oh Atari! Please release the machine to the UK. Do not depart us of countless hours of happy playing and racing.



● Pole Position 2



● The Atari 7800

The UK console scene is a little laggy (sorry to present with the two remaining consoles) trying to finalise prices and distribution structures. The Nintendo console should be with us within the next few months as indeed the Sega console should.

The major problem for both machines is the price of cartridges, the manufacturers are looking at £20 a game.

I wish these people

would get their heads screwed on the right way, this is TOC expensive. Ideally games should retail for between £7 and £15.

Take a look at the console prices, the Sega console will retail for around £100, the Nintendo console for around £130. Don't! The Atari would probably retail for £85. So there is quite a difference between these for price.

All these machines have a strong user base in

Japan, the USA and mainland Europe. Nintendo expects to ship around 1 million carts of a new game and Atari is currently shifting in excess of 100,000 units of each of its games.

Sega is still relatively low profile but it has a whole range of games available. With such a strong user base these companies can look for a lower profit margin BUT they have been good in the past,

remember the old Atari VCS/Genesis/Vortex carts which sold for between £20-30 a go?

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If you for SEGA! want game consoles then write to Atari, Sega and Nintendo and tell them.

Tony Tokouchi

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 5..4..3..2...FAILURE..
 ..THE DIFFERENCE IS..
 ..TIMING..

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If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.



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